

The Slumbering Tsar Saga



The Complete Saga

The Slumbering Tsar Saga



*Part 1 of 3
The Desolation*

slumbering TSAR

The Desolation, Part I: The Edge of Oblivion

By Greg A. Vaughan



Perched on the verge of the war-torn wasteland known as the Desolation stands a settlement of dire reputation. Known only as The Camp, this wretched collection of criminals and scoundrels, the desperate and the hopeless, all eking out an existence on the far fringes of civilization make this truly a place of new beginnings and horrific endings. Now things stir within the Desolation and call to heroes seeking secrets and treasures lost to the knowledge of men. The promises of reward dare the brave and the foolish both to seek their fortune in The Camp—out on the very edge of oblivion.

Introduction

“Many hundreds of years ago, the forces of good allied to destroy the main Temple of Orcus in the ancient city of Tsar. With their temple in ruins, the surviving priests of this accursed demon-god fled the city with an army of enemies on their tail...”

- R1: Rappan Athuk, The Dungeon of Graves: Upper Level

“This world is mine!”

- Orcus, Demon Prince of Undead (ca. 10,000 years ago)

Slumbering Tsar: The Desolation is the first in a three-part series of adventures set in around the ancient, ruined temple-city of Orcus first introduced in *R1: Rappan Athuk—The Dungeon of Graves: The Upper Levels*. It is designed for a party of four to six 7th-level characters. Upon completion the party will be around 11th level. It consists of three parts to be released sequentially: *Part 1—The Edge of Oblivion*, *Part 2—The Ghosts of Victory*, and *Part 3—The Western Front*. The other adventures in the series are *Slumbering Tsar: Temple-City of Orcus* and *Slumbering Tsar: The Hidden Citadel*.

A good mix of character classes is beneficial to the successful completion of this adventure series. However, this is an extremely dangerous adventure—**characters will die!** There are several opportunities throughout the series for lost characters to be recovered, but players should be prepared for the creation of new characters if their own prove to be unrecoverable. If your players have favorite characters that they won't want to part with, it would perhaps be a good idea for them to create different characters for this adventure series.

More than just adventures, this series is a mini-campaign that can take your players' mid-level characters far on their careers, provided they survive. Each of three over-arching adventures is playable as a stand-alone module, but to truly reap all of the rewards and grasp the fullness of the threat at hand, they work best as a complete series. The adventures are set in and around the environs of the ruined temple-city of Orcus known as Tsar, where a great battle was fought between the disciples of Orcus and the forces of good. The first adventure encompasses a settlement known simply as The Camp, which the party explores initially and most likely uses as its base camp during their explorations in and around the Desolation, a vast field of death and destruction left by the long-ago war. The second and third adventures in the series explore the ruins of the city of Tsar itself, the massive Citadel of Orcus within the city, and finally the hidden Caverns of the Barrier deep beneath the citadel. Each of these adventures is like the layers of an onion that the party peels back as they progress in their exploration until, finally, they reach the ultimate goal of their quest and discover the sinister and true purpose and history of this ancient redoubt of vile wickedness.

While set in a generic world, these adventures do draw on background and information presented in the *Rappan Athuk—The Dungeon of Graves* series and *Bard's Gate* by **Necromancer Games** as well as numerous other **Necromancer Games** products. Those adventures are not necessary to run this adventure or any in the series. If you would like to remove this adventure to your own campaign world entirely, you can do so with little effort by ignoring the fate of Orcus's followers and the pursuing Army of Light following the Battle of Tsar or tailoring it to fit the history of your own setting.

Adventure Background

The northern wall of Bard's Gate looks out over a vast river valley disappearing into purple hills in the hazy distance. The mighty gates fixed in that wall rarely open anymore. On the few occasions when the north gates do open to allow entrance to the occasional merchant caravan or especially daring traveler, they reveal a wide road, paved

A Word About Slumbering Tsar

What you have before you is the culmination of a five-year project that began as a single mega-adventure, was split into a three-adventure series, turned into three mega-adventures, got lost on a boat to China, eventually became a single pdf release, and ultimately reached the format you have now. With this in mind, a word of warning: the *Slumbering Tsar Saga* was never intended to be a serialized adventure series but rather three huge connected adventures, each a complete individual adventures in its own right. These three adventures have been divided into manageable parts for release, but you will immediately notice that each of these individual parts is not necessarily a stand-alone adventure by itself. They can be used without the others, but due to the sandbox style of the adventures, the story is not complete without at least the others from that portion of the trilogy.

It is, therefore, recommended that you obtain all the parts to an individual adventure before you begin to run that adventure for your players. Otherwise avenues for exploration may not be open, and references to other areas in the adventure may not make sense without those parts to reference. However, if you have access to all three parts of the initial adventure, *Slumbering Tsar: The Desolation*, for instance, you will be able to fully appreciate and play the possibilities presented therein while accumulating the parts for the next adventure and so on. Regardless of how you wish to organize and use the adventures, best wishes for you and your players' enjoyment.

with great stone flags forming a smooth and level traveling surface striking due north for the hills. However, closer inspection reveals the signs of a lack of maintenance, and after a few miles the road deteriorates into little more than a wide dirt track, overgrown with weeds and with only the occasional stone paver visible in the hard soil. It obviously sees little travel and even less care.

Few stand atop Bard's Gate's north wall and gaze out upon that hazy vista or care to think about what lies beyond those distant highlands. Fewer still are brave or foolish enough to make the journey in that direction. Bard's Gate relies on its commerce from other roads in other directions and pays no mind to the north, for to the north, beyond the village of Taverlan and the distant purple hills and across many leagues, lies the reminder of one of the most tragic moments in the history of the civilized kingdoms. To those who even care to remember, the north gate leads only to bad memories or mournful legend. To the rest it leads to where only madmen would dare to go—the ruined city of Tsar and the great Desolation that surrounds it.

INTRODUCTION

Tsar, the great temple-city to the Demon Prince of the Undead, stood for centuries as a bastion of evil and hate. Foul beings of all kinds flocked to its mighty walls and found succor and purpose within. At its heart stood the great Citadel of Orcus, the black heart of Orcus worship on earth. Countless evils were perpetuated in those corrupt precincts, and equally countless wicked plots were hatched and carried out therein.

Finally the goodly kingdoms could stand the presence of this festering boil in their midst no longer. The churches of Thyr and Muir led a delegation of good and neutral faiths to Graeltor, the last overking. Only with the backing of the nations' secular armies would the holy churches be able to erase such a blight. In his last major pronouncement before the overthrow and fracturing of the kingdoms into the independent nations they are today, Overking Graeltor called for a mighty crusade to tear down the walls of Tsar and forever end the presence of Orcus worship in the world.

This crusader army, raised from all nations and almost every non-evil faith, became known as the Army of Light and marched for Tsar. In command of this army Graeltor placed his most trusted advisor, the archmage Zelkor. Supported by innumerable knight commanders, wizards, church patriarchs and scores of heroes of renown, Zelkor quickly advanced his army from its staging ground of Bard's Gate, through Tsar's outermost defensive positions and into the great plain that surrounded the temple-city itself. Flush with their many quick victories, the Army of Light suddenly found arrayed against itself seemingly endless legions of every sort of vile warrior-race and fell outsider imaginable called up from all over the multiverse and lining the battlements and fields before their redoubt—one of the greatest fortresses and citadels ever erected in that time. The beginnings of doubt seeped into the ranks of the Army of Light.

However, hope was not lost as the heavens opened up and flight upon flight of angels and celestial beings descended from on high to swell the ranks of the Army of Light. With grim determination in both camps, battle was joined on the plain before the gates of Tsar. The war raged for over a year, the Army of Light advancing to the very foot of the walls and then being pushed back by a new surge of demonic power. The disciples of Orcus led by the Grand Cornu, Orcus's single highest-ranking priest on the mortal planes, threw every vile attack they could at the Army of Light in defense of their city. Rains of horrific fire and acid fell from the skies or belched from fissures in the ground, great constructs crushed their foes before them, terrible clouds of poisonous gas choked entire regiments, and heretofore unknown plagues swept through the troops causing thousands of horrible deaths among the Army of Light. Nevertheless the forces of good persevered and fought on.

Finally, though the battle seemed no closer to victory, the fates seemed to smile on the Army of Light. Unexpectedly the city fell. In a single night the entire city virtually emptied of defenders as they all were magically transported to a point several miles outside the city's walls, complete with baggage train and mounts for many. The magical expenditure necessary to complete this miraculous maneuver cost the Grand Cornu his very life in sacrifice to Orcus, but the legions of the demon prince had broken free from the Army of Light's cordon. They immediately took flight before the stunned Army of Light, heading south.

Zelkor and his fellow commanders were immediately suspicious of this sudden retreat but could not afford to allow the combined followers of Orcus concentrated in one place to escape and spread their insidious evil again. A cursory sweep of the city by scouts proved that the withdrawal was no ruse, so Zelkor left one of his most powerful knights, the paladin Lord Bishu, with a company of knights to secure the citadel and hold it until the Army of Light could return and properly destroy it. Then, still with a seed of doubt niggling in his mind, Zelkor ordered the Army of Light in pursuit of the fleeing legions.

The tale of that long pursuit is an epic in and of itself. Finally the Army of Light cornered the forces of darkness in a

forest near a rugged coastline. In anticipation of a great victory, the forest was prematurely named the Forest of Hope. The naming proved to be a cruel irony, for in the forest the followers of Orcus had been preparing a great trap for years in case just such an occasion ever arose. Both armies disappeared into the forest. Neither ever emerged. The Army of Light was lost to a man.

The shock of the loss of so many heroes, nobles, and leaders of renown reverberated throughout the kingdoms. The overking was overthrown in the unrest that followed. Minor wars erupted as new factions took over old power bases bereft of their leadership. When all was done and a semblance of peace returned, the lands looked much more like they do today. Some said the loss of so many was worth it for the eradication of the foul cult of Orcus. Others said it had been a scheme concocted by the demon prince all along to destroy his most powerful enemies and sow hate and dissension throughout the civilized nations. Years later when a terrible graveyard and thriving dungeon complex devoted to Orcus was discovered in the Forest of Hope, popular opinion agreed with the latter theory. It seemed Orcus had not been eradicated after all, just relocated, and once again his insidious evil began to spread throughout the lands.

For the past century some attention has been turned to delving into the so-called Dungeon of Graves and rooting out the evil now entrenched there. That complex is detailed in the **Necromancer Games** adventure *Rappan Athuk Reloaded*. However, what remained of the temple-city of Tsar was a vast, abandoned ruin surrounded by miles and miles of poisoned and scarred wasteland left behind by the battling armies. It was all but forgotten as a bad memory of despair with no value save as an eyesore and wilderness home for strange and fearsome beasts that moved into the desolate area. The knights of Lord Bishu, left behind at Tsar, were likewise forgotten as they, too, were never heard from again. In the wake of the great tragedy at the Forest of Hope, no one thought to check into the ruins themselves, and all who knew about this relatively small group that had been sent to the city had perished in Orcus's trap. The people of the civilized nations went on with their lives with, perhaps, a little less hope and optimism than before. Tsar was forgotten, and the land around it shunned and remembered only as the Desolation.

While the rest of the world looked southwards for the future, some few remembered the distant exotic markets of the far north. Those brave or foolish enough to try reopened the trade road that passed through the Desolation to once again reach those far lands. Those that survived such treks and were able to trade the rare items they brought back made fortunes, but most who attempted the dangerous passage died—lost to the hazards of the Desolation. Eventually a small settlement of cutthroats and the worst kind of profiteering entrepreneurs sprang up on the southern fringe of the Desolation. This hole-in-the-wall known simply as the Camp serves as a staging ground for travelers to hire mercenary guards or fast mounts for the perilous run through the Desolation. Likewise it serves as a point of relative safety for those few managing to make it through from the north with or without goods in tow, often with denizens of the Desolation in hot pursuit. There is little to this unruly, fringe settlement, and many meet their fates on its dirty streets without ever making it to the Desolation. Regardless, it manages to just barely eke out an existence serving as a stopping point for those few travelers who dare to make the run.

Now no one but these miscreants and fortune-seekers pay any attention to the area and then only so they can pass through the Desolation as quickly and safely as possible. The temple-city's ruins are universally avoided and little thought of. Why would anyone wish to go to almost certain death? What could still exist in the unknown holes and broken towers of Orcus's greatest earthly bastion? What could lie undisturbed, awaiting some possibly preordained time to awake in the ruins of slumbering Tsar?

Adventure Summary

The adventure begins as the party arrives in the Camp and gets a taste of the regions deadly nature from a run-in with a local guide just returned from an unsuccessful mission into the Desolation. While dealing with the local inhabitants and arranging accommodations, the party also gathers information about the Desolation and the perils to be found there. They can contract with various locals for advice or guidance in navigating the hostile terrain that is the Desolation. Some of these locals are helpful, but some are in league with the menaces that now inhabit the arid wasteland and instead attempt to lead the party into traps or ambushes. In addition, the party begins having fleeting encounters with a strange midnight peddler who gives them cryptic clues about the Desolation and the haunted temple-city.

Eventually in *Part 2—The Ghosts of Victory* and *Part 3—The Western Front*, the party begins making forays into the dead lands of the Desolation following leads given to them by contacts in the Camp or perhaps even the midnight peddler himself as they attempt to get an idea of the lay of land and the dangers they will face. Many small side quests present themselves as they continue to probe the mysterious interior of the wasteland, returning to the Camp as needed to rest and resupply. This is the bulk of adventure, the various chapters dividing up the major encounter areas. Finally when the party has gained levels and power sufficient to do so, they travel to the very walls of the ruined city to face the guardian there, a great tar dragon blocking entry into the temple precincts. There the first adventure ends as the party is finally able to attempt entry into the city beyond. That portion is covered in the next adventure in the series, *Slumbering Tsar: Temple-City of Orcus*.

Adventure Hooks

There are myriad reasons why a party of adventurers might come to this locale to test themselves against the challenges that await.

- 1. To Boldly Go:** The Desolation is a largely ignored and unexplored wasteland where two massive armies virtually smashed themselves to pieces. Those who have braved its depths have hurriedly passed through studiously ignoring the battleground around them and the ruined city it surrounds. Surely something of value remains to be gleaned from such a cataclysmic conflict of old. In this instance, the party, having gained enough power to attempt it, can be one of the few to have ever tried plumbing the great unknown that is the Desolation. Most have deemed it too dangerous or devoid of anything of value, but there are always legends of some great knight who fell on the battlefield clutching his powerful sword that was never recovered or some powerful wizard whose mighty staff disappeared in the melee and must still be lying out there somewhere. Perhaps the party just wants to be the first to have successfully braved the farthest corners of the Desolation and lived to tell of it. Parties of a less lawful bent might be interested in the rumors of burial mounds that were erected for noble warriors who fell in battle and were interred with portions of their riches.
- 2. Trail Blazers:** A party of this level has many connections gained over their career. One of these, a merchant-lord and sometimes patron of their expeditions, has his eye on the lucrative trade of the distant north. There are fortunes to be made but the risks and expense are too great to make caravans through the Desolation worthwhile. However, if a party of proven adventurers could tame the area and open a safe trade route, a monopoly on the new route could be established and a fortune made by all. Maybe he wants someone to clear the monsters out of the Desolation altogether, or perhaps he just wants a safe route to be found that can easily be controlled and kept secret. Either way such an endeavor has never been successfully accomplished, but if the right group could be persuaded to undertake the task...

- 3. Land Grant:** Rewards come in many forms to parties of successful adventurers, not always just heaps of gold and magic items. For the successful completion of a recent mission a king has bestowed upon a member of the party noble title and grant to land at the farthest flung reaches of his holdings. The land just so happens to be in the Desolation. The party must come to the Desolation to try and not only bring order to the Camp but tame the wilds of the Desolation as well in order to establish their fiefdom. A variation on this theme is that a newly ennobled baron has just received such a grant and needs to hire a party of adventurers to reclaim his lands for him. Perhaps minor titles and land grants await them if they are successful.

- 4. Save the Forest:** If the party is of a more naturalist demeanor (druids, rangers, barbarians, etc.) they could come to the Desolation in order to erase the centuries-old blight from the lands. Common wisdom says that surely some source of evil taint remains to keep the land corrupted, so if such a taint were discovered and removed the forces of Nature could begin their process of rehabilitating the accursed ground. Players following this track could have some interesting interactions with the Reclaimers at Area A5.

- 5. Sleepless Knights:** A cleric of Muir has located in the temple archives a set of orders issued by Zekkor during the Battle of Tsar that somehow survived and were transported back to civilized lands. These orders detail the assignment of the paladin lord Bishu and his company, adherents to the faith of Muir, to hold the city of Tsar and await relief from the Army of Light. Lord Bishu was always thought lost in the Dungeon of Graves like the rest of the Army of Light. The fact that he never returned and the possibility that he or some of his command may have survived for some time at Tsar holding to their duty has ignited the church hierarchy. What did Bishu accomplish during his time in the city? Do his bones, surely now sacred relics of the church, still rest there awaiting repatriation? Could he or any of his knights somehow by the grace of the gods have survived all the intervening span of years and man their posts still awaiting relief? The church cannot afford to send any of its own on a possibly foolhardy mission into unknown danger with only a small hope of success, but adventuring parties are often to known to undertake such assignments.

- 6. Sinister Secrets:** Zekkor was not the only one suspicious of the disciples' sudden withdrawal from the city after the Battle of Tsar. The record of that event is well-known and has been pondered by many since that day. Was it all just to trap to destroy the Army of Light at Rappan Athuk? If so why not reoccupy Tsar, a vast and defensible temple-city along a lucrative trade route, instead of settling for a dingy hole in the ground in some far flung forest. Could the entire withdrawal and debacle in the Forest of Hope have been a ruse within ruse to draw attention away from seemingly abandoned Tsar for some other, altogether unguessed reason? Questions such as these and more have been on the minds of the patriarchs of the temples of Thyr and Muir for some time. Now they wish to send in a small group to infiltrate the unplumbed ruins and discover what sinister secret may have been kept so well for so long. This hook works well with parties of a noble or holy content. It could also be used in conjunction with Adventure Hook 5 above.

DM Notes

This module, and in fact the entire series, are designed to provide the players with great freedom in where they go and what they do. Familiarize yourself with the entire adventure including the NPCs and their motivations. Many of the seemingly friendly NPCs and potential allies have nefarious connections with various encounter areas. These NPCs and the many clues and encounters can guide the players in what directions they might go, but allow them to make their own choices. Don't be afraid to let foolish players suffer for poor decisions if they get in over their heads, but if innocent mistakes or unlucky roles are to blame you might allow a well-played party the opportunity to withdraw from overwhelming encounters (if they are wise enough to do so).

INTRODUCTION

As the party progresses through the various encounter areas, allow them to add experience points and level up if applicable whenever they stop to camp or rest for any significant period of time. A good way to adjudicate this is to allow let them add their experience points to their characters any time they stop long enough for the spellcasters to regain their spells. The encounters in the adventure grow increasingly difficult, and the party will need those levels and the added abilities in order to defeat the tar dragon in the adventure's final encounter. However, the encounters in the adventure can be played in any order the characters see fit even if they come face to face with opponents who are too powerful for them. As mentioned earlier, characters are likely to die and opportunities to recover those characters or introduce replacement characters have been written into the adventure. Regardless of the order that the encounters are run, the tar dragon bars entrance to the temple-city covered in the next adventure, so it is necessary for the party to overcome or avoid it somehow if they wish to proceed with the series.

Chapter I: The Camp

Regardless of the party's reason for coming to this godsforsaken corner of the world, they are likely to know some or all of the history of the area before they arrive. Anyone native to the lands around Bard's Gate or from lands allied with the great trade city knows at least a general overview of the events described in the Adventure Background. Depending on the party's purpose for coming to the region, as mentioned in the Adventure Hooks in the Introduction or one of your own devising, they know as much or as little as you see fit to reveal beyond the well-known legends of the great battle and epic pursuit. If you wish to make the players earn their information, require them to have their characters make Knowledge (history), Diplomacy, or bardic knowledge rolls, and then reveal information based on the success of their efforts. These rolls can signify the research done by the characters around Bard's Gate and other localities in preparation for their journey to the Desolation. A check for one of the above skills succeeding at a DC 25 or above is worthy of having the Adventure Background read to them verbatim.

The adventure assumes that the characters are traveling from the known lands to the south and arrive at the Camp on the fringes of the Desolation before actually entering that hostile territory. This gives them an opportunity to get their bearings, gather information and make their plans before jumping straight into the encounters. However, this "downtime" is not without its perils as the party quickly discovers the inimical nature that exists within the inhabitants of the Camp themselves. This chapter details encounter areas in the Camp. The next chapter deals with events that occur while the party is visiting the settlement.

The Camp exists at the edge of civilization, on the very brink of the Desolation's southern edge. The ancient trade road, now little used, runs directly through the Camp and on into the Desolation itself. The Camp gained its name from its origins as being little more than a stopover spot near a good well to prepare for a run across the Desolation or to recover from such a run. When a permanent settlement sprang up, it retained the name since its function really hadn't changed. The locale consists mainly of stony, hard-packed soil that barely supports the few garden plots grown by the Camp's inhabitants. The one notable exception to this is the garden at Area 9 which thrives with a strange fecundity for some unknown reason. A few stunted trees and scrub brush grow in the area, but not enough to qualify as any actual woodland. Most that were within easy walking distance of the Camp have been used for fuel. The climate is arid and warm, getting hot in the dry depths of summer. However, when winter winds howl down from the north without any foliage to serve as windbreaks, the temperature plummets to well below freezing and can remain there for weeks at a time. It is during these months that the population of the Camp diminishes as the folk abandon the inhospitable place or die of exposure. It is also during this season that dust storms are prone to sweep in off the Desolation dropping up to 2 feet of sediment and forcing everyone to stay under cover as much as possible. For the purposes of this adventure assume that the party has arrived in the calm months of late spring and early summer before the worst of the heat has arrived. This corresponds to the wet season, though rainfall is always sporadic at best. Only occasionally do the wadis of the Desolation fill with flash floods. If you prefer to set the adventure in some other season, feel free to adjust the descriptions accordingly.

The Camp is a sprawling cluster of crude shanties and dilapidated hovels. The standard materials for most of these buildings are pieces of plywood scavenged off of crates and wagons, broken branches and sticks, thatch, sod turves, some fieldstones, and copious amounts of mud. Many of the structures are little more than lean-tos. All are in poor condition due to the laziness and apathy of their current occupants and are held together by little more than spit and good luck. A

The Camp

The Camp (Hamlet): Nonstandard (Modified Anarchy); AL CN; 100 gp limit; Assets 1,750 gp; Population 355; Mixed (68% human, 10% orc or half-orc, 6% dwarf, 5% goblinoid, 3% halfling, 3% gnome, 2% elf or half-elf, 2% other races, 1% giant).

Authority Figure: The Usurer, male lich Wiz11/Exp5 (moneychanger and blacksmith)

Important Characters: The Bender Brothers, male gnomes Rog6/Asn3 (landlords); Clantock, male half-orc Ftr8/Rog3 (mercenary captain); Father Death, male hobgoblin Clr8 (Nerull); Finnelaus, male elf Bbn6 (livery master); Griswald, male ghast (undertaker); Lucky Bjorc Balsam, male orc Exp10 (tavern keeper); Mama Grim, swamp hag (apothecary); Sammar, male human Brd4/Ari1 (diplomatic agent); Simon, male half-elf Mnk7 (hermit); Skeribar, male human Rgr10 (guide)

Others: Rgr5 (x7); Clr3 (x2); Ftr1 (x5); Rog4 (x3); War5 (x3); War4 (x18); War2 (x3); War1 (x21); Adp1 (x4); Exp3 (x10); Exp2 (x12); Exp1 (x36); Com3 (x16); Com2 (x41); Com1 (x161).

truly hard windstorm (thankfully rare south of the Desolation) could flatten most of the dwellings, and a heavy rain would cause many of them to simply melt.

The folk of the Camp lead an indolent existence spending most of their time sitting around making great plans to get ahead (usually at another's expense) but taking action only to do the bare minimum effort necessary in order to survive. Most that come here are vagrants, hopeless ne'er-do-wells, or the criminally insane, so there is very little sense of community. They do come together in order to thwart any immediate threats to the town's survival, though their uncooperative and chaotic attitude makes these efforts somewhat ineffective at times. This is the Camp's third incarnation, the preceding two both having been utterly destroyed by raids from the creatures of the Desolation in centuries past. Fortunately these raids come only rarely, as the Desolation's denizens are usually content to stick to their own ground. Each time the Camp is destroyed, however, another trickle of vagabonds and ruthless profiteers comes back to the area and starts over, picking up the pieces left by the previous inhabitants.

During the day, the inhabitants of the Camp can be encountered and about by the party using The Camp Random Encounter Table Below. Otherwise, the characters have to visit an individual's abode to have the opportunity to meet them. At night, no one is out as explained under Area 1 below.

The Camp is unofficially run by the Usurer, see Area 7 below. As the hamlet's moneychanger, blacksmith, and arguably the most powerful individual, he sets customs that the rest go along with. One of these rules is that the inhabitants only deal in the town's own currency, iron coins minted by the Usurer himself which are known as "bits" or "iron bits". This is explained further in his section, but all of the townsfolk strictly adhere to this regulation and refer newcomers to him to purchase currency. They support this convention because it comes out to their own great advantage economically.

CHAPTER 1: THE CAMP

The closest settlement of any size to the Camp is the free city of Bard's Gate that lies hundreds of miles to the south (the exact distance is left to what works best for your campaign. If you wish to allow the PCs to travel to such a center of civilization to rest or resupply, its specifics are included in the following sidebox. For a more detailed treatment see *Bard's Gate* by *Necromancer Games*.

Bard's Gate

Bard's Gate (Large City or Metropolis): Conventional, Nonstandard, and Magical; AL CG; 80,000 gp limit; Assets 10,000,000 gp; Population 25,000; Integrated (39% human, 8% halfling, 12% elf, 12% dwarf, 5% gnome, 20% half-elf, 3% half-orc, 1% other).

Authority Figure: Cylyria, NG female half-elf Brd13 (elected high burgess); Imril, LG male human Pal9 (Captain of the Lyreguard); Jared Strann, NG male human Clr9 [Oghma] (High Priest of Oghma); Duloth, NE male human Ftr5/Rog5 (head of the Wheelwright's Guild and the Black Market)

Important Characters: Bofred the Just, LG male human Clr9 [Thyr] (high priest of Thyr); Barahil the Faithful, LG male human Clr6/Pal2 [Muir] (high priest of Muir); Lauriann Danyr, NG female half-elf Brd7 (head of Bard's College); Andrigor, NG male human Wiz12 (diviner and member of the Fellowship of Note); etc.

Provided below is a list of rumors that can be obtained through use of Gather Information or Knowledge (local) checks while in the settlement. A check should be made each time a character asks a specific question to see if he is able to learn the information related to his query. Checks should also be made when the characters are interacting with the townsfolk while fishing for information in general. Have them make their check and select a rumor from the highest level at which their roll was successful. Characters can make 1d3 of these general checks per day spent in the Camp. Each encounter area also provides information that can be obtained from that particular location through Diplomacy or Intimidate checks.

DC 10:

"The only place to stay in the Camp is the boarding house. It's run by the Bender Brothers, a couple' gnomes. They serve meals also, though you can get those at the Sip O' Blood, too." This is largely true, though a secretly rolled Sense Motive (DC 20) detects that there is more to it than is being told. If pressed the speaker can give no further information, because he or she truly doesn't "know" anything more. There are only suspicions as to what truly goes on there.

"The guy in charge of the Camp is the Usurer. I'm not sure what that word means, but it sounds official. He's also the local moneychanger and blacksmith. Some people say he doesn't sleep but just sits around all night thinking up new ways to make money." This is mostly true.

"Don't cheat at cards while you're in the Camp. Leastwise not unless you can whip everyone else whose playing. The last feller who done it is still swinging in the breeze." True (see Area 1 of The Camp).

"You can't use gold or silver in the Camp. You've got to go to the moneychanger and trade it in for 'bits', coins made out of iron. That's all that will spend here." True.

"Need supplies or other such things? The place to go is the Celestial Emporium. It was established by angels and has heavenly prices (spoken in true used car salesman fashion). Need armor or weapons? Talk to the Usurer. Need horses? Finn's Livery. A cold drink or a bit o' company? Head on down to the Sip of Blood Tavern." Mostly true (except for the bit about the Emporium).

"Don't go out on the Desolation. There's no better way to get dead." Definitely a possibility.

"The Ashen Waste is a desert hellhole of choking dust and evil spirits. If you die there your soul wanders forever without finding rest." The first part is true.

"The Dead Fields get their name from the bones of the dead that are stacked like cordwood across the whole plain. Sometimes they get up and walk." True.

DC 15:

"If you're looking for a guide to take you out in the wastes, nobody knows it better than Skeribar and his men. They charge steep, but they come home alive so that counts for something." True, but there is, of course, more to the story (see Area 9 of The Camp).

"Nobody goes out much at night here in the Camp. People that do tend to disappear. I think it's the doings of that death church myself, but don't tell 'em I said so. I don't want them coming after me. Funny thing is, anyone who stays inside is usually alright, even if it's just in a tent or a lean-to." True about the disappearances but wrong about the reasons. See Area 1 of The Camp for details.

"If you travel the roads of the Desolation at night, you're sure to run into the Lost Caravan...all that's left of the unluckiest merchants to ever try to cross the wastes. You'll see and hear strange things that can't be explained, but that's okay. Just step aside and let 'em pass, and more than likely they'll go on by, though a few people do disappear. Those that bother them, though, are doomed to join their cursed journey forever." Mostly true.

"If you're hurt or sick and need help, go see Mama Grim. She'll fix you right up. Just don't feed the goblin bears." Very true.

"Them gnomes that run the boarding house are twins. Most folks can't tell 'em apart. Heck I've never seen them both at the same time... maybe there's only one of them just pretending to be two..." False. There are actually three gnome brothers. See "Camp Hospitality" in Chapter 2.

"The catfish aren't alive, they're undead. And they're coming for us...oh yes, they're definitely coming for us." This guy is obviously insane.

"The Sip of Blood Tavern is run by a vampire. His name's Lucky Bjorc and drinking other people's blood is how he stays so lucky. I'd stay away from the sangria if I were you." Not even close. Also they don't serve sangria at the tavern.

"Gurg the hill giant used to run the best protection service in town. Looks like those Bard's Gaters are the last fee he'll ever collect. I wonder if his ogres did in the whole lot of them out in the middle of the Desolation." False.

"A fellow passed through here a few months ago heading out to the Desolation. He looked familiar to me from my days as a bandi...er, I mean merchant. Yeah, that's it, a merchant. Anyway, this guy was dangerous. He's wanted in several cities, and I'm sure there's a nice reward for him." True, this refers to the bandit lord at Area C7 of The Chaos Rift in the Desolation. A DC 17 Intimidation check on this informer can ring out of him that the bandit's name is Bartileus, the Butcher of Eamonvale.

"Past the crossroads are the Boiling Fields and the Chaos Rift, lands so tortured by evil magic that they no longer even look like part of the earth." True.

DC 20:

"A strange peddler comes through town from time to time. He's the only one I've heard of that seems to be able to cross the Desolation without trouble. He only sells to people he chooses, and it's said that those who buy his wares receive good luck." True.

"That hermit in the bark tent don't ever come out in the daytime. He's a vampire I tell ya'. He's come to kill Lucky Bjorc for stealing his bar." Completely false.

"My pappy warned me not tangle with Old Death in his hollow. His breath brings stony death." This is true, though it stems from local legend rather than any firsthand knowledge. The speaker does not know who or what Old Death is or where his hollow lies.

"Nobody ever goes to the old ruins of Tsar and lives to tell of it. They

say its walls are still guarded by the ancient defenders who kill anyone who comes within a bowshot. How would I know if nobody who went ever survived to come back and tell? Well, I hadn't really thought about that..." This is largely true, though it is mainly just guesses.

"When the winds blow hard through the Chaos Rift it means a gate to Hell has opened and that something very bad is about to come out." This is not true but does touch on some of the unique properties of the rift.

"An army lies asleep beneath the Desolation ready to awake and complete the destruction of Tsar." This is an exaggeration of the actual situation at Area A4 of the Ashen Waste in the Desolation.

DC 25:

"I'm not surprised Gurg is dead. I think Clantock was trying to do him in. Gurg and his bunch were running Clantock and his mercenaries out of business. I saw Clantock myself consorting with some winged devil outside of town one day. When they were done talking that devil took off and flew out into the Desolation. Clantock didn't see me and it's none of my business. I just think it's strange, that's all." This is true. The devil was actually a spitting gargoyle (see Area 14 of The Camp and Area C6 of The Chaos Rift in The Desolation).

"The Usurer's in charge of the Camp because he was here first. No one alive was around when he came here. He's a lot older than he looks." True, he's a lich (see Area 7 of The Camp).

"There's something alive at the crossroads. It only appears at the stroke of midnight. It can grant you your every desire, but the price is steep. Don't bargain with the thing that comes in the night at the crossroads if you value your soul." This is fairly close to the truth (see Area R1 for details).

"Don't camp at the crossroads out in the Desolation. There's still a lot of restless spirits who haunt that road leading to the Black Gates, and they don't take kindly to visitors." False, though there are dangers other than restless spirits to contend with.

"There's something out there in the Desolation that hunts in the night. It devours travelers and even comes to the Camp sometimes in its hunts. It looks like a giant wolf, and seeing it means your death!" True, this refers to the greater barghest at Area B3 of The Boiling Lands in The Desolation.

DC 30: (If they roll this high, the characters are getting the really good stuff)

"Want to know why the rangers' garden grows so good. The answer is blood. I'm not kiddin', and I don't touch those tomatoes they sell at the Emporium." This is chillingly true (see Area A5 of The Ashen Waste in The Desolation for more information).

"The say what really caused the Desolation was the death of a god. I don't know who it was, but if that's true the place is a whole lot worse than just some zombies and monsters wandering around." This is actually largely true. More information is detailed in later adventures in this series.

"The last living Justicar of Muir died in the Battle of Tsar and is buried out in the Desolation. Anyone who locates his tomb and helps him finish an uncompleted task will gain a powerful boon from the gods." True. See Area C8 of The Ashen Waste in The Desolation.

"There's a lich out there somewhere in the Desolation, and the Usurer wants it dead. If anyone destroys the lich, the Usurer will surely reward him greatly." This is true. The Usurer is aware that there is another lich in the Desolation and is uncomfortable with the presence of another being of such power dwelling so close. Anyone who brings him the phylactery of a lich (and he certainly knows how to recognize one) is rewarded with 10,000 gp (actual gold!) and a Friendly attitude from him in future dealings. (See Area D6 of The Dead Fields in The Desolation for more information).

"There are many secrets of Tsar and the Desolation, but the key to all of them lies with the bell of the old citadel, if you can find it." This is largely true and is explained in more detail in *Slumbering Tsar: The Hidden Citadel*.

The Camp Random Encounter Table

Anytime the player characters are out and about in the Camp during the day or even inside at a public place (such as The Celestial Emporium – Area 2 or The Sip of Blood Tavern – Area 6), roll on the table below to determine what Campies they may encounter. Roll as often or as little as you like in order to move the players through the adventure at the pace that best suits your tastes. If you roll an individual who has been killed or is already present, either reroll or treat it as no encounter. For generic Campies, choose a race from those in "The Camp" sidebar" above.

Roll 2d12	Encounter
2	Skeribar and Redtooth (Area 9)
3	1d6 merchants, Com3 , from the Celestial Emporium (Area 2)
4-5	Lucky Bjorc Balsam (Area 6)
6-9	1d6 Campies, Com2 , going about their daily business
10	Skeribar and 1d3 rangers (Area 9)
11	The Usurer (Area 7)
12	Father Death and 1 acolyte (Area 10)
13	Griswald (Area 15) tending to the body of a recently deceased Campie
14	Jebbie or Jashanah Bender (Area 11)
15	1d4 rangers with war dogs (Area 9)
16	Finnelaus (Area 4)
17	Mama Grim and 1 goblin bear (Area 13)
18-19	Drunk Campie, Com1 , sleeping off a binge
20	Clantock and 2d4 mercenaries (Area 14)
21	Simon the Hermit (Area 3)
22	Pickpocket, Rog4 , plying his trade (+11 Sleight of Hand)
23	1d4 mercenaries (Area 14)
24	1d2 barmaids (Area 6) on break

Keyed Areas of The Camp

Following are the numbered locations found on the map of the Camp. Each entry gives a description of the location as well as the NPCs to be found there. It also includes the information that can be gleaned through interaction with the NPCs at that location. Feel free to add additional keyed areas with interesting NPCs to liven up the PCs visit.

1. The Common (CR 5)

This hard-packed dirt yard serves as the central focus of the hamlet. Its main feature is a bent, old gallows, crudely constructed and leaning with age. Dangling from this by a frayed rope is a desiccated corpse, its broken neck askew and its leathery face frozen into a rictus grin beneath empty eye sockets. Occasionally crows alight to peck at it. Nailed to its breast is a sign bearing the word "Cheater."

CHAPTER 1: THE CAMP



Anyone going anywhere eventually passes through the Common, and several of the camp's prominent buildings and businesses open directly onto it. During the day there is usually some traffic as the inhabitants go about their daily lives. Refer to The Camp Random Encounter Table to determine who may be present. At night no one ventures onto the Common as explained below.

Creature: The unfortunate upon the gallows committed the ultimate sin in the Camp some time ago. A rogue out of Bard's Gate, it was not the cheating at dice that did him in, it was getting caught and not being able to outfight those he was fleecing. Campies (as the locals are known) respect brute power if nothing else. He was subsequently dragged out of the tavern and lynched. None have come to take him down because of a peculiarity that followed. His angry spirit refused to depart his corpse and he became a form of undead known as a **hanged man**. During the day he is inactive, content to dangle from his yardarm. At night he descends and stalks the settlement, bent neck and dragging his frayed rope, looking for anyone foolish enough to be out wandering around. However, he does not enter dwellings, not even flimsy lean-tos, in his nightly prowls. His daily acquiescence and nightly restrictions are largely enforced by the will of the Usurer whom he fears above all else. No one comes out and explains this situation to the PCs other than through the hints provided in the Rumors section.

ADVANCED HANGED MAN

CR 5

XP 1,600

Advanced HD hanged man (*The Tome of Horrors II* 91)

Medium undead

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

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 49 (9d8+4)

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

Immune undead traits

Spd 30 ft.

Melee 2 claws +11 (1d4+5)

Ranged rope +8 touch (entangle)

Special Attacks drag

Str 20, **Dex** 13, **Con** —, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +6; **CMB** +11 (+16 drag); **CMD** 22

Feats Ability Focus (entangle), Improved Initiative, Lightning Reflexes, Stealthy, Weapon Focus (rope)

Skills Climb +14 (+24 with rope), Escape Artist +3, Perception +12, Stealth +15

Languages Common (cannot speak)

Drag (Ex) If the hanged man entangles a foe with his rope attack, it drags its opponent 10 feet closer as a standard action on each subsequent round that it succeeds on a CMB check (including a +5 racial bonus) without provoking attacks of opportunity. When an opponent is dragged within 5 feet, the hanged man can attack with both of its claws in the same round. It gains a +4 attack bonus against opponents entangled in its rope.

Entangle (Su) The hanged man's noose is a 20-ft. length of rope that entangles opponents of any size as an animate rope spell (CL 15th, DC 21). A hanged man can lash its rope outward 20 feet with no range penalty. The rope functions only for the hanged man it belongs to and no other. It has AC 22, hardness 10, hp 10, and DR 5/slashing. If the rope is severed, both it and the hanged man are destroyed. The save DC is Strength-based.

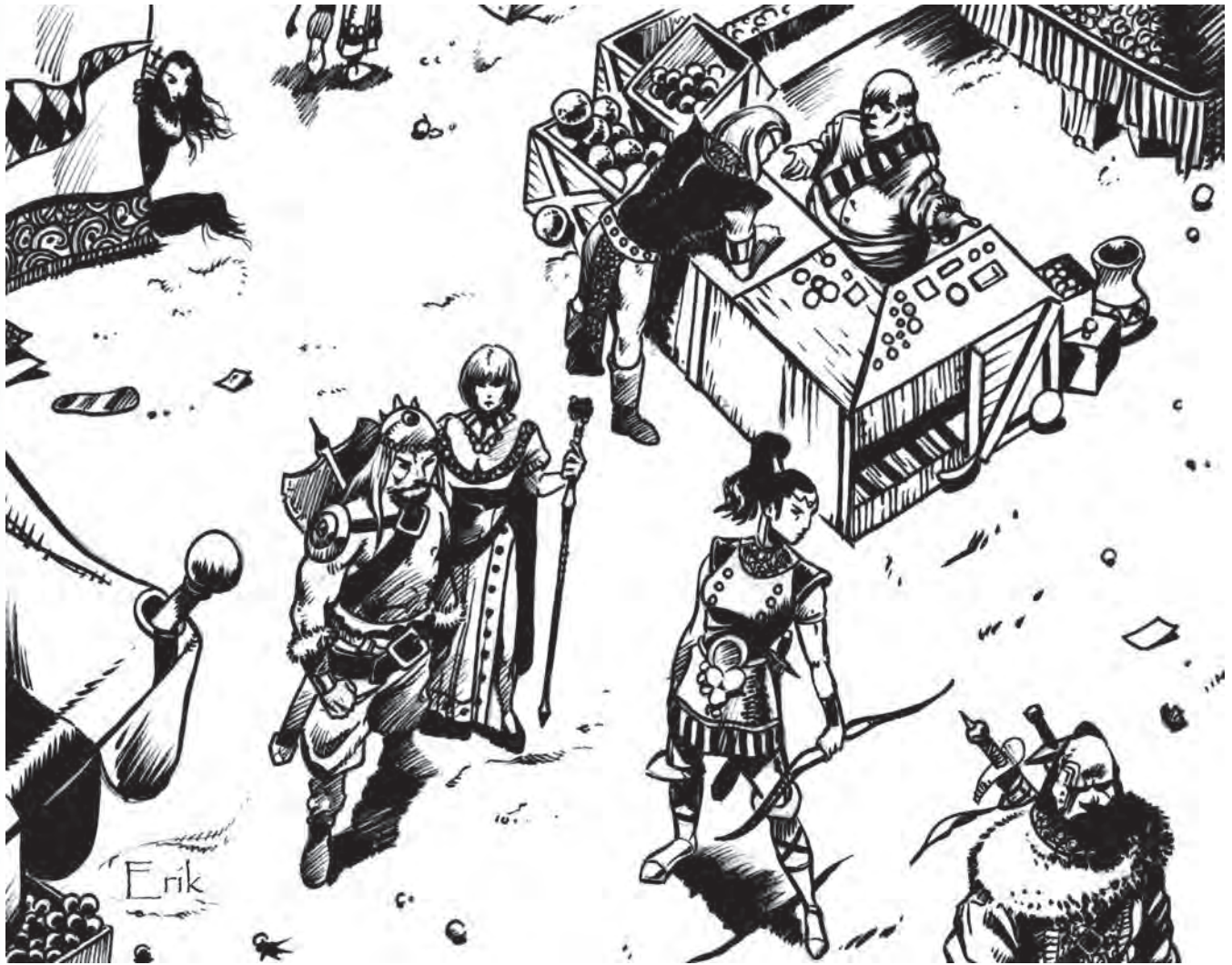
Tactics: When he hunts at night, the hanged man attempts drag victims with his rope back to the gallows and string them from the crossbeam to slowly suffocate. Each round that the hanged man successfully drags someone or manages to lift them off the ground at the gallows (requiring two rounds with successful drags to throw the rope over the crosspiece and haul the victim up), that individual is unable to breathe. See the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game. The creature remains inert during the daytime unless he is attacked or someone attempts to take him down. He then clammers atop the crossbeam and proceeds to attack as described above.

Old Wooden Gallows: 8 in. thick post, 10 ft. high; Hardness 5; hp 80; Break (DC 25); Climb (DC 20, 15 if using the rope).

2. The Celestial Emporium (CR varies)

This strange market consists of dozens of tarps and coverings supported at random places and angles by crooked or poorly repaired poles. This results in a haphazard tangle of poles at all angles and awnings at all heights creating a shadowy maze punctuated by bright shafts of sunlight streaming through gaps. Within the hot, musty interior are simple tables and stalls set up to display wares.

This grandiosely named place is nothing more than the Camp's pitiful attempt at a marketplace for anyone in the Camp who fancies himself an entrepreneur. Just enough trade and scavenging occurs



within the Camp to provide any items in the Pathfinder Roleplaying Game that fall within the hamlet's gold piece limit. However, any items purchased here are of uniformly low quality and battered condition, not to mention dubious means of acquisition. Prices are standard, though DC 25 Diplomacy or Intimidate checks reduce the price to 75%. Of course, all transactions with the merchants must be made in the settlements own iron bits. Anyone without such coinage is directed to the Usurer at Area 7. Roll on the Random Encounter Table to determine what townsfolk are present here on any given day.

3. The Hermit (CR 6)

A simple wickiup of tree bark stands by itself here showing signs of greater care and attention than found elsewhere in town.

Creature: This is the abode of a local figure known only as the Hermit. He keeps to himself emerging only for occasional supplies and exercise routines at the edge of the Desolation east of the settlement. If approached, he is cautious at first but quickly warms up to an obviously good or lawful party. The interior of the wickiup holds only a simple fire pit, a reed sleeping mat, a small cabinet holding food and homemade cooking and eating utensils, and a battered old backpack holding his few possessions.

SIMON THE HERMIT
 XP 2,400
 Male half-elf monk 7

LG Medium humanoid (elf)
Init +4; **Senses** low-light vision; Perception +16

AC 20, touch 20, flat-footed 20 (+1 class, +4 Dex, +1 dodge, +4 Wis)

hp 56 (7d8+14 plus 7)

Fort +7; **Ref** +9; **Will** +9 (+13 enchantment)

Defensive Abilities evasion, purity of body, slow fall 30 ft., still mind; **Immune** disease, sleep

Spd 50 ft.

Melee unarmed strike +7 (1d8+5) or flurry of blows +7/+7/+2 (1d8+5), or +1 flaming quarterstaff +6 (1d6+3 plus 1d6 fire) and +1 frost quarterstaff +6 (1d6+2 plus 1d6 cold)

Special Attacks ki pool (7 points), stunning fist 7/day (stun or fatigue, DC 17)

Str 15, **Dex** 19, **Con** 14, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +5; **CMB** +7 (+9 trip); **CMD** 27 (29 vs. trip)

Feats Acrobatic, Combat Reflexes, Deflect Arrows^B, Dodge^B, Improved Trip^B, Improved Unarmed Strike^B, Skill Focus (Acrobatics)^B, Snatch Arrows, Stunning Fist^B, Two-Weapon Fighting

Skills Acrobatics +19 (+26 jump), Climb +12, Fly +6, Perception +16, Sense Motive +14, Stealth +14

Languages Common, Elven, Terran

SQ elf blood, fast movement, high jump, wholeness of body

Gear +1 flaming/+1 frost quarterstaff, pouch with 47 iron bits

CR 6

Personality: Simon is an outcast in every since of the word. Born unwanted into a human family as a half-breed, he was given to a

CHAPTER 1: THE CAMP

monastery to be raised. Upon reaching maturity, he was turned out from the monastery to fend for himself with few social skills or abilities to get along in the wide world. Eventually wandering here, he obviously did not fit in with the typical Campie. However, he did find a certain solace here at the edge of the world, so to speak, so he decided to stay. He keeps to himself having little interaction with the other villagers and has little cause to raise their ire. He is mostly simply ignored. Finding kindred spirits causes him to open up, and the party can gain his confidence with relative ease.

Simon is intended to be a potential substitute for a player character lost elsewhere in the adventure. He can be taken as is and given to the player, or you can insert another character of your own devising into his place in the adventure and adjust his history as necessary. Regardless, whoever resides here is intended to be a potential ally to the party. In addition to general rumors about the Camp he knows the following information and can relate it to the party.

"Don't trust the mercenaries and guides you can hire in the Camp. I think all of them harbor secrets and agendas that come before those they have been hired to protect. Ironically, I think the giants were the most trustworthy of the lot, though I fear we have probably seen the last of them." True. Simon has picked up these assumptions merely through quiet observation of those around him. He is a remarkable judge of character.

"I've seen giant wolf tracks at the outskirts of the Camp. One night there were screams. The next morning I found a shack at the edge of town smashed and splattered with blood. The wolf tracks were there." True. These are traces of the greater barghest, Tlolox, when he hunts (see Area B3 of The Boiling Lands in The Desolation).

4. Finn's Livery (CR 5)

An adobe house in very poor repair fronts a fenced paddock. A few broken down nags munch on the sparse grass within. A large barn of faded planks stands next to the crumbling adobe with a sign painted on its side in large pink letters stating that this is Finn's Livery.

Creature: The owner's actual name is **Finnelaus**, an atypical elven drunkard. The sign's paint was originally red but has faded in the sun much to Finn's embarrassment. However, he is too lazy to repaint the lettering. He employs five of the locals (Com3, hp 9, Handle Animal +7) part-time to help him break and train riding horse and draft animals. During the day 1d4 of these hired hands are present. The horses are sold or rented to caravans who are passing through the Desolation and need fresh animals to increase their speed. He currently has only 2 heavy horses and 3 light horses available at standard Pathfinder Roleplaying Game prices. Unfortunately all of these animals are in bad condition (Con 8) requiring at least a week of rest and regular feeding in order to be back to their normal condition. All of Finnelaus's better stock was purchased by the Bard's Gate caravan that departed a few days ago. Based on the return of Gurg, Finnelaus assumes that most of his stock will be returning soon. Typically the denizens of the Desolation ignore the horses in favor of the riders, and the animals eventually find their way home. Everyday 1d2+1 heavy or light horses return to the livery to a maximum of 10 of each. However, all are slightly wounded and exhausted requiring at least three days of rest before they are ready to be sold again. Stabling is also available at regular prices, but feed and grooming are the responsibility of the owners. Mounts left unpaid for over a week become the livery's property in the eyes of the barbarian proprietor.

FINNELAUS

CR 5

XP 1,600

Male elf barbarian 6

CN Medium humanoid (elf)

Init +5; **Senses** low-light vision; Perception +10

AC 16, touch 15, flat-footed 16 (+1 armor, +5 Dex)

hp 56 (6d12+6 plus 6)

Fort +6; **Ref** +7 (+9 traps); **Will** +1 (+3 enchantment)

Defensive Abilities improved uncanny dodge, trap sense +2, uncanny dodge; **Immune** sleep

Spd 40 ft.

Melee +2 shortspear +12/+7 (1d6+5) or club +9/+4 (1d6+3)

Ranged +2 shortspear +14 (1d6+5) or club +11 (1d6+3)

Special Attacks rage (14 rounds/day), rage powers (animal fury, raging leaper, roused anger)

Str 16, **Dex** 20, **Con** 13, **Int** 11, **Wis** 9, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 24

Feats Power Attack, Skill Focus (Survival), Weapon Focus (shortspear)

Skills Handle Animal +11, Perception +10, Ride +14, Survival +11

Languages Common, Elven

SQ fast movement

Gear padded armor, +2 shortspear, club, pouch with 2 iron bits

Personality: As mentioned Finn as a rarity among the elves in that he is hopelessly addicted to hard liquor. Driven from his wood elf tribe by his habit and the bad temper associated with it, he eventually found his way to the Camp. With little cash and plenty of time on his hands, he began venturing to the edges of the Desolation to gather up the stray horses of those lost to the Desolation's hazards. His affinity with animals enabled him to retrain the horses and make them suitable for sale. This new trade brought him income and the ability to buy drink once again. Prosperity leaves him enough cash to get drunk, which is the condition he usually stays in until he has lost his shirt. With the recent influx of cash from the Bard's Gate delegation he has yet to sober up completely. Unfortunately his animals tend to suffer while he is in this condition due to neglect as is evidenced by their current condition. His hired hands only do the minimum labor needed to keep the animals alive before heading home to avoid his drunken rages. Finn deals with the party, but should be considered Unfriendly and a Diplomacy or Intimidate check is necessary to learn the information below. If provoked to hostility, Finn's fighting skills are unaffected by his inebriated state. He does not pursue beyond his property, however. It will be a good two weeks before he fully dries out.

"Yep, all them ogres and Bard's Gaters is surely dead. But the critters out in the Desolation don't eat horses so much. They prefer to eat what the horses is carryin'. I expect my stock'll start tricklin' back in a day or two." He has a reasonable understanding of the motivation of the Desolation's denizens.

5. Abandoned Camp

The remains of campfires, midden pits and tent stakes show that this is a regular campsite that was recently abandoned. An inordinate amount of garbage and stinking wastes show that the inhabitants were giantkind. This is the traditional location of the mercenary band known as The Pounders. Led by the hill giant, Gurg, this band of 8 ogres, hired out as mercenary guards and guides to protect caravans as they crossed the Desolation. Their brawn and general demeanor ensured that they were the premier group providing these services and were slowly driving Clantock's Furious Fourteen out of business (see Area 14). However, after The Pounders' recent ill-fated expedition with the Bard's Gate caravan, it appears that the rival half-orc's fortunes are about to improve. Searching the campsite with a DC 15 Perception check reveals a total of 73 iron bits scattered about.

6. The Sip of Blood Tavern (CR varies)

This old structure appears to have been rebuilt several times. The bottom third of the outside walls are of stacked fieldstones and apparently remain from the original building. Above that the walls and roof are a mud-splattered wattle and daub construction with numerous chinks through which tiny plumes of smoke escape. The placard above the door depicts a pointy-fanged fellow about to take a drink of some dark, red liquid in a mug.

Originally built and run by a vampire, that creature was long ago staked by adventurers passing through, and the tavern is now the demesne of the Camp's luckiest resident. Inside, the tavern consists of a large, L-shaped common room with a small kitchen and living quarters in the northern wing. A menu on the wall sells assorted drinks and meals of roast pigeon, horsemeat, turtle soup, and coyote, along with whatever stale breads and overripe vegetables remain from the last caravan to pass through. All are at Pathfinder Roleplaying Game prices, but like everywhere else in town only iron bits are accepted as payment. The Campies gather here to eat, drink, and smoke their foul local pipeweeds prodigiously. A constant stuffy haze fills the room from dawn until nightfall when the establishment closes.

Creatures: The proprietor of the place, **Lucky Bjorc Balsam**, runs the bar with the help of six local wenches (Com1, hp 4) who cook, wait tables, sometimes clean, and perform other services out back during their breaks. When the doors are open there are always 2d6+5 locals here. Roll on The Camp Random Encounter Table to determine who may be present. They can all relate information off of the general list of Camp rumors. None of Bjorc's customers ever get too drunk to drag themselves home for fear of passing out in the Common after dark.

LUCKY BJORC BALSAM

CR 6

XP 2,400

Male maimed orc expert 10 (*Pathfinder Roleplaying Game Bestiary* "Orc")

NG Medium humanoid (orc)

Init -3; **Senses** darkvision 60 ft.; Perception +13

AC 7, touch 7, flat-footed 7 (-3 Dex)

hp 85 (10d8+30 plus 10)

Fort +9; **Ref** +1; **Will** +7

Defensive Abilities ferocity

Weaknesses light sensitivity

Spd 5 ft.

Melee crutch +1 (1d4-2)

Str 7, **Dex** 4, **Con** 16, **Int** 10, **Wis** 9, **Cha** 15

Base Atk +7; **CMB** +5; **CMD** 10

Feats Catch Off-Guard, Endurance, Great Fortitude, Skill Focus (Craft [brew]), Toughness

Skills Appraise +14, Craft (brew) +17, Diplomacy +16, Knowledge (local) +14, Perception +13, Profession (tavern keeper) +13, Sense Motive +13

Languages Common, Orc

Gear crutch, *stone of good luck*, money belt with 45 iron bits and 3 bloodstones (65 gp each)

Personality/Description: "Lucky" Bjorc is quite a specimen. Never a looker to begin with, his head is now hairless on the left side with a missing eye and ear and massive scarring there also. His right arm ends in a stump above the elbow, and his left hand has only a thumb and two fingers. His left leg ends in a ragged stump just below the knee, long healed, but with exposed bone at the end. Fortunately, the former leg was largely useless anyway having ended in a twisted

club foot. Needless to say, Bjorc has had a rough life including run-ins with dragons, elven torturers, a troll's cook pot, and for a short time the inside of a gelatinous cube. Regardless, Bjorc may be the most cheerful orc alive—though his missing tongue prevents him from verbally expressing his joy much. He does have a complicated series of hand signs that his waitresses can use to translate for him with customers. The rest of the Camp's inhabitants hold him in awe for all of his obviously narrow escapes from death and believe he leads a charmed life. He is quite popular, and many Campies are even jealous of him and his luck. Bjorc relates the rumors and information below with a simple DC 5 Diplomacy check.

"He says, 'It's best to stay inside after dark and not test the spirits. This whole place was a battleground once, and the dead rise at night and take anyone they find wandering around.' That...oh, that was just a scratch." False in the Camp, though there are many such restless spirits out in the Desolation.

"He's saying that for 50 iron bits he'll let you rub his lucky rock." True, though touching his stone of good luck provides no benefits.

"Um...I think he's saying 'Beware the Black Beast in the Pit.' Either that or 'There's blackened beef on the spit.' I'm not sure which; I haven't worked here very long..." He is, of course, referring to Old Death at Area C4 of The Chaos Rift in the Desolation. How he knows...who knows?

7. The Usurer (CR 17)

This simple plank building is nonetheless of the finest construction in town (other than the well house—Area 8). A well-crafted stone chimney rises at the southern end, which boasts a well-fitting door facing the Common. The opposite end sports a pair of sliding double doors that likewise face the Common. During the day, these doors are open revealing a well-equipped blacksmith's workshop within. The other half of the building consists of the smith's dwelling. A sign above the double door depicts a gray coin and an anvil.

Creature: This is the business and residence of the Camp's de facto leader, **the Usurer**. This man is tall and lean with a great hooked nose and a wide mouth full of seemingly too many teeth fitted tightly together. A shock of pale hair covers his head and watery blue eyes look like two mirrors revealing nothing of what goes on inside the head behind. During the day this lanky man pounds away at his anvil or finishes metal goods, pausing only to deal with customers or exchange money. He can create any metal goods found in the Pathfinder Roleplaying Game, including armor or weapons that are within the Camp's gold piece limit. He can make items of greater value, even masterwork quality if the materials are provided to him. A little known secret is that he can also enchant masterwork items and will do so for the proper fee—paid in iron bits of course. He keeps a chest of 1,000 iron bits and 500 gp in his workshop locked with an *arcane lock* (CL 11th). Inside his house another 10,000 iron bits are hidden in various hidey-holes (DC 25 Perception check to locate 1d6x1,000 at a time). He manufactures the crude iron bits himself from bars of pig iron.

The Usurer—his true name is unknown—changes money at a rate of 5 gp to 1 iron bit. He does not haggle, refusing the exchange to anyone who becomes too belligerent, knowing they will soon be back if they wish to purchase any goods or services in the Camp. Anyone wanting to cash their iron bits back to gold, however, finds that he'll only pay 2 gp to 1 iron bit. Locals needing gold to purchase from travelers, however, receive a straight 1 for 1 rate from the Usurer. In this way, the Usurer keeps the Camp's stagnant economy alive from just the occasional trade with desperate caravans and travelers passing through. He also makes short term loans for collateral equaling 50% of the loan amount and 25% interest compounded daily. Anyone wanting to take issue with the Usurer or trying to intimidate or rob him is asking for trouble.

CHAPTER 1: THE CAMP

THE USURER

CR 17

XP 102,400

Male human lich wizard 11/expert 5 (*Pathfinder Roleplaying Game Bestiary* “Lich”)

NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Perception +23

Aura fear (60-ft. radius, DC 21)

AC 22, touch 13, flat-footed 19 (+4 armor, +3 Dex, +5 natural)

hp 138 (11d6+33 plus 5d8+15 plus 27)

Fort +9; **Ref** +7; **Will** +12

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Spd 30 ft.

Melee mwk cold iron smith’s hammer +13/+8 (1d10+6), touch +7 (1d8+8 plus paralyzing touch)

Special Attacks paralyzing touch (DC 21)

Spells Prepared (CL 11th, ranged touch +11):

6th—quicken *invisibility*

5th—*cloudkill* (DC 19), *dominate person* (DC 19), *seeming* (DC 19)

4th—*enervation* (DC 19), *greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd—*explosive runes* (DC 18), *fly*, *greater magic weapon*, *haste*, *vampiric touch* (melee touch +12)

2nd—*cat’s grace*, *hypnotic pattern* (DC 17), *acid arrow*, *stilled magic missile*, *summon swarm*

1st—*identify* (x2), *magic missile* (x2), *protection from good*, *shield*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *read magic*

Str 18, **Dex** 16, **Con** —, **Int** 20, **Wis** 12, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 25

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wand^B, Craft Wondrous Item^B, Exotic Weapon Proficiency (smith’s hammer), Great Fortitude, Improved Counterspell, Quicken Spell, Scribe Scroll^B, Skill Focus (Craft [weapons]), Still Spell, Toughness

Skills Bluff +17, Craft (alchemy) +19, Craft (armor) +19, Craft (weapons) +19, Diplomacy +17, Intimidate +17, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +19, Perception +23, Profession (blacksmith) +14, Sense Motive +23, Spellcraft +19, Stealth +19

Languages Abyssal, Common, Draconic, Ignan, Infernal, Undercommon

SQ arcane bond (*ring of major spell storing*)

Gear *bracers of armor* +4, masterwork cold iron smith’s hammer (as greatclub), *crystal ball*, *ring of major spell storing* (CL 11: teleport x2), spell component pouch, belt pouch with 11 pearls (100 gp each) 50 iron bits, spellbook

Spellbook All arcane spells in Chapter 11 of the *Pathfinder Roleplaying Game* 0–4th level, prepared spells, plus: 5th—*baleful polymorph*, *blight*, *break enchantment*, *dismissal*, *false vision*, *permanency*, *teleport*; 6th—*analyze dweomer*, *chain lightning*, *circle of death*, *disintegrate*, *greater dispel magic*, *legend lore*.

Personality: The Usurer is perhaps the most interesting character in the camp since he is actually a 700-year-old wizard, now a lich. He uses a seeming to maintain his mortal appearance and suppress his fear aura, though the inside of his shop and home always seem chill due to his dreadful presence. He came to the Camp for reasons of his own a generation ago and rebuilt it into its current incarnation. As cover for his actions he took up smithing as a trade and found the work strangely satisfying to his undead psyche. He has actually become quite skilled at it. After dark, out of deference to his mortal neighbors, he ceases his banging at the anvil. He then sits silently in the darkness of his residence until dawn when he resumes his labor. He provides only general rumors of the Camp since he does not wish to reveal too much or provoke visitors into staying for long.

Treasure: The Usurer keeps a great hoard of wealth hidden in a cavernous cyst in the ground 100 feet below his house. It is here that

he stores the vast majority of the gold he uses in his exchanges. Total wealth in this cavern equals 100,000 gp in coins, gems and magic items. His phylactery is hidden among this hoard (DC 50 Perception to locate) and resembles a small sphere of iron bands (much like iron bands of binding). Unfortunately the cavern is completely sealed, requiring a well-aimed teleport to reach it, and it is airless, which poses no problem at all for the undead wizard.

8. Well House

This building is unlike any other in town. Of tightly fitted mortared stone, it is obviously ancient but has weathered the years well. It consists of an octagonal building with a conical roof, also of stone. A stout wooden door—not the original—opens towards the Common.

This edifice is a relic of the long ago war. When the Army of Light first arrived on the field that would later become the Desolation, they dug many wells in order to adequately water their huge force. As the battle dragged on and greater and greater escalations of violence and mayhem occurred, the disciples of Orcus poisoned many of their water sources. To protect these precious resources, stout fortifications were built around them and strong garrisons were stationed to protect them. This well house survives from that time. Its location and ease in defending has dictated this as the continued location of the Camp for generations. The well itself is 150 feet deep with 30 feet of water. A crank pulls a long chain bringing the steel well bucket to the surface. Anyone is free to use the well as long as they close the door against wild animals. Anyone purposely vandalizing the well or ruining the drinking water draws the deadly ire of the entire population of the Camp.

9. Skeribar’s Ranger Guides (CR varies)

A collection of crumbling adobe buildings, lean-tos, and tents surround a patch of surprisingly healthy and bountiful garden. The mud-brick adobes are of obviously ancient construction and have many gaps in their walls and roofs covered by stretched animal hides and blankets.

These are actually the last remnant of the garrison structures that were built here to guard the well house (Area 8) during the Battle of Tsar. Of poorer construction, they have not weathered the years as well as the well house but remain habitable, if not comfortably so.

Creatures: This is the camp of **Skeribar the ranger** and his group of guides. There are always **2 trained war dogs** napping in the shade here that raise their hackles at the approach of strangers, alerting those present. There is also another war dog for each ranger present. These guides hire themselves out to anyone wishing to cross the Desolation or even explore its inner reaches. They will take anyone as far as the far edges of the Desolation or even up to (but not within) the tar pits that ring the walls of Tsar itself. Since they provide only guide services, not protection, they are not in direct competition with Gurg’s or Clantock’s companies. Skeribar has **7 ranger guides** working for him. At any given time 1d4+1 of them are in the Camp, and Skeribar is present 70% of the time. They charge 50 iron bits per day for the services of one guide. Partial days count as full, and an estimated payment is required in advance to be settled up upon the guide’s return. More than one guide can be hired at a time. A war dog accompanies each ranger at all times. Skeribar is accompanied by his wolf animal companion. They also sell vegetables to the emporium from the abundance of their garden plot to support themselves during slow times.

CHAPTER 1: THE CAMP

WAR DOGS (1d4+3, 9 total)

XP 200

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

CR ½

Combat Gear *potion of plant growth*, 3 *potions of cure moderate wounds*; **Other Gear** +2 *studded leather armor*, +1 *ghost touch longsword*, masterwork short sword, masterwork composite longbow (+3 Str bonus), *cloak of elvenkind*, *ring of climbing*

RANGER GUIDES (1d4+1, 7 total)

XP 1,200

Male or female human ranger 5

N Medium Humanoid (human)

Init +7; **Senses** Perception +9

CR 4

REDTOOTH

XP —

Male wolf animal companion (*Pathfinder Roleplaying Game Bestiary* “Wolf”)

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +8

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

hp 52 (5d10+15 plus 5)

Fort +8; **Ref** +10; **Will** +3

AC 21, touch 15, flat-footed 18 (+2 deflection, +2 Dex, +1 dodge, +6 natural)

hp 45 (6d8+18)

Fort +8; **Ref** +9; **Will** +3 (+7 enchantment)

Defensive Abilities devotion, evasion

Spd 30 ft.

Melee +1 longsword +8 (1d8+3/19–20)

Ranged mwk shortbow +7/+7 (1d6/x3)

Special Attacks favored enemy (humanoid [human] +4, outsider [chaotic] +2)

Spells Prepared (CL 2nd):

1st—*endure elements*, *longstrider*

Spd 50 ft.

Melee bite +8 (1d6+3 plus trip)

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

Base Atk +5; **CMB** +7; **CMD** 21

Feats Combat Reflexes, Endurance^B, Improved Initiative, Lightning Reflexes, Rapid Shot^B, Self-Sufficient^B

Skills Climb +10, Handle Animal +8, Heal +11, Knowledge (nature) +8, Perception +9, Stealth +11, Survival +11 (+13 tracking)

Languages Common

SQ combat style (archery), favored terrain (desert +2), hunter’s bond (companions), wild empathy +5

Gear masterwork leather armor, *ring of protection* +1, *cloak of resistance* +1, +1 *longsword*, masterwork shortbow, 20 arrows, belt pouch with 1d12 iron bits

Str 16, **Dex** 19, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 24 (28 vs. trip)

Feats Dodge, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +9, Survival +3 (+7 scent tracking)

Languages link with master

SQ share spells, tricks (defend, guard, track)

Gear *earring of protection* +2 (as ring)

SKERIBAR

XP 6,400

Male human ranger 10

N Medium humanoid (human)

Init +4; **Senses** Perception +19

CR 9

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 89 (10d10+10 plus 20)

Fort +8; **Ref** +11; **Will** +5

Defensive Abilities evasion

Spd 30 ft.

Melee +1 *ghost touch longsword* +14/+9 (1d8+5/19–20), mwk short sword +13/+8 (1d6+2/19–20)

Ranged mwk composite longbow (+3 Str bonus) +15/+10 (1d8+3/x3)

Special Attacks favored enemy (humanoid [human] +6, outsider [chaotic] +4, undead +2)

Spells Prepared (CL 7th):

2nd—*barkskin*, *bear’s endurance*

1st—*animal messenger*, *magic fang*, *summon nature’s ally I*

Str 18, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 7

Base Atk +10; **CMB** +14; **CMD** 28

Feats Alertness, Diehard, Endurance^B, Improved Two-Weapon Fighting^B, Quick Draw, Toughness, Two-Weapon Fighting^B, Two-Weapon Rend^B, Weapon Focus (longsword)^B

Skills Bluff +8, Climb +22, Handle Animal +11, Heal +15, Knowledge (geography) +15, Knowledge (nature) +15, Perception +19, Profession (farmer) +15, Sense Motive +4, Stealth +22, Survival +15 (+20 tracking)

Languages Common, Giant, Terran; link with animal companion

SQ combat style (two-weapon combat), favored terrain (desert +4, forest +2), hunter’s bond (Redtooth—wolf animal companion), swift tracker, wild empathy +8, woodland stride

Personality: Skeribar and his rangers are more than simple guides-for-hire. They are actually clandestine members of The Reclaimers in Area A5 of The Ashen Wastes. As such they always try to steer those who hire them into eventually visiting The Reclaimers’ lair out in the Desolation. They do this through the hints and rumor they provide as detailed below. An opposed Sense Motive check to their Bluff check reveals that they have some agenda but not what it might be. They pass off party suspicions of their activities as being due to their single-minded dedication to scouring the dangers of the Desolation and making sure Nature recovers there (which is actually true). The information they can give the party is as follows:

“The worst of the Desolation’s horrors are in the Boiling Lands where Nature has been warped and twisted beyond recognition. We go there the least because of the great dangers involved. However, we have made some progress in the Ashen Waste and have cleared out many of the most dangerous encounters. It has the most potential for successful adventuring and could probably be cleared of dangers with a concerted effort.” Some truth to this, though it is mostly self-serving.

“Most of the fighting occurred in the Dead Fields, so there are a large number of undead and a minimum of treasures. The great encampments of soldiers were in what is now the Ashen Waste. That is where we have discovered many valuable treasures in the past. The soldiers went off to die and left their valuables behind in their camps where they still lie unclaimed.” Once again, some truth, but it is mainly self-serving.

“We have established safe havens in the Ashen Waste. If you see a grove of healthy trees growing in the wastelands, it is a sign that our sanctuary is near and can provide respite.” Mostly true, but leaves out a lot of important details.

10. Chapel of the Dying Light (CR 7)

Two round mud-brick towers connected at the base and roofed by stretched tarps form this building. The mud walls have been stained a charcoal gray, and a large skull and scythes above a setting sun have been painted on the door in red.

CHAPTER 1: THE CAMP

This is a church of Nergal, an ancient and now largely obscure god of death, and also happens to be the only religious establishment in the Camp. As such the Campies are none too comforted by its grim presence but tolerate it nonetheless. The interior of this church is one large dark room with ceilings rising 40 feet into the darkness above where heavy thatching below the tarps ensures that no light can creep in. Crude wooden benches face an altar to the death god, and the only illumination is provided by red tapers that burn in black iron sconces mounted to the walls. Running along the walls are prayers and obeisances scribed in Infernal with red paint.

Creatures: The chapel is administered by the cabalistic **Father Death** assisted by **2 acolytes**. These parishioners provide curative magic, last rites and other clerical services for the Camp. They charge double the standard price for spells and scrolls (See the “Spellcasting and Services” section in Chapter 6 and the “Magic Items” section in Chapter 15 of the Pathfinder Roleplaying Game). A secret door below the altar (DC 25 Perception check to locate) leads to a sub-cellar where they reside.

FATHER DEATH

XP 3,200

Male hobgoblin cleric of Nergal 8 (*Pathfinder Roleplaying Game Bestiary* “Hobgoblin”)

NE Medium humanoid (goblinoid)

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

Aura evil

AC 19, touch 16, flat-footed 13 (+3 armor, +2 deflection, +4 Dex)

hp 55 (8d8+8 plus 8)

Fort +7; **Ref** +6; **Will** +12

Spd 30 ft.

Melee +1 *wounding scythe* +9/+4 (2d4+4/x4 plus 1 bleed)

Ranged sling +10 (1d4+2)

Special Attacks channel negative energy 5/day (DC 16, 4d6), spontaneous casting (inflict spells)

Domain Spell-Like Abilities (CL 8th)

8 rounds/day—*master’s illusion*

7/day—*bleeding touch, copycat*

Spells Prepared (CL 8th):

4th—*confusion* (DC 18)^P, *cure critical wounds, repel vermin* (DC 18), *unholy channel**

3rd—*animate dead*^P, *bestow curse* (DC 17), *cure serious wounds, magic vestment, speak with dead* (DC 17)

2nd—*bear’s endurance, death knell* (DC 16)^P, *lesser restoration, sound burst* (DC 16), *spiritual weapon* (+10/+5 attack, 1d8+2 damage)

1st—*bane* (DC 15), *cause fear* (DC 15)^P, *command* (DC 15), *cure*

CR 7

New Spells

These spells in Father Death’s repertoire originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. They included here for your convenience.

CONDEMNED

School necromancy; **Level** cleric 4

Casting Time 1 round

Components V, S, M (powdered skull, graveyard mold, and a dead man’s blood)

Range touch

Target one living creature

Duration permanent

Saving Throw Fortitude negates; **Spell Resistance** yes

A victim struck by this touch attack that fails its save cannot benefit from the healing effects of positive energy (cure spells, channel positive energy, etc.) until the condition is removed by a *dispel magic* or *remove curse*. Natural healing still works normally. It does not, however, prevent the damaging effects of such spells and abilities to undead creatures.

DEAD MAN’S EYES

School divination; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (50 gp gem placed over each eye of the corpse)

Range touch

Target one dead creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

By peering into a dead creature’s eyes, you may see 1 minute/level preceding the corpse’s death as seen by the dead creature (for example, if the creature died in its sleep there is likely little to see). You see these events in compressed time, 1 round for every minute of the corpse’s past. A successful DC 15 concentration check gives near-perfect recall of the events; failure indicates fuzzy recall and partial details. A roll of a natural 1 indicates a mangled, inaccurate version of events.

You may dismiss the spell at any point, but if you witness the creature’s final moment and it was a violent death, you immediately suffer 2d6 points of nonlethal damage from the empathic resonance of the death.

GRIM FEAST

School necromancy [evil]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target up to one fresh corpse/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can cure yourself of 1d4 lost hit points per affected corpse by casting this spell on the bodies of size Small or larger, formerly living, creatures that died within the last hour. Dead bodies used in this way shrivel up and become unusable for anything else, including animation.

UNHOLY CHANNEL

School necromancy [evil]; **Level** cleric 4

Casting Time 1 round

Components V, S, DF

Range touch

Target one undead creature

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes

With this spell you may establish a link with an undead creature that you command. Through this link you may cast any single-target inflict spells to heal the undead creature as long as it is within long range (400 ft. + 40 ft./level). If you are also undead, any cure spell cast upon you has a 50% chance to harm either you or the undead recipient of your unholy channel, regardless of who was the original target of the spell. If the cure spell requires a Will or Reflex save, then the targeted creature must make the saving throw to determine the effects of the spell. If the spell allows a Fortitude save, then the creature affected must make the saving throw.

You can only have one *unholy channel* in effect at any given time. An unholy channel cannot be established with a living creature.

CHAPTER 1: THE CAMP

light wounds (x2), *sanctuary* (DC 15)

0 (at will)—*create water*; *purify food and drink*, *read magic*, *stabilize*

D domain spell; **Domains** Death, Trickery

Str 15, **Dex** 18, **Con** 13, **Int** 12, **Wis** 18, **Cha** 15

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

Feats Alignment Channel (chaos), Iron Will, Scribe Scroll, Spell Penetration

Skills Diplomacy +13, Heal +14, Knowledge (religion) +9, Stealth +8, Spellcraft +10

Languages Common, Goblin, Infernal

SQ death's embrace

Combat Gear 2 *divine scrolls* (CL: *cure moderate wounds*), *divine scroll* (CL: *cure critical wounds*), *divine scroll* (CL: *neutralize*), *divine scroll* (CL: *bull's strength*), *divine scroll* (CL 8: *glyph of warding*), *divine scroll* (CL 8: *condemned**, *dead man's eyes**, *grim feast**); **Other Gear** black and rust-red robes, masterwork studded leather armor, *ring of protection* +2, +1 *wounding scythe*, sling, pouch with 10 bolts, holy symbol, healer's kit, pouch with 158 iron bits.

*See sidebar

ACOLYTES (2)

CR 2

XP 600

Male and female human cleric of Nergal 3

NE Medium humanoid (human)

Init +1; **Senses** Perception +3

Aura evil

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

hp 23 (3d8+6)

Fort +5; **Ref** +2; **Will** +6

Spd 30 ft.

Melee mwk silver sickle +4 (1d6–1)

Special Attacks channel negative energy 4/day (DC 12, 2d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 3rd):

6/day—*bleeding touch*, *copycat*

Spells Prepared (CL 3rd):

2nd—*death knell* (DC 17), *invisibility*^D, *spiritual weapon* (+5 attack, 1d8+1 damage)

1st—*cause fear* (DC 16)^D, *cure light wounds*, *deathwatch*, *doom* (DC 16)

0 (at will)—*create water*; *detect poison*, *purify food and drink*, *virtue*

D domain spell; **Domains** Death, Trickery

Str 10, **Dex** 12, **Con** 15, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 13

Feats Scribe Scroll, Spell Focus (necromancy), Weapon Focus (sickle)^B

Skills Craft (alchemy) +6, Heal +9, Knowledge (religion) +6, Spellcraft +6

Languages Common

Combat Gear *divine scroll* (CL: *cure moderate wounds*), *potion of bull's strength*; **Other Gear** black robes, masterwork silver sickle, holy symbol, pouch with 3d6 iron bits

Personality: This grim hobgoblin paints his face bone white and wears only black hooded robes, yet has a surprisingly dry sense of humor. He came to this place and set up a shrine at the dictates of his deity. The vast sweep of death comprising the Desolation required some sort of homage to the Lord of the Dead. Despite his vocation, he's a very likable fellow. He's in no hurry to send others on to meet his god, because he is extremely patient. Here on the edge of the Desolation he assumes that everyone in the Camp is as good as dead, and he is content to let them all meet their ends as fate has decreed. He and his acolytes do perform strange night-

time rites, but they do not include sacrifices as rumored by other Campies. Father Death or his acolytes can impart the following information to the party:

"*The Desolation is beautiful. It provides death in more ways than you can imagine: sudden death, slow, lingering death, death by sword and tooth, death by poison, the wracking death of disease, or the extended painful death from thirst. Think about it...what ways must exist to meet death out there that haven't even been discovered yet?*" Very true.

"*Certain death lies before the walls of the ruined city. You must first face the smaller deaths available throughout the Desolation to prepare yourself for the confrontation with death incarnate. Otherwise you will surely be slain most horribly. Isn't it wonderful?*" True, he refers to Malerix at Area R4 of The Crossroads and Tsar.

"*Death is as much a part of Nature as is life. Sometimes death is necessary to create life. Some are more vehement in this pursuit than others.*" This is a veiled hint as to the activity of the Reclaimers at Area A5 in The Ashen Waste, which he has managed to piece together.

II. Bender Bros. (CR varies)

This rambling plank structure appears to be comprised of the dismantled remains of dozens of freight wagons and other assorted scrap lumber. Stenciling above the door names it as "Bender Bros."

This structure was constructed of abandoned wagons that have broken down in the Camp or have been left behind by merchants who never made it out of the Desolation. This is the sole establishment in town with rooms to let for travelers who don't wish to camp outside at the mercy of the denizens of the night. Within are a series of rooms with low, 6-foot, ceilings and wooden floors. Despite its ramshackle appearance it is fairly sound and one of the nicer buildings in town, complete with shuttered windows. It is a bit cramped for Medium characters but otherwise serves as fair accommodations.

Creatures: The boarding house is run by twin gnome brothers known as the **Bender Brothers**, since no one can tell them apart or remember their first names. Bender is short for Benderkaupft since most Campies don't bother to try and pronounce the entire surname. They charge 5 iron bits per night for a single room only large enough to accommodate one Medium character, and then none too comfortably. However, the rooms all have locks on the doors, and no one tries to rob guests of the Bender Brothers. For an additional iron bit they throw in an evening meal in the common dining room, though they often provide the first night's meal free to new guests in order to gain their business.

JEBLIE and JASHANAH BENDER

CR 8

XP 4,800

hp 71 each (See Chapter 2, Event 2)

Personality: These rough-looking gnomes wear the same black leather armor and bear the same scraggly black beards beneath their bulbous noses. They have perpetual sneers yet behave very cordially towards their guests. They run their boarding house well, keeping it moderately clean, and Jashanah is an excellent cook. However, hostelry isn't their primary occupation. What they really enjoy doing is murdering guests and robbing their corpses. They keep a stash of treasure beneath the floorboards of the boarding house accumulated from such endeavors. Characters staying at the boarding house are subjected to just such an attack as described in Event 2 in Chapter 2. They make small talk with their guests but only relate rumors from the general table for the Camp above.

12. Bard's Gate Embassy (CR 4)

This is a sod house complete with thatched roof and field-stone chimney. Deeply recessed windows are blocked by heavy wooden shutters. There are signs of recent repair to this structure.

Creature: This is the residence of Bard's Gate's new diplomatic envoy to the Camp. **Sammar** arrived a few weeks ago with the Bard's Gate caravan intent on reaching the exotic northern lands beyond the Desolation in order to set up an established trade route. This old house was refurbished, and Sammar was left behind as liaison and coordinator for the trade route. When the caravan left with Gurg and his ogre band everything seemed fine. Ever since the return of the deranged and wounded Gurg (see Event 1 in Chapter 2), Sammar has become highly worried over the fate of his comrades.

SAMMAR**CR 4**

XP 1,200

Male human bard 4/aristocrat 1
NG Medium humanoid (human)**Init** +1; **Senses** Perception +9**AC** 14, **touch** 13, **flat-footed** 13 (+2 deflection, +1 Dex, +1 natural)
hp 26 (4d8 plus 1d8)**Fort** +2; **Ref** +6; **Will** +8; +4 vs. bardic performance, language-dependent, and sonic**Spd** 30 ft.**Melee** mwk rapier +5 (1d6/18–20)**Ranged** mwk hand crossbow +5 (1d4/19–20)**Special Attacks** bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)**Spells Known** (CL 4th):2nd (2/day)—*detect thoughts* (DC 15), *tongues*1st (4/day)—*alarm*, *charm person* (DC 14), *undetectable alignment*, *sleep* (DC 14)0 (at will)—*daze* (DC 13), *know direction*, *light*, *message*, *read magic*, *resistance***Str** 11, **Dex** 13, **Con** 10, **Int** 14, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Exotic Weapon Proficiency (hand crossbow), Persuasive^B, Quick Draw, Weapon Finesse**Skills** Bluff +11, Diplomacy +13, Intimidate +13, Knowledge (local) +12, Knowledge (nobility) +11, Perception +9, Perform (oratory) +11, Profession (diplomat) +9, Sense Motive +9**Languages** Common, Dwarven, Elven**SQ** bardic knowledge +2, versatile performance (oratory), well-versed**Gear** *amulet of natural armor* +1, *ring of protection* +2, masterwork rapier, masterwork hand crossbow, 20 crossbow bolts, *cloak of resistance* +1

Personality: Sammar is an experienced career diplomat. Unfortunately he fell out of favor with the government of that city and was assigned to this post as punishment. He is ambitious enough to see that if a lucrative trade route is established he will regain favor and be set for life. However, he finds the living conditions of the Camp very distressing (he is terrified of the hanged man and won't go outside anywhere close to dusk), and things have only become worse since his trade caravan disappeared. He eventually approaches the party for their assistance in locating the missing caravan as described in Event 4 in Chapter 2. Being a relative newcomer, he cannot relate any but the most basic of information provided in the general rumors table.

13. The Apothecary (CR 9)

An old, artificial mound rises 20 feet into the air here. Its sides are badly eroded from weathering, and a gaping hole opens in one flank beneath a heavy stone lintel. It has the look of an old tomb about it other than the garland of wildflowers and herbs hung around the door frame.

Creatures: This is, in fact, an old barrow left over from the time of the Battle of Tsar. Whoever was buried in it has long since been forgotten, its contents removed. Its dark, cavelike interior now serves as the abode of the Camp's local apothecary, **Mama Grim**, a swamp hag with baggy greenish-brown skin and sickly, jaundiced-looking eyes. Her hair is a massive tangle of greasy black locks into which she has tangled bits of feather, bone, and assorted detritus. She is accompanied at all times by at least one of her **2 goblin bear** pets, giant creature resembling massive wolverines with toothy snouts, long, sharp claws, and reddish-brown pelts. They are trained to fight to the death to defend Mama Grim and her barrow.

Mama Grim brews potions for all of the spells she can cast of 3rd level and lower. She sells these at the standard prices listed in the "Magic Items" section of Chapter 15 in the Pathfinder Roleplaying Game but only accepts iron bits in payment. Her home is a clutter of worktables, benches, drying racks, patches of growing mushrooms, and distilleries with the occasional end of a bone protruding through the dirt walls. One side is occupied by the fur-covered debris that serves as a lair for her 2 pets. The entire place has a heavy, swampy stench to it. Griswald the undertaker would very much like to have this location as his abode. He rightly assumes there are many corpses still interred in the walls. He has not yet figured out a way to remove the apothecary, though, in light of her own prowess and that of her goblin bears.

MAMA GRIM**CR 5**

XP 1,600

Female swamp hag (Creature Collection 100)

LE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +12**AC** 17, **touch** 12, **flat-footed** 14 (+3 Dex, +5 natural, –1 size)**hp** 66 (7d10+28)**Fort** +6; **Ref** +8; **Will** +9**Immune** disease, poison**Spd** 40 ft., **swim** 40 ft.**Melee** bite +9 (1d8+3), 2 claws +9 (1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Spells Prepared** (CL 7th):4th—*giant vermin*3rd—*dominate animal* (DC 15), *spike growth* (DC 15)2nd—*barkskin*, *summon nature's ally II*, *summon swarm*, *warp wood* (DC 14)1st—*calm animals* (DC 13), *charm animal* (DC 13), *entangle* (DC 13), *magic fang*, *speak with animals*0 (at will)—*create water*, *detect poison*, *know direction*, *stabilize***Str** 17, **Dex** 16, **Con** 19, **Int** 17, **Wis** 15, **Cha** 11**Base Atk** +7; **CMB** +11; **CMD** 24**Feats** Brew Potion, Iron Will, Skill Focus (Craft [alchemy]), Skill Focus (Survival)**Skills** Craft (alchemy) +16, Handle Animal +7, Intimidate +10, Knowledge (nature) +13, Perception +12, Stealth +14 (+24 in swamps), Survival +15, Swim +11**Languages** Aklo, Common, Giant, Gnoll**SQ** camouflage**Combat Gear** *potion of neutralize poison*, *potion of pass without*

CHAPTER 1: THE CAMP

trace, potion of hide from animals, 3 potions of endure elements, potion of barkskin +2, potion of bull's strength; Other Gear homespun robe, teeth and bone necklace

Camouflage (Ex) The skin of a swamp hag can change color to blend in perfectly with her surroundings. When in swampy terrain, they gain a +15 racial bonus to Stealth checks; the bonus is +5 in all other terrain.

Spells (Sp) Swamp hags cast spells as a 7th-level druid but do not gain the other abilities of a druid.

GOBLIN BEARS (2)

CR 6

XP 2,400

Creature Collection 80

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +2

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)

hp 95 (10d8+50)

Fort +12; **Ref** +7; **Will** +3

Immune fear, mind-affecting attacks, nonlethal damage

Spd 60 ft.

Melee bite +11 (1d10+5), 2 claws +11 (2d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks neck-breaking shake, shoulder spines

Str 21, **Dex** 10, **Con** 20, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +7; **CMB** +13; **CMD** 23

Feats Alertness^B, Improved Initiative^B

Skills Perception +2, Sense Motive +2

Neck-breaking Shake (Ex) If a goblin bear succeeds in making a critical hit on its bite attack, it gets a good enough hold with its teeth to shake its victim violently from side to side, intending to break the victim's neck or spine. This deals 2d10+5 points of damage in addition to the normal damage from the critical hit. The victim is released immediately thereafter. Freedom of movement provides immunity against this ability.

Shoulder Spines (Ex) Goblin bears have twin ruffs of barbed spines running from the points of their shoulders all the way to their hips. Whenever an opponent hits a goblin bear with a melee attack from an adjacent square, the gobbling bear may make an attack of opportunity as a free action with these spines with a +11 attack bonus and dealing 1d6+2 points of damage on a successful hit. This is an autonomic response, so the goblin bear can make as many of these attacks as called for per round without affecting its normal attack of opportunity limit.

Personality: Mama Grim, as she is known by the townsfolk, has lived in the Camp for several years providing them with potions and salves. She is seen as a benevolent, if strange, giant standing at nearly nine feet tall. She has come to like the Camp well enough but still burns with anger at her cousins (a storm hag and a moon hag) who kicked her out their covey and home in the ruins of Tsar (*Slumbering Tsar: Temple-City of Orcus* for more details). Anyone bringing proof that they have slain these hags receives a reward of 10 potions of their choice provided she can make them. She can provide the information below.

"Oh yes, Dearie, the Desolation is dangerous, but it's just the doorstep. Beyond the threshold lies the truly dangerous. The ruined city is far from abandoned, and those that abandoned it are far from forgetting it. You be careful out there, Dearies. Such pretty young morsels like you would make a fine meal for those that guard secrets not meant to ever see the light of day." Her condescending speech is true and alludes to things to be discovered in the later adventures in this series; *Slumbering Tsar: Temple-City of Orcus*.

"My cousins still call the ruined city home. They threw me out, they did. It's jealous of my beauty they were. By a blue well in the shadow of a green wall they still dwell. We misses them, Dearies. Bring me their heads and rewards will be yours." This is all true and refers to

Mama Grim's history mentioned above. She refuses to give them any further information about the city or its inhabitants (quite frankly, she has forgotten a lot of it).

14. Clantock's Furious Fourteen (CR II)

This is a collection of hide tents clustered together around a rudimentary parade ground.

Creatures: These serve as the quarters for the mercenary company led by the half-orc **Clantock**. His mercenary company is known as the Furious Fourteen even though it consists of only himself and **12 mercenaries**. Whether this discrepancy is due to Clantock's inability to count or if there were once more surviving members of the company no one knows. No one has bothered to disabuse the half-orc of his misnomer. These were once the premier mercenaries in town (after the loss of Granville's Pyrotechnic Platoon in battle with a fire lizard), but they were ousted from the top spot by the formation of The Pounders led by the hill giant Gurg. Ever since then Clantock has struggled to survive as the second-best mercenary escort company in the Camp. Fortunes seem to have changed of late, however.

Clantock hires out his company for 100 iron bits per day plus the cost of provisions (which usually runs another 10 iron bits per day). The entire group accompanies the employer. If the employer wants to move fast, he'll have to procure mounts for the mercenaries as well. They don't act as guides, and they are likely to run if they get in over their heads in a battle.

CLANTOCK

CR 10

XP 9,600

Male half-orc fighter 8/rogue 3

CN Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Perception +10

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +1 natural, +2 shield)

hp 147 (8d10+40 plus 3d8+15 plus 19)

Fort +14; **Ref** +6; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2, evasion, ferocity, trap sense +1

Spd 30 ft.

Melee +1 keen scimitar +18/+13 (1d6+7/15-20)

Ranged light crossbow with +1 shocking burst bolts +12/+7 (1d8+1/19-20 plus 1d6 electricity)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6, weapon training (heavy blades +1)

Str 21, **Dex** 13, **Con** 20, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +10; **CMB** +15; **CMD** 26

Feats Cleave^B, Endurance, Great Cleave^B, Great Fortitude, Improved Initiative^B, Point Blank Shot^B, Power Attack^B, Rapid Reload, Toughness, Weapon Focus (scimitar)

Skills Bluff +9, Climb +13, Disable Device +0, Intimidate +5, Perception +10 (+11 locate traps), Stealth +9

Languages Common, Orc

SQ armor training 2, orc blood, trapfinding

Gear +2 scale mail, masterwork heavy steel shield, amulet of natural armor +1, +1 keen scimitar, light crossbow, 20 +1 shocking burst crossbow bolts, pouch with 74 iron bits and a garnet (50 gp)

MERCENARIES (12)

CR 2

XP 600

Male half-orc or orc warrior 4

CN Medium humanoid (orc)

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

CHAPTER 1: THE CAMP

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 30 (4d10+4 plus 4)
Fort +5; **Ref** +2; **Will** +0
Defensive Abilities ferocity

Spd 20 ft.
Melee mwk battleaxe +9 (1d8+3/x3)
Ranged heavy crossbow +5 (1d10/19–20)

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 8
Base Atk +4; **CMB** +7; **CMD** 18
Feats Rapid Reload, Weapon Focus (battleaxe)
Skills Climb +3, Intimidate +8, Survival +3
Languages Common, Orc
SQ orc blood

Gear chainmail, heavy wooden shield, masterwork battleaxe, heavy crossbow, 20 crossbow bolts, pouch with 5d4 iron bits

Personality: Clantock has a serious inferiority complex. He rallied his band of mercenaries and left the orcish tribal lands to the east after being bested in single combat while trying to overthrow a chieftain. Arriving shortly after the destruction of the Camp's previous mercenary group, he quickly settled in as a bully and monopolized the protection racket. With the arrival of Gurg, he found himself in second place again but didn't dare challenge the clearly more powerful mercenary leader. Instead he eventually hit upon a more sinister plan to eliminate his rivals after encountering a clan of spitting gargoyles out in the Desolation. With his recent success, he is considering going into business full-time to lead employers to their dooms at the hands of the gargoyles at Area C6 in The Chaos Rift and then splitting the booty with them. If employed by the party he initially serves as hired, but each day there is a cumulative 10% chance that he decides to sell them out to the gargoyles instead, at which point he tries to subtly lead them to the gargoyle lair. Clantock and his band can provide the following information to the party:

"Lots of good treasure out there. I can take you to it. You just pick it up off the ground while we keep you safe. Easy as that, huh? No one knows the place as good as me. You got money, huh?" Not hardly.

"It's not easy out there. That giant think he was tough, but you know better. The things out there, they kill giants easy, just swoop down and BAM! But not like that wit' Furious Fourteen. We know place and what's out there. We know how to win. We win against competition, huh?" These statements are true and provide some tantalizing unintended admissions as to Clantock's nefarious dealings leading to the destruction of the Pounders.

(This only occurs after the Furious Fourteen have been guiding the party for a while and Clantock has made up his mind to betray the party to his gargoyle allies.)

"This no good. These treasures we find are small. I know where the biggest treasures are. They're in the big canyon. I can take you there, huh? We go now. Not far from here. It not even guarded, huh?" A fairly obvious ploy to get the party to follow him. Wise players should be on their guard. However, his relative lack of intelligence could lead the party to believe he is just trying to get them to help him kill something that he's too scared to take on by himself. Such an assumption could very much lead to the party's detriment.

15. The Undertaker (CR 2)

Out away from the rest of the Camp sits a long, low structure with a rounded roof composed of poorly cured hides lashed to sticks. A horrible death smell permeates the entire area, obviously emanating from the structure.

Creature: This is the dwelling of **Griswald** the Undertaker. He eventually arrives on the scene anytime someone dies in the Camp. Townsfolk know he is coming from the stench that precedes him, for Griswald is a ghastr. He is quite urbane for a carrion-eating undead beast, wearing a threadbare but well-cared-for formal suit and speak-

ing with a pleasant, high-class accent.

The Campies put up with Griswald and his stench because he provides a necessary service, and he otherwise leaves people alone. He transports away unsightly corpse from the streets and dwellings of the Camp and promises them a proper burial outside of town free of charge. No one really believes that he doesn't turn around and just eat the corpses, but then no one really cares one way or the other. And the price is certainly right. Anyone entering his abode finds only a small living space near the doorway. Beyond it is packed tight with corpses in various stages of decay and consumption. He likes to stock up against the hard times.

GRISWALD THE UNDERTAKER CR 2
XP 600

Male ghastr (*Pathfinder Roleplaying Game Bestiary* "Ghastr")

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 19, touch 15, flat-footed 15 (+1 deflection, +4 Dex, +4 natural)
hp 17 (2d8+8)
Fort +4; **Ref** +4; **Will** +7
Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 30 ft.
Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)
Special Attacks paralysis (1d4+1 rounds, DC 15), stench (10-ft. radius, DC 15)

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18
Base Atk +1; **CMB** +4; **CMD** 19

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Disguise +9, Perception +9, Sense Motive +9, Stealth +9, Swim +5

Languages Common

Gear threadbare tuxedo, *ring of protection* +1, 13 iron bits in waistcoat pocket

Personality/Description: Griswald originally hailed from the Desolation, but he grew tired of the slim pickings on the battlefield among his undead brethren. When he found a fancy suit in a grave, he immediately took it and headed for civilization playing the part of a high society professional. The party won't have much interaction with the undertaker except as clean-up to any combats they have in town or if one of their number dies. He will try to claim that corpse as well, though he will certainly not stoop to violence to gain it. They had best not leave the body unattended while they leave town, though. If anyone has the stomach to converse with the creature, he can relate the information below.

"Hard times out on the Desolation, indeed. There's simply not enough food to go around. What's a self-respecting carrion eater to do? Why go into business, of course!" Sure, why not.

"If you go out there, you might see some of my brethren. Don't trust them. As pretty as we ghastrs may be, they are not all as urbane as I." True.

"Say, are you feeling alright? You don't look so well to me. Perhaps just a touch of the flu, but then again it could be something fatal (unconsciously licks his lips)." Probably nothing, but PCs shouldn't accept any invitations to dinner from him.

Chapter 2: Events in The Camp

This chapter covers the events that occur while the party is visiting the Camp, whether it their first visit or if they are using it as a base camp and returning to it periodically. Other than Event 1 that occurs when the party first arrives in the Camp and gives them a taste of what they have gotten themselves into, the events can be run at any time in any order. In fact, not all of the events should occur the first time the characters arrive in the Camp, but rather some should occur on subsequent visits. Space them out as you see fit to keep the players interested while their characters visit the settlement. At no time should the Camp simply be a generic stop in game for the characters to rest and recuperate. While they should be able to recover in relative safety during their stays in the Camp (especially after having dealt with some of the immediate threats early on), it should still have a constant sense of subtle menace for them and a touch of intrigue. The characters will largely never know exactly who is a friend and who is an enemy and who might just snap and go homicidal at any moment.

Event 1: A Rude Welcome (CR 10)

The long, dusty road from Bard's Gate has finally brought you to your destination, a settlement on the very edge of the vast region of ruin known as the Desolation. Before you sprawls a pathetic collection of hovels that appear to be composed of whatever materials happened to be lying around. Here, a building that had an impressive beginning as a stone structure peters out a few feet above the ground where its walls become mud-daubed sticks with bunches of straw stuffed into the chinks. There, wooden poles support walls of woven thatch and roof that is little more than an old hay tarp patched in places with tar. Beyond you can make out a ramshackle wooden structure, obviously the scavenged remains of several merchant wagons as evidenced by the axles and wheels still mounted at places on the outer walls and the hitching tongue protruding above the lintel and supporting a tattered awning.

The trail you are on proceeds straight through the center of this collection of dwellings and travels on into the dusty wasteland beyond, disappearing into the shrouding haze of windblown debris. In the center of the settlement stands an old gallows hanging far askew. A dark form turns slowly in the breeze, suspended from this leafless tree. Few people seem to be out on the hard-packed streets of this village, though you can see some activity to one side at an area of pole-supported awnings that appear to comprise some sort of shaded market.

Before you a scraggly buzzard perches atop an old plank sign. Crudely painted upon this placard is simply "The Camp".

The still afternoon is shattered by a great bellowing cry of rage. From the north road charges a massive figure. Those few people on the street quickly scatter at its approach. It is a hill giant covered in dust and blood. A great spiked club swings in its hand. Its face is a mass of recent wounds and horrible burns, perhaps caused by acid. One thing is evident, though; the look in its eyes as they focus on you is one of pure insanity.

This event occurs as the party first arrives in the Camp on the south road from Bard's Gate. Refer to the map of the Camp for details.

Creature: The beast charging towards the party is a hill giant guide named Gurg. A resident of the Camp, **Gurg** would hire himself and his band of ogre mercenaries out to caravans traveling through the Desolation to provide both guidance and protection. He has just returned from a less-than-successful foray into the Desolation where his band and the caravan that employed him were slaughtered to a man by an attack of spitting gargoyles. He narrowly escaped but suffered some nasty wounds and acid burns. The horror of the attack and the lone trek across the hostile landscape has broken his none-too-stable psyche and sent him into a homicidal rage upon entering the Camp. Unfortunately for the PCs, they are the first people he sees and are thus the objects of his attention. The rest of the Camp's inhabitants recognize the hill giant but wisely head indoors to avoid his wrath and let the newcomers deal with him.

GURG (RAGING)

CR 10

XP 9,600

Male hill giant barbarian 3 (*Pathfinder Roleplaying Game Bestiary* "Giant, Hill")

CE Large humanoid (giant)

Init +0; **Senses** low-light vision; Perception +6

AC 20, touch 7, flat-footed 20 (+4 armor, +9 natural, -2 rage, -1 size)

hp 190 (10d8+90 plus 3d12+27 plus 3), currently 183

Fort +19; **Ref** +4; **Will** +7

Defensive Abilities rock catching, trap sense +1, uncanny dodge

Spd 50 ft.

Melee +1 *keen spiked greatclub* +22/+17 (2d8+17/19-20) or 2 slams +20 (1d8+11)

Ranged javelin +9 (1d8+11) or rock +10 (1d8+16)

Space 10 ft.; Reach 10 ft.

Special Attacks rage (17 rounds/day), rage power (quick reflexes), rock throwing 120 ft.

Str 33, **Dex** 10, **Con** 28, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +22; **CMD** 32

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Step Up, Vital Strike, Weapon Focus (greatclub)

Skills Acrobatics +4, Climb +15, Intimidate +9, Linguistics -1, Perception +6, Survival +6

Languages Common, Giant

SQ fast movement

Gear chain shirt, +1 *keen spiked greatclub* (spikes cause piercing damage as well as bludgeoning damage allowing weapon to be keen), 5 javelins, decanter of endless water

Tactics: This is a straightforward fight for Gurg. His approach to town was blocked from view by the well house. Upon rounding the corner and sighting the party at the southern edge of the Commons, he immediately rages and charges them swinging his spiked greatclub. He fights to the death.

Development: Following this fight the party notices a few of the townsfolk observing them curiously, but no one comes to assist them

CHAPTER 2: EVENTS IN THE CAMP

or interferes in any way. Approaching someone and succeeding at a DC 15 Diplomacy check turns their attitude to friendly, and they can relate that the hill giant led a band of ogres who hired out as protection to caravans passing through. He and his band joined a diplomatic caravan out of Bard's Gate five days ago and entered the Desolation. Based on his appearance alone, it seems that the caravan probably did not make it. Use of speak with dead does not glean any additional information. If questioned about the body, any townsfolk simply says to leave it, and the undertaker will take care of it. If the party waits around for 20 minutes, the undertaker arrives on the scene to remove the body. See Area 15 for details on the undertaker.

Event 2: Camp Hospitality (CR II)

This encounter occurs when and if some or all of the party elect to rent rooms at the Bender Bros. boarding house (Area 11 in The Camp). Refer to the map of the boarding house. Rates and information on the boarding house are provided at the area's description in Chapter 1.

Upon checking in to the boarding house, the Bender Bros. show the characters to separate rooms at random. They currently have no other boarders, so they do not object if the party members want to group their rooms together. Characters are not able to share a room unless they size Small or smaller due to the limited space available in the individual rooms and overall stuffiness they create. The Bender Brothers give their guests a short tour including the guest rooms, the dining room, the kitchen, and the privy. Once the characters get used to the mustiness and low ceilings, they find the conditions livable.

Each of the guest rooms has a secret door (Perception DC 30) in the floor that leads to the crawlspace below the building. If discovered and the gnomes are questioned, they merely explain it as an access hatch to effect repairs and replacement of rotten floorboards, etc.

After the character or characters have settled into their rooms and finished any explorations of the town they wish for the day, the gnome brothers invite them to dine at the boarding house for free this evening. They explain the normal charge for the meal but state that the first night's meal is always free to guests because they hope to retain them as paying customers and impress them enough to convince them to buy future meals from the dining room. The boarding house only serves an evening meal, so the party members are on their own for the rest of the day.

If the guests accept the meal invitation, the dining room is opened as darkness falls, and the brothers begin laying out the meal while guests seat themselves at the table. The gnomes and guest all eat together family style at the boarding house. Other than rather crass manners and less than appetizing appearances, the brothers otherwise serve as excellent hosts. The meal smells delicious and consists of wild hare heavily spiced with garlic, a lamb chop (actually goat, but a rarity in the Camp nonetheless), fresh greens, assorted nuts, and a custard dessert. Served with the meal are mugs of a fine, stout ale. Anyone who eats finds that the food lives up to its toothsome smell. The gnome brothers eat heartily right alongside the party members.

Overly suspicious characters may suspect poison or drugs in their food, and they would be right, though there is nothing that will show up to casual inspection or detect poison. This is due to the fact that rather than a poison being added, it is actually that the hare meat has gone bad, which does not detect as a poison. The flavor has been masked by the heavy garlic so that it is unnoticeable. Roll a secret Fortitude save (DC 22) for every character that partakes of the meal. Rather than asking what each person eats, just assume that eat some of everything unless they specifically state otherwise. The gnome brothers do not have to make this save because their digestive tracts have grown accustomed to eating far worse here on the edge of the Desolation.

The effects on those who failed the saving throw does not become noticeable until several hours later in the middle of the night. They are suddenly awoken by severe stomach cramps from the bad meat. They are considered sickened and begin suffering bouts of nausea

and diarrhea. This can be eliminated by a neutralize poison and will otherwise pass by morning. Unfortunately, unless neutralized they find themselves in extreme discomfort, excreting various substances, and in a very small, cramped room. Their options are to mess their own living quarters (never a good idea), take it outside (making them subject to attacks by the hanged man—see Area 1 of The Camp), or using the lone privy. The gnomes are banking that at last one party member will head to the jakes. If this happens proceed to the "Tactics" section below.

Creatures: The Bender Brothers harbor a secret that no one else in the Camp knows (though the Usurer suspects). They are actually triplets, not twins. The third brother, **Joshiah Bender**, is a rogue/illusionist rather than just a rogue/assassin, however. With their complementary abilities they ply their trade of murdering guests, robbing them, and making them disappear. The rest of the Camp suspects these activities but has never caught them in the act and doesn't want to raise the ire of the assassin brothers by informing newcomers of the danger. Some of them actually profit when the Benders spread the wealth around and encourage travelers to stay at the boarding house. None of the locals will spend the night there, though.

JASHANAH and JEHLI BENDER CR 8

XP 4,800

Male gnome rogue 6/assassin 3

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +9

AC 19, touch 17, flat-footed 19 (+2 armor, +2 deflection, +4 Dex, +1 size)

hp 71 (6d8+18 plus 3d8+9)

Fort +6; **Ref** +11; **Will** +2; +1 vs. poison, +2 vs. illusions

Defensive Abilities defensive training, evasion, improved uncanny dodge, trap sense +2, uncanny dodge

Spd 20 ft.

Melee mwk rapier +13/+8 (1d4/18–20)

Ranged dart +11/+6 (1d3)

Special Attacks death attack (DC 12), gnome magic, hatred, sneak attack +5d6

Spell-like Abilities (CL 9th):

1/day— *dancing lights*, *ghost sound** (DC 14), *prestidigitation*, *speak with animals*

* Illusion spell

Str 11, **Dex** 18, **Con** 17, **Int** 12, **Wis** 9, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 21

Feats Combat Expertise, Improved Feint, Persuasive, Stealthy, Weapon Finesse

Skills Acrobatics +15, Appraise +6, Bluff +15, Climb +8, Craft (carpentry) +5, Craft (traps) +11, Diplomacy +14, Disable Device +17, Disguise +13, Escape Artist +13, Intimidate +9, Knowledge (local) +8, Perception +9 (+12 locate traps), Profession (hostler) +4, Stealth +22

Languages Common, Gnome, Orc, Sylvan

SQ poison use, rogue talent (fast stealth, stand up), trapfinding

Gear black leather armor, *ring of protection* +2, masterwork rapier, 10 darts; Jehli has a *gem of seeing*

JOSHIAH BENDER CR 8

XP 4,800

Male gnome illusionist 7/rogue 2

CE Small humanoid (gnome)

Init +8; **Senses** low-light vision; Perception +13

AC 19, touch 17, flat-footed 15 (+2 armor, +2 deflection, +4 Dex, +1 size)

hp 52 (6d7+12 plus 2d8+4)

Fort +4; **Ref** +9; **Will** +6; +2 vs. illusions

Defensive Abilities defensive training, evasion

CHAPTER 2: EVENTS IN THE CAMP

Spd 20 ft.

Melee mwk rapier +10 (1d4/18–20)

Ranged dart +9 (1d3)

Special Attacks extended illusions (+3 rounds), gnome magic, hatred, sneak attack +1d6

Spell-like Abilities (CL 9th):

1/day—*dancing lights*, *ghost sound** (DC 14), *prestidigitation*, *speak with animals*

Spells Prepared (CL 7th, 10% arcane spell failure):

4th—*arcane eye*, *phantasmal killer** (DC 18)

3rd—*blink*, *deep slumber* (DC 16), *displacement**, *slow* (DC 16)

2nd—*alter self*, *blur**, *invisibility**, *mirror image**, *scorching ray* (ranged touch +9)

1st—*animate rope*, *color spray** (DC 15), *disguise self**, *hypnotism* (DC 14), *magic missile*, *shield*

0 (at will)—*flare* (DC 13), *ghost sound** (DC 14), *mage hand*, *message*

* Illusion spell

Opposition Schools Abjuration, Necromancy

Arcane Spell-like Abilities (CL 7th):

6/day—*blinding ray* (ranged touch +9)

Str 11, **Dex** 18, **Con** 14, **Int** 16, **Wis** 9, **Cha** 16

Base Atk +4; **CMB** +3; **CMD** 19

Feats Combat Expertise, Improved Initiative, Iron Will, Quick Draw, Scribe Scroll^B, Silent Spell^B, Weapon Finesse, Weapon Focus (rapier)^B

Skills Climb +8, Craft (alchemy) +17, Disable Device +17, Disguise +15, Knowledge (engineering) +11, Perception +13 (+14 locate traps), Spellcraft +15, Stealth +20

Languages Common, Draconic, Giant, Gnome, Orc, Sylvan

SQ arcane bond (*ring of protection* +2), rogue talent (weapon training), trapfinding

Gear black leather armor, *ring of protection* +2, masterwork rapier, 10 darts, 50-ft. silk rope

Spellbook All prepared spells, plus: 0—all; 1st—*grease*, *mage armor*, *sleep*, *shocking grasp*, *ventriloquism**; 2nd—*acid arrow*, *bear's endurance*, *cat's grace*, *darkvision*, *locate object*; 3rd—*daylight*, *fly*, *haste*, *invisibility sphere**, *lightning bolt*; 4th—*confusion*, *greater invisibility**, *illusory wall**, *shout*

Tactics: The Bender Brothers have their strategy down to an art. The door to the privy opens at such an angle that it must be closed before the jakes can be used, and there is only room inside the tiny room for one creature, whether Small or Medium (Large won't fit at all). The back wall of the room, directly behind the jakes is actually an *illusory wall* created by Joshiah (Will save DC 18 to disbelieve if interacted with). Behind it is a cubby accessed by a secret passage. Jebli waits in this small space for someone (most likely unarmed and unarmored) to come into the privy and close the door. Then whether seated on the jakes or leaning over it, Jebli has a direct shot at the character's head in the darkness to make a surprise death attack after 3 rounds of observation with his *gem of seeing*. If this attack is successful at killing the victim or rendering him unconscious, unless somebody is actually listening at the door while it occurs with a DC 20 Perception check, the attack is not heard outside the privy.

Since there is unlikely to be a lone party member staying at the boarding house, the brothers have come up with a plan to deal with the others. Party members not afflicted by the stomach problems do not awake from their sleep and are considered to be Taking 0 on their Perception checks each round. They can be awoken by sounds of their fellows talking or retching (DC 10), the sounds of battle or knocking at their door (DC 5), or by being attacked (automatic). The brothers assume that most PCs sleep unarmored, so while sick characters are attending to themselves, Jashanah silently crawls through the crawlspace below the floor and enters through the secret door in the floor of one of the rooms where the PC still appears to be sleeping. If there are none, or he is successful, he then emerges trying to use Stealth to attack others in support of his brothers.

Joshiah is charged, in the plot, with dealing with any guards who remained awake or other characters waiting outside the privy while one of their number is within. To prepare for this he waits in the dark

dining room having cast the following spells: *alter self* (to appear as a drow warrior), *blur* (to become a blurry drow warrior), *mirror image* (to become several blurry drow warriors), and *invisibility* (to mask the lot of them from sight). Assume he is successful in casting these initial spells, but roll for spell failure normally on all other castings. When a target presents itself he attempts to maneuver silently to make a sneak attack, thus becoming visible as several drow warriors. He then attacks with weapon and spell hoping for his brothers to quietly move into flanking positions to make sneak attacks. Due to the low ceilings, two-handed weapons cannot be effectively used by Medium characters indoors. All of the brothers know that if anyone escapes their ambush their jig is up, so they fight to the death to try and eliminate all witnesses.

Development: Assuming the characters eliminate the Bender Brothers, they face some unusual consequences. They are approached by the Usurer the next day. He states that the Benders were a vital cog in the welfare of the Camp by providing a much needed service for travelers. If the boarding house closes down, the Camp will suffer. Since the party eliminated the Benders, he states it is their responsibility to replace the Benders to keep the establishment open for business. Being presented with evidence of the brothers' crimes is irrelevant to him. In fact he says if the party wishes to continue the same practices at the boarding house, it is their business. If the party refuses to take over the boarding house, he advises them that they will be unwelcome in the Camp and being on the edge of the Desolation with no place of refuge is a dangerous prospect at best, perhaps fatal. Any townsfolk who are asked back the Usurer up on this point. Unless the party is willing to leave a character behind to take care of the place, they must hire a caretaker to manage it in their absence. The Usurer can recommend several townsfolk for the job. The salary for such a position, he advises is 10 iron bits per week. Plus there is the expense of keeping it stocked and in good repair which comes to another 10 iron bits a week. He further adds that if they run the boarding house for a month's time they will be considered citizens of the Camp and will receive the locals' rate of exchange for iron bits. If the party goes with one of the people the Usurer recommends, the individual performs an adequate job. If they happen to befriend Sammar (Area 12 of The Camp) later he can do it for them and at half the price due to his efficiency. Regardless, there are no further travelers through the Camp during the tenure of this adventure, unless you choose to add some, so no initial profit will be made.

Treasure: Hidden in the brothers' room and located with a DC 25 Perception check are treasures that have been accumulated from their years of murder and larceny. This hoard is the party's for the taking and includes: 880 iron bits, 1,200 gp, a +1 *dagger*, two silver urns (20 gp each), 6 assorted gems (2,800 gp total), and tapestry depicting a griffon rampant on a field of clouds made by Filini of Bard's Gate (5,000 gp).

Event 3: Whispers in the Dark (CR 6)

This encounter occurs many times while the party stays in the Camp, though it only occurs during the darkest watches of the night. It can also occur when the party is camped out in the Desolation during later chapters. Have the characters make a DC 12 Perception check and proceed with the boxed text when one is successful making any necessary changes if the party is not sleeping indoors. Modify the boxed text as necessary for subsequent visits by the mid-night peddler.

In the still of the darkest watches of the night, you detect a faint squeaking coming from the north, perhaps somewhere out on the Desolation. As you strain to listen the squeaking becomes louder and is clearly the creaking of some wooden conveyance. What ever it is, it is steadily approaching.

CHAPTER 2: EVENTS IN THE CAMP

Allow the PCs to wake their comrades, prepare their weapons and spells, or whatever. Other than the party members no one else has been awoken, and no one can hear the squeaking noise. Proceed with the following if anyone goes outside to discover the source of this noise.

Emerging into the darkness you can make out little in the pitch blackness. Then as the squeaking grows louder, you see through the thin night mists the silhouette of a dark figure pushing a handcart. The wheels of the cart produce the squeaking sound. As it approaches directly toward you, you can see that the figure is swathed in a long, hooded robe of coarse, gray cloth. His face is not visible, though you can just make out the shape of a protruding lower jaw. The cart appears to full of all sorts of mundane items and junk, certainly nothing that appears to be threatening. If you were in any other place at any other time, you would think this a rather ordinary traveling peddler.

The cart stops before you, and the dark figure begins rummaging through it saying only one word in a low, gravelly voice, "Buy?"



Creature: This strange figure is a **midnight peddler**. He is an outsider that only appear at certain times to certain people. No one else in the camp heard his approach because it is the party he is coming to see. His motivations are his own, but in exchange for buying his wares he provides important information or clues for the successful completion of the adventures in and around the ruins of Tsar. If attacked he uses his death chill once and then plane shifts away. He can be encountered again later, however, despite how the initial meeting goes. If the hanged man (see Area 1 of The Camp) is still around, it does not molest the peddler or those in contact with him. It can sense the peddler's power and otherworldly nature and chooses not to confront such a foe. Once the peddler leaves, if characters are still outside in the Camp after about 5 minutes the hanged man approaches and attacks, no longer sensing the peddler's fearsome presence.

MIDNIGHT PEDDLER

CR 6

XP 2,400

The Tome of Horrors Revised 264

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

AC 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)

hp 52 (7d10+14)

Fort +6; **Ref** +6; **Will** +9

Spd 20 ft.

Melee touch +7 (death chill)

Special Attacks death chill

Str 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15

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

Feats Alertness, Dodge, Great Fortitude, Improved Initiative

Skills Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16, Survival +10

Languages Common, Celestial, Abyssal, Terran

SQ divination, plane shift

Death Chill (Su) The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.

Divination (Su) The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a divination spell (caster level 12th).

Plane Shift (Su) The midnight peddler can plane shift to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

On this, his first visit he pulls an old, dried codfish out of its cart. A DC 18 Knowledge (nature) check reveals that there is not a body of water supporting such a fish for several hundred miles in any direction. How it came to be in a peddler's cart on the edge of the Desolation is anybody's guess. It demands 50 gp (not iron bits!) for this item. It does not haggle and does not allow any other items to be purchased. If refused, he leaves, quickly disappearing into the darkness. If the purchase is made, the buyer finds nothing special about the fish—in fact it's so old it is no longer even edible—but in addition to the purchase the peddler related the following cryptic information:

"Not only old dead guard Black Gates but something greater as well. From blackest pits of pitch and bile a new guardian arose both foul and vile. Beware his breath of clinging death."

This refers to the tar dragon that has made its lair before the walls of the city of Tsar (Area R4). It also provides a clue to the creature's primary mode of attack giving the party opportunity to prepare to counter its adhesive bile in advance.

Development: Why the midnight peddler has chosen to appear to the party and assist them is unknown. However, it continues to do so throughout the adventure. Stage additional encounters with him whenever you choose, though they should always occur after dark when the party has stopped for the night. Each time select some worthless trinket that the peddler offers to sell for 50 gp in exchange for another cryptic clue (rather than the use of his divination ability as he would ordinarily do). Items that he has available for sale in his cart include a tropical orchid that instantly wilts and dies, a worthless iron coin (not a bit), a bag of sand, a set of two left shoes, etc. Select from the clues provided below and make up additional ones if you like. Use clues that reference an area before the party actually travels there in order to keep them relevant and useful to the party. The midnight peddler should remain a mysterious benefactor with unfathomable motives who appears to the party at seemingly random intervals.

"Relentless seekers face restless sleepers. Old betrayals walk with new life and hide their shame 'neath dark of night."

This refers to the drama playing out at Area D6 between the dwarves of Thane Fenris and the nightly undead attacks that assault their camp. The peddler's clue provides a cryptic hint to the treacherous nature of the evil force attacking the dwarves and its motive in doing so to hide its shame from its former kinsmen.

CHAPTER 2: EVENTS IN THE CAMP

"Deep in shades of twilight, behind guards and wards of demonic might lies hope chained in darkest night. Free hope for the sake of Light. Gain boon by setting all aright."

This refers to the Tomb of the Last Justicar at Area C8 deep in the Chaos Rift. It gives hint to the nature of the guardians that the party will face and that the party can receive a reward for assisting the ghost of Gerrant. Hidden in the clue is a second clue alluding to the captive hope at Area C8-5 that has been magically bound and forced to battle those who could rescue it.

"Giant of the earth lies beneath, in repose brings life, awake brings grief."

This refers to the stick giant buried at Area A5-4 and its role in providing a life-bringing elixir to the Reclaimers. However, it also refers to the consequences should the sleeping giant be awakened.

"Old Death lives yet, but all is not as it seems. The second sculptor waits for the unwary past the false webs of despair. Beware the voice in the cave that brings great danger."

This clue refers to the lair of the dracolisk Old Death at Area C4. It warns that there are two creatures capable of petrifying their foes and that the second one waits to catch the adventurers unawares after the first has been dealt with. It also provides warning of the derro known as "The Whisperer" that assists Old Death in his lair.

Event 4: A Plea for Help (CR 4)

This event occurs at some time after the characters have been in the Camp for a day or two and proven themselves to be capable adventurers (say defeating Gurg, the hanged man, and/or the Bender Brothers). If the party has not already encountered Sammar (see Area 12 of The Camp), he eventually steels up the nerve to approach them with a desperate proposition.

The man before you wears the finely tailored, though travel-stained garb, of an official diplomat. The lyre crest on his tunic identifies his allegiance to Bard's Gate. He is middle-aged with only a touch of gray in his hair. The worry lines on his face seem to have deepened recently. He begs your leave to speak with you and ushers you aside to a more private place before explaining.

"I am Sammar of Bard's Gate, recently installed diplomatic agent to the Camp. My masters have elected to reopen the northern trade route through the Desolation, and I have been instructed to set up an embassy here to oversee the city's interests in such a venture. I arrived here with a caravan some weeks ago and set up facilities to serve in the interim until a caravan route could be successfully established and lucrative trade opened up. My caravan departed north not a week ago to open that route and seek valuable trade with the exotic lands of the north. They are not expected back for several months, but I fear ill fortune has befallen them.

"Though the caravan had its own contingent of guardsmen, for added security they hired a band of ogre mercenaries led by a hill giant to safely escort them across the Desolation. As you are aware, the giant leader of that band returned in none-too-good-a-shape and without his ogre warriors. It is too soon for the giant to have escorted the caravan all the way across the Desolation and already returned to the Camp. Therefore, I fear the worst.

"It is my understanding that you are adventurers who seek to enter the Desolation anyway. All I ask is that you search for the lost caravan and return with any survivors or news of its fate if there are none. For this task I can assure you that you will be richly rewarded by my government. Bard's Gate is a rich and powerful city with vast wealth from its commerce. It knows how to repay those who give it assistance. Please, will you help me?"

Sammar cannot promise a specific amount for a reward, though he says he suspects the greater the success in finding and returning survivors the greater the reward will be. When the party has completed their search-and-rescue mission he will have to send word to his superiors in Bard's Gate and see what they send back as a reward. He assures the party that it will be generous, though. If the characters balk at such an open-ended offer, he reminds them that they were apparently headed into the Desolation anyway for their own reasons. He says that the caravan would surely be easy to find since it would have stayed on the main track northbound through the Desolation. If the party still refuses to assist him in his plight, you can have Sammar depart himself to search after a few days and utterly disappear. Perhaps he shows up later as some sort of vengeful undead bent on repaying the unhelpful PCs.

SAMMAR

XP 1,200

hp 26 (See Chapter 1, Area 12)

CR 4

If the party undertakes the quest, they can locate the remains of the caravan and the lair of its attackers at Area R3 of The Crossroads and area C6 of The Chaos Rift in the Desolation (see Chapter 5).

Event 5: Tlolox's Revenge (CR 8)

This event occurs only after the party has visited Area B3 of the Boiling Lands in the Desolation (Chapter 6). As a result Tlolox (Area B3-15 of the Boiling Lands) has come for revenge and is willing to risk the ire of the inhabitants of the Camp in order to obtain it. Tlolox comes regardless of whether he survived his previous encounter with the party or not. Even if the party just entered the encounter area and never actually met the barghest, he discovers their scent and follows nonetheless. He appears even if he was killed because of a pact he made with a powerful devil many years ago. In exchange for a service, the devil provided him with a wish to return him to life should he be slain.

In this event, Tlolox heads to the Camp to locate the party that invaded his lair and possibly killed him. He assumes dire wolf form, abandoning his equipment, for this task. He has visited the outskirts of the Camp before in his dire wolf form, and there is more than one whisper in the camp of a great beast that comes on the darkest nights to prey upon the populace. This time, however, he comes in the middle of the day, braving the inherent dangers of such an appearance, in order to seek his revenge. He correctly assumes that the citizens of the Camp will choose not to get involved in an altercation.

This encounter can occur whether the characters are inside or outside at the time. Adjust the boxed text accordingly. If the party is too powerful, add some poisonbearer ghouls to increase the difficulty as necessary.

A piercing howl cuts through the noises of the day. (*There is a crash as the door bursts open, and*) You see a huge creature with blue-tinged fur. It resembles a massive dire wolf save for the glowing eyes and look of fiendish intelligence they bear. People scatter as it slavers from its power jaws and locks its demonic gaze upon you.

Knowing that his lair has been discovered, and fearing that the local populace will band together to drive him away, Tlolox does not retreat from battle. He believes this is an all or nothing gambit that threatens his hunting grounds on the Material Plane. He stays only long enough to destroy the party (and drag one away to devour) and then heads back out to the Desolation secure in the knowledge that his reputation will prevent pursuit by the Campies.

CHAPTER 2: EVENTS IN THE CAMP

TLOLOX

CR 7

XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary* “Greater Barghest”)

POISONBEARER GHOUL

CR 4

XP 1,200

Creature Collection III 93

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits

Spd 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2 claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

Str 15, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11

Languages Common, Infernal

Death Spray (Su) The instant a poisonbearer ghoul is killed or destroyed, pustules on its skin all burst simultaneously, so that all creatures within 5 feet are exposed to its ghoul fever.

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Poison (Su) Spit (20 ft. range)—contact or bite—injury; *save* DC 15; *frequency* 1/round 6 rounds; *effect* 1d4 Constitution damage and ghoul fever; *cure* 2 consecutive saves, magical means must overcome SR 19. The save DC is Charisma-based.

Chapter 3: A Desolation Primer

The Desolation is a vast expanse of wasted, war-torn fields. They felt the tramp of countless soldiers' feet and drank the blood of humans and other creatures beyond imagining. Mighty engines of war and works of horrific magic slammed into the armies maneuvering across the countryside and left only death in their wake. So powerful was the magic involved, so pervasive the terrors unleashed that even now, centuries later, the lands remained indelibly marked by the

legacy of battle. Where once were verdant plains and fertile fields now are only ashes and boiling craters of ooze. The Desolation does not bear the characteristic fires and brimstone of what many would consider in the traditional sense, but it is often likened to the Hells nonetheless. Smoking fumaroles and burning gas vents would actually enliven this land. Instead there is only the depressingly bleak landscape of gray fading into the haze of the horizon. Even the devils

The Army of Light

No description of the Desolation would be complete without an explanation of those who once fought here. No one knows for sure what all and how many fought from within the stained walls of Tsar, unless Orcus keeps such a tally somewhere on his own abysmal plane, but the forces arrayed against the Demon Prince are well-documented in the dusty archives of the last overking. A brief overview of that panoply follows.

As previously mentioned, the impetus for the crusade came from an alliance formed by the patriarchs of the holy churches of Thyr and Muir. Why these sibling faiths chose to approach the overking at that time, no one recalls (it is discussed in greater detail in the latter adventures of the *Slumbering Tsar* series). Yet they managed to catch the ear of the aged Overking Graeltor, and his backing put all the civilized kingdoms behind it as well as almost all of the good and neutral faiths.

To remove any suspicion of divisive religious zealotry or hidden agendas, the entire force was placed under the secular command of Graeltor's most trusted advisor and strategist, the archmage Zelkor. Though the religious stamp was left off of the overall crusade, the troops certainly welcomed the addition of celestial allies when the battle was finally joined. Immediately below Zelkor were his own advisors and *aides de camp*, a who's who of the greatest heroes, generals, and war captains of that day. They each commanded a section of the army and did much of the day-to-day planning and tactics while Zelkor, with their assistance, created and implemented the overall strategies and maneuvering of the Army of Light.

The patriarchs Grennell of Thyr and Phestus of Muir stood high among the officers of the army, for it was they who originally petitioned the overking and led to the army's muster. Strangely, equal to them in influence within the Army of Light was the church of Hecate, lawful evil goddess of magic, and her high priestess Akbeth. Many within the Army of Light opposed the addition of this evil faith to their ranks, yet Law is ever opposed to Chaos even within the Lower Planes. The followers of Hecate despised the chaotic followers of Orcus as much as did the goodly faiths, and since the legions were under the secular control of Zelkor the patriarchs of the good churches were forced to grudgingly accept the services offered by the magic goddess. It proved much to their benefit when the Battle of Tsar entered its most deadly stage as magical attacks and plagues rained down from the priests and wizards of Orcus. Then the powerful clerics and sorcerers of Hecate were able to respond with attacks against the foe of a kind the goodly-aligned spellcasters were unable or unwilling to make. One other reason existed that Zelkor willingly allowed the seemingly incongruent followers of Hecate to join in the crusade. That reason was

Akbeth's lover, the peerless archmage Agamemnon, who joined in the fight and served as a wild card on the battlefield that the followers of Orcus had neither expected nor prepared for.

The patriarchs and matriarchs of other faiths held prominent positions as well over their crusader followers: Kirba of Mitra, Tondallah of Vanitthu, Virrikus of Oghma, and Dawncry of Arn to name a few. Other commanders of the forces of light included the heroic paladin-lords Navare and Bishu, the Justicars of Muir Alaric of Tircople and Gerrant of Gilboath, the knight commanders Saracek, Brandt Dracobane, Argos the aasimar-knight, and Carileus, Grezell the incomparable swordsman, and the elven warrior-maiden Shelfaer. Augmenting these martial heroes were other personages of renown including the powerful cleric and wizard twins Plethor and Killin, the wizardess Deserach, consort of Lord Navare, the priest-mages of Hecate Nemethiar and the elf Phalen, the sorceress Itara, and the mysterious wizard Me'Nak. Of the dwarves came King Kroma leading his doughty warriors. The elven lords Ulo and Tarrazal brought archers and spearmen from the Green Realm. The storm giant Thraestos brought a troop of his brethren and lesser kin. Even Queen Tyrissta of the Small Kingdoms brought contingents of gnomish and halfling skirmishers. But the nonhuman forces were not limited to the mortal realms. From the heavenly planes, leading legions of celestial allies, were the empyreal angel Naphrathoth, the leonal Lord Karask, the hound archon Amaleal, and the planetary general Nimrod. In all over 140,000 soldiers, wizards, clerics, and knights — human, elven, dwarven, giantish, gnomish, halfling, and celestial — stood on the fields before the stained walls of Tsar.

Most controversial of all those allied with the Army of Light was the sorcerer Slavish. A powerful spellcaster — some said the equal of Zelkor or Agamemnon even — Slavish was also a devoted follower of the infernal lord Baalzebul. Like Hecate, Slavish's devil-liege was also lawfully aligned and therefore opposed to the demonic chaos of Orcus, but the forces of good were unwilling to admit him into their ranks. Allowing a follower of an Archduke of Hell, the opposite end of the evil spectrum from the demons of Orcus, was considered anathema to their cause by many of the goodly host. However, Zelkor's judgment to admit him finally prevailed in light of what Slavish had to offer to the cause. For Slavish was not only a powerful sorcerer but also bore the sword Demonbane, an artifact so powerful it was said to be capable of slaying Orcus himself. In fact it was forged by the hands of Baalzebul for that very purpose. With such a potent weapon in their midst, Zelkor felt the Army of Light could not afford to turn away the help offered by Slavish. Thus the servant of an arch-devil was the last member admitted into the Army of Light before the march for Tsar.

CHAPTER 3: A DESOLATION PRIMER

of the pits might find such a place unpleasant.

The Desolation stretches roughly 70 miles east and west and 50 miles north to south. Its southern boundary, marked by the tiny refuge known as the Camp, gradually rises to the stony hills that mark the northern edge of the civilized kingdoms. To the north the trade road passes another set of hills before, according to rumors, eventually entering a true desert land filled with oasis kingdoms, genies, and the exotic peoples known only in legends in the lands to the south. East the Desolation gradually enters a wild and broken land, more verdant but perhaps no less inhospitable. For here the lands are the homes of the many orc and goblinoid clans before finally reaching a little-visited and rocky sea coast. The western edge is the Desolation's clearest demarcation as the sheer vertical cliffs of the Stoneheart Mountains march along parallel to the trade road, visible as a seemingly impassible wall of gray stone.

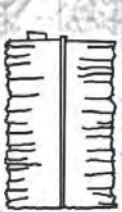
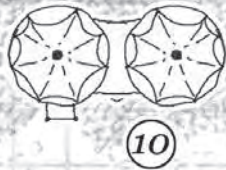
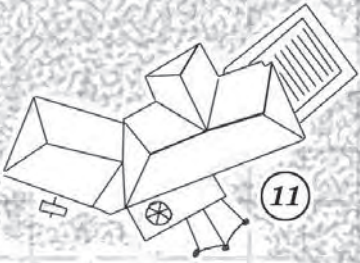
The climate of the Desolation is universally dry. A few gully washers hit in the late fall, but otherwise it remains bone dry. In fact, the ground stays so dry that there is an almost constant haze from whitish, powderlike dust that rises with the constant breezes. This haze lends to the overall gloominess and feeling of isolation and claustrophobia that is sometimes experienced on this otherwise wide-open plain. Occasional dust storms whip up and race south, usually peetering out before reaching the Camp. These billowing white clouds are called bone storms because of the general opinion that the white dust is actually the powdered remains of the fallen soldiers' bones trampled underfoot by the armies and then left to bake in the sun for centuries. Visiting necromancers have taken samples before and tend to concur that there is some truth to these tales. In the summer the temperatures rise as high as the 90s with an extremely low humidity, but in the winter bitterly cold winds come down off the mountains to the northwest and create conditions well below freezing for weeks at a time.

The Desolation is divided into four quadrants. These are clearly marked by the two roads that cross in the Desolation's center. The landscape even tends to change somewhat, roughly corresponding to these artificial dividers. The four quadrants each receive their own chapter in this adventure and are called, going counter-clockwise from southeast to southwest, *The Ashen Waste*, *The Chaos Rift*, *The Boiling Lands*, and *The Dead Fields*. Further there is a fifth section of the Desolation that corresponds to no particular quadrant and receives its own chapter as well. This is composed of the roads themselves that bisect the Desolation and the ruined city around which all of these lands lie. This chapter is called *The Crossroads and Tsar*.

The mood of the Desolation should always be somber and depressing. Thousands of beings died here, good and evil, extraplanar and mundane, Celestial and Abyssal. It is almost as if the lands retain a memory of that time of strife and countless horrors. How many voices were stilled to never be heard again is beyond count. The wind seems to sing a funeral dirge, low and constant; perhaps it is the voices of those lost. Never let the players forget that they are in a place marked by the agony of thousands. Never let them think of the Desolation as just another terrain feature to be crossed. Much of the atmosphere of the adventure comes from the constant reminder that the Desolation is first and foremost a battlefield, and that the adventurers are merely following in the footsteps of thousands of others who have already fought and bled on this land.

The danger-fraught reaches of the Desolation beckon as the Camp is left behind and the wild barrens of the Ashen Waste and the unplumbed secrets of the Chaos Rift wait to be discovered in Slumbering *Tsar: The Desolation, Part 2—The Ghosts of Victory*.

↑ To The
Desolation



To
↓



THE CAMP

Scale: 1 square=10 foot

To The Desolation
↑

To Bard's Gate
↓

8

7

5

4

6

1

2

3



- Ⓢ = secret door in wall or floor
- G = guest room
- 🚪 = locked door
- 🚪 = door and direction it opens
- Ⓟ = privy
- ⋯ = illusory wall

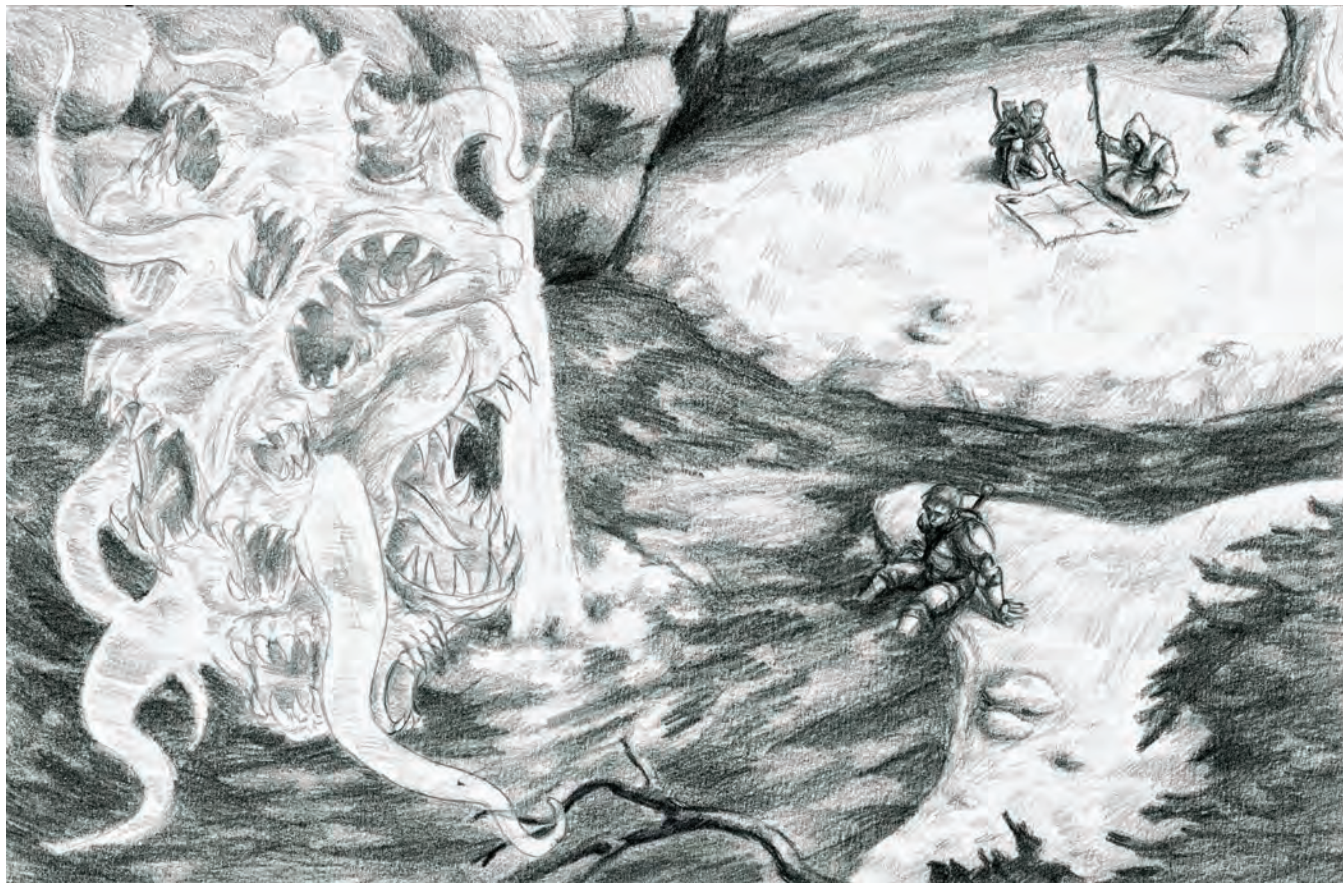


Scale: 1 square=2.5 foot

slumbering TSAR

The Desolation, Part 2: The Ghosts of Victory

By Greg A. Vaughan



FOR MORE THAN A YEAR, the Army of Light bivouacked on the plains surrounding the city of Tsar. While the battles raged around the city's walls, these camps stood as veritable cities in their own right, only occasionally moving due to the depletion of resources or in response to counterattacks. The soldiers of this army lived, built, ate, and died, in these vast camp-cities as the war raged around them, and more than one burial mound and war monument was raised among them to commemorate some lost hero or valorous deed. Eventually the forces of Tsar retreated and the city was abandoned—a victory for the Army of Light, or so the historians say. Yet when the triumphant armies packed up and departed in pursuit of their foes, they left behind a necropolis of elaborate tombs and simple graves, as well as the scarred remains of one of the most horrific attacks in the war, spread out over hundreds of square miles. What had been a victorious armed camp became a desolate, depleted plain, still haunted by its ghosts of victory.

Chapter 4: The Ashen Waste

Lonely blows the wind across the Ashen Waste carrying with it the signature white dust that coats everything it touches — armor, weapons, noses, throats, eyes — with a chalky layer. The horror of the bones storms can suffocate those caught in them or cause them to become separated from their companions and lose their way. The howling of the wind speaks in the voices of those souls lost long ago in the battles of ancient days and includes the keening of the horrible undead spirits known as screamers. The monotony of this bleak land is broken only by the occasional barrow mound raised by the armies of old to inter their honored dead before finally retiring from the field in the fateful flight that ended in the misnamed Forest of Hope.

The Ashen Waste

The southeastern quadrant of the Desolation is by far the most desolate. It is called the Ashen Waste with good reason. A seemingly continuous wind crosses this region carrying with it a perpetual cloud of a fine, powdery dust. Bone storms occur most frequently in this region. The omnipresent dust gets into everything and covers it with a fine coating of chalky powder. It is not uncommon for travelers here to have coughing fits as a choking coat forms inside an open mouth. It is also often difficult to see. Even when the wind is not blowing, a constant hang hangs in the air creating a feeling as if one is within a fog bank.

It is here that the main camp of the Army of Light was moved after the Chaos Rift was formed. The few wells and springs were jealously guarded, and many were overused until their water supply was exhausted and they went dry. The constant movement of tens of thousands of men and horses trampled the already-dry ground into the fine dust that exists today. When rains do come they create clumpy mud and quicksand pits, but these quickly dry and return to their powdery state — other than the occasional quicksand pit that remains nearly undetectable on the field as a hazard to visitors. Many speculate that the horrible curses called upon the main camp of the Army of Light by their enemies cause these conditions to persist. Whatever the reason, no plants take root here, leaving only the dusty, sterile landscape.

For random encounters while the party ventures through the Ashen Waste, consult the Ashen Waste Random Encounter Tables below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the day or night tables as needed.

The Ashen Waste Daytime Random Encounter Table

d%	Encounter
01-10	Bone Storm
11-15	Searing Wind
15-18	Acid Rain
19-24	1d2 Babau Demons
25-29	1d2 Screamers
30-35	1d6+4 Ghoul Wolves
35-36	1d2 Ashborn Arachnae
37	Nabasu Demon
38-40	1d8+4 Dust Mephits
41-42	Manticore
43-45	1d4 Belkers
46-50	1d6 Ghouls
51	Vrock Demon
52-55	Quicksand
56-00	No Encounter

The Ashen Waste Nighttime Random Encounter Table

d%	Encounter
01-10	Bone Storm
11-13	Acid Rain
14-20	1d3+1 Screamers
21-25	1d4 Allips
26-28	1d2 Will-O'-Wisps
29-38	1d10+6 Ghoul Wolves
39-43	1d4+1 Wraiths
44-46	Ashborn Arachnae
47-50	1d6+5 Vargouilles
51-52	Nabasu Demon
53	Dread Wraith
54-60	1d6+6 Ghouls
61-64	1d3 Babau Demons
65-66	Vrock Demon
67-73	Quicksand
74-00	No Encounter

Acid Rain: These torrential downpours rise suddenly as the moisture-laden clouds of the Boiling Lands blow over the surrounding areas. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only

CHAPTER 4: THE ASHEN WASTE

last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so an adequate shelter can prevent the party members from being exposed to the damage-causing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc, if they are exposed to a downpour. Metal, stone, and wood are undamaged.

Allips: These foul undead are the remains of those soldiers who cracked under the constant strain of battle and ended up taking their own lives. They now come forth seeking revenge upon the living. They resemble a cloud of boiling shadows with a vaguely humanoid shape and gaping skeletal maw.

ALLIP XP 800

CR 3

Pathfinder Roleplaying Game Bonus Bestiary “Allip”

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7

Aura babble (60 ft., DC 15)

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

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

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

Spd fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks touch of insanity

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

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

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Common

SQ madness

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip’s babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

Ashborn Arachnae: These arachnid horrors are the remnants of living weapons created by the disciples of Orcus and now gone feral, living in the depths of the Ashen Waste. They resemble giant black-furred spiders with red bands around their abdomens. They hungrily attack any travelers. If the ashborn arachnae mother at Area A8 has been slain, the surviving arachnae scatter in confusion, so treat this as no encounter.

ASHBORNE ARACHNAE

CR 6

XP 2,400

Creature Collection III: Savage Bestiary 16

CN Large magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +20

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 76 (9d10+27)

Fort +9; **Ref** +9; **Will** +4

Defensive Abilities alien mind; **Immune** disease, poison; **Resist** acid 10, cold 5, electricity 10, fire 5, sonic 5

Spd 40 ft., climb 20 ft.

Melee bite +13 (2d6+6 plus poison)

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

Special Attacks poison, web (+9 ranged, DC 17, effects up to Gargantuan creatures, 9 hp)

Str 18, **Dex** 12, **Con** 17, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10 (+18 jump), Climb +18, Perception +20, Stealth +6

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae’s mind must make a DC 15 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae’s tremorsense ability and functions as the spell of the same name.

Babau Demons: These vicious brutes sally forth from the ruins of Tsar. They have forged a truce with Malerix (see *Part 3—The Western Front* chapter 8, Area R4) who allows them to pass unmolested. At night they cloak themselves in *darkness* in order to creep close to a party in order to attack with surprise and make sneak attacks.

BABAU DEMON

CR 6

XP 2,400

hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”)

Belkers: These evil elemental creatures are attracted to the arid desolation of the Ashen Wastes. They attack travelers with glee but flee if half of their number are killed.

BELKER

CR 6

XP 2,400

NE Large outsider (air, elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, –1 size)

hp 45 (7d10+7)

Fort +3; **Ref** +12; **Will** +5

Defensive Abilities smoke form; **Immune** elemental traits

CHAPTER 4: THE ASHEN WASTE

Spd 30 ft., fly 50 ft. (perfect)

Melee 2 wings +12 (1d6+2), 2 claws +12 (1d6+2), bite +10 (1d8+1)

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

Special Attacks smoke claws

Str 14, **Dex** 21, **Con** 13, **Int** 6, **Wis** 11, **Cha** 11

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

Feats Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Finesse

Skills Escape Artist +12, Fly +18, Perception +10, Stealth +12

Languages Auran

Combat Gear gear used in combat; Other Gear gear not used in combat

Smoke Claws (Ex) A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace. The save DC is Constitution-based.

Smoke Form (Su) Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Bone Storm: These terrifying weather patterns form quickly and almost without warning. A DC 30 Survival check can detect the formation of the storm 1d10 minutes before it hits. The DC drops to 20 if the character has experienced a bone storm out on the Desolation before. A bone storm is very similar to a sandstorm but is denser with the powdery ash of the Ashen Waste. The blowing white cloud reduces visibility to 1d2x5 feet and provides a -4 penalty to Perception checks. A bone storm is a short affair that arises quickly and lasts 1d10+10 minutes. The tiny bone shards and bits of caustic dust that comprise the storm deal 1d4 points of damage per minute. If a member of the party makes a successful DC 20 Survival check, as a full-round action he can make preparations that make this damage nonlethal. This check can be made on multiple individuals and animals at the rate of 1 per round if it done prior to the coming of the storm. In addition to the damage caused by the storm, the fine, cloying dust carried on the winds sticks to everything, leaving a thin coat including the inside of mouths and nostrils. Those within the storm must make a DC 20 Fortitude save every minute or become blinded and begin suffering from suffocation until a wet rag is used wipe the eyes and nose or mouth of the victim. This is not possible while still exposed to the bone storm. If the Survival check for preparations was made prior to the storm, then that character receives a +5 bonus to these Fortitude saves. When suffocation begins the character can hold his breath for 2 rounds per point of Constitution. After that he must make a DC 10 Constitution check. This check must be repeated each round with the DC increasing by +1 for each previous check. If one is failed, the character falls unconscious and is considered to be at 0 hit points. In the next round he drops to -1 hit points and is dying. In the third round he suffocates and dies. Magical shelter such as *tiny hut* or a *magnificent mansion* provides protection from all of these effects as long as the spell lasts and remains sealed shut. Mundane shelter such as tents or spells such as *rope trick* protect from the damage but not the suffocation and blindness. A *necklace of adaptation* protects from any possible suffocation but not from the damage or the chance of blindness.

Dread Wraith: Thousands of the evil soldiers of Tsar fell in battle with the Army of Light and later returned as undead monstrosities, forever seeking revenge upon the living. However, the dread wraiths are the remnants of powerful champions of evil who fell on the field of battle. These dark figures vaguely resemble armored ogres, trolls, or even less-identifiable beasts. They emerge only at night to satiate their lust for death.

DREAD WRAITH

CR 11

XP 12,800

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifestense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 (16d8+112)

Fort +12; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

Weakness sunlight powerlessness

Spd fly 60 ft. (good)

Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23,

Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

Create Spawn (Su) A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifestense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Dust Mephits: These creatures are attracted to the sere of the Ashen Waste. They are more curious than evil, but the desolation of the Ashen Waste has engendered a malevolence in them. They enjoy rendering travelers helpless and taking their supplies and equipment in order to leave them to the mercy of the arid wasteland and its denizens. They flee if clearly over-matched.

CHAPTER 4: THE ASHEN WASTE

DUST MEPHIT
XP 800

hp 18 (*Pathfinder Roleplaying Game Bestiary* “Mephit, Dust”)

CR 2

SCREAMER

XP 1,200

hp 34 (See **Monster Appendix**)

CR 4

Ghoul Wolves: These undead predators roam the Desolation in packs seeking carrion or fresher fare to consume. They are a persistent problem that can quickly become more than a nuisance to wounded and exhausted travelers, which they attack in preference to others.

GHOUL WOLF
XP 800

CR 3

hp 19 (See Area A1)

Ghouls: These starving carrion eaters roam the wastes in packs looking for something edible to satiate their eternal hunger. They live in constant torment due to the slim pickings on the Desolation and eagerly attack travelers in a gibbering, slaving horde. Anyone who falls in battle is immediately beset by these as they try to devour the unfortunate soul. During the day there is a 30% chance they are accompanied by 1d2 ghouls (CR 3; hp 29 each; see *Pathfinder Roleplaying Game Bestiary* “Ghoul”). At night there is a 50% chance they are accompanied by 1d6 ghouls.

GHOUL
XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Ghoul”)

GHAULT
XP 600

CR 2

hp 14 (See Area A4-7)

Manticore: These creatures wander in from the broken hills to the east either driven out by encroaching goblinoid tribes or just on long range hunting expeditions when the pickings get slim near their lairs.

MANTICORE
XP 1,600

CR 5

hp 57 (*Pathfinder Roleplaying Game Bestiary* “Manticore”)

Nabasu Demon: These creatures appear through the Abyssal gate in the Chaos Rift with some regularity and hunt the Desolation for game (read: humanoids) to feed on. They are malign and will pursue potential game for many days if necessary, choosing the best moment to attack. They do not enter the Camp, sensing that a powerful undead entity rules there whose ire they do not wish to raise. They fight to the death.

NABASU DEMON
XP 4,800

CR 8

hp 103 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nabasu”)

Quicksand: This is a naturally occurring hazard in the Ashen Waste. See the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game* for rules on quicksand. At night the quicksand is much more difficult to spot, so raise the Survival check to DC 18 in order to avoid. If this encounter is rolled while the party is stationary, treat it as no encounter.

Screamers: These insidious undead attack in a shrieking wave and attempt to possess characters with their malevolence attacks and provoke them into suicidal actions.

Searing Wind: These strange constructs are left over from the vicious battles that raged across the Desolation. When encountered they appear to be daggers, spikes, broken blades, and barbed bits of armor collected on the ground. However, their true nature becomes evident when they leap to life in a whirlwind of steel and attack those that come near.

SEARING WIND
XP 9,600

CR 10

Creature Collection 166

N Huge construct

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, –2 size)

hp 118 (12d10+40 plus 12)

Fort +6; **Ref** +9; **Will** +4

DR 10/magic; **Immune** construct traits

Spd 50 ft. (good)

Melee 2d4+4 barbed whirls +16 (1d8+6/19–20)

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

Special Attacks barbed whirl

Str 22, **Dex** 16, **Con** —, **Int** 3, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 33

Feats Combat Reflexes, Great Fortitude, Improved

Critical (barbed whirl), Improved Initiative, Lightning

Reflexes, Toughness

Skills Perception +12

Barbed Whirl (Ex) Due to the dispersed and blowing nature of the materials making up a searing wind, it can make 2d4+4 melee attacks each round as a full-round action (roll separately each round). These are divided more or less evenly among creatures within reach. These attacks deal both piecing and slashing damage and are considered magic for purposes of overcoming damage reduction.

Vargouilles: Swarms of these revolting creatures roam the benighted plain in search of prey to subject to their incapacitating shrieks and terrible kisses.

VARGOUILLE
XP 600

CR 2

hp 19 (*Pathfinder Roleplaying Game Bestiary* “Vargouille”)

Vrock Demon: These demons originate from the ruined city. They *teleport* in and out to avoid the attention of Malerix at Area R4 in chapter 8. They roam the Desolation seeking to cause pain and destruction to all they find. They have been trying for several years to destroy the druids at Area A5, so far without success.

VROCK DEMON
XP 6,400

CR 9

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

Will-O’-Wisps: These strange, sadistic creatures venture out upon the Desolation at night and seek to lead travelers to their doom. They try to lure them toward quicksand or the nearest lair of another creature so they can hover nearby and enjoy the

CHAPTER 4: THE ASHEN WASTE

suffering of their victims. If they can catch someone alone, they attack and attempt to slay him themselves.

WILL-O'-WISP
XP 2,400

CR 6

hp 40 (*Pathfinder Roleplaying Game Bestiary* “Will-O’-Wisp”)

Wraiths: Emerging only at night, these are the remnants of some of the foul warriors that fell in battle against the Army of Light. As such they appear to still be outfitted in armor and carrying weapons. This has no effect upon their statistics. Now they seek only to destroy all who draw breath.

WRAITH
XP 1,600

CR 5

hp 47 (*Pathfinder Roleplaying Game Bestiary* “Wraith”)

Fixed Encounters

The encounter areas of the Ashen Waste begin with an “A” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the “A” and the numeral. For example the Crystalline Pool is identified as A5-3.

A1. Screamer Sign (CR 8 and 6)

The lonely winds blowing their powdery dust are all the company you have in this ashen plain. Not even a small hill breaks the monotony around you. This changes as you spy something on the ground ahead. It looks like it may be bodies — recent if the dark stains visible upon them are any indication.

Approaching, the party finds two corpses lying on the ground. Both are but a few days dead with the blood on their clothing and armor mostly dry and a light layer of the white ash stuck to the tacky ooze. They are a chainmail-clad dwarf and a leather-clad human. Both obviously died in battle from the wounds they bear. However, a DC 20 Heal or Intelligence check indicates that the wounds on their bodies match the weapons they hold in their own hands. The human bears many thin stab wounds and still clutches a bloody rapier. The dwarf has vicious, deep cuts and gouges and still clutches the broken haft of a battle-axe. A DC 10 Perception check or just rolling his body over reveals the blade of the axe sunk deep into the calf of his right leg, seemingly self-inflicted. A DC 18 Perception check identifies that these two combatants were not engaged with any foes that left tracks. They just seemed to be fighting themselves. The check also reveals a single set of light tracks left by a Medium humanoid leading off to the northeast.

These were adventurers who ran afoul of a pack of screamers two days ago. The rogue and fighter succumbed to the screamers’ malevolence attacks and killed themselves. The group’s sorceress managed to escape and fled blindly into the Ashen Waste. A successful Survival check made each mile is able to follow the fleeing tracks all the way to area A5 where they are lost at the edge of the garden (see Area A5-5 for details). A *Speak with Dead* cast on the corpses is able to learn the adventurers’ names — Farren (the rogue), Gorbit Stonebiter (the dwarf), and Vilgara (the escaped elven sorceress) — the fact that they hale from a village southwest of Bard’s Gate called Crimmer, and that they came to the Desolation in search of a magical crown said to be buried with a deceased angel. (They

unknowingly refer to Azarkites at Area A6 but have their facts wrong — it is actually a ring and was not buried with him but lost at the time of his death. See *Slumbering Tsar: The Hidden Citadel* for further details.) They don’t know where their quarry lies and had just begun their explorations when the attack occurred. If asked, they can explain that they were attacked by ghosts but then lost control of their bodies. They watched horrified as they hacked themselves apart.

Creatures: If the party remains here for more than 5 minutes, a pack of **9 ghoulish wolves** following the smell of carrion arrives and opts for the fresh meat of the still-living characters instead. These resemble wolves with matted fur that is torn away from their putrid flesh in patches. Stark white eyes look out above broken, yellowed fangs.

GHOUL WOLVES (9)
XP 600

CR 2

The Tome of Horrors Revised 370

NE Medium undead

Init +2; Senses darkvision 60 ft., scent; **Perception +9**

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

hp 18 (4d8)

Fort +1; Ref +3; Will +6

Defensive Abilities channel resistance +2; Immune undead traits

Spd 50 ft.

Melee bite +7 (1d6+4 plus paralysis)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10

Base Atk +3; CMB +6; CMD 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

Development: If the PCs return to this spot or remain here for longer than an hour, they are beset by 2 screamers drawn to the area by the recent violence.

SCREAMERS (2)
XP 1,200

CR 4

hp 34 (See *Monster Appendix*)

A2. Sir Martimus the Lost (CR 8)

Fragments of brittle bone crunch underfoot as you cross this forlorn landscape. There is no sign of vegetation, and it seems the earth has been pounded and dried into a fine chalky dust by the tread of countless feet. The slightest breeze stirs this dust and creates a choking haze in the air. A field of boulders comes into view ahead. The clip-clop of a horse’s hooves comes to your ears at the same time as you see a lonely rider slowly plod from behind one of the boulders. The rider approaches wearily with slumped shoulders, and you can see he is a knight. His armor is battered and dingy, and his shield bearing the bloody sword of Muir is marred by a great dent. Grizzled hair and beard protrude from beneath his helmet. A ragged noose dangles from around his neck. His horse is a bony nag that appears barely able to walk. Nonetheless as he lowers his crooked lance the decrepit steed breaks into a canter and then a gallop as it charges towards you.

CHAPTER 4: THE ASHEN WASTE

Creature: This sad character is Sir Martimus, the last surviving member of Lord Bishu's company, the Fifty and One, sent to secure the city so many generations ago — surviving in the sense that he hasn't succumbed to undeath. This fallen paladin is well over 300 years old and wishes he could die, but has been cursed by his fall from grace to never die except in battle. The noose around his neck has hung there for over a century as mute testament to his attempts to end his own miserable existence. Whether it is the cynical humor of Orcus or the vengeful wrath of his betrayed patroness, fate has not allowed him to die despite his most fervent efforts.

SIR MARTIMUS THE LOST XP 4,800

CR 8

Male human fallen paladin 9 (Muir)
CE Medium humanoid (human)
Init +0; **Perception** +4

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)
hp 99 (9d10+36 plus 9)
Fort +10; **Ref** +3; **Will** +8

Spd 20 ft.

Melee mwk lance +15/+10 (1d8+6/x3 plus disease) or +2 vicious heavy pick +15/+10 (1d6+4/x4 plus disease)
Special Attacks disease

Str 18, **Dex** 10, **Con** 19, **Int** 13, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +13; **CMD** 23

Feats Lunge, Mounted Combat, Power Attack^B, Ride-By Attack, Spirited Charge, Weapon Focus (lance)

Skills Handle Animal +6, Heal +11, Intimidate +2, Knowledge (local) +7, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +4, Ride +3

Languages Common, Dwarven

Gear battered half-plate, heavy steel shield, masterwork lance, +2 vicious heavy pick

Disease (Ex) *The Shakes*: Contact; save DC 18; onset 1 day; frequency 1/day; effect 1d8 Dex; cure 2 consecutive save. The save DC is Constitution-based.

Martimus has suffered from the shakes for over 80 years. The nature of his curse keeps him perpetually infected as a carrier but will not let him deteriorate too far to function. Any personal contact with Martimus, including being struck by his weapons, risks infection and requires a Fortitude save.

Martimus is rail thin and has a wracking cough from his long, miserable existence. If his helmet visor is raised it reveals a haggard face scarred from old burns and pocked from disease. His jaundiced eyes are bloodshot and red-rimmed. His hair and beard are thin and grizzled. He trembles perpetually due to his diseased condition and appears barely able to walk, much less fight.

Martimus's steed is a shadow of its former self. Though skin remains stretched taut over its bones, it is actually an undead creature bound to its master until he is destroyed. Treat it as a **heavy warhorse skeleton** in combat.

HEAVY WARHORSE SKELETON XP 400

CR 1

Advanced horse skeleton (*Pathfinder Roleplaying Game Bestiary* "Horse," "Skeleton")

NE Large undead

Init +9; **Senses** low-light vision, scent; **Perception** +0

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size)
hp 9 (2d8)

Fort +0; **Ref** +5; **Will** +3

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 50 ft.

Melee 2 hooves +5 (1d6+5) and bite +5 (1d4+5)

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

Str 20, **Dex** 20, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Improved Initiative^B

Tactics: The party first spots Sir Martimus through the haze when he is 50 feet away. Unless they immediately prepare for hostilities, his charge attack catches them by surprise. He targets his lance at the most formidable-looking character, and on a successful hit while charging deals triple damage with his Spirited Charge feat. He then continues past and wheels around. He continues to charge with his lance until a character readies a weapon against a charge attack. He then switches tactics, dropping his lance and using his heavy pick with his Ride-By Attack feat. He is not hesitant about using the +2 *vicious heavy pick* because he really doesn't care if he dies and welcomes the damage dealt to him by the special properties of the weapon. If his mount is destroyed, he attempts to maneuver between two of the boulders to limit the number of characters that can attack him. He fights to the death and lets out a grateful sigh when finally killed. If somehow captured, he will provide no information to the PCs, maintaining a stubborn silence, saying only that his memoirs are in the "rat's roost" (see *Slumbering Tsar: The Hidden Citadel*).

A3. Dig Site (CR 6)

Through the haze of dust ahead you spy a lone figure standing on the plain. It appears to be a warrior in chain-mail with no visible weapon. He does not appear to take notice of you and makes no moves.

Creatures: This strange individual is a **phantom**, the mysterious remnant of a warrior killed long ago on this field of battle. Many have spied this figure from a distance, but few dare to approach because of the rumors of death whispered about it. A phantom is a residual image of someone meeting a violent death, but this one bears no marks or signs of the violence it experienced. No one knows how this unnamed warrior died, and magical divinations have revealed nothing as to what horrible fate it could have met to induce such a lingering state. Its slight translucence is not even detectable until someone approaches within 30 feet at which point they are subjected to its fear gaze if they approach from its front side.

The rumors of this apparition only hint at the true danger here. The phantom is basically harmless and never moves or speaks. However, a strange symbiotic relationship has developed between it and an ancient **advanced dust digger** hidden in the powdery soil beneath it. The dust digger resembles a giant, starfish buried under the sand, its five arms played about a central fang-filled maw. It relies on the phantom's fear gaze to thin out potential opponents but the inherent curiosity that it seems to generate to draw at least one victim within range of its attack. It lies directly beneath the phantom and attacks as soon as someone steps within its clutches. The phantom never averts its gaze, so the dust digger never comes into the gaze's area of effect. The incorporeal phantom is, of course, unaffected by the dust digger's attack and continues to stand undisturbed and oblivious staring off into eternity.


ADVANCED DUST DIGGER
XP 1,600
The Tome of Horrors Revised 176

N Large aberration

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Perception +10

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
hp 68 (8d8+32)
Fort +6; **Ref** +2; **Will** +6

Spd 10 ft., burrow 10 ft.
Melee 5 tentacles +8 (1d6+3 plus grab) and bite +8 (2d6+3)
Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)
Special Attacks sinkhole, swallow whole (1d6+3 plus 1d8 acid damage, AC 13, 10 hp)

Str 16, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 20 (24 vs. trip)
Feats Improved Natural Armor, Improved Natural Attack (bite), Skill Focus (Perception), Skill Focus (Stealth)
Skills Perception +10, Stealth +10 (+18 sandy terrain)
SQ earth glide

Earth Glide (Ex) A dust digger can glide through sand, loose soil, or other loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or signs of its presence. A move earth spell cast on an area containing a burrowing dust digger flings the creature back 30 feet, stunning it for 1 round unless it succeeds on a Fortitude save.

Sinkhole (Ex) A buried dust digger can deflate its body as a standard action, causing the sand above it to slide toward its maw. A creature standing on a space occupied by a buried dust digger when it deflates is immediately subjected to the dust digger's grab.

Phantom: Hazard CR 3; Causes fear by gaze to any living creature within 30 feet of it (Will save DC 15 negates). Affected creatures flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected by that phantom's fear for one day. It cannot be harmed, but a *dismissal* or *banishment* causes it to disappear for 1 round per caster level.

Treasure: Concealed beneath the bulk of the dust digger's body are its collected treasures. These consist of a battered suit of half-plate, an *amulet of mighty fists* +1, and an unlocked iron chest holding 55 gp, 342 sp, and a *wand of detect secret doors* (21 charges).

CR 5

A4. Tomb of the Sleeping Knight

This lonely monument is all that is left of a contingency plan left behind by the mighty Zekkor to ensure that Tsar and the surrounding plains did not fall back into enemy hands after a passage of time when others might have grown less wary. To this end the archmage commissioned a war captain and his company to serve as a reserve force. The war captain, a powerful aasimar fighter named Argos, volunteered for the duty and was placed in a magical state of suspended animation. His company of warriors was likewise placed in a similar state. Zekkor placed them in a reinforced bunker with a magical timing device that in fifty years would release Argos from his sleep. He could then wake his comrades, and a battle-ready force, who had not forgotten the terrible battles and grim consequences of failure, would be on hand to undo any extent that the followers of Orcus may have been able to recover in the city.

The move by Zekkor proved to be one of the archmage's most foresighted moments yet ill-conceived plans. He could not have known the terrible fate that awaited the Army of Light but considered that it could fail to eradicate the disciples of Orcus completely and leave an open door for them to reestablish their hold on the region. He also reckoned that it was possible that a future generation may have forgotten the horrible costs of this war and might not have the determination to see it through to the bitter end, whereas a veteran of the campaign would not have any such problem. The bunker was built to resemble a knight's tomb to divert suspicion on a plain filled with many tombs and graves and sealed against intruders. Unfortunately Zekkor underestimated the effects of the harsh climate created in the Desolation by the ravages of war. The storms and acid rain created a structural weakness that breached the tombs integrity and caused the wizard's carefully laid plans to go awry.

A4-1. Tomb's Exterior

The edifice rising before you from the ashen plain is constructed of some dense gray stone. A buttress emerges from the center of each of its four walls reinforcing its squat structure and making it look impregnable to any assault. On either side of each buttress is a large statue in bas-relief of an armored knight, hands crossed at his waist and resting on the pommel of a down-turned sword. His bare head is bowed with eyes closed as if asleep or grieving — or perhaps dead. Each statue is subtly different in its details, but each appears to depict the same individual. The gray walls and statues are stained darker by centuries of weathering. Atop the entire building is a dome built of the same gray stone. The look of impregnability is belied here by a large crack that has formed at the apex and runs partially down one side of the dome, probably from the years exposed to the harsh conditions of the Desolation. There is no visible entrance.

The building is much as it appears. All of the walls are at least three feet thick and composed of heavy ashlar fitted seamlessly together. The only intended ingress is a secret door well hidden on the west side of the building (DC 30 Perception check to locate) that is locked. Climbing to the roof (DC 25 Climb check) allows the party to examine the cracked dome. The stone dome is three feet thick and has a large fracture at the top and descending the south side. Careful examination of the 1-inch-wide crack reveals that in places it has broken all the way through into an open space below. The crack is not straight so it is impossible to peak through for a look inside, though widening the hole or finding some means to pass through the tiny space would allow entry.

CHAPTER 4: THE ASHEN WASTE

Stone Walls and Dome: 3 ft. thick (or more); Hardness 8; hp 90 (per foot of thickness); Break (DC 50).

Locked Stone Secret Door: This well-crafted door is part of one of the knight statues and blends virtually seamlessly with the surrounding stonework. It is locked and there is no mechanism for opening it or unlocking it from the outside. It is also double-barred from the inside, so at least two knock spells are necessary to open it. From the inside it is easy to see and undo the locking mechanism. The door is counter-weighted, so once it has been unsecured it opens smoothly and easily.

Locked Stone Secret Door: 1 ft. thick; Hardness 8; hp 90; Break (DC 28).

A4-2. Entry Chamber (CR 11 or 12)

This small featureless chamber is little more than a widening in the stone passageway. The ceiling is 10 feet high and there is no light source. A stuffiness lingers in this area that has not felt a current of fresh air in centuries. The secret door is easily visible from this side with a locking mechanism and two bars that are a simple matter to remove to allow the door to swing open.

Creatures: Zelkor left guardians in this room just in case the secret door should ever be breached. Any living (or unliving) creature that enters this area activates a dormant *summoning* left in place by Zelkor long ago. Appearing in the room are **4 azer warriors** brought for the Elemental Plane of Fire and tasked with destroying any intruders other than Argos or one of his men.

AZER WARRIORS (4) XP 3,200

Male azer warrior 6

N Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 24, touch 11, flat-footed 24 (+5 armor, +1 Dex, +6 natural, +2 shield)

hp 70 (2d10+2 plus 6d10+6 plus 14)



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

Immune fire; SR 19

Weakness vulnerability to cold

Spd 20 ft.

Melee mwk warhammer +12/+7 (1d8+2/x3 plus 1 fire) or mwk shortspear +11/+6 (1d6+2 plus 1 fire)

Ranged mwk shortspear +10 (1d6+2 plus 1 fire)

Special Attacks heat

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

Base Atk +8; **CMB** +10; **CMD** 21

Feats Great Fortitude, Power Attack, Weapon Focus (warhammer), Toughness

Skills Acrobatics +2, Appraise +8, Climb +5, Craft (armor) +6, Craft (weapons) +6, Handle Animal +3, Intimidate +4, Perception +9, Ride +2, Stealth +5, Survival +4

Languages Common, Ignan

Gear masterwork scale mail, masterwork heavy steel shield, masterwork warhammer, masterwork shortspear

Heat (Ex) An azer generates so much heat that its mere touch deals an additional point of fire damage. An azer's metallic weapons also conduct this heat.

Tactics: The azers appear in a cloud of smoke and brimstone in the party's midst. Three immediately move to attack, attempting to flank lightly armored party members, while the fourth runs to the east to release the rasts in Area A4-2. If the rasts come to aid the azers, the Encounter Level of this area rises to 12.

A4-3. Rasts in the Mist (CR 9)

Read the italicized portion of the boxed text only if the azers have not previously released the rasts from their confinement.

This chamber is roughly square with a pair of bronze double doors in the south wall. Each door bears the image of a starburst bisected by a flaming sword. In the east and north walls are shallow alcoves each of which holds a small statuette — approximately waist high — of a maiden, head bowed in weeping. In the center of the chamber is a short pedestal. *Whirling atop this pedestal and reaching nearly to the ceiling 10 feet overhead is a spinning vortex of red mist, like a small tornado fixed in place. Forms are faintly visible in the mist, but whom or what they are is unclear.* The room is unusually hot, and the smell of brimstone hangs strongly in the air.

The statues are meant to further the false image that this is a tomb, however a successful DC 30 check with Bardic Knowledge or the a skill check with Knowledge (history, nobility, or planes) identifies the starburst symbol on the door to be that of the aasimar hero, Argos, who disappeared from legends around the time of the Battle of Tsar hundreds of years ago. None of the legends allude that he was killed in the battle, though. This is a small hint that things are not all as they seem in this “tomb”.

Creatures: This room holds the second set of guardians left by Zelkor to protect Argos's slumber. Swirling in the red tornado are **4 rasts**. If anyone or anything touches the red cyclone it immediately slows its spin and dissipates releasing the rasts into the room. Like the azers in Area A4-2, they attack anyone other than Argos or his henchmen. They assist the azers if given the chance. The vortex is extremely hot and inflicts 2d6 points of fire damage to anything touching it.

CHAPTER 4: THE ASHEN WASTE

RASTS (4) XP 1,600

CR 5

N Medium outsider (extraplanar, fire)
Init +5; **Senses** darkvision 60 ft.; **Perception** +7

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 30 (4d10+4 plus 4)
Fort +2; **Ref** +5; **Will** +5
Immune fire
Weaknesses vulnerability to cold

Spd 5 ft., fly 60 ft. (good)
Melee 4 claws +6 (1d4+2) or bite +6 (1d8+3 plus grab)
Special Attacks blood drain, paralyzing gaze

Str 14, **Dex** 12, **Con** 13, **Int** 3, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 17 (21 vs. trip)
Feats Improved initiative, Toughness
Skills Fly +10, Perception +7, Stealth +7
SQ flight

Blood Drain (Ex) A rast drains blood from a grappled opponent, dealing 1 point of Constitution drain each round the hold is maintained.

Flight (Su) A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Paralyzing Gaze (Su) Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Trapped Bronze Doors: These doors are locked and trapped. The only key is interred with Argos, and the trap is activated from either side of the doors if the key is not used in any attempt to open them. If the trap is activated, two *scorching rays* fire (one from each door) targeted at whoever is closest to the doors. The trap resets itself after 1 round.

SCORCHING RAY TRAP

CR 7

Type magical; **Perception** DC 27; **Disable Device** DC 27

Trigger touch; **Reset** automatic
Effect Atk +9 ranged touch; spell effect (*scorching ray*, 2 separate rays, 4d6 fire)

Locked Bronze Doors: 3 in. thick; Hardness 9; hp 60; Break (DC 28); **Disable Device** (DC 25).

A4-4. Domed Chamber (CR 13)

Motes of dust float in this chamber disturbed by a slight air current from above. A high dome arches overhead, its underside marred by a large crack running from the apex down the southern portion. The air current seems to enter through this. Chunks of stone have fallen away from the dome along this fault line leaving debris strewn across the floor. At some time in the past one such chunk tumbled directly onto a marble table sitting in the center of the room. Pieces of rubble still rest on this table along with shards of glass and bits of twisted metal where something that once stood upon the table has been smashed to bits. Standing sarcophagi covered in gold leaf rest against the east and west walls of the chamber. Each is decorated with the image of knight, eyes closed in death.

This chamber once held the time device devised by Zelkor to free Argos from his stasis when the requisite fifty years had passed. This contraption was a magical hour glass resting on the central table. When the time had passed the hourglass would automatically flip which would magically *summon* the guardian azers (see Area A4-2) to this room. The azers would then open the eastern sarcophagus to release Argos and serve him for a year in his mission against the followers of Orcus as stipulated in the agreement negotiated with Zelkor. Unfortunately weathering on the dome above caused the crack to appear and portions of the ceiling to fall into the room below. One such piece landed directly on the magical hourglass smashing it into a thousand pieces and preventing it from completing its function. As a result the azer were never *summoned* to release Argos and can now only be encountered as guardians if summoned to Area A4-2 by the presence of intruders. A DC 15 Knowledge (engineering) check can identify the tiny fragments of having once been part of a large hourglass.

Each of the sarcophagi is stuck shut (Break DC 20 to open) and holds a skeletal corpse in battered and dented half-plate armor. These are both warriors slain on the field of battle outside Tsar. Concealed behind each is a secret door. A DC 22 Perception check is required to locate one of these doors.

Creature: Currently this room serves as the lair of **Kolscillisk**, an aranea sorcerer, who enters and leaves through the dome by way of *gaseous form*. He has found this to be a relatively safe lair in the midst of the Desolation and lives here in seclusion, leaving only to hunt or explore the surrounding area for treasure. He has detected the magical trap on the northern double doors and has never tried to open them. Likewise he fears undead in the sarcophagi and has, therefore, never tried to open them. He has not discovered the secret door to the south. He is content to leave things well enough alone and just use this one chamber as a secure safe room against the dangers of the surrounding area.

KOLSCILLISK (HYBRID FORM)

CR 13

XP 25,600

Male aranea sorcerer 9

NE Medium magical beast (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +11

AC 17, touch 15, flat-footed 13 (+1 deflection, +3 Dex, +1 dodge, +2 natural)

hp 74 (3d10+6 plus 9d6+18)

Fort +8; **Ref** +9; **Will** +10

Defensive Abilities swarm affinity; **Immune** magic missile

Spd 50 ft., climb 25 ft.

Melee bite +10 (1d6 plus poison)

Special Attacks web (+10 ranged, DC 18, hp 12)

Spells Known (CL 12th, ranged touch +10):

6th (3/day)—flesh to stone (DC 19)

5th (5/day)—interposing hand, private sanctum

4th (6/day)—confusion (DC 17), giant vermin, ice storm (DC 17), lesser globe of invulnerability

3rd (7/day)—clairaudience/clairvoyance, gaseous form, lightning bolt (DC 16), poison (DC 16), stinking cloud (DC 16)

2nd (7/day)—acid arrow, daze monster (DC 15), false life, glitterdust (DC 15), invisibility, summon swarm

1st (7/day)—bleed (DC 14), endure elements, feather fall, grease (DC 14), mage armor, magic missile

0 (at will)—acid splash, daze (DC 13), detect magic, detect poison, disrupt undead, ghost sound (DC 13), light, open/close, read magic

Bloodline verminous*

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

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Agile Maneuvers, Combat Casting, Combat Expertise, Dodge^B, Eschew Materials^B, Improved Initiative, Iron Will^B, Stealthy, Weapon Finesse

Skills Acrobatics +14 (+16 jump), Climb +19, Escape Artist +13, Knowledge (arcana) +14, Perception +11, Spellcraft +14, Stealth +13, Survival +9

Languages Common, Infernal, Sylvan

SQ bloodline arcana, bloodline powers (vermin sight, swarm affinity, carapace of the vermin), change shape (humanoid, hybrid; polymorph)

Combat Gear 3 beads of force, wand of dispel magic (CL: 6, 22 charges); Other Gear ring of protection +1, ring of counter-spells (fireball), brooch of shielding (87 hp)

Poison (Ex) Bite—injury; save Fort DC 22; frequency 1/round for 4 rounds; effect 1d6 Strength damage; cure 1 save. The save DC is Constitution-based.

*See Sidebox

Tactics: How Kolskillisk reacts to the party depends upon how they enter the chamber. If they manage to enter through the ceiling rather quietly, they are likely to catch him off guard in spider form rummaging through his treasures and gain a surprise attack against him. If they come from Area A4-3, he more than likely hears them tampering with the doors and assumes his humanoid appearance before turning *invisible* and observing them. In either case, he has no wish to give up his safe house to intruders and attacks as soon as a good opportunity presents itself. He prepares for combat by casting *mage armor* and opens combat with *confusion*. If pressed he turns *invisible* again before changing shape and climbing to the dome. He uses ranged spells from there and *grease* and his wand to discourage climbers and flyers. He tries to avoid melee and if pressed changes to *gaseous form* to escape through the cracked dome.

Locked Secret Door: The secret door to the south can be located with a DC 20 Perception check. If found it is also discovered to be locked. The locking mechanism can be located with a DC 25 Perception check and easily manipulated to open it. Otherwise the secret door has to be opened magically or with brute force.

Stone Secret Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28).

Treasure: If peeled off of the sarcophagi (a process requiring an hour per sarcophagus), the gold leaf is worth 150 gp for each. The aranea keeps his treasures in a large gunnysack in the corner. In addition to a blanket and his food supplies (several small desiccated animals he has drained of blood and is saving for later to consume) he keeps 435 gp, 2,341 cp, a platinum scepter (1,050 gp), a +2 *handaxe*, and 3 blocks of *incense of meditation*.

Verminous Bloodline

The taint of vermin and filth runs through your veins, ever calling you to the gutters and vile, dark corners of the world.

Class Skill Survival

Bonus Spells *endure elements* (3rd), *summon swarm* (5th), *poison* (7th), *giant vermin* (9th), *insect plague* (11th), *harm* (13th), *creeping doom* (15th), *symbol of insanity* (17th), *antipathy* (19th).

Bonus Feats Athletic, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Skill Focus (Knowledge [nature])

Bloodline Arcana You can use *beast shape* spells to assume the form of appropriately sized creatures of the vermin type as well as creatures of the animal type.

Bloodline Powers The spawn of vermin lurk just beneath your skin and answer to your mental call.

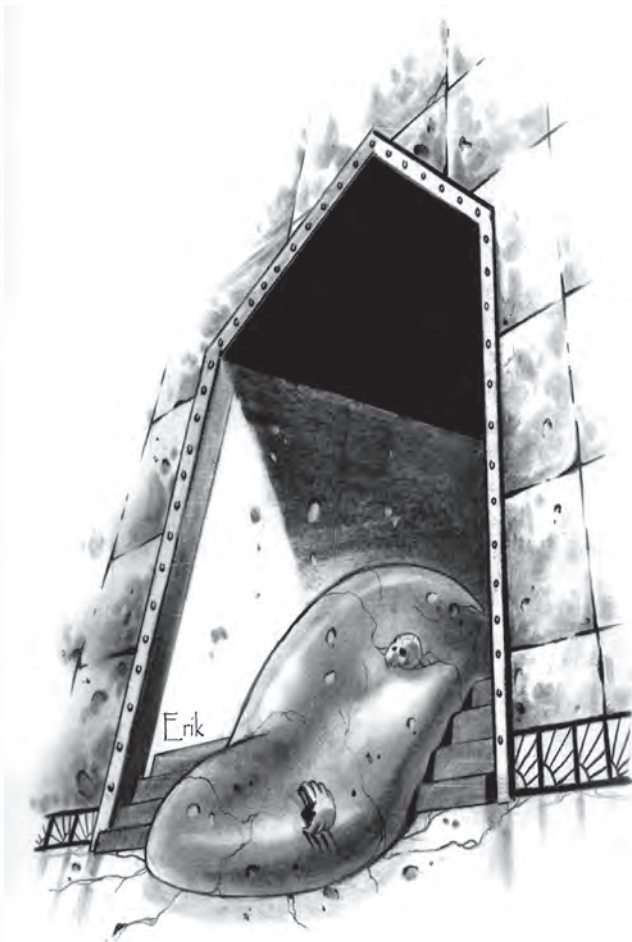
Vermin Sight (Su) At 1st level, you gain darkvision 60 ft. and tremorsense 60 ft.

Swarm Affinity (Ex) At 3rd level, swarms of vermin recognize you as one of their own. You can walk among vermin swarms without fear of being harmed by them at all.

Carapace of the Vermin (Ex) At 9th level, your flesh becomes chitinous and more rigid, increasing your natural armor bonus by +1. At 11th level, this bonus increases to +2, and at 17th level it increases to +3. In addition at 11th level, small mandibles develop in your mouth and you gain a poisonous bite attack. If used as part of a full-round action, the bite is made at your full attack bonus –5. On a hit it deals 1d6 points of damage plus half your Strength modifier. Poison (bite—injury; save Fort DC 10 + 1/2 Hit Dice + Con modifier; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save). If you already have a poisonous bite, your bite remains unchanged but the DC for the poison's Fortitude save increases by 4.

Swarm Carrier (Su) At 15th level, the larva of countless vermin gestate within your flesh. They are clearly visible as small lumps and masses shifting across your body as they move about beneath your skin. Once per day as a free action, you can open your mouth and vomit forth swarms from your gullet just as if you had cast a *creeping doom* spell (caster level 15th).

Verminous Apotheosis (Su) At 20th level, you are more vermin than not. You gain all of the immunities of vermin and command all vermin (including swarms) within 30 feet that have fewer Hit Dice than you. The Hit Dice of each swarm or vermin is considered separately. Once the vermin or swarms have left the area of effect, they continue to obey your telepathic commands for 1d6+2 rounds. If they come back within the area of effect they come under your control again. Three times a day as a move action you can change shape into vermin swarm of your choice. This transformation lasts for 1 round per level. You can change back at will as a move action.



A4-5. The Black Death (CR 7)

Creature: Beyond the secret door is a small, 10-ft.-by-10-ft. chamber. Crammed in here and filling the floor to the depth of 3 feet is a **black pudding**. When the secret door opens it spills out gaining a surprise attack. This ooze is extremely hungry and does not retreat until it has fed.

BLACK PUDDING
XP 3,200

CR 7

hp 105 (*Pathfinder Roleplaying Game Bestiary* “Black Pudding”)

A4-6. Sepulcher of Argos (CR 7)

The secret door opens onto a musty chamber with stale air but strangely free of dust. A marble slab dominates the center of the room upon which lies a supine form draped in a gauzy, white shroud. The man’s face is visible and is achingly beautiful with flawless alabaster skin, flowing blond hair, and an inner radiance of peace in death. Against the wall behind this magnificent, perfectly preserved corpse is an armor stand and weapons rack. Adorning these is a beautifully crafted suit of golden chainmail, silvery helm and mithral shield along with an assortment of weapons of the finest quality. The silence is disturbed by a sudden intake of breath. The figure on the slab stirs.

Creature: This is the temporary resting place of **Argos**, an aasimar knight, dedicated to the eradication of demonkind and its ilk. Zelkor left this warrior here with a company of faithful followers because he felt they would be the most dedicated to carrying on the battle against any new dangers from Tsar, if necessary, without wavering or becoming distracted from the goal. Argos was a well-known hero in the Army of Light who served with distinction early in the campaign but missed the final stages due to Zelkor’s plan to guard against future threats. His magical sleep remained in place until the door to his chamber was opened at which point he began to awake.

ARGOS
XP 3,200

CR 7

Male aasimar fighter 7/cleric (Mitra) 1 (*Pathfinder Roleplaying Game Bestiary* “Aasimar”)

LG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +10

Aura good

AC 24, touch 12, flat-footed 22 (+9 armor, +2 Dex, +3 shield)

hp 70 (7d10+14 plus 1d8+2 plus 7)

Fort +9; **Ref** +4; **Will** +6 (+8 vs. fear)

Defensive Abilities bravery +2; Resist acid 5, cold 5, electricity 5, fire 10

Spd 30 ft.

Melee +1 *holy flaming longsword* +13/+8 (1d8+7/19–20) or *mwk silver dagger* +11/+6 (1d4+2/19–20)

Special Attacks channel positive energy 6/day (1d6, DC 13), spontaneous casting (cure spells)

Spell-like Abilities (CL 8th):

1/day—*daylight*

Domain Spell-like Abilities (CL 1st)

5/day—*battle rage, touch of good*

Cleric Spells Prepared (CL 1st):

1st—*bles*, *detect evil*, *protection from evil*^P

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

D domain spell; **Domains** Good, War

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +10 (+12 sunder); **CMD** 22 (24 vs. sunder)

Feats Cleave^B, Great Cleave^B, Improved Sunder, Leadership, Mounted Combat^B, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)^B

Skills Diplomacy +14, Knowledge (planes) +10, Knowledge (religion) +10, Perception +10, Ride +11, Swim +8

Languages Celestial, Common, Draconic

SQ armor training 2, weapon training 1 (heavy blades)

Combat Gear 5 *javelins of lightning*, 3 *potions of cure moderate wounds* (CL 5); **Other Gear** *celestial armor*, +1 *mithral heavy shield*, *helm of minor fire resistance* (functions as ring), +1 *holy flaming longsword* named *Carathax*, masterwork silver dagger, backpack with diamond worth 500 gp, 50 pp, and a silver cylinder with a crystal orb at one end worth 25 gp

Development: The party has several options as to how they wish to proceed here. If they are of an evil bent or particularly avarice mindset, they may covet the aasimar’s equipment. It takes Argos 1 round to fully wake up, so the party could probably do him in if they so chose. If they allow him to wake, he is Friendly unless they are threatening or are pawing through his possessions, etc. He can provide all of the information in the “Army of Light” sidebar found in Chapter 3 as well as the purpose of this tomb and his magical sleep. He will immediately want to gird himself for battle and then go rouse his warriors in Area A4-7. He is aware of the black pudding in Area A4-5 and the door trap between A4-3 and A4-4, as well as, the rasts and azers in Areas A4-2 and A4-3 who were intended to serve him

CHAPTER 4: THE ASHEN WASTE

after he awoke. He was not aware that Kolskillisk had taken up residency in the tomb.

Argos is provided here as a potential replacement PC if one of your players has lost his character already in the adventure, ready to carry on the quest with appropriate zeal. If his presence is not necessary he can instead choose to pursue the Army of Light to discover their fate and complete their task if he can. In this case he bestows his sword upon the party as an offering of thanks for his waking and in exchange for a promise to continue their exploration of Tsar and to destroy any disciples of Orcus or demons within.

Treasure: Hanging on the rack are Argos's possessions consisting of a suit of *celestial armor*, a *+1 mithral heavy shield*, a *helm of minor fire resistance* (functions as the ring), a scabbarded *+1 holy flaming longsword* named *Carathax*, a quiver of 5 *javelins of lightning*, and a masterwork silver dagger. A small secret panel beneath the rack (Perception DC 20 to locate) conceals a small niche holding a backpack with 3 *potions of cure moderate wounds* (CL 5), a diamond (500 gp), 50 pp, and a silver cylinder with a crystal orb at one end worth 25 gp. This last item is the key to the bronze doors in Area A4-4. If touched to the doors, they immediately unlock, and the trap is deactivated until they are shut again.

A4-7. The Ravenous Sleepers (CR 7)

A foul stench hits you like a physical blow when the stone door slides open. Beyond is a long, sectioned chamber running east and west. Spaced along the walls are dozens of stone biers. The floor of the room is a clutter of discarded armor and weapons mingled with scattered and well-gnawed bones. Many appear to have been split open to get at the marrow within.

This sealed chamber housed Argos's company, likewise in magical sleep, waiting for their commander to open the chamber and wake them and lead them once again against the foe. A total of 20 biers, each once holding an armed and armored warrior held in stasis, line the walls of this room.

Creatures: Unfortunately, the timing device failed and Argos never released them. Eventually some of the warriors awoke on their own only to find themselves trapped within the room with their sleeping companions. Scars on the back of the secret door attest to their failed attempts to batter their way out. Eventually those who were awake were forced to prey upon their sleeping companions in order to stave off starvation. Despite these desperate measures they starved in the end. Unfortunately their attempts to survive only resulted in undeath. Now they exist as **7 ghaists** who haunt this chamber.

GHAISTS (7)
XP 600

CR 2

Pathfinder Roleplaying Game Bestiary "Ghoul"
CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 17 (2d8+8)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities all channel resistance +2; **Immune** undead traits

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws

+5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

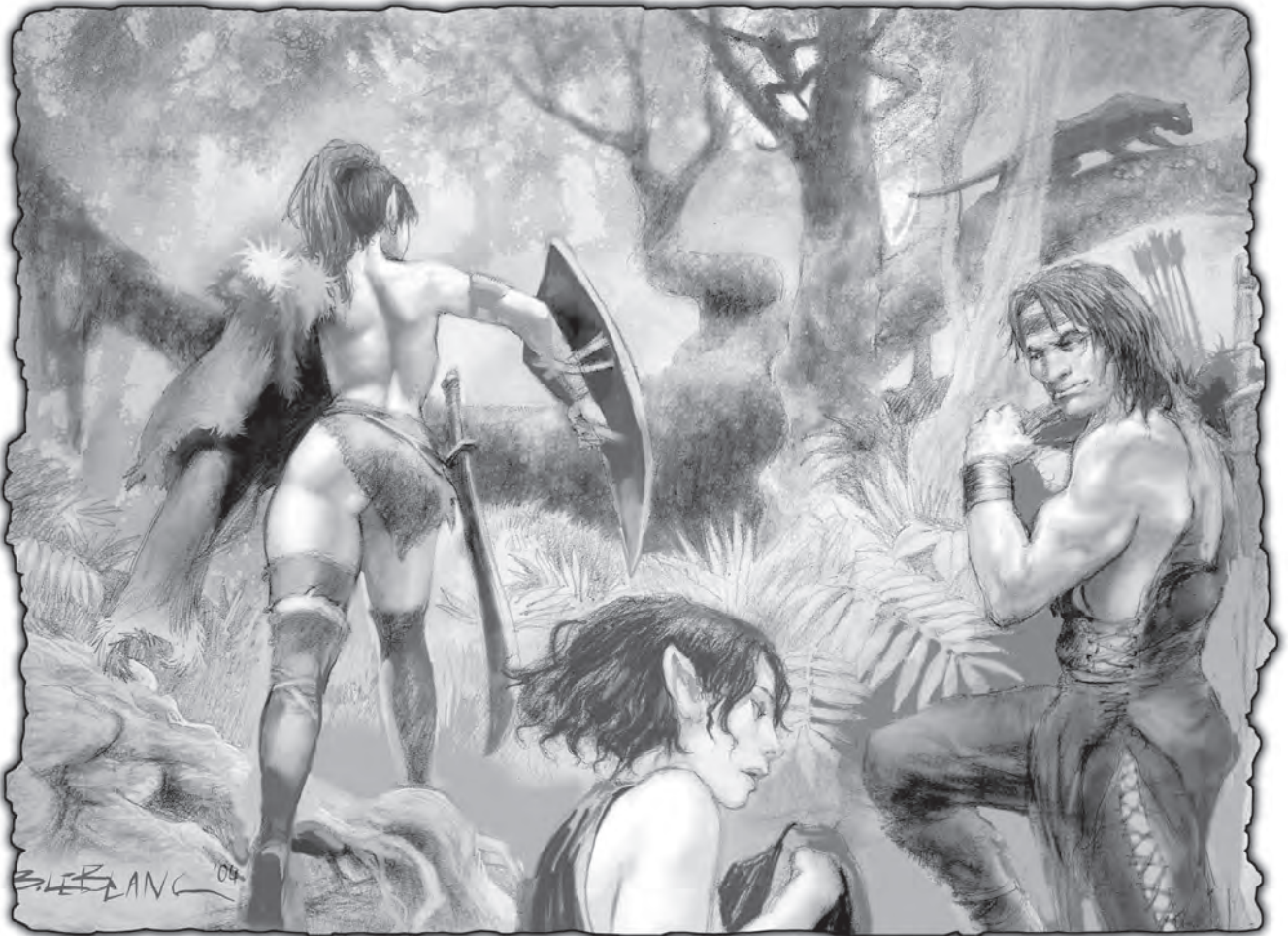
Stench (Ex) The overwhelming stink of death surrounds a ghast in a 10-foot radius. Anyone within that area must make a DC 15 Fort save or be sickened for 1d6+4 minutes. The save DC is Charisma-based.

Tactics: Those entering the chamber are immediately subject to their stench since it so thoroughly permeates the entire area. The ghaists themselves lurk behind stone biers making opposed Stealth checks to the party's Perception checks. Crouching behind the biers they have improved cover granting a +10 bonus to their Stealth checks. They wait until some party members have succumbed to the effects of their stench or all have entered the room and can be surrounded before leaping to attack. If it appears that the secret door is going to be shut again, they make a break for it and attempt to reach Area A4-4 to continue the fight.

Treasure: The warriors of Argos were not interred with any treasure per se, but their equipment is of such high quality as to constitute a treasure unto itself. Though much has been damaged over time, consider there to be at least one of each type of weapon or armor listed in Chapter 6 of the Pathfinder Roleplaying Game of masterwork quality. In addition, a DC 18 Perception check locates a masterwork cold iron battleaxe buried under a pile of gnawed bones.

A5. The Reclaimers

This strange place is the only vegetation to be found within the Ashen Waste, yet it is a verdant woodland area as thick and lush as any tropical jungle. This is due to the blessing of the neutral nature god Telophus. This mysterious and detached deity did not send his followers in support of the Army of Light so many centuries ago, not because of any alliance with the nature-destroying disciples of Orcus but because of a general disregard of anything not directly related to nature and the seasons. The mysterious druids of this religion rarely involve themselves in the affairs of the sentient races seeing their lives as insignificant eye blinks in the span of Nature's cycle. Though uninterested in the battle of Good versus Evil, the followers of Telophus took careful notice of the destruction of the natural order in what became the Desolation. This particular enclave of Nature followers have taken their strict neutrality to a degree seldom seen even among the enigmatic followers of Telophus. Here they have hit upon an unorthodox method of reintroducing nature in the wasteland and think nothing of the cost involved, which the party will undoubtedly find repellent. The druids are undisturbed by the party's disapproval, because to them the party is just another resource for them to use in their continued recovery efforts.



A5-1. Approach to the Garden of Telophus (CR 10)

The following description applies from any direction in which the garden is approached. If the party has been guided here by Skeribar or his rangers (see *Part 1—The Edge of Oblivion*, Area 12 of The Camp), they indicate that it is the dwelling of allies but do not elaborate as they lead the PCs into the foliage. Random Encounters do not occur while the party is in this area.

Through the continuous chalky haze emerges a strangely out-of-place sight, verdant plant life, trees, and lush foliage — a seeming mirage in the wasteland. However, the vision doesn't waver as you approach proving it to be no mirage. Whitish dust steals the luster from the fringes of this green zone, but beyond the edges you see the vivid greens of leaves and vibrant colors of flowers and plants undiminished by the dust. Squawks of birds and the occasional animal call rises from this virtual paradise.

This verdant growth is just as it appears. There is no more rainfall here than elsewhere in the Desolation and no visible reason why it should exist at all, but the soil is a rich loam and obviously supports the dense foliage. The highest trees grow as tall as 80 feet, though most of the foliage thins out above 50 feet.

Creatures: All manner of wildlife inhabits the trees and undergrowth of this area. Most avoid visitors except for 2 **dire tigers** left here by the druids to guard against intruders. These beasts stalk anyone entering the verge of growth (opposed Stealth to the party's Perception checks) and attack those not accompanied by Skeribar or his rangers.

DIRE TIGERS (2)

CR 8

XP 4,800

hp 105 (*Pathfinder Roleplaying Game Bestiary* "Tiger, Dire")

A5-2. Totem Wall (CR 10)

The lush foliage and undergrowth becomes an impossible tangle here. The trees and plants are now intertwined with a thick hedgerow of vines and thorny plants. It stretches in either direction as far as you can see gradually curving away from you and stretches over 30 feet high. From within this tangle, trees still rise above, though their trunks are obscured in the thicket. Dangling on the face of this hedge wall is a horribly twisted and distorted skull of possibly demonic origin. Vines grow through the eye sockets and gaping maw and firmly affix it to the hedge. To the left and right you can see other white spots on the hedge wall in the gloom beneath the tree canopy. Apparently these skulls are placed at intervals along the hedge.

CHAPTER 4: THE ASHEN WASTE

The druids of Telophus have cultivated this nearly impenetrable wall of vegetation to serve as a line of defense against any creatures that may encroach from the Desolation. The skulls on the hedge are those of demons, mainly nabasu, babau, and vocks, that were slain by the druids (identifiable with a DC 20 check of Knowledge [planes]). The skulls were hung as a warning to any trespassers in the garden.

Creatures: The hedge row itself is composed of a combination of vines and thorny shrubs that grow prolifically to the height of 30 feet and various thicknesses as shown on the map. Characters can attempt to hack their way through this heavy growth, but the plants are slightly sentient and function as an *entangle* spell (caster level 30) on anyone passing through. Furthermore these plants are studded with poisonous thorny growths. Every round spent in the underbrush makes character subject to an attack by these thorns. The trees growing through this thicket are **quickwoods** topping out at 50 feet high. They are indistinguishable from oak trees unless efforts are made to clear the plant growth around their trunks to reveal the withered humanlike visages that grow there. These sentient trees are unable to move through the tangles, but are spaced so that any given spot is within reach of two of them. They are immune to the thorns' venom. The quickwoods serve as sentries for the garden. They attack and attempt to immobilize intruders and render them unconscious until their druid masters arrive. The quickwoods alert the druids of the garden by way of a drumming vibration generated by their branches.

There is one clear entrance 20 feet wide leading through the hedge on the south side. A quickwood stands to either side of it, able to reach the far side if necessary, but they do not attack anyone accompanied by one of the druids or Skeribar's rangers.

QUICKWOOD XP 4,800

CR 8

The Tome of Horrors Revised 302

N Huge plant

Init +3; **Senses** darkvision 120 ft., low-light vision, remote sensing, tremorsense 60 ft.; **Perception** +26

Aura fear aura (10–90 ft., DC 20)

AC 17, **touch** 7, **flat-footed** 17 (–1 Dex, +10 natural, –2 size)
hp 104 (11d8+55)

Fort +12; **Ref** +4; **Will** +7

Defensive Abilities fear aura; **Immune** electricity, fire, plant traits

Spd 0 ft., (base 10 ft.)

Melee 9 roots melee touch +16 (grab) and bite +15 (2d6+13)

Space 15 ft.; **Reach** 15 ft. (60 ft. with roots)

Special Attacks grasping roots

Str 29, **Dex** 9, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +8; **CMB** +19; **CMD** 28 (can't be tripped)

Feats Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (root)

Skills Perception +26, Sense Motive +17, Stealth +5 (+21 forested area)

Languages Common, Sylvan

Fear Aura (Su) If a quickwood is targeted by a spell (excluding area spells) and it makes its save against the spell's effects, it takes no damage and absorbs some of the spell's energy and releases it as a fear effect (as a free action) in a 10-foot radius per level of the spell. Affected creatures must succeed on a DC 20 Will save or be affected as by a fear spell (caster level 11th). The save DC is Charisma-based and includes a +4 racial bonus.

Grasping Roots (Ex) If a quickwood hits with a root attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and drags the foe 30 feet closer each subsequent round (provoking no attack of opportunity). A quickwood can draw in a creature within 15 feet of itself and bite with a +4 attack bonus in the same round. A root has hardness 2 and 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a quickwood's root does not provoke an attack of opportunity. If the root is currently grappling a target, the quickwood takes a –4 penalty on its CMD to resist the sunder attempt. Severing a root deals no damage to a quickwood.

Immunity to Fire (Ex) A quickwood can perspire as a free action; this grants it immunity to fire for one hour. Afterwards, it must wait one minute before using this ability again.

Remote Sensing (Su) As a standard action, a quickwood can use a normal oak tree within 360 feet as a magical sensor to view its surroundings. This ability is similar to a *clairaudience/clairvoyance* spell and allows a quickwood to see (including with darkvision) and hear through a sensor. A quickwood does not need line of sight to establish a sensor. A quickwood can establish a new magical sensor in another tree within range as a free action, though it can never have more sensors at one time than its Hit Dice. A quickwood with multiple sensors can switch between them as a free action.

An oak tree utilized as a magical sensor takes on a human-like visage (similar to a quickwood). A successful DC 20 Perception check allows a character to notice the tree's visage.

Sentient Poison Hedgerow: Hazard CR 4; dimensions as indicated on map. Entering is equivalent of *entangle* (caster level 30). Each round subject to attack by thorns; Atk +10 melee (1 plus poison). The hedgerow can be cleared through the use of edged weapons, though those attempting are still subject to the *entangle* effect while they work. Chopping at the hedgerow creates a safe passage 1 foot deep per round of work. Normal fire does not harm the hedgerow but magical fire clears 5 feet per application.

Poison (Ex) Thorn—injury; *save* DC 18; *frequency* 1/round for 10 rounds; *effect* dazed for 1d4 hours; *cure* 2 consecutive saves.

A5-3. Crystalline Pool

An idyllic setting opens before you. The thick hedgerow opens into a clearing with a soft carpet of moss and grass. A crystal clear pool occupies its center with several weeping willows overshadowing it gently dipping their fronds into its surface. A small spring gurgles at one edge of the pond. A gentle breeze ripples the pool and provides the only sound here. Another opening in the hedge wall leads into green shadows.

Characters may find it hard to believe, but this place is just as it appears. The pool is safe to drink with a sweet, pure taste. The mosses form soft beds under the trees suitable for sleeping. Monsters do not wander in here because of the protective hedge and quickwoods.

Creatures: Regardless of whether the party enters here with a Skeribar escort or not, it is here that they encounter the masters of the garden. Shortly after their arrival, the druids in Area A5-4, alerted by their quickwood spies, enter the clearing. If the party is not hostile the druid's greet them as guests and invite them to stay and rest from their travails in the Desolation. They explain their mission to revitalize the Desolation and reclaim it for Nature (though they do mention any specifics). They do



not provide food or assistance to the characters, claiming their neutrality forbids them to do so, but let the party rest and refresh themselves at the pool. If Skeribar or his rangers are with the party they are greeted with familiarity and explain they are a part of the druid's endeavor to reclaim the Desolation from the corruption and foul creatures that taint it. If asked about the footprints from Area A1, they state that they have not seen anyone, but then the dire tigers that roam the woodlands often take care of any intruders. Parties can attempt Sense Motives against the druids' Bluff checks, but the fervor of their religious devotion gives them a +5 circumstance bonus to their Bluff checks.

Development: If the party camps in this clearing, the druids spend some time sizing them up and trying to determine if they should ambush the party themselves or send Kreeyaak, one of the druid's scythe falcon animal companion, to summon Skeribar and his rangers if they are not already present. This largely depends on how much the party has accomplished in the Desolation (foes slain, etc.), as well as, what kind of shape they are in. Depending upon the circumstances the party may be able to stay here for several days undisturbed, but eventually the druids will make their move and attempt to incapacitate and capture the PCs to serve as sacrifices on their bloody altar. Have the druids make their move whenever best suits your game, but they principally use nonlethal spells to try to capture new sacrifices. If the battle continues all the way to Area A5-5, though, they become deadly serious.

A5-4. Druid Homes (CR 11 or 12)

The trees within the hedge provide cool shade on this clearing with two exits. Built against the boles of the large trees are crude huts of sticks and mud plastering. Roofs of grass and living moss cover these simple dwellings. At the east end of the clearing is a thick old oak with a few splinterlike branches atop its stunted trunk. Carved into this trunk is a crude face with a grim line of a mouth, well-defined nose, and two hollows for eyes. The entire carving gives the appearance of a giant wooden head resting on the ground. Green trails of ichor trickle from the hollows, like some slimy moss, collecting in a stone basin set before the old trunk.

Creatures: This serves as the abode of the Reclaimers, a group of 3 druids and their trained beasts who are allied to Skeribar's rangers in the Camp. As explained, they seek to revitalize the Desolation through special rituals and propitiation of Telophus, the Lord of Crops and the Seasons. The process for this ritual is explained at Area A5-5 below. Though the trained beasts are not actual animal companions due to their exotic natures, they essentially serve the druid's in that role without benefit of the special abilities ordinarily bestowed. Niva's trained companion is Deathmane, a kamadan, a leopardlike creature with 6 snakes sprouting from its shoulders. Jeraldus has Kreeyaak, a scythe falcon, a small intelligent falcon with razor-sharp bone on the forward edge of its wings. And Scront has Ch'h, a giant saw-toothed beetle with an oversized set of serrated mandibles for dismembering prey.

CHAPTER 4: THE ASHEN WASTE

NIVA
XP 6,400

CR 9

Female human druid 10
N Medium humanoid (human)
Init +5; **Perception** +13

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 68 (10d8+10 plus 10)
Fort +8; **Ref** +4; **Will** +8; +4 vs. fey and plants
Defensive Abilities resist nature's lure; **Immune** poison

Spd 30 ft.
Melee mwk club +7/+2 (1d6-1)
Special Attacks spontaneous casting (summoning spells)
Spells Prepared (CL 10th):
5th—*call lightning storm* (DC 20), *insect plague*, *stoneskin*
4th—*air walk*, *cure serious wounds*, *dispel magic*, *flame strike* (DC 19)
3rd—*call lightning* (DC 18), *dominate animal* (DC 18), *greater magic fang*, *protection from energy*
2nd—*animal messenger*; *barkskin* (already cast), *gust of wind* (DC 17), *heat metal*, *tree shape*
1st—*calm animals* (DC 16), *charm animal* (DC 16), *entangle* (DC 16), *goodberry*, *longstrider*; *speak with animals*
0 (at will)—*detect magic*, *guidance*, *know direction*, *stabilize*, *virtue*

Str 8, **Dex** 12, **Con** 13, **Int** 16, **Wis** 20, **Cha** 18
Base Atk +7; **CMB** +6; **CMD** 7
Feats Combat Casting, Improved Initiative^B, Natural Spell, Skill Focus (Bluff), Spell Penetration, Stealthy
Skills Bluff +20, Diplomacy +12, Escape Artist +3, Handle Animal +12, Heal +18, Knowledge (nature) +18, Perception +13, Sense Motive +15, Spellcraft +11, Stealth +13, Survival +20, Swim +4
Languages Auran, Common, Druidic, Sylvan, Terran
SQ nature bond, nature sense, trackless step, wild empathy +14, wild shape 4/day, woodland stride
Combat Gear *lesser metamagic rod* (extend), *minor circlet of blasting*, *elixir of hiding*; **Other Gear** mwk club, *cloak of elvenkind*

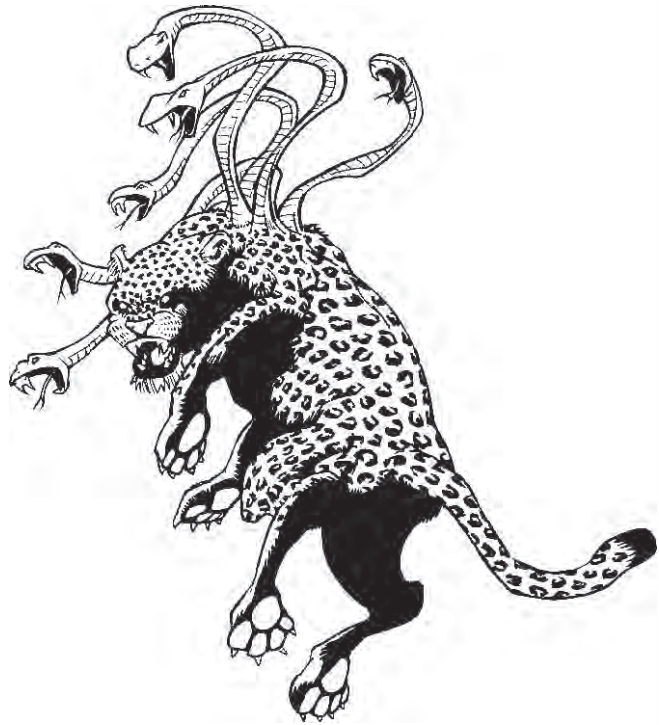
DEATHMANE **CR 4**
XP 1,200
Male kamadan (*The Tome of Horrors Revised* 245)
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +6; **Will** +2

Spd 40 ft.
Melee 2 claws +7 (1d6+4), bite +7 (1d8+4), and 6 snakes +2 (1d4)
Space 10 ft.; **Reach** 5 ft. (10 ft. with snakes)
Special Attacks sleep breath, snakes

Str 18, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 9
Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)
Feats Dodge, Skill Focus (Perception)
Skills Acrobatics +6 (+14 balance), Perception +8, Stealth +7 (+15 undergrowth)

Sleep Breath (Su) Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5/day); DC 14 Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise, as the sleep spell (caster level 8th). There is no HD limit to the number of creatures that



can be affected. The save DC is Constitution-based.

Snakes (Ex) Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to damage.

JERALDUS **CR 7**
XP 3,200
Male human druid 8
N Medium humanoid (human)
Init +9; **Perception** +11

AC 18, touch 13, flat-footed 15 (+3 armor, +5 Dex)
hp 55 (8d8+8 plus 8)
Fort +7; **Ref** +7; **Will** +8; +4 vs. fey and plants
Defensive Abilities resist nature's lure

Spd 30 ft.
Melee spear +8/+3 (1d8+1/x3)
Ranged sling with +1 seeking bullets +12 (1d4+2)
Special Attacks spontaneous casting (summoning spells)
Spells Prepared (CL 8th):
4th—*ice storm*, *rusting grasp*
3rd—*cure moderate wounds*, *sleet storm*, *snare*
2nd—*barkskin*, *cat's grace*, *spider climb*, *warp wood* (DC 14)
1st—*entangle* (DC 13), *faerie fire*, *obscuring mist*, *shillelagh*, *speak with animals*
0 (at will)—*detect magic*, *flare* (DC 12), *mending*, *resistance*

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +6; **CMB** +7; **CMD** 22
Feats Alertness^B, Augment Summoning, Improved Initiative, Natural Spell, Weapon Focus (spear)
Skills Craft (woodworking) +9, Handle Animal +12, Heal +9, Knowledge (nature) +15, Perception +11, Sense Motive +8, Survival +11
Languages Common, Druidic
SQ nature bond, nature sense, trackless step, wild empathy +9, wild shape 3/day, woodland stride
Combat Gear *potion of sanctuary*; **Other Gear** +1 leather armor, spear, sling, 25 +1 seeking sling bullets

CHAPTER 4: THE ASHEN WASTE

KREEYAAK

CR 2

XP 600

Male scythe falcon (*Creature Collection* 165)

N Tiny magical beast

Init +7; **Senses** darkvision 120 ft., low-light vision; **Perception** +6

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 11 (2d10)

Fort +3; **Ref** +8; **Will** +2

Spd 20 ft., fly 240 ft. (average)

Melee 2 talons +3 (1d4–1) and scythe wing +3 (1d6–1/18–20 plus dismemberment)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks dismemberment

Str 8, **Dex** 17, **Con** 10, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 13

Feats Dodge^B, Flyby Attack, Improved Initiative^B, Lightning Reflexes^B, Mobility^B

Skills Fly +8, Perception +6, Stealth +11

Dismemberment (Ex) If a scythe falcon scores a critical hit with its scythe wing attack, roll d6 for the results of dismemberment instead of a critical multiplier: 1 = head, victim dies instantly; 2 = right arm, victim loses 33% of current hp; 3 = left arm, victim loses 33% of current hp; 4 = right leg, victim loses 50% of current hp; 5 = left leg, victim loses 50% of current hp, 6 = torso badly slashed, victim loses 50% of normal total hp.

SCRONT

CR 6

XP 2,400

Male orc druid 7 (*Pathfinder Roleplaying Game Bestiary* "Orc")

N Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

AC 18, touch 10, flat-footed 18 (+4 armor, +2 natural, +2 shield)

hp 63 (7d8+21 plus 7)

Fort +8; **Ref** +2; **Will** +7; +4 vs. fey and plants

Defensive Abilities ferocity, resist nature's lure

Weaknesses light sensitivity

Spd 20 ft.

Melee +1 scimitar +12 (1d6+6/18–20)

Special Attacks spontaneous casting (summoning spells)

Spells Prepared (CL 7th):

4th—*cure serious wounds*

3rd—*poison* (DC 15), *spike growth* (DC 15)

2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *flame blade* (melee touch +10, 1d8+3 plus fire)

1st—*entangle* (DC 13), *hide from animals*, *magic fang*, *longstrider*, *produce flame* (melee touch +10, ranged touch +5)

0 (at will)—*detect poison*, *guidance*, *mending*, *resistance*

Str 21, **Dex** 11, **Con** 16, **Int** 8, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +10; **CMD** 20

Feats Cleave, Combat Casting, Power Attack, Weapon Focus (scimitar)

Skills Craft (weaving) +4, Handle Animal +5, Knowledge (nature) +5, Ride +5, Survival +14

Languages Common, Druidic, Orc

SQ nature bond, nature sense, trackless step, wild empathy +5, wild shape 2/day, woodland stride

Gear hide armor, heavy wooden shield, *amulet of natural armor* +2, +1 scimitar

CH'H

CR 3

XP 800

Female giant saw-toothed beetle (*The Tome of Horrors II* 16)

N Medium vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 32 (5d8+10)

Fort +6; **Ref** +1; **Will** +1

Immune vermin traits

Spd 30 ft., climb 10 ft.

Melee bite +5 (2d6+3 plus grab)

Str 15, **Dex** 11, **Con** 14, **Int** —, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15 (19 vs. trip)

Grab (Ex) A giant saw-toothed beetle is able to use its grab ability against of Medium size or smaller. On a successful hold, it deals automatic bite damage each round.

The huts themselves are simple affairs with little in the ways of furnishings or amenities. Each has only a few items of stick furniture and beds of fragrant leaves and soft mosses. Niva's hut holds a nest of twigs and hair for Deathmane and an old tree stump serving as a table with a few earthenware dishes. Jeraldus's hut has a perch near the rafters for Kreeyaak. Scront's hut has a floor made of entwined branches and sticks. It can hold the weight of Scront but actually covers a burrow (DC 12 Perception to locate) sinking 10 feet into the ground that serves as a den for Ch'h.

The massive wooden head is actually more than it appears. It is in fact the head of a **stick giant** crouching motionless, buried in the ground. It is nourished by the druids' sacrifices in Area A5-5. The result of these bloody rituals is the ichor that flows from the giant's eyes. This magical substance functions as a *portion of plant growth* and is how the druids are able to maintain this oasis in the midst of the Desolation. They give vials of it to Skeribar which explains the verdancy of the rangers' garden in the Camp (see Area 12 of The Camp, *Part 1—The Edge of Oblivion*). The stick giant remains dormant and inert unless attacked or unless the conditions described in Area A5-5 are met. If one of these occurs it tears itself from the ground in 3 rounds towering to its full 80-foot height and begins smashing anyone not devoted to Telophus. It appears to be composed of rough-hewn and splintered wood in a roughly humanoid shape.

STICK GIANT

CR 10

XP 9,600

Creature Collection 192

N Colossal plant

Init +2; **Senses** low-light vision; **Perception** +33

AC 25, touch 0, flat-footed 25 (–2 Dex, +25 natural, –8 size)

hp 230 (20d8+140)

Fort +19; **Ref** +6; **Will** +10

Immune plant traits

Weaknesses vulnerability to fire

Spd 50 ft.

Melee 2 slams +18 (2d10+10 plus splintering)

Space 30 ft.; **Reach** 30 ft.

Special Attacks needle spray, splintering

Str 30, **Dex** 7, **Con** 25, **Int** 14, **Wis** 19, **Cha** 13

Base Atk +15; **CMB** +33 (+35 bull rush); **CMD** 41 (43 vs. bull rush)

CHAPTER 4: THE ASHEN WASTE

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Snatch, Weapon Focus (slam)
Skills Knowledge (nature) +22, Perception +33, Stealth +5, Survival +24
Languages Common, Druidic, Sylvan

Needle Spray (Ex) Once per day as a free action, a stick giant can cause vast quantities of tiny wood splinters to spray in every direction from its body dealing 8d10 points of piercing damage (minus the target's flat-footed armor class). Only opponents with a shield or cover are allowed a DC 22 Reflex save for half damage.

Splintering (Ex) When a stick giant hits an opponent with its slam attack, splinters of its wooden body break off and become wedged in the victim's body. Every round that the victim takes any actions other than removing the splinters or staying still, he takes 1d6 points of damage. A splinter can be removed with a move action and a DC 12 Strength check but does provoke attacks of opportunity. On a failed Strength check, the victim takes the damage from that splinter as if he was taking some other action. The effects of splinters are cumulative, so a single victim hit by multiple slam attacks would take 1d6 points of damage every round from each of them.

Development: If the druids are attacked in this area, they retreat to Area A5-5 and make their final stand there. See that area for details of their tactics.

Treasure: Each of the druids keeps a cache of treasures in his or her hut. In Niva's hut they are hidden within the hollow tree stump (DC 17 Perception check to find the release to open the false top). Within are 6 *potions of plant growth* obtained from the stick giant, a *bag of devouring*, a *divine scroll* (CL 10: *animal growth*, *awaken*, *spike growth*), and 6 pieces of amber (70 gp each), a +2 *sickle*, a masterwork shortbow, 20 arrows, a *cloak of charisma* +2, a *ring minor of acid resistance*, an *arcane scroll* (CL 10: *lightning bolt*), a spell component pouch, and a backpack with 5 tindertwigs, a flask of alchemist's fire, 43 gp, 102 sp, and a bloodstone (50 gp). Jeraldus keeps his treasures hidden in the thatch of his hut's roof (DC 16 Perception check to locate). It consists of 3 pieces of colorful petrified wood (15 gp each), a bone tube holding 2 handfuls of *dust of appearance* with an *air elemental gem* hidden within it (DC 17 Perception check to notice unless the dust is sifted through or used). Scront's treasures are buried in the dirt and detritus at the bottom of Ch'h's burrow (DC 18 Perception check in the burrow). They include a necklace of strung human vertebrae with shards of malachite embedded in it (120 gp for the malachite), a wooden chest holding 423 cp, and a single *drum of panic* (the matching member of the pair was lost in the Chaos Rift and is currently at Area C4-6).

A5-5. Garden of Telophus (CR varies)

This dim place seems more like a green-tinted cave than a clearing in the thickets. Thick old trees grow in a ring around the clearing's edge. Their branches arching 50 feet overhead intertwine and form a nearly solid roof of green leaves that lets in little light. At the clearing's west end is a low, flat stone block, its surface stained dark. Behind it is a large, hoary old tree standing at the clearing's very edge. A great hollow gapes in the tree's trunk near the ground, and fuzzy, green growths of moss cover many areas of the rough bark. Next to the tree is a gaping pit in the ground, roots pierce its sides and descending into its depths.

Creature: This cathedral of nature serves as the druids' shrine to their deity Telophus whom they worship in a strange, bloody aspect. Most adherents to the ways of the Old Oak would find the druids' practices here repellent at best and an abomination requiring immediate destruction at worst. Whatever the opinion of the druids' strange practices in their reverence of Telophus, they are effective as is evidenced by the lushness of growth on the otherwise sterile plain that is the Ashen Waste. To propitiate their bloodthirsty patron they perform the sacrifice of sentient beings (preferably humanoid) on the bloodstained altar stone. After cutting the victim's throat, but before he or she can bleed to death, the druids then toss the unfortunate into the great oak tree's hollow which is then revealed to be a **carnivorous tree**. As the tree consumes the sacrifice it triggers a hidden effect deep within the ground which results in the production of the stick giant's ichor (see Area A5-4).

The pit beside the carnivorous tree is 10 feet deep, but easy to clamber out of because of it is lined with soil and roots (DC 8 Climb check). At the bottom of the pit is **Vilgara**, a bound and gagged elf woman. She was to have been the next sacrifice to the tree, but the arrival of the party at the garden caused the druids to delay their ritual. She is the lone survivor of the group at Area A1 who escaped the screamer attack only to stumble exhausted into the garden where she was easily captured. She would be most happy to be rescued and can serve as a replacement character for anyone who has lost a character during the adventure. If not needed, she assists the party while they are in the Desolation but requests to be escorted back to the Camp or at least the road at the earliest opportunity. Her equipment is kept in Niva's hut (see Area A5-4).



CARNIVOROUS TREE XP 2,400

CR 6

Creature Collection II: Dark Menagerie 34

N Huge plant

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

AC 25, **touch** 25, **flat-footed** 25 (-3 Dex, +20 natural, -2 size)

hp 150 (20d8+60)

Fort +15; **Ref** +3; **Will** +3

DR 10/slashing; **Immune** plant traits

Weaknesses vulnerability to fire

Spd 0 ft.

Melee —

Space 15 ft.; **Reach** 0 ft.

Special Attacks swallow whole (3d6 bludgeoning, 2d6 acid,

CHAPTER 4: THE ASHEN WASTE

AC 25, 30 hp, see below)

Str 24, **Dex** 4, **Con** 16, **Int** —, **Wis** 4, **Cha** 1
Base Atk +15; **CMB** +24; **CMD** 31 (can't be tripped)

Swallow Whole(Ex) When a creature enters the hollow in the trunk of a carnivorous tree, changes in water pressure in the roots and wood cause the bole walls to rapidly expand until the opening has swollen so tight that it doesn't allow for the passage of water or air. The wood inside the trunk continues to distend, crushing any occupants as an acidic sap fills the chamber to digest the prey. The crushing walls deal 3d6 points of damage per round, and the acid deals an additional 2d6 points of damage per round. After 4 rounds, the interior has filled with acid and any breathing creatures within begin to suffer the effects of drowning (see the "Drowning" section in Chapter 13 of the Pathfinder Roleplaying Game). After this point, any attack that deals more than 10 points of damage to a single spot on the trunk breaches the hollow and releases a spray of acid that deals 2d4 points of acid damage to anyone within 10 feet of the breach (Reflex DC 23, half). The save is Constitution-based.

VILGARA **CR 7**
XP 3,200
Female elf sorcerer 8
CG Medium humanoid (elf)
Init +3; **Senses** low-light vision; **Perception** +10

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)
hp 38 (8d6 plus 8)
Fort +4; **Ref** +5; **Will** +6 (+8 vs. enchantment)
Defensive Abilities fated +2; **Immune** sleep; **Resist** acid 10

Spd 30 ft.
Melee +2 *sickle* +6 (1d6+2)
Ranged mwk shortbow +8 (1d6/x3)
Special Attacks elven magic
Bloodline Spell-like Abilities (CL 8th):
7/day—*touch of destiny*
Spells Known (CL 8th, melee touch +4, ranged touch +7):
4th (4/day)—*shout* (DC 18)
3rd (6/day)—*fireball* (DC 17), *fly*, *protection from energy*
2nd (7/day)—*blur*, *false life*, *knock*, *scorching ray*
1st (7/day)—*alarm*, *mage armor*, *magic missile*, *shield*, *shocking grasp*, *summon monster I*
0 (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *light*, *message*, *ray of frost*, *read magic*, *resistance*
Bloodline destined

Str 10, **Dex** 17, **Con** 10, **Int** 16, **Wis** 11, **Cha** 18
Base Atk +4; **CMB** +4; **CMD** 17
Feats Arcane Strike^B, Combat Casting, Eschew Materials^B, Great Fortitude, Heighten Spell, Improved Counterspell
Skills Bluff +11, Knowledge (arcana) +14, Knowledge (history) +7, Perception +10, Profession (seamstress) +6, Spellcraft +14 (+16 identify magic items), Use Magic Device +15
Languages Common, Draconic, Elven, Gnoll, Sylvan
SQ bloodline arcana
Combat Gear *arcane scroll* (CL 10: *lightning bolt*); **Other Gear** +2 *sickle*, masterwork shortbow, 20 arrows, *cloak of charisma* +2, *minor ring of acid resistance*, spell component pouch, backpack with 5 tindertwigs, a flask of alchemist's fire, 43 gp, 102 sp, and a bloodstone (50 gp)

Tactics: The carnivorous tree notices anyone who comes within 10 feet (including anyone attempting to reach the elf in the pit). If the druids have not been alerted to the presence of intruders, it lets out a hollow roar which brings them run-

ning in 3 rounds. Otherwise the druids use this area as their last stand against intruders. Niva always casts an extended *barkskin* whenever strangers are about and an extended *stoneskin* if battle seems eminent. She prefers to sneak about under cover in the foliage to unleash spells while Deathmane with a *greater magic fang* creeps around for flanking attacks. If engaged in melee she assumes the wild shape of a dire lion and casts using her Natural Spell feat as she is able. Jeraldus prepares with *barkskin*, *cat's grace*, and *spider climb* to take up a perch in one of the trees and snipe with sling and spells while Kreeyak makes swooping attacks against spellcasters and archers. Scront prepares himself and Ch'h with his ability enhancing spells and *longstrider*. He then augments Ch'h with *magic fang* before charging into melee astride the giant beetle. If any of Skeribar's rangers are present they use the tree trunks around the clearing for cover as they fire their bows and then engage anyone who enters the clearing to prevent them from reaching the druids.

Development: If the tree is killed a sudden tremor is felt to momentarily roll through the ground as the supernatural conduit between the garden and Nature is severed. This prompts the stick giant at Area A5-4 to awaken and emerge from the ground. It arrives in 5 rounds and attacks anyone it sees — including druids and rangers — in a total frenzy, having been cut-off from its divine nourishment. It fights until dead. If the carnivorous tree is slain, the special elixir is no longer produced, and the garden slowly begins to wither and die. It becomes visibly brown with many leaves falling from the trees and vines shriveling within a week. Before a year has passed it is nothing but an ash-covered cluster of cracked tree stumps in the midst of the Ashen Waste.

Telophus, Lord of Crops and the Seasons

This nature deity revered by the Reclaimers originally appeared in *Bard's Gate* by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Neutral

Domains: Air, Animal, Earth, Fire, Plant, Water

Symbol: Raining cloud partially obscuring a radiant sun

Garb: Green and earth tone woolen robes and vestments

Favored Weapon: Sickle

Form of Worship and Holidays: Telophus is worshiped by harvest and planting celebrations as well as the first frost and first thaw.

Typical Worshipers: Farmers and halflings, some druids revering his natural cycle aspect.

This god is the embodiment of the uncaring changing seasons. He is prayed to not so much to bring good crops, but to be convinced to hold off the early frost or bring the spring thaw. He requires appeasement and devoted following, being known to test his followers' faithfulness and resolve when it suits him

A6. Tranquility's Face (CR 9)

The perpetual haze of dust parts to reveal a wrought-iron fence barring your way a short distance ahead. It stands only 3 feet high and does little to serve as anything but a decorative barrier. It runs in either direction where it turns away from you at right angles and continues on until turning again and meeting at the far side forming a square approximately one-quarter mile on a side. Surrounding this fence is a zone of rocky soil that has the appearance of recent upheaval as from plowing or some other such activity. Beyond the fence, within the enclosure is a peaceful-looking cemetery. White marble headstones stand in neat rows, weathered but mostly undisturbed. Only a few have fallen over or cracked. Gravel paths wander between these markers and have marble benches set along them at intervals. Near the center of this small area is fountain of some pinkish granite shaped like an angelic trumpeter in flowing robes, wings spread wide, that still lets a trickle of water fall from its trumpet to splash in the otherwise dry basin below. The few scraggly blades of grass that struggle to grow here give proof that some water is present in this otherwise arid landscape. The most arresting feature of this scene is the angelic statue's face. It is difficult to tell if it is male or female in the smooth lines, but the expression is one of absolute peace — an oasis of respite in the deadly terrain hereabouts.

Creature: This small cemetery is exactly as it appears and is, therefore, probably a huge red herring to the party as they try to figure out what the trick is. In fact, the only danger present is in the churned earth outside the graveyard's fences. This 30-foot-wide zone is the domain of a **greater earth elemental** tasked with keeping all intruders from entering the cemetery beyond. It attacks any who enter that area, whether flying, invisible, etc. It does not pursue beyond the borders of its area, however, bounded by the fence on one side and the edge of the churned earth 30 feet from the fence. If destroyed, it reforms in 24 hours and continues its vigil.

GREATER EARTH ELEMENTAL
XP 6,400

CR 9

hp 136 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Earth")

This graveyard holds a few hundred of the first soldiers of the Army of Light to fall. Among them was a trumpet archon named Azarkites. The fountain statue serves as a fairly accurate portrayal of him. Several cemeteries were established throughout the battle plains until the attack that formed the Chaos Rift occurred and the attackers realized they would never be able to properly inter the vast numbers of dead. After that they turned their full attention to the grim reality of destroying Tsar and trying to survive in the process. This small graveyard was fenced to preserve it as well as possible. No gate was installed in the fence to discourage any trespass, but the true guardian of its sanctity is the greater earth elemental that several high priests of the goodly faiths summoned to forever after preserve it inviolate. Such was the power of their magical calling that the elemental is continually rejuvenated every 24 hours to continue its service.



CHAPTER 4: THE ASHEN WASTE

A bit of Azarkites's holy presence remains in this place lending it its sense of peace and tranquility, and as a result it is blessed by the gods of Good. There is no game effect from this presence other than a feeling of safety. True to its feel, this is a safe place for the party to rest and recover in the midst of the Desolation. Random encounters do not occur here and the denizens of the surrounding area do not intrude upon its fence. This is due in part to the peaceful aura that surrounds it and in part to the very capable guardian. Even flying creatures of evil don't alight within the cemetery's borders. Should the elemental be destroyed, it reforms before news of its destruction can spread, so invasions of the sanctity will not occur. The area is entirely safe; even the water, though slightly brackish, is potable and can sustain up to 20 Medium creatures per day.

DM Note: There is one additional effect from the blessedness of the cemetery that will not come into play until the adventurers begin to plumb the depths of the ruined city of Tsar as described in *Slumbering Tsar: Temple-City of Orcus*. This additional effect is that spending a night within the bounds of the cemetery reverts a character's alignment one step on the Chaos–Law axis or Evil–Good axis if the character's alignment has been previously artificially changed towards Chaos or Evil along those axes. This effect can occur multiple times on subsequent nights until the character's alignment has returned to its original position. It cannot change it closer to Law or Good than it originally was, and it cannot undo alignment changes that occurred as a result of a character's actions as opposed to artificial means such as a curse or a *helm of opposite alignment*. Recovering an alignment in this way even precludes the need for an atonement for classes with alignment requirements.

A7. Tark's Mound

Men of all kinds flocked to the banner of the Army of Light. One of these was the infamous warlord Tark who led his barbarian horde to assist in the attack on Tsar. This was not done out of any great loyalty or allegiance to the good deities or even the civilized realms. Rather this merely illustrated that an entity as vile as Orcus attracts enemies of all kinds. Few within the Army of Light were comfortable with the presence of the barbaric and uncouth warriors of Tark, nor even the vicious warlord himself. However, before long all were thankful for the presence of these peerless warriors and their savagery in battle.

Mere weeks after the Army of Light had encamped on the plain outside Tsar, when only the beginning skirmishes of the epic battle to come were being fought; it was Tark and his band that turned the fate of battle in favor of the cause of Good. Orcus had long anticipated just such an attack, though he had perhaps underestimated the attackers' strength and resolve. To prepare for such an event he had allied his disciples with many foul races of the Under Realms. These loathsome aberrations and creatures of all kinds had delved a tunnel beneath the plain so that it could arise far from the walls in the very midst of any besiegers' should the need arise. When the Army of Light was dug in, these foul allies from the lightless deeps completed their tunnel, opening it in the unsuspecting camp in the darkest watches of a moonless night and pouring out in a braying, gibbering horde of terror. The tunnel opened in the camp of Tark. The Under Realm horrors never had a chance.

The warriors of Tark, hardened berserkers all, were accustomed to sleeping in their light armor with weapons at hand. Their senses, sharpened through a lifetime of constant battle and feuding, detected the work of the tunnelers just before it opened among them. The barbarians were horribly outnumbered and the bloody battle raged for an hour before the nearby encampments of troops could rally and organize to join in the battle. By the time they had arrived Tark and all of his warriors were dead,

lying on heaps of bodies that were once their attackers, but the backbone of the surprise attack had been broken. In the face of fresh troops the few surviving creatures fled screaming back into the Under Realms. Their defeat was so sound that their alliance with the disciples of Orcus was forever broken, divesting the defenders of Tsar of a full quarter of their forces. Realizing the enormity of what had occurred and the disaster that had been so narrowly averted, the generals and war captains of the Army of Light reverently recovered all of the barbarians' bodies, including that of Tark himself surrounded by the corpses of 2 aboleths, 6 margoyles, a drider, 10 skum, and 28 morlocks. Gathering them together they raised a barrow mound there over the spot where they fell and esteemed it as sanctified ground in honor of the valiant heroes interred therein.

Unfortunately those interred in the mound did not rest well, and with the corruption that came to the Desolation some eventually arose as undead. They have since excavated chambers within the mound where they brood over their tormented existence. Only recently has the mound been breached creating the situation as it exists currently. The tunnels and chambers in the mound have 10-foot ceilings and no lighting unless otherwise noted. Digging in the mound is relatively easy since it is composed of packed earth and stone, though there is a very real risk of a cave-in if anyone tries it. Throughout the dirt layers of the mound remain many skeletons still undisturbed, the remains of fallen barbarians who have not returned to unlife.

A7-1. Watchers on the Mound (CR 7)

A barren dirt mound rises from the ashen plain here. It too bears a layer of the powdery dust, but from patches visible here and there it is evident that it is constructed of the actual brown soil that lies beneath the dust layer of this area. Weathering and erosion have taken their toll on what was once probably a very regular, man-made construction. Now it is pitted and scarred with erosion draws but still rises to an impressive 40-foot height. Atop this prominence you can see a few large crows staring down at you with a sense of malevolent intelligence.

The rough, uneven walls of this mound can be scaled with a DC 10 Climb check. The top is fairly flat, though still eroded.

Creatures: Though it is not apparent from ground level, the watching birds are actually quite large, 3 feet in length with 8-foot wingspans. These creatures are **6 dread ravens**. They observe quietly and fly away if approached or attacked to. Rather, they await for the party to emerge from the mound, hopefully wounded and exhausted when they unleash their startling powers. These creatures serve a mysterious master within the ruined city and gather intelligence for him throughout the Desolation and beyond. See *Slumbering Tsar: Temple-City of Orcus* for more details.

DREAD RAVENS (6)

CR 2

XP 600

Creature Collection 58

NE Small magical beast

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

Perception +10

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

hp 13 (2d10+2)

Fort +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average)

Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2)

CHAPTER 4: THE ASHEN WASTE

Spells Known (CL 3rd, ranged touch +6):

1st (5/day)—*grease* (DC 11), *magic missile*, *shield*

0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost*

Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 11

Base Atk +2; CMB -1; CMD 12

Feats Eschew Materials^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Easily visible at the southwest corner of the mound is a recent excavation leading into a tunnel 5 feet high. This was recently dug by the basilisk in Area A7-2. It has not lived here long, so it has not accumulated any petrified victims to potentially warn explorers of what lurks nearby. Likewise, the dread ravens use their magic to erase its tracks and remove any trace that might alert others to its presence.

A7-2. Barrow Burrow (CR 5)

A newly dug tunnel extends back into the mound before rounding corner and opening into a low burrow.

Creature: This is the lair of a **basilisk**. It waits in the chamber it has dug around the corner from the entry tunnel. It Takes 10 on its Perception check (for a total of 20), and probably hears any intruders coming unless they are trying to be quiet and succeed at an opposed Stealth check. Once it hears someone approaching the corner to its room, it looks around and tries to get as many as possible with its petrifying gaze. The low ceiling (4 feet high) imposes a -2 penalty on attack roles and a -2 penalty to AC for to any size Medium creatures that walk upright (like humanoids) and precludes the use of two-handed weapons. Size Large creatures are considered to be squeezing and suffer -4 and -4 penalties. Anything larger requires an Escape Artist check as described under “Terrain and Obstacles” in Chapter 8 of the Pathfinder Roleplaying Game. The basilisk has not yet accumulated any treasure.

BASILISK

CR 5

XP 1,600

hp 52 (*Pathfinder Roleplaying Game Bestiary* “Basilisk”)

A DC 20 Perception check in the basilisk’s lair discovers a section of the back wall that is crumbling and very thin. It can easily be cleared revealing an opening into a much older tunnel excavated within the mound.

A7-3. Worm Trap (CR 10)

The tunnel here is much older and extends to a height of 10 feet. It is crudely dug but fairly stable. Visible in the dirt and rock that composes the walls and ceiling are bits of skeletal remains and the occasional protruding bone, all from the hundreds of barbarians laid to rest when the mound was first built.

Creatures: At the point marked on the map, a narrow, 3-foot-wide fissure leads off on either side of the passage. They are noticed with a DC 12 Perception check but otherwise just resemble shadowed depressions in the walls. This is actually a natural fault that formed in the mound and was bisected when the tunnels were dug. Each of these fissures currently serves as the abode of a **barrow worm**, an eyeless worm covered in thousands of tiny bristles. They grow to 15 feet long and 3 feet in diameter and bear a set of scythelike mandibles and gorging

maw on their otherwise featureless head. These two creatures both spring out to attack (probably with surprise) anyone passing by. Each attempts to grab its victim and draw it back into the narrow fissure where it cannot easily escape and can be devoured at leisure. Anyone pulled into one of these fissures is considered squeezing as mentioned above. The worms are not affected by the tight space. Unfortunately the creatures are not smart enough to coordinate their attacks. They are both likely to attack the same victim, and if both manage to grasp him they both maintain their holds exposing themselves to attack by other party members until one of the worms succeeds at a DC 22 Strength check to pull the victim free from the other’s grasp.

BARROW WORMS (2) CR 8

XP 4,800

Creature Collection 14

N Huge vermin

Init +0; **Senses** tremorsense 60 ft.; **Perception** -1

AC 16, touch 8, flat-footed 16 (+8 natural, -2 size)

hp 97 (15d8+30)

Fort +11; **Ref** +5; **Will** +4

Immune vermin traits

Weaknesses aversion to sunlight

Spd 40 ft., burrow 20 ft.

Melee bite +15 (2d8+9 plus grab)

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

Special Attacks grasping mandibles

Str 23, **Dex** 10, **Con** 15, **Int** —, **Wis** 8, **Cha** 4

Base Atk +11; **CMB** +19; **CMD** 29 (can’t be tripped)

Feats Spring Attack^B

SQ elastic

Aversion to Sunlight (Ex) A barrow worm’s flesh is extremely sensitive to the rays of bright lights. If exposed to full sunlight or a *daylight* spell it suffers 1d6 points of damage per minute. If such an exposure occurs, the barrow worm will immediately release anything trapped in its mandibles and attempt to retreat away from the light source. If exposed to a *flare* spell, the barrow worm must make a DC 15 Will save or retreat just as if it had been exposed to sunlight or *daylight*.

Elastic (Ex) A barrow worm can fit into any space that is at least 3 feet wide without penalty provided the space is deep enough to accommodate its 15-foot length.

Grasping Mandibles (Ex) When a barrow worm makes a successful hold on a grabbed opponent, it begins sawing away with its mandibles automatically dealing 4d8+18 damage each round that the hold is maintained.

Treasure: southern fissure opens into a hollow with a small crevice in the floor (all that is left of the Under Realms tunnel used in the attack centuries ago) a mere 3 feet wide. Wedged against the back wall of this hollow and noticeable with a DC 25 Perception check (unless the fissure is specifically entered and searched) is the skeletal corpse of a bugbear, the remains of a victim of the barrow worm from some time ago that was dragged up into this new lair from below and only partially devoured. It still bears some valuables consisting of a +1 *guisarme*, a pair of *boots of elvenkind* (of drow make), and a belt pouch with a small greenish stone amulet depicting a disgusting octopoid entity covered in writhing tentacles (this is worth 35 gp and depicts a foul subterranean and deep-sea god known as Kunulo that this bugbear’s tribe worshipped). The *guisarme* is wedged tightly and requires a DC 20 Strength check or 30 minutes of excavation to remove from the fissure.

A7-4. Shadow Den (CR 10)

Only read the italicized portion of the boxed text if the party has a light source and someone succeeds at a opposed Perception check against the Stealth check of room's occupant (who receives a +4 bonus in dim light).

A large chamber has been dug out of the mound here. It appears to have been enlarged at some point, and large gashes like claw marks still mar the walls. Several complete skeletons in reclining positions are visible in the dirt that comprises the walls of the chamber. A very narrow passage leads out through the east wall. *You are startled to see that your light source is somehow projecting the shadow of a massive bear on the far wall of the chamber, poised as if to strike, yet you see no source for this strange phenomenon.*

Creature: This chamber was dug out by the room's sole occupant, a **shadow dire bear**. This strange creature was once the trained dire bear companion of Tark and, like the rest of his horde, was killed in battle. The dire bear died fighting a foul shadowy creature from the depths of the Underdark and, as a result, later arose in its current state. It prefers to attack initially with its Strength-draining touch before becoming partially corporeal in order to maul its foes with its improved grab. It stays in this chamber, never going to Area A7-6, as it no longer feels any loyalty or affection towards its former master. It attempts to kill all who enter.

SHADOW DIRE BEAR**XP 9,600****hp 90** (See **Monster Appendix**)**CR 10**

A7-5. Claustrophobia! (CR 6)

This dugout corridor is only 2-1/2 feet wide requiring anyone who traverses it to squeeze as noted above. The concentration of burials in this section was much higher than elsewhere, so there is a preponderance of bones protruding from the walls and ceiling making the corridor seem even narrower and more claustrophobic than it is.

Creature: Anyone following this route finds that it ends at seemingly solid wall of some cold, dark material with a full skeleton imbedded in it upright and facing down the corridor. This is the true horror of the tunnel — an **undead ooze**. It appears to be a large mass of black slime from which bones protrude at odd angles. The ooze is unaffected by the tight confines of the tunnel due to its semi-fluid state. This particular ooze has **4 skeletons** within it that it expels after it attempts to engulf someone. It pursues anywhere in the barrow mound.

UNDEAD OOZE**CR 6****XP 2,400***The Tome of Horrors Revised 287*

AL Huge undead

Init -5; **Senses** blindsight 60 ft.; **Perception** +1**AC** 3, touch 3, flat-footed 3 (-5 Dex, -2 size)**hp** 27 (6d8)**Fort** +2; **Ref** -3; **Will** +6**Immune** cold, ooze traits, undead traits**Spd** 20 ft., climb 20 ft.**Melee** slam +3 (2d4+1 plus 1d6 cold)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** cold, engulf, skeletons**Str** 12, **Dex** 1, **Con** —, **Int** —, **Wis** 12, **Cha** 10**Base Atk** +4; **CMB** +7; **CMD** 17 (can't be tripped)**Skills** Climb +9

Cold (Ex) The undead ooze constantly emits an aura of cold around it. Any melee hit deals cold damage.

Engulf (Ex) Although it moves slowly, an undead ooze can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold damage, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Skeletons (Su) As a full-round action, an undead ooze can expel 1d6 skeletons from its mass. Skeletons can act in the



CHAPTER 4: THE ASHEN WASTE

round they are expelled, and each skeleton conforms to the basic statistics for its size (see the *Pathfinder Roleplaying Game Bestiary*). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours. An undead ooze's form holds up to 10 skeletons.

HUMAN SKELETONS (4) **CR 1/3**
XP 135
hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

A7-6. Unhallowed Hall (CR 9)

This hollowed chamber fairly seethes with evil. Shambling shapes move around the room, eyes burning with hate look out from their time-ravaged, rotten faces. One near the back of the room wears corroded banded mail and has a thick, black beard matted with filth and rot draped over its chest. Next to it kneel two great black hounds — each with two vicious heads!

This entire area is under effects of an *unhallow* due to the evil presence that has resided here for the past several centuries. As a result, the entire room is affected by a *magic circle against good* and there is a +4 bonus to resist channeled positive energy.

Creatures: Occupying this room are the undead remains of **Tark**, now a barrow wight, and **5 wights** that were once barbarian warriors. In addition, Tark's favorite war hounds have somehow returned to an unnatural existence as **2 death dogs**.

TARK **CR 4**
XP 1,200
Male barrow wight (*The Tome of Horrors Revised* 28)
CE Medium undead
Init +1; Senses darkvision 60 ft.; **Perception +8**

AC 23, touch 11, flat-footed 22 (+7 armor, +1 Dex, +5 natural)
hp 45 (6d8+18)
Fort +5; Ref +3; Will +6
Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 20 ft.
Melee morning star +6 (1d8+3) or slam +6 (1d4+3 plus energy drain)
Special Attacks create spawn, energy drain, insanity gaze

Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 16
Base Atk +4; CMB +6; CMD 17
Feats Blind-Fight, Power Attack, Skill Focus (Perception)
Skills Climb +8, Intimidate +9, Perception +8, Stealth +9
Languages Common
Gear banded mail, morningstar

Create Spawn (Su) A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su) Living creatures hit by a barrow wight's slam attack gain one negative level. The Fortitude save to remove the negative level has a DC of 16. The save DC is Charisma-based. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

Insanity Gaze (Su) Insanity (as the spell, CL 9th), range 30 feet, Will DC 16 negates. The save DC is Charisma-based.

WIGHTS (5) **CR 3**
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

DEATH DOGS (2) **CR 2**
XP 600
The Tome of Horrors Revised 91
NE Medium magical beast
Init +2; Senses darkvision 60 ft., low-light vision, scent;
Perception +5

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 17 (2d10+4 plus 3)
Fort +5; Ref +5; Will +1

Spd 40 ft.
Melee 2 bites +4 (1d6+1 plus disease)
Special Attacks disease, trip

Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6
Base Atk +2; CMB +2; CMD 14 (18 vs. trip)
Feats Toughness^B, Weapon Finesse
Skills Perception +5, Stealth +3, Survival +2 (+6 tracking by scent)

Disease (Su) *Rotting Death*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.





Tactics: When intruders enter, the wights immediately charge, howling in a sad mockery of their former berserker existence. The death dogs, likewise, charge forward and make trip attacks until they can gang up on a prone character. Tark remains at the rear of the chamber making gaze attacks against fighters and other martial characters. When engaged, he wades into melee wielding his morningstar and fights with barbaric glee until destroyed.

Treasure: The main treasures of the barrow were interred with Tark. He has unearthed them, and they lie in a clutter at the rear of the chamber. They consist of a suit of +3 *studded leather armor*, a ceremonial obsidian breastplate (useless as armor but worth 350 gp), a +1 *greatclub*, and a *belt of giant strength* +2.

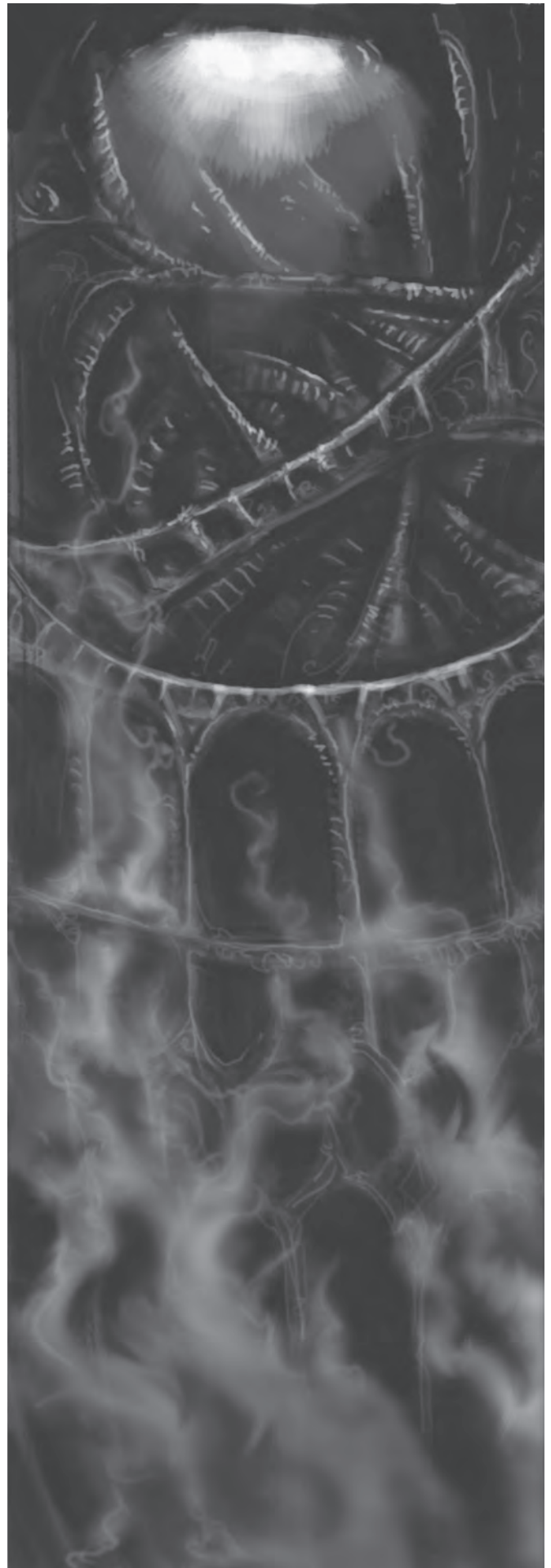
Ad Hoc XP Adjustment: Due to the difficulties of fighting this battle within an unhallow effect; award an additional 10% XP.

A8. Brood Mother's Pit (CR 12)

A gaping pit mars the landscape here. The ashen turf sinks steeply toward the edge of the 20-foot-diameter hole that descends into darkness. Scattered about the pit's edge here and there are a few bones and skulls of animals and some humanoids, obviously much fresher than those you would expect to find on this ancient battlefield. It appears someone or something has taken up residence here more recently. Whether they are still in residence remains to be seen.

This pit breaks through the ceiling of a dwarven hall constructed by King Kroma and his dwarves when they first arrived with the Army of Light to serve as a fortified bunker of sorts. It was used for a time, but then much of it collapsed when the Chaos Rift was formed, and it was ultimately abandoned in favor of more mobile, less-confined camps.

The pit descends 10 feet and then breaks through the ceiling of a 50-foot-deep chamber constructed of hewn stone and supported by large groined vaulting and pillars. However to see the bottom one must either approach the edge or fly above it. The latter is much safer, as the ashen slope leading to the pit's edge is rather steep and unstable. Anyone attempting to walk on it must make a DC 15 Climb check and a DC 20 Dexterity check or else they begin to slide on the shifting surface and plummet over the lip into the pit below and take 6d6 points of damage from the fall. The bottom of the chamber is covered in a layer of the ashen dust from minor slides, as well as, the skeletal remains of the occupant's past meals. Most are still wrapped in



CHAPTER 4: THE ASHEN WASTE

the webbing cocoons in which they were held. The walls of the pit are loose soil and rock and require a DC 20 Climb check to scale, while the hewn stone walls below require a DC 25 Climb check.

Standing near the side passage leading from this chamber is a stone stela, 10-feet high. On its opposite face is a large blue chalcedony incised with the image of a warhammer on its face (500 gp). A DC 15 Knowledge (religion) check recognizes this as the symbol of the dwarven deity Dwerfater (see *Bard's Gate* by **Necromancer Games**). It serves as part of a shrine to that deity. If the gem is taken by someone of Good alignment, it provides that individual with the effects of a *bleed* spell as long as it is carried whenever battling undead of dwarven origin (created by or from a creature with the dwarf subtype). If it is taken by someone of a non-Good alignment, that individual is under the effects of a permanent *bane* spell until the gem is returned to this shrine.

Creature: This buried complex now serves as the brood lair for an **ashborne arachnae mother**, a type of creature spawned by the nefarious sorceries of the disciples of Orcus during the war. Horrific spider creatures were raised and released upon the battlefield against the Army of Light. When the city was abandoned in the Great Retreat, the arachnae project was left behind, and one of the brood mother's was ultimately able to escape the confines of its spawning grounds and make a new home in the Desolation. Here its line has bred true and continues to this day, populating the wastes with its horrific brood. It is a gigantic black-and-red-banded spider with a reddish hourglass shape on its abdomen and numerous glittering red eyes. Its two fore-legs each bears an elongated talon with a serrated edge.

ASHBORNE ARACHNAE MOTHER CR 12 XP 19,200

Creature Collection III: Savage Bestiary 16
CN Huge magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +31

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)

hp 189 (18d90+27)

Fort +16; **Ref** +14; **Will** +10

Defensive Abilities alien mind; **Immune** disease, poison;

Resist acid 20, cold 10, electricity 20, fire 10, sonic 10

Spd 30 ft., climb 20 ft.

Melee bite +25 (2d8+8 plus poison) and 2 talons +25 (1d10+8)

Space 15 ft.; Reach 10 ft. (15 ft. with talon)

Special Attacks poison, web (+17 ranged, DC 24, effects up to Colossal creatures, 18 hp)

Str 26, **Dex** 12, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +18; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (talon)

Skills Acrobatics +10 (+18 jump), Climb +25, Perception +3, Stealth +8 (+14 webs)

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must

make a DC 21 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 26; *frequency* 1/round for 6 rounds; *effect* 2d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

At the bottom of the chamber, a 20-foot-diameter passage in the east side of the pit leads slightly upward and travels 40 feet to a secondary chamber 30 feet in diameter and 30 feet high. This chamber is the arachnae's actual lair and protects her from area effect spells and attacks from above as well as preventing flooding from the occasional downpours. The walls of this chamber are covered with webbing in which are suspended hundreds (638 to be exact) of roughly 1-foot-diameter spheres held in clutches of a few dozen each. These are, of course, the arachnae's eggs waiting to hatch in the next month or so. The ashborn arachnae mother herself lurks in here and immediately attacks any who dare violate her nursery. She pursues intruders all the way to the top of the pit before giving up the chase.

Treasure: The incidental treasures collected by the arachnae from her many victims are scattered throughout the chamber in various portions of the webbing. She is intelligent enough to have not left any out in the pit on the corpses of her previous meals. A DC 15 Perception check and 2 hours of work can gather up the following treasures: 5,230 gp, 4,200 sp, 630 cp, 40 pp, three masterwork short swords, a +1 *shortbow*, and a +1 *acid resistance buckler*.

Ad Hoc XP Award: If the party makes a concerted effort to destroy all of the eggs in this chamber (fire works nicely) they will have effectively eliminated the arachnae presence in the Desolation after this generation. Award the party members 500 XP each for this service to the region.

Chapter 5: The Chaos Rift

If the winds of the Ashen Waste howl like the spirits of the dead, the gusts that blow over the Chaos Rift play a funeral dirge as they travel across the lip and through the many fissures that comprise the great crevasse. The surrounding ground is flat and unbroken save for boulder piles (falling debris from the chasm's creation) until one reaches the edge of the vast, magically created canyon. It is barren, but not nearly as desertlike as the Ashen Waste. The floor of the rift itself is tortured and broken by the powerful forces that bent and ripped reality to create such devastation. Many caves dot the walls of the canyon, and clearly visible on these crumbling cliff faces are the striations of the various layers of earth and stone now exposed to the air. A DC 35 Knowledge (dungeoneering or nature) check, however, reveals that in many places these layers of stratification are out of order from the natural sequence — such was the chaos and upheaval caused by the catastrophic event.

This land was the original site of the Army of Light's main camp, which was moved after much of it was destroyed in the Chaos Rift's formation. Afterward they relocated south to what is now the Ashen Waste. As such, a DC 20 Perception check made while traversing the lands around the rift has a 20% chance each hour of locating some old item or piece of equipment left behind by the soldiers of old. Usually these items are worthless bits of junk or intriguing clues of once greater artifacts (the beautifully jeweled pommel of what had to have been a wondrous sword, now broken off at the hilt, for instance), though feel free to introduce any items you wish to enhance your own campaign storyline. Who says the *Eye of the Archlich* couldn't have been dropped and lost during that devastation?

Within the rift itself, the air is much cooler and more sheltered from the biting wind, though it still blows through the canyon with a perpetual hollow groaning. The floor is often shaded by the looming cliffs overhead. At the bottom are many small collection pools and rivulets from past rains or hidden springs. A DC 15 Survival check is necessary to locate one of these at locations other than those described in the encounter areas below. At its deepest point, the Chaos Rift descends close to 2,500 feet, though the average is perhaps 1,000 feet. Relative depths are indicated on the map in feet below ground level (i.e. -1,200 ft.). The bottom of the rift is a convoluted surface of broken ground, smashed boulders, and terrain scarred by heat and great blasts of catastrophic force. Movement within the rift is considered dense rubble as described under the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game. Such terrain costs 2 squares of movement for each square traveled and increases the DC of Acrobatics checks by 5 and Stealth checks by 2. Fixed encounter areas are considered to be normal terrain without these penalties unless otherwise specified. The walls of the rift are composed of rough rock and require a DC 15 Climb check to scale. The different depths within the rift are delineated by cliffs with the same Climb DC as above.

The Chaos Rift

The northeastern quadrant of the Desolation is dominated by a huge rift scarring the land. This huge canyon is obviously not a natural formation and is, in fact, the result of a massive expenditure of chaotic magic in order to destroy what was the original encampment of the Army of Light. A half mile deep at some points, the shelter provided by the rift in the otherwise barren Desolation serves as home to a myriad of creatures. For here the inhabitants are protected from the horrible bone



CHAPTER 5: THE CHAOS RIFT

storms, and here can be found the Desolation's most valuable commodity, a few hidden pools of potable water deep in the rift's shadowy recesses.

When the magic was unleashed from the defenders of Tsar that tore the ground asunder, those that survived the cataclysmic devastation relocated their camp to the south into what is now the Ashen Waste. Behind they left many of their dead, no small number entombed within the ground by the massive upheaval that occurred. As a result many of the undead so common to the Desolation are the incorporeal types that can move at will through the imprisoning bedrock. The corporeal undead often remain trapped within their unwelcome graves awaiting release by some unwitting group of travelers.

For random encounters while the party ventures through the Chaos Rift, consult the Chaos Rift Random Encounter Tables below. These encounters can occur regardless of whether the party is in the rift itself or on the lands above. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the day or night tables as needed.

The Chaos Rift Daytime Random Encounter Table

d%	Encounter
01-05	Rock Fall
06-11	Acid Rain
12-13	Chaos Beast
14-15	Flash Flood
16-18	1d4 Spitting Gargoyles
19-20	Black Pudding
21-24	Bone Storm
25-27	1d4+1 Shadows
28-31	Wyvern
32-35	Lesser Nabasu Demon
36	Greater Shadow
37-40	1d2+1 Babau Demons
41-47	1d4 Margoyles
48-52	1d4+4 Ghouls Wolves
53-55	Fresh Water
56-00	No Encounter

The Chaos Rift Nighttime Random Encounter Table

d%	Encounter
01-05	Rock Fall
06-12	Acid Rain
13-17	1d2 Chaos Beasts
18-20	Spectre
21-24	Flash Flood
25-28	Black Pudding
29-31	Bone Storm
32-36	2d4 Shadows
37-40	Lesser Nabasu Demon
41-42	Greater Shadow
43-46	1d4+1 Babau Demons
47-51	1d4+1 Wraiths
52-53	Dread Wraith
54-58	1d6 Allips
59-64	1d6+6 Ghouls Wolves
65-68	Fresh Water
69-00	No Encounter

Acid Rain: See The Ashen Waste (chapter 4). If the party is in the rift, they do not have any chance to detect the coming storm before it hits because of their limited view of the sky. However, if within the rift and able to make it to the nearest canyon wall, the natural overhangs in said wall provide some cover reducing the damage from the acid rain by half.

Allips: See The Ashen Waste (chapter 4).

Babau Demons: See The Ashen Waste (chapter 4).

Black Pudding: These horrors creep up through the many fissures of the rift that reach to the Underdark. They creep about in the shadows looking for prey to feed upon. Occasionally they clamber even to the highlands around the rift.

BLACK PUDDING CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

Bone Storm: See The Ashen Waste (chapter 4). If this encounter is rolled while the party is in the rift, they see the storm blowing above but are sheltered from its effects other than a slight haze caused by the blowing powder.

Chaos Beasts: These foul beasts are the result of others that have fallen victim to the Pillars of Orcus (see Area C10) and now prowl the Chaos Rift seeking to destroy any they meet. They have horrific mutable, ever-changing forms that flow from one shape to the next but always maintain at least two clawed appendages for hunting.

CHAOS BEAST CR 10
XP 3,200
hp 52 (see Area C10)

Dread Wraith: See The Ashen Waste (chapter 4).

Flash Flood: These events occur only when the party is within the rift itself. Treat this as no encounter if they are on the surface. These occur when heavy rainfalls occur somewhere in the rift above wherever the characters happen to be. They may not even be aware that rain is falling elsewhere. Three rounds before the flash flood hits, a successful DC 20 Perception check hears an approaching roar. This check reduces to DC 0 in the round before it hits. When the sound is first heard a DC 17 Survival check or prior experience with one of these flash floods reveals what is coming. Characters must either climb or fly to get above the danger zone. They must reach at least 20 feet to be safely above the level of the flood. Otherwise they are caught in the rushing waters traveling at 150 feet per round. Those hit by the wall of water are dealt 4d6 points of bludgeoning damage. They must then make a DC 30 Swim check to avoid being swept under. Even if they succeed on their Swim check they are still carried along at the speed of the water for 1d10+5 rounds. A new Swim check is necessary each round while the flood lasts. Those swept under must make a DC 40 Swim check to regain the surface. Each round that a character is swept under he suffers 3d6 points of damage from debris and bouncing off the canyon walls, and he must hold his breath as described in See the "Swim" section in Chapter 4 of the *Pathfinder Roleplaying Game*. Anyone caught in the flood whether swimming or being swept under cannot attempt to climb or fly out as all of their efforts are spent in staying afloat and avoiding rocks. Other characters able to keep pace out of the water can attempt to rescue them with ropes, branches, etc. The character being rescued must be in sight and on the surface of the water and must make a DC 25 Dexterity check in order to grab what-

CHAPTER 5: THE CHAOS RIFT

ever rescue device is offered and a DC 20 Strength check each round in order to hang on until clear of the water. Innovative characters may use magic to rescue party members such as telekinesis, *dimension door* or a *rope of climbing*. Adjudicate such rescue attempts as necessary.

After a flash flood passes, the water quickly drains away leaving 1d10+10 sources of fresh water easily available as described below.

Fresh Water: These are small collection pools and tanks from rainfall, floods or seeps in the canyon wall. They only occur while the party is within the rift; otherwise they are treated as no encounter. They contain enough potable water to last 1d4+1 characters for one day. Any acidic content in the water has been leached out by the rock, though it often leaves a bitter, acrid taste. Roll encounters every hour while the party is at one of these tanks.

Ghoul Wolves: See The Ashen Waste (chapter 4).

Greater Shadow: These undead denizens lurk in the shadows of the rift and the lands above. They emerge to attack the living that they hate with a passion.

GREATER SHADOW CR 8
XP 4,800
hp 58 (*Pathfinder Roleplaying Game Bestiary* “Shadow, Greater”)

Lesser Nabasu Demon: See The Ashen Waste (chapter 4).

Margoyles: These are wandering creatures from Area C6 seeking travelers to torment or kill. Do not subtract any margoyles slain as random encounters from the total number at Area C6, as the tribe’s numbers are not static.

MARGOYLE CR 5
XP 1,600
hp 63 (See Area C6)

Rock Fall: This only occurs if the party is within the rift and near one of the canyon walls. Otherwise treat it as no encounter. When it occurs, an animal, shifting rock or simply a strong wind gust dislodges a small cascade of stones. Most are small and harmless, though some are large enough to cause damage. They cover an area 1d4x10 feet wide along the cliff and extend outward 10 feet. Anyone within that area is dealt 2d6 points of bludgeoning damage from the falling debris (DC 20 Reflex save for half) and must make a DC 15 Fortitude save to avoid be blinded by the dust and falling grit for 1d4 rounds. Those climbing when the rock fall occurs must make a new Climb check at –5 to avoid falling.

Shadows: These undead creatures lurk in the shadows of the rift and upon the plains above. They particularly like hunting in the Shattered Lands (Area C2) for the living whom they attempt to destroy with cold fury.

SHADOW CR 3
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* “Shadow”)

Spectre: These are the remnants of souls lost in the tragedy that formed the Chaos Rift. Now they lurk incorporeally in the rock walls and shattered grounds to attack those that pass nearby.

SPECTRE CR 7
XP 3,200
hp 52 (*Pathfinder Roleplaying Game Bestiary* “Spectre”)

Spitting Gargoyles: These are denizens of the aerie at Area C6, hunting for travelers to capture or kill. Anyone unfortunate to be carried off by these creatures faces foul tortures and eventual death at Area C6 unless they manage to escape or are rescued by their companions. Like the margoyles above, do not subtract their number from those encountered at Area C6.

SPITTING GARGOYLE CR 5
XP 1,600
hp 52 (See **Monster Appendix**)

Wraiths: See The Ashen Waste (chapter 4).

Wyvern: A scattering of these creatures inhabit the cracks and crags along the edges of the Chaos Rift. They often soar on the updrafts above the rift and surrounding plains until they spot potential meals to swoop upon. They attempt to grab a character and fly out of range of his companions while stinging their captive. If a captive becomes too unruly, the wyvern is not above dropping it from high in their air to subdue it somewhat.

WYVERN CR 6
XP 42,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* “Wyvern”)

Fixed Encounters

The encounter areas of the Chaos Rift begin with a “C” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the “C” and the numeral. For example the Stone Garden is identified as C4-4.

C1. Outer Fissures

At each of these locations a fissure in the wall of the rift becomes narrower and narrower as it rises from the depths of the canyon. At their farthest ends, these fissures are often no more than 5–10 feet wide. They range in depth from 30–600 feet (roll 3d20x10). It is possible to pick one’s way along the bottom of these fissures to reach the bottom of the rift, but these routes are treacherous. Every 500 feet traveled requires a DC 18 Acrobatics or Climb check to balance and avoid slipping and falling into a crack. Such a fall inflicts 2d6 points of damage and requires DC 15 Reflex save to avoid becoming wedged in and trapped. Those trapped must succeed at a DC 25 Escape Artist check or else require assistance to free themselves. Wandering monsters routinely check the bottoms of these fissures hoping to find a trapped unfortunate who might make a tasty meal. Movement within the fissures is equal to dense rubble as described above.

C2. Shattered Lands (CR varies)

At each of these locations a fissure (see Area C1 above) has widened to spread over a larger area but now is composed of a network of very narrow cracks interconnected over a much larger area creating stepping stones, usually no more than a few feet apart. A character can leap from one of these to another to

CHAPTER 5: THE CHAOS RIFT

traverse the area (DC 7 Acrobatics check for size Medium creatures and larger, one jump necessary for every 30 feet traveled). A failure of this check by more than 5 results in a plummet into the crevice below. Review Area C1 to determine the depth of these crevices, and the character is automatically wedged requiring a DC 25 Escape Artist check to free himself and begin the climb back up.

The creatures that roam the Chaos Rift are very familiar with the Shattered Lands and often hunt in these areas. Incorporeal undead often lurk within the crevices waiting for someone to make the precarious leap over them. While the party is in one of these areas, Random Encounter checks should be made twice as often on the encounter tables.

C3. Otis and Lortis (CR 8)

The description of this area assumes that the PCs are approaching from the topside of the canyon during the day. If it is night, adjust the description based on the information below. If the characters are on the floor of the rift, they are likely to fail to notice this area altogether.

A platform of rough hewn logs dangles precariously over the edge of the canyon here. Heavy support struts sunk into the bedrock secure it in place. Hanging beneath the platform is wooden deck suspended by ropes at its four corners. These ropes come together at a point 10 feet above this deck and combine into one heavy rope which runs upward through a pulley on the platform above and finally to a massive winch. It appears to be some sort of crude lift, though it looks like it would take a lot of brute strength to operate it. Next to the platform on the brink of the cliff is a large log cabin. Mud stops the cracks in the walls and the gaps in the ill-fitting shingles of its roof. Beside the front door hangs a tarnished bell. Below it is a sign painted in crude black letters that reads in Common, "KLOSED TIL NITEFALL".

Creatures: A pair of entrepreneurial troll brothers has set up shop here and attempt to make a living off the few travelers or creatures foolish enough to try and plumb the depths of the Chaos Rift. Fairly intelligent for their kind, these **2 rock trolls** emerge from their cabin only after dark. If anyone rings the bell a gruff voice from within the cabin yells, "No open! Go 'way 'til dark!". The door to the cabin is locked and the party gets no further response until sunset. If they try to break in, see **Tactics** below. After dark, these two trolls emerge from the cabin and explain their operation in broken Common. They lower anyone who pays a toll to the floor of the rift 900 feet below. The cost is 100 gp per person and no Large animals are allowed. If questioned about mounts, they point to a shoddy hitching post nearby with suspicious, dark stains on the ground beneath it. They say any horses can be tied there and they'll watch them free of charge — as they lick their lips. They explain that there is a bell at the bottom of the rift, and they will lower the elevator deck to anyone who rings it to bring them back up.

OTIS and LORTIS, ROCK TROLL BROTHERS CR 6 XP 2,400

Male rock troll (*The Tome of Horrors Revised* 351)
CN Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +7

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1

size)

hp 92 (8d8+56); fast healing 5 (while underground)

Fort +13; **Ref** +3; **Will** +1

Weaknesses vulnerability to sunlight

Spd 30 ft., burrow 20 ft.

Melee 2 claws +12 (1d6+7) and bite +12 (1d6+7)

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

Special Attacks rend (2 claws, 2d6+10)

Str 25, **Dex** 12, **Con** 25, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +6; **CMB** +14; **CMD** 25

Feats Alertness, Intimidating prowess, Power Attack, Skill Focus (Craft [carpentry])

Skills Craft (carpentry) +4, Intimidate +8, Linguistics -2, Perception +7, Sense Motive +3

Languages Common, Giant

Fast Healing (Ex) A rock troll heals only if it is underground and touching dirt or earth.

Vulnerability to Sunlight (Ex) A rock troll exposed to sunlight (not merely a *daylight* spell) can only take a single move or attack action and is instantly turned to stone (as if by a *flesh to stone* spell) in the next round if it fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and *stone to flesh* is cast on it. A rock troll must make a new saving throw each round it remains in sunlight.

The troll brothers are fairly honest (though they promptly eat any mounts that are left in their care) and, true to their word, lower anyone who pays the toll. At the bottom of the rift there truly is a bell which summons the trolls to lower the elevator (though not until after dark). Even then the first thing lowered is a large bucket that says "Tolls", and anyone wishing a ride is expected to place another 100 gp into that bucket per person wishing to ride. It is then drawn back up before the elevator is lowered.

If the trolls are slain, the party can still use the elevator, though someone must remain up top to operate the winch. The elevator deck itself weighs 750 lb. and can hold an additional 2,000 lb. Anything over that has a cumulative 5% chance of breaking the rope per additional 20 lb. added. You can determine what height the elevator deck is at when the rope breaks as you see fit. The operator of the winch must have a Strength score high enough to drag the combined weight of the elevator deck and its occupants to be able to lift or safely lower the elevator. If the elevator begins to fall out of control, there is a brake on the winch that can be engaged to arrest its plummet. However, this leaves it suspended in space until it is moved once again. The elevator can be raised or lowered at a rate of 5 ft. per round, so it takes 18 minutes for it to complete a journey. Roll once for Random Encounters on the appropriate Daytime or Night-time table for each trip that the elevator makes. If an airborne encounter is rolled, the elevator is attacked in transit. Ignore any earthbound encounter rolled. The trolls do not assist in any such combat, and the encountered creatures never attack the elevator or ropes because of the easy victims it often provides.

Tactics: Being rock trolls, the brothers have a distinct fear of the sun and don't venture outside during daylight for any reason. Attempts to lure or force them outside are virtually fruitless — even burning the cabin down does not succeed. In fact the cabin is nothing other than a hollow shell over a heavy trapdoor that is always locked from the underside (it has the same stats as the front door). Beneath this is short tunnel leading to a large cave, 40 feet on a side with a 15-foot ceiling. It is here that the trolls dwell, and they attack with abandon anyone who intrudes



knowing it is their only true sanctuary from the hated sun.

When the trolls pull anyone up from below, they carefully count the passengers on the elevator deck when it is still about 200 feet below and compare the number to the tolls within the bucket. If the numbers don't match they lower the elevator back down and ignore any further entreaties from below for a full day. Though they are loathe to do so, they cut the rope if anyone who looks dangerous to them attempts to climb it.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break (DC 25); Disable Device (DC 25).

Wooden Elevator Deck: 6 in. thick; Hardness 5; hp 60; Break (DC 35).

Elevator Rope: 6 in. thick; Hardness 0; hp 12; Break (DC 30).

Treasure: The troll brothers keep their treasures gained from years of taking tolls and looting the occasional victim in their cavern home. This hole in the ground is strewn with filth and stinks horribly but has these various items thrown haphazardly about. A DC 15 Perception check uncovers one of these treasures in each round of searching. The treasures include 7 large leather bags holding 500 gp each (these can be found one at a time), a +2 *goblinoidbane* longsword with the name "Orc Kissed" written on its blade in Draconic, a Small suit of +1 *chainmail*, a vial holding *oil of bless* weapon, and a griffon statuette carved of rock crystal (450 gp).

C4. Old Death's Hollow

The northernmost reaches of the Chaos Rift are avoided by all other denizens of the place. No random encounters occur here due to the reputation of the creature that has made its home here for the last century — the dracolisk Old Death. This foul beast hunts its domain for any who dare pass between the great rock pillars that separate his home from the rest of the rift.

C4-1. Hunting Grounds (CR 10)

Between the three great pillars that demarcate this hollow from the rest of the rift and the small box canyon that houses Old Death's lair is a short plain of dust and broken statues. The statues are a hodge-podge of animals, creatures found in the Chaos Rift, and humanoids — typically dressed as travelers or adventurers. The humanoids are in various postures of fear or battle. It is quite obvious that these statues are the victims of a petrifying attack of some sort. All have been smashed or partially destroyed so attempts at *stone to flesh* just result in a gory mess. A DC 20 Perception check locates the occasional track in the dust of a large, three-clawed reptilian beast. A DC 15 Knowledge (arcana) check confirms them to be basilisk tracks of a particularly large specimen. The tracks are sporadic and don't last long in the soft dust, so they cannot be followed.

Creature: Any denizens of the rift who brave this area assume they are seeing the results of Old Death's hunting. However, this is actually the work of an **abyssal greater basilisk**.

CHAPTER 5: THE CHAOS RIFT

This extraplanar beast somehow appeared on this plane through the chaotic fluctuations of the Pillars of Orcus. It made its way to Old Death's hollow where the dracolisk was able to gain control of it through intimidation and manipulation. Now this horror wanders the area outside Old Death's box canyon sparing Old Death the need to hunt intruders on his own. The basilisk does not keep a lair, merely continually wandering its demesne, sleeping wherever it lays its head. Likewise it keeps no treasure, petrifying its victims and then smashing or devouring them. It locates the party within 1d10+10 minutes of their passage beyond the pillars marking the hollow's border. It immediately charges to attack, sweeping the entire party with its gaze attack and then closing to bite with its smite good ability.

ABYSSAL GREATER BASILISK CR 10 XP 9,600

Advanced fiendish basilisk (Pathfinder *Roleplaying Game Bestiary* "Basilisk," "Fiendish Creature")

CE Large outsider (augmented magical beast, extraplanar)

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

Perception +28

AC 18, **touch** 8, **flat-footed** 18 (–1 Dex, +10 natural, –1 size)

hp 171 (18d10+72)

Fort +12; **Ref** +12; **Will** +14

DR 10/good; **Resist** cold 15, fire 15; **SR** 17

Spd 20 ft.

Melee bite +25 (2d8+10)

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

Special Attacks gaze, smite good

Str 24, **Dex** 8, **Con** 19, **Int** 3, **Wis** 13, **Cha** 15

Base Atk +18; **CMB** +26; **CMD** 35 (47 vs. trip)

Feats Blind-Fight, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +28, Stealth +26

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 23 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Smite Good (Su) Once per day an abyssal greater basilisk can make a melee attack with a +2 on the attack roll to deal an extra 18 points of damage against a good foe. The smite persists until the target is dead or the abyssal greater basilisk rests.

C4-2. Canyon Entrance (CR 5)

A side draw penetrates the cliff walls here heading in a northwesterly direction. The walls rise steeply in crumbly crags on either side. Shreds of wispy spider web dangle here and there occasionally disturbed by the canyon's breezes. Ahead the draw narrows further and is obstructed by a larger concentration of webbing that completely blocks passage. Within this webbing is a massive spider, large enough to touch either side of the draw with its bloated body. Its many jointed legs twitch as it peers at you ominously.

Creatures: The spider in the webs is actually a fake constructed by the 2 ettercaps that inhabit this area and serve Old Death. It is composed of large wads of webbing wound tightly

with branches and sticks attached to serve as legs. The entire construction is suspended in thick webbing that hangs completely across the draw. The breezes that blow through create the illusion that the spider twitches and moves. Since the spider is obscured by the webs blocking the path, its true nature is not evident until characters come within 5 feet unless significantly damaged by ranged weapons.

ETTERCAPS (2) CR 3 XP 800

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

Tactics: While the party deals with the fake spider, the ettercaps clamber along the rock walls 50 feet above the PCs' heads attempting to remain hidden. When the party is distracted they launch web attacks hoping to entangle a few party members before they climb down to engage in melee. The webbing blocking the path is equal to the ettercaps' web ability for purposes of moving through it or escaping it.

Treasure: The ettercaps make their lair around a bend in the draw beyond the fake spider. It is a ledge 20 feet above the canyon floor only noticeable with a DC 15 Perception check by someone at ground level. The ledge itself has a scattering of web-shrouded bones and debris. Mixed in with this detritus and found with a DC 17 Perception check is a human skull with two diamonds (500 gp each) in its eye sockets and four small emeralds (250 gp each) in its jaw. This may resemble a demi-lich to experienced adventurers but is actually merely an artistic expression of the ettercaps.

C4-3. The Box Canyon (CR 11)

The draw opens into a short box canyon, the walls rising steeply to the top of the rift above. To the southwest is a large collection of stony debris, largely indiscernible from here. The canyon's most immediate feature, however, is the massive cave opening in the canyon wall before you. It opens 40 feet above the canyon floor and is studded with wickedly pointed stalactites. Occasional wisps of mist emerge from it, almost like a great maw exhaling into the canyon.

Creature: The cave opening is detailed at C4-6 and serves as the entrance to the lair of **Old Death**, an advanced blue dracolisk. This creature passes his time in his lair listening for intruders (Taking 10 on its Perception check), so unless the party was extremely quiet in dealing with the ettercaps at Area C4-2 Old Death is probably aware of their presence. He lurks in the shadows just inside the cave mouth using the ledge's concealment to hide. He waits until someone approaches within 60 feet of the cliff base before unleashing his lightning breath weapon without exposing himself. He then withdraws to the back of Area C4-6 to await the invaders.

OLD DEATH CR 11 XP 12,800

hp 175 (see Area C4-6)

C4-4. Stone Garden (CR II)

This looks like somebody's twisted idea of a statuary exhibit. Dozens of stone statues stand in here in all manner of poses. Most appear to be humanoids of various sorts in a combative stance, though many appear to be surprised or cowering. Mixed in with them are examples of local wildlife and less common creatures. Nearly all of them show signs of damage or cracking.

Old Death maintains this collection of his favorite victims from his petrifying gaze attack. He has moved them all here to spare them from destruction and possible consumption by the abyssal greater basilisk at Area C4-1. That creature knows better than to enter Old Death's private box canyon. Regardless, Old Death typically damages his statues to prevent any rescue and risk of facing the same adversary again. This is evident to any who would attempt to apply *stone to flesh* to one of these victims. Readily apparent are cracks and damage at lethal locations on the statues. However, if you would like to insert an NPC or a replacement PC for a player who has lost their character, feel free to insert an undamaged statue in the midst of the others.

Creature: Amongst the other statues is what appears to be a petrified ogre warrior. This is actually a stone golem constructed in that fashion. Its creator, a human wizard, was petrified by Old Death and dragged back to this collection. Unbeknownst to the dracolisk the stone golem, that had been distracted at the time by the basilisk, fought its way through (there were once 3 ettercaps at Area C4-2) and followed its master to this place. Old Death has not noticed this intrusion and has not visited his collection since. Now the golem stands silently next to the damaged remains of its master and waits for someone to come within 20 feet before attacking.

STONE GOLEM CR 11
XP 12,800
hp 107 (*Pathfinder Roleplaying Game Bestiary* "Golem, Stone")

C4-5. Rotting Pool (CR 6)

A small fissure in the canyon wall releases a trickle of water to form a pool in this narrow hollow. Growing in the shade around the edges of the pool are many toadstools and other types of fungus, some of them growing as high as 4 and 5 feet. A sickening smell, like the odor of rotted meat, fills this area – possibly from some of the forms of fungus present.

The foul odor of this area actually emanates from the pool itself. This pool is no more than 5 feet deep and appears otherwise harmless but is actually tainted. Anyone exposed to contact with the water must make a DC 14 save or contract slimy doom. Anyone drinking the water must save against the slimy doom and make a DC 16 Fortitude save or contract blinding sickness. The effects of these diseases can be found in the "Diseases" section in the Appendix of the *Pathfinder Roleplaying Game*.

Creatures: To add to the danger of this area are the 3 violet fungi that grow at the pool's edge camouflaged among the other fungi. They attach anyone that approaches the pool. These

fungi give off the rotten odor faintly from absorbing the water of the pool, so a party may believe they are the true source of the stench rather than the water.

VIOLET FUNGI (3) CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Violet Fungus")

C4-6. Old Death's Lair (CR II or 12)

Old Death's tactics upon the approach to his lair are described under Area C4-3. Read the following after the party has mounted the ledge leading into the lair.

A wide natural cavern extends back from the ledge and curves around to the left. Stalactites and stalagmites line the cavern's edges, but the center has been cleared of such obstacles by the passage of something large. Scrapes and scratches mar the floor and the closest rock formations, and the occasional brownish-blue scale lies brushed into a nook.

Directly ahead stands the statue of an armored warrior, one arm snapped off at the shoulder, the other raised and pointing towards the cave's entrance.

The statue is another one of Old Death's petrified victims, and like much else in this area, is intended as a red herring for anyone foolish enough to invade his lair. Old Death purposely hopes the scales lead intruders to believe that he is simply a blue dragon or behir, so he can catch them off guard with his gaze attack. He hopes they attribute the many petrified victims to the work of the abyssal great basilisk. Behind the statue are a 5-foot ledge and a narrow passage that leads to Area C4-7. See **Tactics** below for how intruders are dealt with by the inhabitants of these areas.

Creature: Southwest of the entrance is the lair of **Old Death** and here the dracolisk lurks awaiting his prey. A clear pool of potable water occupies the caverns far end, beside which is the dracolisk's bed of shed scales and treasures. At the north end of this lair is another 5-foot ledge that leads into Area C4-7.

OLD DEATH CR 11
XP 12,800
Male advanced half-blue dragon basilisk (*Pathfinder Roleplaying Game Bestiary* "Half-Dragon")
NE Large dragon (earth)
Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +24

AC 19, touch 7, flat-footed 19 (–2 Dex, +12 natural, –1 size)
hp 175 (14d10+98)
Fort +18; **Ref** +9; **Will** +7
Immune electricity, sleep, paralysis

Spd 20 ft., fly 40 ft. (average)
Melee bite +24 (1d8+11) and 2 claws +24 (1d6+11)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (60-foot line of electricity, 14d6 electricity damage, Reflex DC 24 half), gaze (DC 24)

Str 32, **Dex** 6, **Con** 25, **Int** 8, **Wis** 13, **Cha** 13
Base Atk +14; **CMB** +26; **CMD** 34 (40 vs. trip)
Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)



Skills Fly +13, Intimidate +18, Knowledge (local) +15, Linguistics +3, Perception +24, Stealth +11

Languages Draconic, Undercommon

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 24 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Tactics: When the party gains entrance to the lair, the **derro** in area C4-7, already alerted by Old Death, is waiting in hiding on a ledge behind the warrior statue with total cover. When he hears the party in the cavern he begins to cast spells using the statue for cover and attempting to make it appear as if the spells are originating from the pointing statue itself. An opposed Perception check against the derro's Bluff is necessary to detect that the spells are actually coming from something casting behind the statue. He uses *lightning bolt*, *magic missile* and *scorching ray* to blast the party from a distance. If approached, he retreats back into Area C4-7. However, anyone approaching the statue exposes themselves to the lightning blast from Old Death who has readied an action for just such an opportunity. Characters that then attack the dracolisk find themselves subject to its gaze attack and further spell attacks from the derro on his ledge.

Treasure: Piled in his bed of molted scales, crumbled statue bits, and droppings are the following treasures: 12,600 gp,

6,500 sp, 10,000 cp, an assortment of 31 gems (total value 8,700 gp), an electrum necklace (250 gp), a gold tiara set with a tourmaline (480 gp), a masterwork silver longsword, a +1 *light mace*, a helm with gold inlays (200 gp), a backpack with two sunrods, an everburning torch, and four thunderstones, a silver scroll case (100 gp) holding a *divine scroll* (CL 9: *raise dead*), and a single *drum of panic* (matching the one at Area A5-4).

C4-7. Cave of The Whisperer (CR 10)

Creature: While Old Death is smart for his species, he is incapable of coming up with the insidious tactics and dodges concocted for the defense of his lair, including the manipulation of the basilisk at C4-1. This small cave serves as the home of the true brains behind the beast. Here resides the derro savant known as **The Whisperer**. This decrepit creature found his way into the Chaos Rift through a crevice in the rift floor after narrowly surviving an encounter with an elder black pudding deep in the Under Realms. Both of his legs were lamed and he lost his eyesight. Furthermore, the acid attacks of the ooze burned his throat reducing his voice to a hoarse whisper. The derro managed to drag itself to Old Death's lair and was able to begin manipulating the dracolisk who, fortunately for the derro, spoke Undercommon. Old Death has never seen the true form of The Whisperer who remains concealed in his small cave and cloaks himself in *invisibility* if he ever emerges. Now the dracolisk typically reclines on his bed of treasures and filth while the derro whispers his foul plottings into his ear throughout the night.

CHAPTER 5: THE CHAOS RIFT

THE WHISPERER

CR 10

XP 9,600

Male derro savant sorcerer 7 (*Pathfinder Roleplaying Game Bestiary* “Derro”)

CE Small humanoid (derro)

Init +6; **Senses** blindsight 60 ft.; **Perception** +7

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

hp 56 (3d8+3 plus 7d6+6 plus 10)

Fort +4; **Ref** +5; **Will** +11

Immune insanity, confusion; **SR** 21

Weaknesses vulnerability to sunlight

Spd 5 ft. (lame)

Melee +1 *keen punching dagger* +8 (1d4+1/19–20/x3 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with melee touch attacks)

Special Attacks long limbs, poison, sneak attack +1d6

Spell-like Abilities (CL 3rd):

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Bloodline Spell-like Abilities (CL 7th):

4/day—*acidic ray* (ranged touch +7)

Spells Known (CL 7th, melee touch +7, ranged touch +7):

3rd (5/day)—*lightning bolt* (DC 16), *major image* (DC 16), *tongues*

2nd (7/day)—*invisibility*, *levitate*, *scorching ray*, *see invisibility*

1st (7/day)—*enlarge person*, *floating disc*, *mage armor*, *magic missile*, *ray of enfeeblement*, *unseen servant*

0 (at will)—*detect magic*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

Bloodline aberrant

Str 10, **Dex** 14, **Con** 13, **Int** 14, **Wis** 5, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** 13

Feats Blind-Fight, Eschew Materials^B, Improved Initiative, Quick Draw, Silent Spell^B, Toughness, Weapon Finesse

Skills Bluff +16, Knowledge (dungeoneering) +12, Perception +7, Spellcraft +15, Stealth +16

Languages Aklo, Draconic, Dwarven, Undercommon

SQ bloodline arcana, madness, poison use

Combat Gear vial of greenblood oil (7 doses); **Other Gear** *ring of protection* +1, +1 *keen punching dagger* poisoned with greenblood oil, *ring of sustenance*

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro’s madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison (Ex) Greenblood Oil—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Constitution damage; *cure* 1 save.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Description: If ever seen in his true form, this derro presents a pathetic appearance: pale blue-white skin, his legs ending in horribly scarred stumps at the knees, more acid burn scars at his throat and across his face and eyes leaving burned hollows where his sockets are, and scraggly patches of white hair for his scalp and beard between the many areas of scar tissue. He is completely blind but has developed extremely acute hearing and now compensates for his loss of eyesight with no penalties.

Tactics: The Whisperer’s tactics in defending Old Death’s lair are described in Area C4–6. However, if his own lair is actually entered he uses the tactics found here. In that case he abandons Old Death to his fate, cloaks himself with *invisibility* and uses *major image* to create the illusion of a rust monster in the cave hoping to separate the less heavily armored characters from the main fighters. He then casts *darkness* and attacks these individuals while within this concealment suffering no penalties due to his adaptation to sightlessness.

Treasure: Concealed in a hollow at the base of a stalagmite (DC 20 Perception check to locate) are the derro’s few treasures. They consist of four moonstones (50 gp each), a silver statuette of an aboleth (55 gp), and a vial of dragon bile (see the “Poison” section in the Appendices of the *Pathfinder Roleplaying Game*).

C5. Chaos Falls (CR 10)

A strange sight greets the eye here. A small dell, shadowed by the overhang of the nearby cliff wall, exists here in peaceful seclusion. A carpet of low grass surrounds a pool of water, and a few stunted trees struggle to grow in the rocky soil. A narrow stream leaves the pool and flows to the northeast. Strangest of all is the pool’s source. A thin waterfall seemingly emerges from thin air 30 feet above the pool’s center and tumbles in a continuous stream into the basin. There is no visible origin for this waterfall, but it seems real enough based on the slight mist that reaches you from its shower.

This is truly one of the more bizarre results of the magic that spawned the Chaos Rift. Here the powerful chaos magic opened a gap in reality from which issues this flow. There is no visible opening, and nothing can pass back through to the other side. Nonetheless the water is fresh and pure like that of the sweetest spring. The pool is 40 feet in diameter and reaches no more than 10 feet in depth. The stream leaving the pool travels northeast before tumbling over the edge of the precipice into the area lying 300 feet lower. There it remains in a collection pool until it seeps into the ground or evaporates. The water is safe and delicious everywhere along the length of this watercourse.

Creature: Unfortunately the dimension-spanning turbulence has also spawned a guardian for this pool. A foul **howling abomination** dwells here ethereally and attacks any who dare use the pool that it considers its own property. When fully visible it looks like a churning distortion in space composed of a mass of dozens of fanged maws stacked atop each other in a never-ending frenzy of self-cannibalization. From between these sprout writhing tentacles each ending in a clawed barb. When it attacks, the wild ululations of its disparate mouths sound in an eerie ceaseless howl. It lurks above the waterfall until it has the opportunity to make a sneak attack, preferably against a spellcaster. Then it activates its frightful presence while it continues its attack, focusing on one character at a time. This creature fights fanatically until dead.

HOWLING ABOMINATION
XP 9,600

CR 10

Creature Collection II: Dark Menagerie 95

CE Huge outsider (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

Aura frightful presence (30 ft., DC 12)

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, –2 size)

CHAPTER 5: THE CHAOS RIFT

hp 85 (10d10+30)

Fort +6; **Ref** +8; **Will** +7

Defensive Abilities blink, ethereal jaunt

Spd fly 60 ft. (perfect)

Melee 1d4 bites +16 (2d6+8/19–20) and 2 claws +16 (1d8+8/19–20)

Space 15 ft.; **Reach** 10 ft. (15 ft. with claws)

Special Attacks death warp, sneak attack +5d6

Spell-like Abilities (CL 10th):

Continuous—*blink*

Str 27, **Dex** 12, **Con** 16, **Int** 9, **Wis** 11, **Cha** 5

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

Feats Critical Focus, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Skill Focus (Perception)

Skills Fly +18, Knowledge (planes) +12, Perception +19, Stealth +5, Survival +10

Languages Abyssal

Death Warp (Su) When a howling abomination is slain, its pocket dimension collapses violently. All those within 30 feet must make a DC 18 Reflex save or be moved 1d4x5 feet in a random direction. Those that materialize in a solid object are ejected as per the blink spell. The save DC is Constitution-based.

Ethereal Jaunt (Su) A howling abomination can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Treasures: The few treasures the creature has collected rest in the depths at the center of the pool, taken from past victims. They consist of 27 gp and the marble head of a large statue depicting a fair-faced nobleman. How this came to be here is unknown but its artistic value makes it worth 150 gp.

C6. Spitters' Canyon

This box canyon branches off from the main rift and is avoided by most other denizens of the Chaos Rift — for good reason. High up on the northern cliffs at the entrance to this canyon is the aerie of a unique type of gargoyle previously unseen outside the Desolation. This nasty (the term for a gargoyle tribal group) of spitting gargoyle lords it over the other earthbound dwellers of the Desolation. Only the hardest of demons is willing to take on these gargoyles in combat due to their horrible acid attack. The spitting gargoyles are loosely aligned with the mercenary leader Clantock at Area 14 of the Camp (see *Part 1—The Edge of Oblivion*). Recently Clantock set up an ambush on the mercenary group known as the Pounders and the Bard's Gate caravan they were escorting. The gargoyles are still flush from this victory and are anticipating more victims being brought to them by Clantock's mercenaries.

C6-1. Approach to Spitters' Canyon (CR varies)

Whether the party approaches up the canyon, over the top or in the air, they have a good chance of being spotted by the sentries at Area C6-2. Have the party make opposed Stealth checks to the gargoyles' Perception checks (who are Taking 10 unless alerted) if the party trying to be stealthy. If the party is accompanied by Clantock's mercenaries, the gargoyles do not attack immediately. Rather they raise the alarm in Areas C6-3 and C6-4 and prepare to ambush whatever travelers are

with the mercenary company, who will then turn on those they are guiding and join the gargoyles. If the party is alone, whichever gargoyles notice them attack and attempt to finish them and claim their loot for themselves. If they are unsuccessful after 5 rounds, they then return to the aerie to raise the alarm as before. From the floor of the canyon or the cliff overlooking the lair, the aerie can only be noticed with a DC 20 Perception check unless the PCs know what they are looking for.

C6-2. Watch Posts (CR 8)

Creatures: Each of these ledges serves as a lookout point for the spitting gargoyles' servants — a group of margoyles. On each of these ledges perch **3 margoyles** (gargoyles with a stonier hide that resembles a natural rock outcropping rather than a carved statue) Taking 10 on their Perception checks as mentioned above. The relative height from the canyon floor for each of these ledges is listed on the area map. The margoyles of the lowest ledge send one of their number patrolling down the canyon every few minutes, and the margoyles of the highest ledge likewise send one of their number to fly up over the top of the cliff on patrol. When the party approaches by one of these routes there is a 20% chance one the margoyles is currently on patrol and actively making Perception checks. Otherwise they are fairly inattentive as described above and only have a chance to notice the party when they come within sight of one of the ledges. The margoyles of the three ledges do not coordinate their attacks, attempting to attack intruders as far away as possible without alerting the others so they can keep all the spoils for themselves.

MARGOYLES (9)

CR 5

XP 1,600

The Tome of Horrors Revised 212

CE Medium monstrous humanoid (earth)

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

Perception +12

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

hp 63 (6d10+24 plus 6)

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

DR 10/magic

Spd 40 ft., fly 60 ft. (average)

Melee 2 claws +9 (1d6+3), bite +9 (1d6+3), gore +9 (1d6+3)

Str 17, **Dex** 15, **Con** 19, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 21

Feats Power Attack, Skill Focus (Fly), Toughness

Skills Fly +14, Perception +12, Stealth +10 (+16 stony environs), Survival +7

Languages Common, Terran

SQ freeze

Freeze (Ex) A margoyle can hold itself so still it appears to be a statue. A margoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

C6-3. Margoyle Den (CR 12)

This filthy cavern is littered with bones, the remains of past meals and excrement. The walls are rough and craggy and a few small stalactites and stalagmites protrude from the floor and 40-foot ceiling. The smell of decay hangs strongly in the air.



Creatures: This cavern serves as home to **12 margoyles** that comprise the remainder of the nasty that serves the spitting gargoyles in Area C6-4. They have no leader, the former one having been slain when the spitting gargoyles usurped control of the group. The margoyles lurk against the walls of this cavern using their Stealth and freeze abilities when intruders enter. With their craggy appearance, the margoyles are only spotted against the natural cavern walls with a DC 20 Perception as anything other than natural, though strangely, shaped rock formations. If combat occurs here, the gargoyles in Area C6-4 do not come to assist, though they are likely alerted and on guard against intruders.

MARGOYLES (12)
XP 1,600
hp 63 (See Area C6-2)

CR 5

Treasure: Scattered about the room intermingled with the remains of their past victims are the collected treasures of the margoyles. These can be found with a DC 15 Perception check though it requires an hour to gather all of the loose coins and gems. They consist of 234 gp, 1,040 sp, 648 cp, 5 pp, thirteen bloodstones (50 gp each), a black pearl (500 gp), and a single gold-coated feather (75 gp).

C6-4. Aerie of the Spitting Gargoyles (CR 13)

Be careful before allowing your players to enter this area; it can be a very deadly encounter. Across the front ledge there are always **3 spitting gargoyles** using their freeze ability and keep-

ing a watch out. If they spot anyone approaching they sound an alarm to their comrades and then fly out to engage the interlopers. The remaining **14 spitting gargoyles** then emerge at a rate of 1d4 per round to join in the fracas while one heads to area C6-3 to rouse the margoyles for combat. These, too, begin arriving at the same rate as the spitting gargoyles though not until the fifth round. The lone spitting gargoyle that rallied them joins in their first wave to arrive. Thy gargoyles and margoyles retreat to their respective lairs if more than half of their numbers are slain. The spitting gargoyles sit up on the ledge and attempt to shoot down any fliers and climbers with their spit attacks.

This cavernous chamber rises over 60 feet into the air. Stalactites hang down from this ceiling like menacing fangs, matched by the stalagmites rising from below. Water drips in several places forming small pools on the floor. Around the circumference of the chamber are several ledges 20 feet above the floor. In the room's center a tall, flat-topped stalagmite rises like a great column 40 feet into the air. Whimpering sobs echo through this natural cathedral punctuated occasionally by moans of pain.

Creatures: This great chamber serves as the home for the entire nasty of **17 spitting gargoyles** as described above. The gargoyles perch upon all the ledges using their Stealth and freeze abilities when intruders enter except for the easternmost, which leads to Area C6-3, and the southeastern which leads to Area C6-6. Likewise the centermost spire is described under C6-5 and does not have any gargoyles currently lurking on

CHAPTER 5: THE CHAOS RIFT

it. In the chamber's northwest corner a boulder blocks an exit tunnel. This concealed exit can only be located with a DC 14 Perception check. A DC 24 Strength check is necessary to scoot the boulder aside. If fighting occurs in this room, the gargoyles swoop in groups of 2 or 3 to make Flyby Attacks while the remainder stay on their ledges and use their spit attacks.

SPITTING GARGOYLES (17) CR 5
XP 1,600
hp 56, 51 (x3), 48, 45 (x7), 38 (x5) (See **Monster Appendix**)

Development: Since these gargoyles are more intelligent than their lesser kin and have made bargains with humanoids in the past, a party that acquits itself well against them has an opportunity to parley. If the gargoyles are reduced to a third of their number or less, they all fly to their ledges and the one with the highest remaining hit points calls for a truce in Common. If there is a lull in hostilities, the gargoyle explains he speaks for their leader who is missing. He offers a trade. If the party can locate their lost leader, then they will allow them to leave in peace with promises of no further hostilities as well as a reward of treasure or information. If the party wins an opposed Diplomacy check they can likewise secure the release of the prisoner at Area C6-5 as part of the reward.

If the party agrees, the gargoyle tells them that their leader went through the boulder-blocked passage to the northwest nine days ago and never returned. The passage had been blocked for as long as the gargoyles have inhabited the cave, and this was the first time anyone ever attempted to explore. After their leader failed to return, they blocked the passage again out of superstitious fear. They want the party to locate and rescue their leader or bring back proof of his death (not at the hands of the party). If the PCs do so, they allow each surviving party member to take one pick of the treasures at Area C6-6 or promise them valuable information. If the party accompanied Clantock's band to this area, then they don't offer the information since the party is well aware of the mercenaries' duplicity by now. If he party succeeds at their quest and opts for the information, the gargoyle explains the arrangement that their leader had with the mercenary Clantock and how he arranged for the Bard's Gate caravan to be attacked and destroyed. He does not mention the prisoner at Area C6-5, but if the party discovers him the gargoyle readily admits to his identity as a member of the caravan. This information could be most useful upon returning to the Camp if they wish to seek vengeance against the mercenaries or at least avoid hiring their services.

C6-5. Torture Tableau (CR 3)

Creature: The top of this flat stalagmite is a gory scene of blood and acrid fuming puddles of acid. Fastened to the rock by chains holding his wrists and ankles is a horribly mangled elf. He has had large sections of his skin peeled back on his arms and torso, both legs broken, and precise acid burns on his face and chest. This unfortunate individual is **Holcolm Gardreue**, a minor functionary of Bard's Gate. He was sent with the diplomatic caravan that was meant to reach the northern lands and open a trade route. He is stable and if brought to consciousness can relate that his group, accompanied by the Pounders (see Area 5 of The Camp, *Part 1—The Edge of Oblivion*), was suddenly attacked by strange acid-spewing gargoyles on the road a half day north of the bridge. He rightly believes he is the only survivor and has no idea how long he has been held here and systematically tortured by the gargoyles. If the party has reached a truce with the gargoyles and questions why they have been torturing this man, the gargoyles look perplexed and simply shrug saying that is just what they do (they are chaotic evil after all). As mentioned above the party can win the prisoner's freedom with a successful opposed Diplomacy check or they

will accept 500 gp in gems as a ransom. If Holcolm is rescued and returned to the Camp, Sammar (Area 12 of The Camp) sends word back to Bard's Gate. Four weeks later an escort arrives to return Holcolm home and leaves a 1,500 gp reward with Sammar to give to the rescuers.

HOLCOLM GARDREUE CR 3
XP 800
Male elf aristocrat 1/expert 4
NG Medium humanoid (elf)
Init +1; **Senses** low-light vision; **Perception** +12

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 31, currently -1 (1d8+1 plus 4d8+4)
Fort +2; **Ref** +2; **Will** +8 (+10 vs. enchantment)
Immune sleep

Spd 30 ft.
Melee unarmed strike +3 (1d3/nonlethal)

Str 11, **Dex** 13, **Con** 12, **Int** 18, **Wis** 14, **Cha** 15
Base Atk +3; **CMB** +3; **CMD** 14
Feats Persuasive, Skill Focus (Diplomacy), Skill Focus (Profession [diplomat])
Skills Appraise +11, Bluff +10, Diplomacy +15, Disguise +10, Intimidate +12, Knowledge (geography) +12, Knowledge (nobility) +12, Perception +12, Profession (diplomat) +13, Sense Motive +10
Languages Common, Draconic, Dwarven, Elven, Goblin, Sylvan

Ad Hoc XP Award: If the party rescues Holcolm, award them XP just as if they had defeated him in battle.

C6-6. Leader's Lair

A filth-strewn hollow extends back from the ledge. This served as the lair of the gargoyles' leader prior to his recent disappearance. Here the treasures of the aerie are kept collected from travelers and caravans they have ambushed on the road. They consist of three crates of silk (300 gp each), a straw-filled barrel holding 14 bottles of exotic wines (100 gp per bottle), a finely carved cherry case with a brass latch (150 gp) holding a matched pair of +1 *silver daggers*, a heavy iron chest with a broken lock holding 548 gp, 1,230 sp, and 180 pp, a +1 *composite shortbow* [+2 Str], a gold urn (50 gp) holding 340 assorted gems (50 gp each), a *divine scroll (CL 14: resurrection, heal, greater glyph of warding)*, a case holding 50 +1 *crossbow bolts*, a gold idol depicting an archdevil (750 gp), and a *tome of understanding* +2.

C6-7. Overlook and Waterfall

Beyond the boulder, a passage extends north before ending abruptly at a 100-foot cliff. A waterfall can be heard falling far below, and a light mist rises from the depths. The waterfall is 70 feet down and falls only 30 feet to its catch pool. The mist makes the cliff face slippery and increasing the Climb DC to 25. The pool at the bottom is 3 feet deep and holds only a few of the obligatory blind cave fish. Most of the water escapes through a natural drain, but a small stream exits down a sloping passage to the east.

C6-8. Chamber of the Slime Pool (CR 8)

The sluggish runnel of water eventually empties into this ovoid chamber where a stagnant green pool collects. Something large slowly emerges from the pool. It is dripping with the greenish scum that covers the pool so that its shape is distorted beyond being vaguely humanoid. However, the slime-covered wings that sweep back from its shoulders are very noticeable.

Creatures: In this room did the gargoyle leader meet his fate. Now he exists as a **slime zombie** that lurks in the pool. The pool itself is only 5 feet deep and holds nothing of interest. Unfortunately for the party **3 patches of olive slime** cling to the ceiling above the room's entrance. These attempt to drop on any creatures that pass beneath while they are possibly distracted by the slime zombie.

SLIME ZOMBIE SPITTING GARGOYLE CR 5
XP 1,600*The Tome of Horrors Revised* 394

N Medium plant

Init +1; **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**Spd** 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*, Skill Focus (Fly)*, Toughness**Skills** Perception +13**Languages** telepathic bond**SQ** death throes, mind link

*Can't use

Olive Slime (3 patches): Hazard CR 4; 5-foot square patch; drops when it detects movement below. Deals 1d6 points of Con damage per day. Can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a remove disease spell destroys a patch of olive slime. At Constitution 0, the host dies and its body transforms into a slime zombie (see *The Tome of Horrors Revised* by Necromancer Games).

Olive Slime

When a patch of olive slime drops and attaches to a foe (the host), it secretes a numbing poison that makes its presence go almost unnoticed (DC 18 Wisdom check to notice). A creature viewing the host can successfully notice the olive slime if it succeeds on a DC 15 Wisdom check. Within 5 feet of the host, the olive slime is easily noticed.

An olive slime that has attached itself affects the thinking pattern of its host so the host's main concern becomes how to feed and protect the olive slime (including keeping the creature hidden from any adventuring companions). This effect is similar to a charm monster spell (caster level 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 brain link is to destroy 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 twice its normal food intake it does not naturally heal any damage (including ability damage). At Constitution 0, the host dies and its body transforms into a slime zombie (see *The Tome of Horrors Revised* by Necromancer Games). Olive slime can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a remove disease spell destroys a patch of olive slime.

Development: If the party defeats the slime zombie, there is enough of its stony bone structure (horns, wings, etc.) underneath the slime layer to bring back to the rest of the gargoyles and confirm that they have found the gargoyle leader if they so wish.

Creating a Slime Zombie

In case any PCs become infested with olive slime and transform into a slime zombie, an updated version of the slime zombie template from *The Tome of Horrors Revised* by **Necromancer Games** has been included here.

“Slime Zombie” is an acquired template that can be added to any corporeal creature (other than undead, constructs, and outsiders with the elemental subtype), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature’s new total number of Hit Dice, as follows:

HD	CR	XP
Up to	1	400
2-3	2	600
4-6	3	800
7-8	4	1,200
9-11	5	1,600
12-15	6	2,400
16-17	7	3,200
18-19	8	4,800
20	10	9,600

Alignment: Always neutral.

Type: The creature’s type changes to plant, and it loses any subtypes it has. It does not gain the augmented subtype. It uses all of the base creature’s statistics and special abilities except as noted here.

Armor Class: Natural armor bonus increases over the base creature’s natural armor based on the slime zombie’s size:

Slime Zombie Size	Natural Armor Bonus Increase
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+6
Colossal	+8

Hit Dice: Drop HD gained from class levels (minimum of 1). Double the number of racial HD and change them to d8s.

Saves: Base save bonuses are Fort +1/2 HD +2, Ref + 1/3 HD, and Will + 1/3 HD.

Defensive Abilities: Slime zombies lose their defensive abilities and gain all of the qualities and immunities granted by the plant type. Slime zombies gain immunity to electricity and damage reduction based on their new total number of Hit Dice as follows:

HD	DR
Up to 5	5/—
6-10	10/—
11 or more	15/—

Weaknesses: Slime zombies gain the following weakness:

Vulnerability to Green Slime (Ex) A slime zombie takes 2d6 points of damage per round it touches green slime. If brought to 0 hit points, the slime zombie does not transform into a patch of olive slime.

Speed: The base creature’s speed decreases by 10 feet (to a minimum of 20 ft.). If the creature had a swim speed it remains the same. All other types of movement are lost.

Attacks: A slime zombie loses all the attacks of the base creature and gains a slam attack if it did not already have one. The slam attack deals damage depending on the slime zombie’s size, but as if it were one size category larger than its actual size (see *Pathfinder Roleplaying Game Bestiary* “Table 3-1”). Use the base creature’s slam damage if it’s better.

Special Attacks: The slime zombie loses all the special attacks of the base creature, but gains the following:

Infestation (Ex) Any creature hit by the slime zombie’s slam attack must succeed on a Fortitude save (DC 10 + 1/2 the slime zombie’s HD + the slime zombie’s Constitution modifier) or be infested with olive slime (see sidebox). The save DC is Constitution-based.

Abilities: Str +2, Dex –2. Its Int becomes 2, its Wis becomes 10, and its Cha becomes 1.

BAB: A slime zombie’s base attack is equal to 3/4 its Hit Dice.

Skills: A slime zombie loses all skills but gains Perception and Stealth as class skills. It can never possess any skills other than these two. It has skill points equal to 2 + Int modifier (minimum 1) x (HD).

Feats: A slime zombie retains all of the base creature’s feats (but may not be able to use a feat if it loses the prerequisites). It does not gain feats from its increase in Hit Dice from acquiring the template.

Special Qualities: The slime zombie loses all of the special qualities of the base creature, but gains the following:

Darkvision (Ex) A slime zombie gains darkvision out to a range of 60 feet.

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 (see sidebox).

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.

C7. Wolf Pack

A lone spire of rock rises from the top of one of the Chaos Rift's many plateaus. Unlike many of the others, however, no fissures or trails lead to its top. The only access to the top of this plateau and the spire sitting upon it is a rickety rope bridge constructed by its current inhabitants — a cutthroat criminal and his gang of lycanthropes. A trail starts on the edge of this rock spire and rises in a spiral all the way to its peak. Several caves open off the path serving as lairs for the members of the pack.

C7-1. Suspension Bridge (CR 10)

The chasm between the rift edge and one of the rift's many plateaus narrows here to a mere 50 feet. Across this space someone has constructed a bridge of rope and wooden planks. The construction is crude but appears sturdy enough. Beyond the bridge, out on the plateau, a rocky outcrop rises to dual peaks — the highest being perhaps 90 feet and the other slightly less than that. Standing silently on the far end of the bridge like a lone sentinel is a large, gray-furred wolf.

This bridge was constructed by the inhabitants of this area and is safe to cross except for the **Traps** they have left to thwart intruders. The wolf does not react to attempts to cross the bridge and is described in detail at Area C7-2. The trap itself is nothing more than a series of planks that have been carefully sawn almost all the way through, though this is not evident without careful inspection. Any weight over 20 lb. placed on them causes them to break through. This trap cannot be removed but can be easily avoided, if discovered, by simply stepping over the affected planks. Unfortunately there is only one safe plank on the far side of the trap before a second section of weakened planks has been prepared. Therefore, if a character triggers the first trap and makes his Reflex save, then there is a 50% chance he leaps forward and lands on the second trap while trying to escape the fall. If this occurs, a second Reflex save is required with a -5 circumstance penalty. The chasm below the bridge is 600 feet deep.

WEAKENED PLANKS TRAPS (2) CR 8
Type mechanical; Perception DC 20; Disable Device DC N/A

Trigger location; **Reset** repair
Effect 600-ft.-deep chasm (20d6 falling damage) DC 23 Reflex avoids

C7-2. Ambush Site (CR 4 or 11)

Creatures: There are **3 wolves** lurking in the tall grass between the bridge and the rock. Only one is visible when the party first approaches the bridge, but the other two come out of their total concealment when the party attempts to cross the bridge, and all three begin baying to alert the other inhabitants of the rock. With their scent ability they have a chance to detect even *invisible* foes. Determine the direction of the wind at random if necessary.

WOLVES (3) CR 1
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary* “Wolf”)

Tactics: If the wolves manage to alert the rest of the pack, the wolves and werewolves in Area C7-4 assume their lupine forms

and charge down the trail to join the attack. They arrive to join in the battle in the third round of combat. The rogues in Area C7-5 remain in human form and head down the path, using it for cover and attempting *Stealth*, to Area C7-3 where they take up firing positions and begin attacking from cover with their shortbows in the fourth round. Bartileus in Area C7-8 likewise takes up his bow and begins firing from Area C7-6 in the fourth round. If this turn of events occurs, the CR of the encounter rises to 11. The wolves and werewolves on the ground fight to the death. The rogues retreat to their cave if seriously threatened, and Bartileus moves to await the invaders at Area C7-7.

C7-3. Lower Firing Position

This widening in the path is where the werewolf archers set up if a battle occurs at Area C7-2. The ledge is 20 feet above the ground and the rock is steep requiring a DC 15 Climb check to surmount here or elsewhere (unless otherwise noted) without using the path. There is enough of a lip that archers firing from this point have cover against targets on the ground below.

C7-4. Wolves' Den (CR 7)

This elongated cave is mangy and smells of carrion and wet fur. Bones and debris litter the floor. It appears to be the den of wild animals.

Creatures: This shallow cavern is shared by the wolves and common werewolves and serves as their den. Unless they have joined in the battle at Area C7-2, there are **2 wolves** and **4 werewolves** currently herein. The werewolves typically prefer to remain in their wolf form and are virtually indistinguishable from the normal wolves. They attack anyone who is not of their pack viciously giving and expecting no quarter. These werewolves are all peasants who became victims of Bartileus's band and were afflicted with their disease by the bandit leader himself. Originally unwilling participants, they have now given in to their feral nature and are thoroughly dominated by Bartileus.

WOLVES (2) CR 1
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary* “Wolf”)

WEREWOLVES (4) CR 2
XP 600
hp 19 (*Pathfinder Roleplaying Game Bestiary* “Lycanthrope, Werewolf”)

C7-5. Rogues' Gallery (CR 6)

The path reaches a height of 40 feet at this cave opening. The secret entrance can be discovered with a DC 20 Perception check. The rogue werewolves use it to ambush anyone approaching their lair. Read the following if the party actually enters the cave.

This dismal chamber is lit by a single oil lamp dangling from a spike hammered into the rock wall. Beneath it rests a cask of lamp oil. To the right of the entrance hangs a heavy, leather curtain. Near the lamp are a crude table cobbled together from scrap wood and two benches made from a split log. Against the back wall are three bedrolls, each replete with animal hair. A foul-smelling bucket rests near the entrance.

CHAPTER 5: THE CHAOS RIFT

Creatures: This cave serves as the lair of 3 **werewolf rogues**. The only surviving members of Bartileus's gang, they were each infected with lycanthropy by their boss. On the table is a deck of greasy playing cards (marked). The cask holds lamp oil and the bucket holds waste. The werewolves dump it over the ledge infrequently. Behind the curtain is a small side cavern with another entrance that they have disguised with a canvas secret door painted to resemble the surrounding rock. There is a small peephole in the center of this door that allows them to observe the trail below. While lamp light does escape through the cave's main entrance, the curtain prevents any light from giving away the location of the peephole.

WEREWOLF ROGUE (HUMAN FORM) CR 3 XP 800

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope")
CE Medium humanoid (human, shapechanger)
Init +8; **Perception** +5

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)
hp 19 (3d8+3 plus 3)
Fort +2; **Ref** +7 (+8 traps); **Will** +0
Defensive Abilities evasion, trap sense +1

Spd 30 ft.
Melee short sword +6 (1d6+1/19–20)
Ranged +1 *shortbow* +7 (1d6+1/x3)
Special Attacks sneak attack +2d6

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 17
Feats Improved Initiative^B, Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +9, Climb +6, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +5 (+6 locate traps), Sleight of Hand +9, Stealth +9, Survival +2
Languages Common
SQ change shape (human, hybrid, and wolf; polymorph), rogue talent (fast stealth), trapfinding
Combat Gear *potion of aid*; **Other Gear** studded leather armor, short sword, +1 *shortbow*, 30 arrows

WEREWOLF ROGUE (HYBRID FORM) CR 3 XP 800

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope")
CE Medium humanoid (human, shapechanger)
Init +8; **Senses** low-light vision, scent; **Perception** +7

AC 21, touch 14, flat-footed 17 (+3 armor, +4 Dex, +4 natural)
hp 22 (3d8+6 plus 3)
Fort +3; **Ref** +7 (+8 traps); **Will** +1
Defensive Abilities evasion, trap sense +1; **DR** 5/silver

Spd 30 ft.
Melee short sword +6 (1d6+2/19–20) and bite +2 (1d6+1 plus trip)
Ranged +1 *shortbow* +7 (1d6+1/x3)
Special Attacks sneak attack +2d6

Str 15, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 18
Feats Improved Initiative^B, Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +9, Climb +7, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +7 (+8 locate traps),

Sleight of Hand +9, Stealth +9, Survival +4
Languages Common, lycanthropic empathy (wolves and dire wolves)
SQ change shape (human, hybrid, and wolf; polymorph), rogue talent (fast stealth), trapfinding
Combat Gear *potion of aid*; **Other Gear** studded leather armor, short sword, +1 *shortbow*, 30 arrows

WEREWOLF ROGUE (WOLF FORM) CR 3 XP 800

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope")
CE Medium humanoid (human, shapechanger)
Init +8; **Senses** low-light vision, scent; **Perception** +7

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 22 (3d8+6 plus 3)
Fort +3; **Ref** +7 (+8 traps); **Will** +1
Defensive Abilities evasion, trap sense +1; **DR** 5/silver

Spd 50 ft.
Melee bite +7 (1d6+3 plus trip)
Special Attacks sneak attack +2d6

Str 15, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 18 (22 vs. trip)
Feats Improved Initiative^B, Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +9, Climb +7, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +7 (+8 locate traps), Sleight of Hand +9, Stealth +9, Survival +4 (+8 tracking by scent)
Languages lycanthropic empathy (wolves and dire wolves)
SQ change shape (human, hybrid, and wolf; polymorph), rogue talent (fast stealth), trapfinding

Tactics: These werewolves prefer to fight in human form when using their ranged weapons but assume hybrid form for hand-to-hand fighting. If they are expecting trouble, one remains in the curtained alcove looking through the peephole. When foes approach he signals his comrades. One steps out of the cave entrance in human form and takes up a position just west of the entrance to lure people in. When he is approached, another in hybrid form attacks from hiding in the cave entrance to flank and sneak attack the opponent engaged in melee with the first werewolf. The third werewolf then makes a sneak attack with surprise through the canvas secret door in hybrid form to and attempts to bull rush someone in the rear ranks of the party over the edge (a fall results in 5d6 points of damage). He then attempts to flank opponents between himself and the werewolves at the front of the party. The first werewolf assumes hybrid form on his first attack and the battle begins in earnest. If two are killed, the third attempts to flee across the bridge and disappear into the countryside.

Treasure: Hidden in their pallets are the treasures that Bartileus has allowed them to keep. These consist of 27 gp, 340 cp, a gold holy symbol of Muir (40 gp), a large opal (500 gp), and a *ring of improved jumping*.

C7-6. Upper Firing Position

The trail descends here below the northern peak of the rock to a point 15 feet above the trail below and 35 feet above ground level. As described in Area C7-2, Bartileus fires his composite longbow from here if he is alerted. An archer here has cover from both the ground and the path below.

C7-7. The Narrows (CR 2 or 10 if Bartileus is present)

The path splits the peak of the rock in two here and climbs up between them. The rock is very steep and crowded providing only 5 feet of space between the sheer walls (DC 25 to Climb if the characters want to try). Bartileus has rigged a **Trap** with a tripwire to drop a deadfall of rocks from above.

ROCK DEADFALL TRAP **CR 2**
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch; **Reset** manual
Effect Atk +12 melee (3d6, rocks)

Tactics: If alerted Bartileus stations himself in human form just beyond the **Trap** to engage anyone in melee after they have triggered it. The path here is steep enough that combatants gain a +1 attack bonus for being on higher ground against anyone west of their position. If he is reduced to half of his hit points, Bartileus assumes his hybrid form and retreats up the path to Area C7-9 to make his final stand.

C7-8. The Cave of Bartileus (CR 10)

A leather curtain blocks the entrance to this cave.

Natural steps descend 5 feet into a cozy cave stacked with crates and chests. Candles glow from their perches atop these stacks illuminating the cavern. A fur-covered bed stands with its mahogany headboard against the back wall. A small keg serves as a stool next to an ornate, portable writing desk upon which sit quill and parchment. A natural stone basin near the east wall holds a small pool of clear water, a silver spoon serving as a ladle. Above the bed hangs the portrait of a richly dressed, glowering nobleman.

The parchments on the writing desk are mainly wanted posters for Bartileus describing his many bloody crimes and promising a reward of 5,000 gp from Lord Arb Angus of Dun Eamon if he is captured or killed. The other parchments are a careful record of the many crimes Bartileus has staged and the profits gained from each. Bartileus's vanity knows know bounds, but he hasn't considered how damning such evidence in his own hand writing would be if he ever made it to trial. Anyone making a DC 20 Knowledge (nobility) recognizes the noble in the portrait as Lord Angus of Dun Eamon. Bartileus managed to purloin it from the lord's manor itself during the heist and slaughter that he perpetrated with his gang in that town.

Creature: These richly appointed quarters serve the natural werewolf **Bartileus**, a wanted bandit and murderer known as the Butcher of Eamonvale. Bartileus has been in hiding for several years after the massacre that he perpetrated at the Grey Citadel of Dun Eamon half a decade ago. While he was on the run he and his gang continued to prey upon caravans and travelers out in the countryside. Some of his gang rebelled, and in the ensuing slaughter all of those who survived became afflicted with lycanthropy themselves. To rebuild the gang they managed to capture a few peasants and infect them as well. Now they hide here making occasional raids and waiting for the heat to die down. By some quirk of fate Bartileus's condition manifests as a dire wolf while his victims only become normal wolves. His chain shirt has been modified to expand to fit him while in Large hybrid form, though its armor bonus is reduced by 1 in

this circumstance.

BARTILEUS (HUMAN FORM) **CR 10**
XP 9,600

Male human natural werewolf fighter 10 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")
CE Medium humanoid (human, shapechanger)
Init +2; **Perception** +20

AC 23, touch 12, flat-footed 21 (+6 armor, +2 Dex, +5 shield)
hp 109 (10d10+40 plus 10)
Fort +13; **Ref** +7; **Will** +6 (+9 vs. fear)
Defensive Abilities bravery +3

Spd 30 ft.
Melee +2 *bastard sword* +20/+15 1d10+11/17–20)
Ranged mwk composite longbow [+4 Str] +13/+8 (1d8+4/x3)

Str 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 12
Base Atk +10; **CMB** +15; **CMD** 27
Feats Cleave^B, Combat Reflexes^B, Exotic Weapon Proficiency (bastard sword)^B, Improved Critical (bastard sword)^B, Improved Critical (bite), Improved Natural Attack (bite), Power Attack^B, Run, Skill Focus (Perception), Weapon Focus (bastard sword)^B, Weapon Focus (bite), Weapon Specialization (bastard sword)^B
Skills Acrobatics +6, Climb +12, Craft (traps) +7, Perception +20, Stealth +9, Survival +8
Languages Common, lycanthropic empathy (wolves and dire wolves)

SQ armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1)
Gear +2 *mithral shirt*, +3 *heavy wooden shield*, +2 *bastard sword*, *belt of physical might* +2 (Strength and Constitution), *cloak of resistance* +2, masterwork composite longbow [+4 Str], 2 quivers of 20 arrows each

BARTILEUS (HYBRID FORM) **CR 10**
XP 9,600

Male human natural werewolf fighter 10 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")
CE Large humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; **Perception** +20

AC 26, touch 11, flat-footed 24 (+5 armor, +2 Dex, +5 natural, +5 shield, –1 size)
hp 119 (10d10+50 plus 10)
Fort +14; **Ref** +7; **Will** +6 (+9 vs. fear)
Defensive Abilities bravery +3; **DR** 10/silver

Spd 30 ft.
Melee +2 *bastard sword* +18/+13 (1d10+11/17–20) and bite +12 (2d6+4/19–20 plus trip and curse of lycanthropy)
Ranged mwk composite longbow [+4 Str] +10/+5 (1d8+4/x3)
Space 10 ft.; **Reach** 10 ft.

Str 22, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 12
Base Atk +10; **CMB** +17; **CMD** 29
Feats Cleave^B, Combat Reflexes^B, Exotic Weapon Proficiency (bastard sword)^B, Improved Critical (bastard sword)^B, Improved Critical (bite), Improved Natural Attack (bite), Power Attack^B, Run, Skill Focus (Perception), Weapon Focus (bastard sword)^B, Weapon Focus (bite), Weapon Specialization (bastard sword)^B
Skills Acrobatics +6, Climb +13, Craft (traps) +7, Perception +20, Stealth +5, Survival +8
Languages Common, lycanthropic empathy (wolves and dire wolves)
SQ armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1)

Gear +2 mithral shirt, +3 heavy wooden shield, +2 bastard sword, belt of physical might +2 (Strength and Constitution), cloak of resistance +2, masterwork composite longbow [+4 Str], 2 quivers of 20 arrows each

BARTILEUS (DIREWOLF FORM) CR 10
XP 9,600

Male human natural werewolf fighter 10 (*Pathfinder Roleplaying Game Bestiary* “Lycanthrope”)

CE Large humanoid (human, shapechanger)

Int +2; **Senses** low-light vision, scent; **Perception** +20

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)
hp 119 (10d10+50 plus 10)

Fort +12; **Ref** +5; **Will** +4 (+7 vs. fear)

Defensive Abilities bravery +3; **DR** 10/silver

Spd 50 ft.

Melee bite +17 (2d6+10/19–20 plus trip and curse of lycanthropy)

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

Str 22, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +10; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Cleave^B, Combat Reflexes^B, Exotic Weapon Proficiency (bastard sword)^B, Improved Critical (bastard sword)^B, Improved Critical (bite), Improved Natural Attack (bite), Power Attack^B, Run, Skill Focus (Perception), Weapon Focus (bastard sword)^B, Weapon Focus (bite), Weapon Specialization (bastard sword)^B

Skills Acrobatics +6, Climb +13, Craft (traps) +7, Perception +20, Stealth +5, Survival +8 (+12 tracking by scent)
Languages Common, lycanthropic empathy (wolves and dire wolves)

SQ armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1)

Gear belt of physical might +2 (Strength and Constitution)

Tactics: Bartileus prefers not to fight in his own quarters. His tactics are described at Areas C7-2 and C7-7.

Treasures: Bartileus has many treasures stashed in his room. They include the above-mentioned portrait (250 gp), a keg of beer (15 gp), bedding composed of several fine furs and pelts (total value 200 gp), a large silver spoon used as a ladle (10 gp), a heavy mahogany head board weighing 150 lb. (175 gp), a collapsible writing desk weighing 25 lb. that can fit in a backpack (350 gp), and several crates that hold various fine textiles (total value 1,200 gp), a silver ewer (25 gp), three masterwork breastplates and an adamantite breastplate, a collection of six spellbooks holding all arcane spells on the “Sorcerer/Wizards Spells” list in Chapter 10 of the *Pathfinder Roleplaying Game* of levels 1–3, an ornate jade bull mask (500 gp), and a locked silver coffer (150 gp) requiring a DC 25 Disable Device check that holds a ring of shooting stars on a velvet cushion within.

C7-9. Pinnacle of the Rock

The trail leading up here is little more than a slight ridge climbing steeply up to the 90-foot peak of this rock outcropping. The northern peak 20 feet away reaches only 75 feet in height but has no path accessing it. To follow the path up the southern peak requires a DC 20 Climb check and is considered a sloped, narrow surface (6 in. wide) requiring a DC 17 Acrobatics check. If sorely pressed Bartileus retreats to the very top and makes his stand there, balancing on the only ledge allowing access. He gains a +1 attack bonus on all who fight him from lower ground. A fall from the top results in a tumble to the path

50 feet below causing 5d6 points of damage.

C8. Sepulcher of the Last Justicar

Deep at the back of this box canyon, beyond the perils of the spitting gargoyles at Area C6, lies the most carefully guarded secret of the Chaos Rift. Only a few of the Abyss’s spawn even know of the existence of this place, but those that do want to ensure that it is never found by the forces of Light. For here is the tomb of one of the Holy Order of the Justicars, paladin-champions of the goddess Muir known for their relentless crusade against evil and chaos generally and the machinations of Orcus specifically. In the days that the last grandmaster of the Justicars, Karith, died and his famous sword was stolen by demon spawn (see “The Pit of Despair” in *LI: Demons and Devils* by *Necromancer Games*) the denizens of the lower planes rejoiced. However, at this location one of Karith’s successors, the Justicar Gerrant, has been laid to rest. And here, should the proper circumstances arise, can the last Justicar once again arise and inflict great harm upon the cause of Orcus.

At that time of the Battle of Tsar the Holy Order of the Justicars had fallen into decline and the Justicars, Alaric of Tircople and Gerrant of Gilboath, were the last known members of the holy order. Nevertheless they fought valiantly and tirelessly for the Army of Light. The tide of many a skirmish and full-scale engagement was turned by a timely charge led by one or both of these heroes. Where others fell by the wayside or succumbed to mortal frailty, these two — blessed of their goddess — stood strong and led the fight. The Disciples of Orcus had no answer for these two on the field of battle and lost many minions in attempting to bring about their demise. Unfortunately, the reach of Orcus is long and he plots wheels within wheels. A long-prepared scheme finally came to fruition, and during the Battle of Tsar Orcus’s minions managed to provoke a massive barbarian attack on the faraway holy city of Tircople, the protectorate of Alaric. Alaric received a magical missive from Elanir, High Lady of Tircople, warning him of the attack. Loathe to leave the field of battle but knowing that duty called him home, Alaric reluctantly quit the field for the long journey to Tircople, well-knowing that the battle for the holy city would likely be lost long before his arrival. He hoped that perhaps he could arrive in time to at least spare the High Altar of Tircople from violation and corruption by the invaders. In Alaric’s absence, the disciples managed to lay an intricate trap and slay Gerrant with a foully enchanted and poisoned spear. Unable to be revived from the corrupted wound, Gerrant was laid to rest in a tomb built on the plain. When the Chaos Rift was created, the tomb remained intact but fell far into the ground and was buried. Now it exists partially exposed at the bottom of the rift, carefully guarded by demons who seek to prevent the awakening of the power within.

C8-1. Memorial Columns (CR 8)

Here at the base of the cliff, a structure of white marble embedded within the rift wall is partially exposed. A heavy stone slab blocks its doorway. Situated in a semicircle around the structure are a ring of free-standing, fluted marble columns. All of them show signs of cracking and weathering; many are little more than broken stumps of shattered stone. A pall of despair seems to hang over the entire area within ring of columns.

CHAPTER 5: THE CHAOS RIFT

The exposed building is flat-roofed and 15 feet high. The only visible entrance is through the marble slab that blocks the doorway. The ring of columns surrounding the sepulcher was erected as a memorial to the fallen hero interred within.

Creatures: Now the area serves as the abode of **5 azizou corruptor demons**. These jackal-headed demons lurk within the ring invisibly waiting for anyone to dare and cross its boundary. They have gray skin with patches of coarse black hair, and their hands and feet end in sharpened claws. The palpable sense of gloom about the place is a result of the continually renewed *desecrate* spells cast by the demons to block this sanctified spot from its connection with Muir.

AZIZOU DEMONS OF CORRUPTION (5) CR 4 XP 1,200

The Tome of Horrors Revised 106

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)
hp 22 (4d10)

Fort +1; **Ref** +6; **Will** +4

DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 12

Spd 30 ft., fly 50 ft. (good)

Melee 2 claws +8 (1d4+2) and bite +8 (1d6+2)

Special Attacks whisper of madness*, rend (2 claws, 2d4+3)

Spell-like Abilities (CL 7th):

At will—*cause fear* (DC 11), *desecrate*, *detect good*, *detect thoughts* (DC 12), *invisibility* (self only), *scare* (DC 12), *stinking cloud* (13)

1/day—*summon* (level 3, 1 azizou 35%)

*Not applicable to this adventure

Str 14, **Dex** 15, **Con** 11, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 17

Feats Weapon Focus (claw), Weapon Focus (bite)

Skills Acrobatics +6, Escape Artist +6, Fly +15, Perception +11, Stealth +13

Languages Abyssal, Common; telepathy 100 ft.

Tactics: The corruptor demons remain *invisible* while they attempt to summon other azizou demons hoping the party will concentrate their attacks on these new arrivals. The demons then attack with *scare* and *stinking cloud* to separate and incapacitate the party members before closing in with their rend attacks.

Heavy Stone Door: This massive slab blocks entrance to the tomb. It is not hinged and must be physically scooted aside to gain entry.

Stone Door: 4 in. thick; Hardness 8; hp 60; Open (Strength DC 25).

C8-2. Chamber of Contemplation (CR 6)

This chamber is quiet and peaceful. Stucco walls still hold cracked murals — images showing the life of a pious man in white robes tending to the sick, giving to the poor, and helping the needy. Stone benches line the walls with shallow stone dishes resting on the floor between them for offerings of alms. Whatever violence deposited this structure at the base of the rift did not do so without leaving its mark. The floor is slightly canted and great cracks mar the walls and ceiling, though they are otherwise intact. In the center of the room sits a small stoppered flask made of iron.

This chamber once served as a spot for any future pilgrims to sit and quietly contemplate the deeds and service of Gerrant — pictured in the murals. The Chaos Rift was formed and the sepulcher was lost before any pilgrims actually visited, however. Now the rooms are all off-kilter though still intact. Their ceilings are 12 feet high unless the room description says otherwise. The quasit Rat-bait (see Area C8-4) has converted this room into a trap to kill the unwary.

The iron flask on the floor is a decoy. It is actually nothing more than an ordinary flask. However, if the flask is picked up or moved it activates the **Trap** that Rat-bait has constructed. The quasit managed to swindle an erinyes out of some lemure slaves a century ago. He ate one of them but then devised a trap for this room with the other **7 lemures**. A tiny hollow in the floor beneath the flask holds the magically compressed forms of the trapped lemures. They spring out once the trap is activated and attack anyone they see.

IRON FLASK AND LEMURE TRAP CR 6 Type mechanical; Perception DC 20; Disable Device DC 25

Trigger touch; **Reset** none

Effect releases 7 lemures

LEMURE DEVILS (7) CR 1 XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Devil, Lemure”)

C8-3. Refreshment Cell (CR 7)

This room appears to have been warped by its burial in the rift. The walls and ceiling cant away from the door at a 45 degree angle, but the tan stone of the floor remains perfectly level. In the center of the far wall is a cracked basin that once appeared to be part of a fountain, though it has long since gone dry.

This room was originally intended to serve as a place of rest and refreshment for visiting pilgrims. Pallets could be laid on the floor, and a small fountain fed fresh water to the basin.

Creature: The room now rests at a 45 degree angle, but the seemingly level floor is actually a **dun pudding**, a variety of black pudding with an earthy-brown coloration, that completely covers the true floor. A DC 18 Intelligence check notices that the tan floor here is different than the previous floors in of the tomb, which are composed of marble under a tan layer of gritty dirt. The dun pudding attacks anyone standing in the doorway with its reach. It has no treasure.

DUN PUDDING CR 7 XP 3,200

The Tome of Horrors Revised 297

N Huge ooze

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

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size)

hp 87 (10d8+50)

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

Defensive Abilities split; **Immune** ooze traits

Spd 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

CHAPTER 5: THE CHAOS RIFT

Str 17, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)
Skills Climb +11

Acid (Ex) A dun pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a dun pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a dun pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a dun pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 20 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a dun pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a dun pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

C8-4. Anteroom (CR 12)

Creatures: This room once served as the waiting room between the contemplation chamber and the altar where pilgrims could pay homage to the lost Justicar interred here. It is featureless save for the two inhabitants: the quasit **Rat-Bait** who discovered this tomb and is the mastermind behind its defense and his daraka companion. The daraka demon is a large, dark-skinned humanoid with a black-furred rams head and downward-curving horns and whose flesh is covered by a roiling mass of black scorpions. The **daraka demon** is under a powerful curse very similar to a *feeblemind* spell. As such his Intelligence has been lowered drastically and the quasit is able to manipulate him and use him as a lumbering bodyguard.

RAT-BAIT CR 2 **XP 600**

Male quasit demon (*Pathfinder Roleplaying Game Bestiary* "Demon, Quasit")

AC 19, touch 14, flat-footed 17 (+3 armor, +2 Dex, +2 natural, +2 size)

hp 26

Gear *bracers of armor* +3 and a *bag of holding* (Type III) containing 800 gp, 240 pp, an *oathbow*, and a *periapt of proof against poison*

CURSED DARAKA DEMON CR 12 **XP 19,200**

The Tome of Horrors Revised 108

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +26

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 162 (12d10+96)

Fort +16, **Ref** +8, **Will** +12

Defensive Abilities scorpions; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Speed 40 ft.

Melee 2 claws +21 (1d8+9) and bite +20 (2d6+9)

Ranged scorpions +11 (1d6 plus poison)

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

Special Attacks scorpions

Spell-like Abilities (CL 12th):

At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 21) 3/day—*chill touch* (DC 16)
1/day—*feeblemind* (DC 20), *shatter* (DC 17)

Str 28, **Dex** 11, **Con** 27, **Int** 18 (currently 3 due to curse), **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +22; **CMD** 32

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)

Skills Bluff +17, Climb +21, Intimidate +17, Knowledge (arcana) +8*, Knowledge (Planes) +8*, Perception +26, Sense Motive +18, Spellcraft +16, Stealth +12, Survival +16
*-8 included due to curse

Poison (Ex) Daraka Scorpion Poison—injury; *save* Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically bitten for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the biting and stinging scorpions and is subjected to their poison. A grappled creature is likewise subjected to the biting of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Tactics: The daraka demon can still use his spell-like abilities and does so at the telepathic commands of Rat-Bait but can no longer summon demons or use its own telepathy due to its diminished mental capacity. Rat-Bait ordinarily sits invisibly



on the daraka's shoulder (impervious to the scorpion attacks) and coaches it in using its spell-like abilities on attackers. If the daraka becomes engaged in melee, Rat-Bait flies to the ceiling and changes to its alternate form of a monstrous centipede. He then continues to give the demon telepathic battle instructions. If a good opportunity presents itself, Rat-Bait uses his cause fear to try and scatter party members. This attack makes him visible, and he then becomes invisible again as soon as possible. Opposed Perception checks must be made against his Stealth check to notice the monstrous centipede clinging to the ceiling in the far corner of the room. Rat-Bait attempts to flee if the daraka is overcome.

C8-5. Altar of Homage (CR 6)

The walls of this room are white stucco, cracked with age and past upheavals of the earth. Murals, now peeling badly, still show the valorous deeds of a knight clad in shining silver armor and wielding a brilliant sword. As they continue around the room's perimeter, they show him defeating all manner of enemies, including rank upon rank of enemy soldiers in some vast conflict of long ago. The murals meet at the center of the back wall where they show the shining knight, mortally wounded, surrounded by many shadowy, evil-looking opponents, the largest of whom bears a massive black spear — the knight's blood on its tip. Before this final mural stands a great block of the finest marble forming an altar. Blue velvet cushions, faded and dusty with age, rest on the floor directly before the altar. Crouched atop the altar is a hideous, vulture-headed, winged demon glaring at you. A mithral chain wraps around its neck and dangles at its side, but does not seem to impede its movements in any way.

This room held the altar where pilgrims could come and give their devotions and last respects to the fallen Justicar. The velvet cushions were for kneeling pilgrims as they prayed at the altar. Hidden beneath the altar is a secret door with an iron ladder leading 30 feet down to Area C8-6 (DC 20 Perception check to notice the faint scratches on the floor and locate the door). The altar can be moved by sliding it aside with a successful DC 25 Strength check.

Creature: As a blessing upon this place Muir sent an angelic **hope** to greet pilgrims and watch over them. It remained here even after the formation of the Chaos Rift. When Rat-Bait and his minions arrived, they battled the hope, and Rat-Bait managed to ensnare the celestial with his *chain of beguiling*. Rat-bait gave the hope the appearance of a vroock demon, and now the hope continues in its corrupted duties seeking to slay all visitors to this room seeing them as violators of Gerrant's tomb. Though it fights under the illusion of a vroock, the hope uses its own abilities, weapons and tactics. The illusion of the vroock nullifies the outsider's aura of hope and protective aura. A character with Knowledge (the planes) can make a DC 19 check to realize that the creature is small for a typical vroock and is not using typical vroock abilities. If successful, a second check of DC 26 can then determine that the abilities displayed correspond to those of a hope. The hope can only be rescued from its current state if the *chain of beguiling* is removed. If that occurs it will continue its duties as guardian of the tomb but will allow the party passage to Area C8-6 if they wish. See the **Magic Items Appendix** for information on the *chain of beguiling*. In its natural form, the hope resembles celestial humanoid with feathery wings of purest white, similar in all ways to an angel.

BEGUILED HOPE

XP 2,400

Creature Collection II: Dark Menagerie 94

NG Medium outsider (angel, good, shapechanger)

Init +5; **Senses** darkvision 90 ft., low-light vision;

Perception +13

Aura protective aura, aura of hope

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 45 (6d10+12); fast healing 5

Fort +4; **Ref** +10; **Will** +19

DR 10/magic; **Immune** acid, cold, petrification, poison;

Resist electricity 10, fire 10; **SR** 20

Spd 30 ft., fly 90 ft. (good)

Ranged +1 *composite longbow* +10/+10/+5 (1d8+1/x3)

Spell-like Abilities (CL 6th):

Continuous—*detect evil*, *see invisibility*

At will—*aid*, *bleed*, *charm person* (DC 17), *consecrate*, *continual flame*, *hold person* (DC 18), *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, *remove paralysis*

3/day—*cure light wounds*, *cure serious wounds*, *restoration*

1/day—*atonement*, *dispel evil* (DC 21), *sunspear** (melee +7/+2, dmg 1d8+1/x3, melee touch +7, ranged touch +12, DC 20)

*See sidebox

Domain Spell-like Abilities (CL 6th)

7/day—*rebuke death*, *touch of good*

Spells Prepared (CL 6th):

3rd—*bestow curse* (DC 17), *cure serious wounds*^D, *dispel magic*, *meld into stone*

2nd—*bull's strength*, *cure moderate wounds*^D, *death knell* (DC 16), *inflict moderate wounds* (DC 16), *shatter* (DC 16)

1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds*^D,

divine favor, *inflict light wounds* (DC 15)

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

D domain spell; **Domains** Good, Healing

Str 10, **Dex** 20, **Con** 14, **Int** 18, **Wis** 18, **Cha** 22

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

Feats Point Blank Shot, Rapid Shot, Skill Focus (Diplomacy)

Skills Acrobatics +11, Craft (arrows) +10, Diplomacy +18,

Fly +17, Heal +13, Knowledge (planes) +13, Knowledge

(religion) +13, Perception +13, Perform (oratory) +12, Sense

Motive +13, Spellcraft +10

Languages Auran, Celestial, Common, Draconic, Sylvan;

telepathy 100 ft., truespeech

SQ change shape (humanoid, polymorph), healer's blessing

Gear *chain of beguiling*, +1 *composite longbow*, 20 arrows

Aura of Hope (Su) All creatures of good alignment within 100 ft. of a hope in its true form receive a +2 morale bonus to attack, damage, saving throw, and skill check rolls. Additional hopes do not increase this bonus. The aura of hope dispels the effect of the induce despair ability of the hope's opposite numbers, the despair (see *Creature Collection II: Dark Menagerie* by *Sword & Sorcery Studio*).

Change Shape (Su) A hope can assume the shape of any humanoid race at will and for as long as desired. This ability conforms in all ways as detailed in the *Pathfinder Roleplaying Game Bestiary*.

Ad Hoc XP Award: If the hope is freed, award XP just as if it had been defeated. If it is slain by good characters, it is up to you to determine what penalties occur (if any) for violating their alignment. At the very least, don't award XP to good characters for killing the hope, since the challenge to be bested was the salvation of the hope, not its destruction.

New Spell

One of the hope's spells originally appeared in *Relics & Rituals by Sword & Sorcery Studios*. It is included here for your convenience.

SUNSPEAR

School evocation [force, light]; **Level** cleric 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target, Effect, or Area see text

Duration 1 minute/level (D)

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell creates a glowing spear of white energy positive energy. At the caster's discretion, the weapon can appear and function as a shortspear, a spear, or a longspear. The caster can wield the *sunspear* proficiently as a melee weapon with an enhancement bonus to attack and damage rolls of +1, plus an additional +1 per 3 caster levels above 5th level. The spear glows brightly providing illumination as per the *light* spell.

The caster can also use the sunspear to make a single melee touch or ranged touch attack in order to cure or inflict damage. The *sunspear's* enhancement bonus applies to this attack. The *sunspear* can be hurled up to the maximum range of the spell with no penalty to the roll. A successful attack results in a brilliant blast of positive energy inflicting 2d4+2 points per caster level. The victim must also make a Fortitude save or be blinded for 1d4 rounds.

If the caster elects to use the healing effect, she must touch a willing ally or make a ranged touch attack to a distant ally. If successful, the recipient is surrounded in a bright nimbus of white light and cured of 2d4+2 points per caster level. As with other positive energy effects, this effect damages undead. Any excess hit points over the target's normal maximum, gained for the effect, remain for 1 round per caster level as temporary hit points.

When the *sunspear* is used for either the special attack or healing effect, the spell ends regardless whether or not the touch was successful.

C8-6. Burial Chamber of Gerrant (CR 18)

This chamber is under the effects of a permanent *hallow* spell with the secondary effect of *zone of truth*.

A feeling of immense peace and sanctity fills this vaulting subterranean chamber. White stucco covers the walls and domed ceiling, and unlike elsewhere, shows no signs of cracking or peeling. The murals painted here are still as vivid as if they were done yesterday. All along the walls are painted rows of kneeling robed pilgrims, heads bowed with reverence or despair, all facing the far end of the room. The holy symbols of many good and neutral religious orders are present on their robes and in their hands. The 20-foot dome above is painted like a cerulean sky with wispy white clouds. Gathered among these clouds are numerous angels and celestial beings, all weeping and likewise facing the room's far end reverently.

Near the room's far end is a pedestal holding a massive spear point still attached to part of a broken shaft. The point itself is of some dark metal pitted with corrosion and stained with long-dried blood and foul ichors. Next to this wicked-looking weapon on the pedestal is a large blacksmith's hammer forged of cold iron and heavily scarred with a network of fine cracks in its head. Between these two is a cloven skull. Beyond the pedestal rests a crystal bier. Upon it is the beatific form of handsome knight — the one depicted in the murals — lying in repose with a peaceful expression as if merely sleeping. Shining plate armor covers the knight from neck to feet, marred only by a large gash in the breastplate. Clapsed in his gauntleted hands upon his breast is a sword that glows with light like a torch.

This is the final resting place of Gerrant the Last Justicar who was slain during the Battle of Tsar by a foul cambion cloud giant. The corpse is perfectly preserved by a permanent *gentle repose* effect, though it cannot be *resurrected* due to the nature of its death. The corpse wears full plate armor that was once magical but has been irreparably damaged by the huge gash in its breastplate that shows signs of acidic corrosion around its edges. The sword clapsed in its hands is a +2 *holy brilliant energy bastard sword*, the famed Sword of Gerrant. Hidden beneath the suit of armor (DC 21 Perception check) are an *amulet of natural armor* +3 and a silver holy symbol of Muir (25 gp). The weapons on the pedestal are the cambion's spear that slew Gerrant and the hammer that forged it. The spear is of Huge size and is forged of some unidentifiable metal pitted and corroded. A palpable feeling of evil hangs over it though its enchantment was broken when the weapon itself was destroyed. It cannot be salvaged. The hammer is cold iron but was so badly damaged in the creation of the giant's spear that its head will fracture into a thousand pieces if ever struck against anything. It cannot be repaired either. The skull is that of a human, the wound obviously fatal.

Creature: Five minutes after the party enters this chamber, or sooner if they disturb the body or any of the weapons, they encounter the **ghost** of Gerrant. This spectral figure appears above the corpse on the bier and has ethereal versions of the armor and sword, though the ethereal armor is undamaged. Its sword functions as a *ghost touch* blade in its hands rather than brilliant energy. It does not attack but will defend itself if necessary. If the party has no characters of chaotic evil alignment, the ghostly Justicar speaks to them. Read the following text.

CHAPTER 5: THE CHAOS RIFT



“I am Gerrant of the Holy Order of the Justicars. Look upon my mortal remains and weep, for I was laid low by betrayal most foul. I swept through the hordes of Orcus beside my boon companion Alaric, and none could stand before us on the field of battle. Demons quailed at our approach. Where united we could not fall, in division the Demon Prince created our undoing. Alaric was called away to defend his home at the holy city of Tircople from barbaric invasion instigated by Orcus. I alone remained of the Justicars to fight for our cause.

“A captain of the Army of Light, whose name has been stricken from memory by the gods for his betrayal, led his company into an ambush knowing that I would come to help them at their call. I arrived to find it all an elaborate trap. The captain’s company consisted of only the walking dead, previously slain through treachery and raised again to lure me to my peril. The company of undeath turned on me as did their attackers, a swarm of demons. But last came the linchpin in the ambush, a foul cloud giant of demonic blood wielding a spear forged of darkness. I smote the captain and called upon the power of Muir to rout the demons and undead, but the fiend-giant used my distraction to pierce my chest and lay me low.

“The betrayal weighs heavy on my soul, and I cannot rest easy. The treacherous captain has been dealt with, and the fiend-giant was slain by my vengeful allies, his wicked spear destroyed. Even the hammer that forged the instrument of my demise was claimed from the field of battle. All that remains is the anvil upon which the spear was formed. The existence of that is all that anchors me here to this place. Any who would recover the anvil from the ruins of the city and return with it here would be forever called my friend. I know not where it lies; only that it still exists within the precincts of the temple-city. Despoil not my tomb and return with the item I seek so that I may rest, and I will grant you a boon of inestimable worth. Heed the words of the Last Justicar, and serve the will of the Three Gods.”

After giving his monolog, the ghost disappears. It reappears only if the party returns to the tomb with the anvil in question or if someone attempts to despoil its mortal remains. The anvil can be found in the ruins of Tsar, and that outcome will be covered in the upcoming adventure *Slumbering Tsar: Temple-City of Orcus*. If anyone attempts to despoil the fallen knight, then the ghost appears and fights until all such intruders are destroyed. If the ghost is destroyed it forms again after 24 hours once again with ethereal versions of its equipment. See the appendix for information on the Justicar prestige class by Necromancer Games.

GERRANT OF GILBOATH CR 18
XP 153,600

Male human ghost paladin 10 /Justicar of Muir 7 (see Prestige Class Appendix)

LG Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +25

Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex) (vs. ethereal) **AC** 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural)

hp 227 (10d10+70 plus 7d10+49 plus 10)

Fort +25; **Ref** +15; **Will** +23

Defensive Abilities channel resistance +4, divine grace, incorporeal, rejuvenation; Immune charm, disease, fear, illusions, undead traits

Spd fly 30 ft. (perfect)

Melee +2 *holy ghost touch sword* +24/+19/+14/+9 (1d10+6/19–20) or corrupting touch +20 (18d6, Fort DC 25 half)

Special Attacks channel positive energy (DC 22, 5d6), enemy of evil, mark of justice, scourge of evil, smite evil 4/day (+7 Atk/+10 dmg), sword of courage, telekinesis

Spell-like Abilities:

At will—*detect evil* (CL 10th)

2/day—*zone of truth* (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—*break enchantment, neutralize poison*

3rd—*daylight, dispel magic, magic circle against evil, remove blindness/deafness*

2nd—*eagle's splendor, owl's wisdom, remove paralysis, resist energy, shield other*

1st—*bless, bless water, cure light wounds* (x2), *lesser restoration, protection from evil*

Str — (19 ethereal), **Dex** 16, **Con** —, **Int** 15, **Wis** 18, **Cha** 24

Base Atk +17; **CMB** +20 (+21 vs. ethereal); **CMD** 37 (34 vs. ethereal)

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)^B, Improved Bull Rush, Improved Initiative^B, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Unseat, Weapon Focus (bastard sword)

Skills Diplomacy +20, Fly +6, Handle Animal +18, Heal +17, Knowledge (nobility) +15, Knowledge (religion) +15, Perception +25, Ride +18, Sense Motive +17

Languages Celestial, Common, Giant

SQ celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing

Gear +4 *full plate armor, amulet of natural armor* +3, +2 *holy ghost touch bastard sword, silver holy symbol* of Muir (25 gp)

Muir, Goddess of Virtue and Paladins

This deity appeared in *Bard's Gate* and other products by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Good

Domains: Law, Good, Protection, War

Symbol: Blood-red upraised sword on a white background

Garb: White wool robes with an upraised sword and hand in red.

Favored Weapon: Longsword or bastard sword

Form of Worship and Holidays: Regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful.

Typical Worshipers: Humans and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them.

Those who maintain her standards, however, may become Justicars, a prestige class of paladins imbued with even greater holiness.

Her symbol is a blood-red upraised sword on a white background, symbolizing her endless fight against evil. Her worshipers must be lawful good. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons, and devils in particular are her sworn enemy.



C9. The Chaos Deeps (CR II)

This section of the rift lies the deepest beneath the ground at almost 2,500 feet. The broken ground rises gradually around it to around 2,000 feet, though even that portion lies in a narrow canyon between two high points so that the bottom here is almost perpetually in shadow. In addition a chill breeze seems to perpetually blow through this portion making a constant susurrus that provokes travelers to continually glance over their shoulder as if expecting to find someone standing behind them. Whether a result of the temperature or this eerie sensation of not being alone, anyone in the Deeps finds themselves subject to constant goose bumps and sudden chills.

The remnants of Chaos and the anguish it brought remain especially strong here. While in this area roll encounters on the Random Encounter tables in Chapter 3 twice as often as usual. If the result is not a chaos beast or some form of incorporeal undead, roll again. If it still comes up with a result other than one of those, then there is no encounter as those are the only creatures that willingly enter this area.

When the party has descended to this lowest point, read the following boxed text:

The canyon walls feel as if they are closing in on you as you descend ever lower. The temperature drops and a whispering wind picks up around you prompting you to fancy catching glimpses of something out of the corner of your eye. Finally you reach what must be the bottom of the rift. Here the land seems to rise all around you. Strangely in the shadowed darkness you see what appears to be a pattern of luminosity on the rock wall that spreads up and away from you in both directions. Closer examination reveals it to be white bones, partially exposed to the air, buried in the rock face in complete humanoid skeletons. It appears as if rank upon rank of dead warriors stand above and around you in ever-silent parade rest. There are hundreds of this extraordinarily intact skeletons imbedded in the wall. Then you notice that each has extra bones at its shoulders, like those of great wings, and here and there in the rock still exists a feathery imprint. It is with a sinking in the pit of your stomach that you realize the true horror and impact of what you are seeing. Before you are the remains of hundreds of slaughtered angels!

This area truly holds the rift's most horrible secret. Tens of thousands of members of the Army of Light were killed when the magic was unleashed that formed the Chaos Rift. Hit the hardest though, were the celestial contingents sent to assist the cause of men in their deadly strife against the demon priests. The bulk of this heavenly host of angels, archons, and celestials was thus destroyed in one fell blow; thousands of souls of light forever lost to their homes in paradise. Among those who fell here were the great celestial generals Nimrod and Lord Karask. Such was the might of the magical devastation that these corpses were buried nearly a half mile under the earth. Yet so hardy was the stuff of their substance that they remained largely intact and soon became exposed again as erosion took its toll on the rift walls. The angelic skeletons extend hundreds of feet back into the bedrock here.

Creature: Unfortunately what should be a sanctified place in memoriam to the tragic loss that occurred is so infected with the remnants of Chaos magic and death that the party will find little respite here. The effects of these combined with the vast

quantity of bones available has spontaneously generated an **ossuary golem**. This massive construct rips itself free from the canyon wall in one round, the skeletons tumbling in to assume their place in this massive conglomerate, whenever living beings pass within 30 feet of it. When the battle is over, unless destroyed, the bones separate and resume their positions in the rock wall.

OSSUARY GOLEM

XP 12,800

hp 96 (see *Monster Appendix*)

CR 11

C10. The Pillars of Orcus (CR varies)

Read the italicized portion of the boxed text if the party is seeing it at night.

Two rock pinnacles soar high from the base of the rift to the level of the lands above — over 1,500 feet in all. Their sides are darkly shadowed or stained as if composed of an entirely different rock than the rest of the rift. At the top, dark birdlike shapes are visible perched on the edge of the precipice. At the base of both of these rock pillars are massive crystals embedded in them and the surrounding bedrock. *Great bolts of energy arc between the two columns with a green glare. They seem to originate at the crystals and then climb the space between the rocks before dissipating at the top. A faint buzz sounds and you catch a whiff of ozone on the air.*

These strange pinnacles are of a different stone than that naturally occurring here. In fact, the shadowy black rock originates from the Abyss itself, Orcus's home plane, and came here as a byproduct of the powerful forces unleashed in the devastation. They are known as the Pillars of Orcus. The rock has a slightly greasy feel to the touch, but otherwise has all of the qualities of the terrestrial stone of the rift. The huge crystals embedded in the rock and the surrounding ground also appeared as by-products of the magical catastrophe and are, in fact, residual manifestations of the great amounts of chaos magic that were used here. They are dormant during the day, but at night part of their ambient magic is released in the electrifying light display described above. These arcs of power only occur directly between the two columns. Anyone foolish enough to step into this area while they are active must make a DC 30 Fortitude save or take 10d6 points of electricity damage and 5d6 points of chaos damage. A successful saving throw results in half damage. Anyone slain by this energy is immediately transformed into a chaos beast.

Every minute that the party spends at the base of one of these pillars, day or night, they have a 20% chance of encountering a **chaos beast**. They immediately attack anyone they see, even each other if they encounter examples of the other species.

At the base of each of the pillars of rock on the eastern side is the beginning of a hidden trail that rises to wrap around it in ever ascending circuits all the way to the top. These paths can be located by DC 23 Perception checks. They rise 1,500 feet to the top of the pillars at a fairly steep slope and are no more than 2 feet wide. The tops of the pillars are flat, featureless plateaus that are used day and night as roosts for large numbers of **dread ravens**. These evil avians are naturally drawn to the evil nature of the rock formations and the tops are strewn with their foul droppings and molted feathers. At any given time there are 3d6

CHAPTER 5: THE CHAOS RIFT

dread ravens atop each pinnacle. They defend their territory against all intruders whether by trail, climbing, or flight.

While the pillars are strange and dangerous enough as is, they have one other hidden feature that is not discoverable except under certain circumstances. If one of the trails up the side of the pillars is climbed after dark, the climber finds a destination unlike they expected. For after dark, the act of following these strange paths causes the climber to pass through a portal into the layer of the Abyss that serves as home to the Demon Prince of the Undead himself. This affect only occurs at night if one of the paths is climbed from bottom to top. Climbing the side of the pillar, flying to the top or walking the path from top to bottom rather than bottom to top precludes the character from encountering the portal. It is possible for one character walking up the path to encounter the portal while one flying beside him would merely see him disappear. Those actually on the path are unaffected by the arcs of electricity between the pillars. This strange phenomenon has caused the mysterious disappearance of more than of the few adventurers who have dared brave the dangers of the Chaos Rift.

The entrance into this portal is a sudden event that occurs, not a gradual process. The only change noticeable to the walker is that the wind suddenly picks up and that the stars fade from sight. At that point the walker is in a transitional point in between the planes. The path suddenly widens to 10 feet and around the next corner awaits a **glabrezu demon** guardian. Only if the character or characters somehow win past the demon and reach the top of the pillar by way of the path are they fully transported into the Abyss. Prior to reaching the top they can turn back or leave the path and return to their own world. Once the top is reached, the portal closes and the character has to find his own way home — a great reward for disciples of Orcus, but a less appealing prospect for others. For all practical purposes consider a PC who makes the journey as lost, unless you wish to prepare encounters and play out the character's (probably short) adventures in the Abyss. The disciples of Orcus are unaware of the peculiarity of this site but would find such information extremely valuable and would likely move in force to control the area.

CHAOS BEAST

XP 3,200

CN Medium outsider (chaotic, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (8d10+8)

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

Immune critical hits, transmutation; **SR** 15

Spd 20 ft.

Melee 2 claws +10 (1d4+2 plus corporeal instability)

Special Attacks corporeal instability

Str 14, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +10; **CMD** 21

Feats Alertness, Dodge, Improved Initiative, Mobility

Skills Acrobatics +9, Climb +10, Escape Artist +9, Perception +11, Sense Motive +10, Stealth +9

Corporeal Instability (Su) A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not an affliction and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

DREAD RAVENS (3d6) CR 2

XP 600

hp 13 (see Area A7-1)

GLABREZU DEMON CR 13

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

The exploration of the Desolation continues, and finally glimpsed are the walls of the wretched city itself. But what cruel dangers and tragic tales await those who trod where thousands fought and died in *Slumbering Tsar: The Desolation, Part 3—The Western Front?*

Monster Appendix

Gargoyle, Spitting

A grotesque winged humanoid, it has a stony hide and wickedly-pointed horns. Its mouth is a gaping "O" like a water spout, and its chin is stained with a green patina of corrosion.

SPITTING GARGOYLE CR 5
XP 1,600

CE Medium monstrous humanoid (earth)
Init +2; **Senses** darkvision 60 ft.; **Perception** +10

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 52 (5d10+20 plus 5)
Fort +5; **Ref** +6; **Will** +4
DR 10/magic

Spd 40 ft., fly 60 ft. (average)
Melee 2 claws +7 (1d6+2), bite +7 (1d4+2),
gore +7 (1d4+2)
Special Attacks acid spit

Str 15, **Dex** 14, **Con** 18, **Int** 10, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +7; **CMD** 19
Feats Hover, Skill Focus (Fly), Toughness
Skills Fly +13, Perception +10, Stealth +12
(+16 stony environs), Survival +8; **Racial**
Modifiers +2 Perception, +2 Stealth (+6 in
stony environs)
Languages Common, Terran
SQ freeze

Environment any
Organization solitary, pair, or nasty (5–16)
Treasure standard

Acid Spit (Ex) 30-foot line, once every 4 rounds, damage 3d6 acid, Reflex DC 16 half. The save DC is Constitution-based.
Freeze (Ex) A spitting gargoyle can hold itself so still it appears to be a statue. A spitting gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Like its cousin the common gargoyle, spitting gargoyles are cruel creatures taking great delight in torturing others just to watch their suffering. Before closing to attack with their melee attacks, spitting gargoyles often dive to use their acid spit attacks initially to soften up their targets. Other than the variations mentioned here, they in all other ways conform to the standard gargoyle as detailed in the *Pathfinder Roleplaying Game Bestiary*.



Golem, Spontaneous - Ossuary Golem

A massive amalgamation of jagged bones bears a multitude of wickedly-clawed arms and a head formed of numerous skulls held in place together. It moves quickly on its many limbs before rising to its full height of 12 feet and bringing its four skeletal arms to bear.

OSSUARY GOLEM

CR 11

XP 12,800

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +20**AC** 13, touch 9, flat-footed 13 (+14 natural, -1 size)**hp** 96 (12d10+30)**Fort** +4; **Ref** +6; **Will** +6**Defensive Abilities** disassemble; **DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic**Spd** 40 ft.**Melee** 4 slams +18 (2d10+6 plus wounding)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** wounding**Str** 22, **Dex** 10, **Con** —, **Int** 2, **Wis** 14, **Cha** 10**Base Atk** +12; **CMB** +19; **CMD** 29 (37 vs. trip)**Feats** Cleave, Improved initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (slam)**Skills** Disguise +0 (+20 as pile of bones), Perception +20,Stealth -4 (+26 among other bones); **Racial Modifiers** +20

Disguise as pile of bones, +30 Stealth when among other bones such as battlefields, catacombs, etc.

Environment any**Organization** solitary**Treasure** none

Disassemble (Ex) When at rest with no living prey nearby, an ossuary golem as a free action separates into its component skeletons that lie inert in true death. In this form it is immune to all damage short of disintegration. As a free action, an ossuary golem can reassemble into its conglomerate form to attack. While living prey is nearby, an ossuary golem will not use its disassemble ability. Use of this ability does not provoke attacks of opportunity.

Immunity to Magic (Ex) An ossuary golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

An *animate dead* spell causes several of the golem's bones to temporarily fall away from its body which slows (as the slow spell) the golem for 1d4 rounds.

A *raise dead* spell with a successful touch attack deals 5d6 points of damage.

A *resurrection* spell with a successful touch attack deals 1d6 points of damage per caster level (15d6 maximum).

A *speak with dead* spell stuns the golem for 1 round as the spirits of the many deceased temporarily confuse it while vying for control of their individual bodies.

A *true resurrection* spell with a successful touch attack deals 10 points of damage per caster level to a maximum of 150 points at 15th level (as the harm spell).

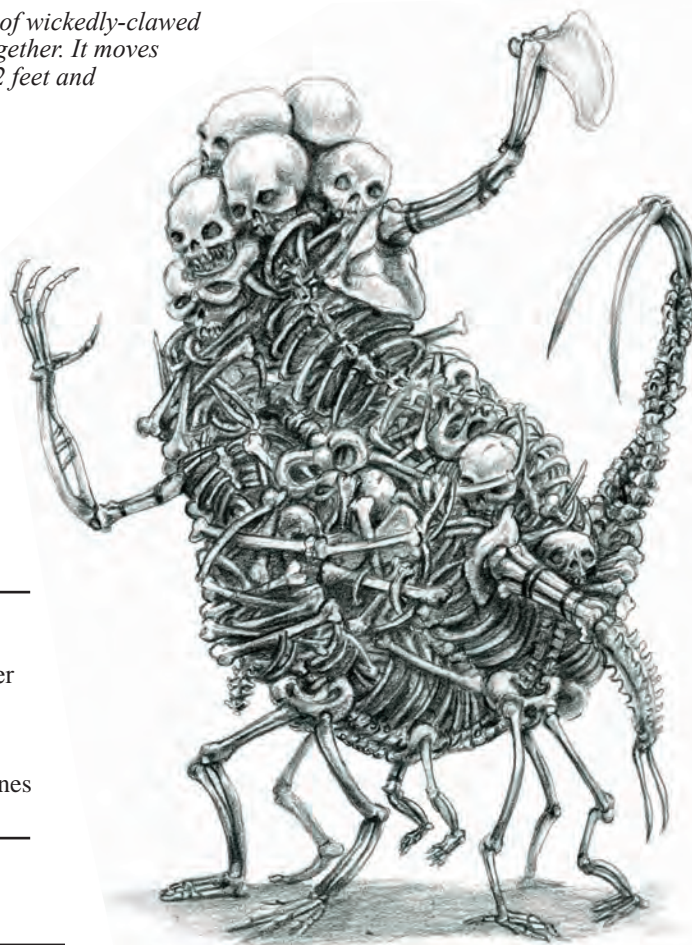
Wounding (Ex) The jagged, bony claws of an ossuary golem function as *wounding* weapons, dealing 1 point of bleed damage per hit. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to this bleed damage.

Spontaneous golems are constructs, much like the more common golem varieties, but they have no creator and are completely independent. A place of great pain, great fear, or great sorrow may, if conditions are just right, become the birthplace of one of these hideous, soulless things. These rare and possibly unique creatures possess a degree of cunning spurring them on in whatever violent impulse takes them. Ossuary golems form only after many souls were slain in some catastrophic calamity and large quantities of intact bone lie exposed for long periods of time.

An ossuary golem cannot speak. It walks with a spindly though agile gait. Composed entirely of dry bones calcified into hardened rods, it weighs only 200 pounds.

An ossuary golem is vicious in combat raking with its many claws leaving horrid wounds in their wake. Typically it focuses its multitude of attacks on a single opponent until the target is reduced to bloody ribbons before moving on to another.

Based on the Spontaneous Golem type from *Creature Collection III: Savage Bestiary* by Sword & Sorcery Studios.



Screamer

Racing toward you is a ghostly form like the tattered shreds of a translucent pennant. It retains a vaguely humanoid form trailing behind its forward-facing head. Hollows mark its eyes above its most distinguishing feature, a gaping mouth locked in a perpetual scream—like a maw opening into eternal darkness.

SCREAMER

CR 4

XP 1,200

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +6**AC** 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)**hp** 34 (4d8+16)**Fort** +5; **Ref** +4; **Will** +4**Defensive Abilities** channel resistance +2, incorporeal, rejuvenation; **Immune** undead traits**Spd** fly 80 ft. (perfect)**Melee** incorporeal touch +6 (1d4 Charisma drain)**Special Attacks** Charisma drain, malevolence, scream of hopelessness, suicidal frenzy**Str** —, **Dex** 16, **Con** —, **Int** 6, **Wis** 11, **Cha** 18**Base Atk** +3; **CMB** +6; **CMD** 20**Feats** Flyby Attack, Improved Initiative**Skills** Fly +16, Perception +6, Stealth +9**Environment** any**Organization** solitary, gang (2–4), or swarm (6–11)**Treasure** none

Charisma Drain (Su) A screamer causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points.

Malevolence (Su) Once per round, a screamer can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the screamer's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability the screamer must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 16 Will save, but the target adds (or subtracts) its Charisma modifier to this saving throw roll. A creature that successfully saves is immune to that same screamer's malevolence for 24 hours, and the screamer cannot enter the target's space. If the save fails, the screamer vanishes into the target's body. Screamers prefer to use this attack after having made several Charisma drain attacks to weaken a target's resistance. The save DC is Charisma-based.

Rejuvenation (Su) A screamer cannot be killed through simple combat. If reduced to 0 hit points it disappears only to reform 24 hours later. The only way for a screamer to be truly laid to rest is for it to die while possessing a host body with its malevolence ability. When the body dies, the screamer spirit ceases to exist.

Scream of Hopelessness (Su) Once every hour, a screamer can loose a horrific, mournful scream. Any living creature within hearing distance of this scream (it can carry up to a mile outdoors) must succeed on a DC 16 Will save or become shaken for 2d4 rounds. This is a sonic, mind-affecting fear attack. Creatures that successfully save cannot be affected by the same screamer's scream of hopelessness for 24 hours. The effects of multiple screamers' screams cannot stack. The save DC is Charisma-based.

Suicidal Frenzy (Su) If a screamer succeeds in possessing a target with its malevolence ability, it immediately begins to make suicidal attacks on the possessed body with the body's own weaponry. Each round, the screamer uses the body's full



attacks to direct its weaponry against itself. It uses the possessed victim's attack and damage modifiers and must only succeed on an attack against the body's flat-footed armor class. Damage, including the possibility of critical hits, is rolled normally. Due to the inhabiting spirit, the possessed body continues its attacks even between –1 and –9 hit points, though only single attacks can be made at this point. If the possessed body is made helpless the screamer departs to find another target. If the possessed body dies, the screamer's spirit is destroyed as it goes to its final rest.

These terrible undead are the remnant of soldiers who have fallen to the horrors of mass conflict and warfare. Whether each of these creatures is the remains of a single fallen soldier or a conglomerate of the scarred psyches of several such casualties remains up for debate, however what is known is that all of these creatures harbor an unending hatred of the living and an unceasing quest for the release of death. These mutual drives combine to create a horrifying fate for all those unfortunate enough to encounter a screamer.

A screamer retains no language.

In combat a screamer emits a continual piercing keening which rises in volume and pitch to become its scream attack. It uses this in conjunction with its charisma-draining touch to wear down its victim and make them susceptible to its malevolence attack. A screamer attack that is completely successful always ends in the creature's own destruction.

Shadow Dire Bear

A looming shadow like that of a massive bear with claws like sickles rises before you.

SHADOW DIRE BEAR CR 10

XP 9,600

CE Large undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC (incorporeal) 13, touch 13, flat-footed 11 (+2 deflection, +1 Dex, +1 dodge, -1 size) *or* **AC** (partially corporeal) 18, touch 11, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, -1 size)

hp 90 (12d8+24 plus 12)

Fort +6; **Ref** +5; **Will** +9

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Spd fly 40 ft. (good)

Melee 3 incorporeal touches +10 (1d6 Strength damage) or claw +19 (1d6+10 plus grab) and bite +18 (1d8+10)

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

Special Attacks create spawn

Str 31, **Dex** 13, **Con** —, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +11 (incorporeal) or +20 (partially corporeal); **CMD** 24 (incorporeal) or 32 (partially corporeal)

Feats Dodge, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (claw), Weapon Focus (incorporeal touch)

Skills Fly +10, Perception +11, Stealth +4 (+8 dim light);

Racial Modifiers +4 Stealth in dim light (-4 in bright light)

SQ partially corporeal

Environment any

Organization solitary

Treasure none

Create Spawn (Su) Any animal reduced to Strength 0 by a shadow dire bear becomes a shadow animal within 1d4 rounds. It is not under the control of its killer but attacks all living targets immediately.

Grab (Ex) While partially corporeal, a shadow dire bear that hits with a claw attack can then attempt to start a grapple as a free action without provoking an attack of opportunity. The grapple is lost if the shadow dire bear becomes incorporeal again. If the shadow dire bear gains a hold, it automatically deals bite damage each round that the hold is maintained.

Partially Corporeal (Su) As a move action a shadow dire bear can become partially corporeal without provoking attacks of opportunity. It can likewise resume its incorporeal state as a move action without provoking attacks of opportunity. While in its partially corporeal state the shadow dire bear benefits from its natural armor and its Strength bonus for attacks and damage. In this state its attacks have a 20% chance to ignore natural armor, armor, and shields. Likewise, though attacks against it with magic weapons can hit normally, it can ignore damage from attacks with normal weapons from a corporeal source 50% of the time. It does not retain any of the other incorporeal traits while in this state.

Strength Damage (Su) The touch of a shadow dire bear while incorporeal 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.

A strange incarnation of sentient darkness and feral rage, this is an incorporeal form of a dire bear that resembles its earthly form in all other respects. Its origin lies in the strange result of a shadow's create spawn ability affecting an animal. How such an outcome occurred is anyone's guess, but sages in the lore of undeath have been unable to recreate it since.

It is difficult to see in dark or gloomy places but is clearly visible in bright illumination. Like a dire bear the shadow dire bear is over 12 feet long, but it is weightless except when partially corporeal when it weighs about 1,000 lb.

A shadow dire bear attacks aggressively like its living counterparts with its incorporeal claws and bite alternating this with its grab and tearing claws as it becomes partially corporeal.

Magic Item Appendix

CHAIN OF BEGUILING

Aura moderate enchantment, illusion; CL 10th

Slot none; **Price** 90,000 gp; **Weight** 2 lb.

DESCRIPTION

A 10-foot length of mithral chain, these silvery links when wrapped around a size Large creature or smaller require a DC 24 Will save, or the creature comes under the influence of a *suggestion* as if cast by the wielder of the chain. Penalties to this *suggestion* apply based on its reasonableness just as the spell. The affected creature will not willingly remove the chain and will perform this *suggestion* as long as the chain remains upon it. In addition, the wielder of the chain can create a *seeming* effect to mask the creature as the spell as long as it wears the chain (Will DC 25 to disbelieve if interacted with). The chain itself remains visible but can be disguised as a decorative belt of links, etc. if the wielder so chooses. The chain can easily be removed if the recipient is so commanded by the wielder but will not do so otherwise. Anyone else attempting to remove the chain must succeed at grappling and then pinning the creature long enough for another to remove it with a standard action. If the creature is incapacitated, the chain can be removed with ease.

CONSTRUCTION

Requirements Craft Wondrous Item, *mind fog*, *seeming*, *suggestion*; Cost 45,000 gp

Prestige Class Appendix

The following prestige class originally appeared in association with *DI: The Tomb of Abysthor* by Necromancer Games. It is updated and included here for your convenience.

Justicar of Muir

A Justicar of Muir is the living embodiment of the first and most important of the triune virtues of Muir — Truth. As an embodiment of truth, and in keeping with the strictness of Muir, a Justicar of Muir must follow an extremely strict moral code beyond that required of a common paladin. The benefit of this purity and stricture is awe-inspiring — eventually allowing the Justicar of Muir to become an avatar of Muir herself.

Role: Justicars of Muir are the elite paladins in the worship of Muir. While there may be many paladins of Muir, there can never be more than 13 Justicars of Muir alive at any one time. The leader of the Justicars of Muir is known as the Grandmaster. The grandmaster must be a Justicar of at least 8th level.

Because the worship of Muir has waned substantially, it would be appropriate if there were no current Justicars in your game world and no priests of the necessary level to ordain a Justicar — thus requiring the PCs to find Flail's spirit or free Abysthor to locate a priest capable of ordaining a Justicar (see *DI: The Tomb of Abysthor* by Necromancer Games).

Alignment: Lawful good.

Hit Die: d10.

Requirements

To qualify to become a Justicar of Muir, a character must fulfill all of the following criteria.

Class: A Justicar must have at least 3 paladin levels and may not be an ex-paladin. In addition, the PC must have taken his last level as a paladin prior to becoming a Justicar. Thus a person who takes 3 levels of paladin and then 7 levels of cleric cannot be a Justicar, though a person who has taken 7 levels of cleric and then 3 levels of paladin could be a Justicar.

Deity: Muir.

Skills: Knowledge (religion) 8 ranks, Sense Motive 2 ranks, Diplomacy 2 ranks.

Quest: A Justicar-to-be must complete an arduous quest of some significance to Muir to demonstrate his worth to Muir before he may be ordained (see below).

Ordination: This is the most difficult of the requirements to become a Justicar. A Justicar of Muir must be ordained by a person with the power to ordain Justicars. This power is only held by clerics of Muir of 13th level or higher and clerics of Thyr of 16th level or higher. Once the Justicar-to-be proves himself worthy by a quest (see above), the ordaining priest must cast *bleed*, *zone of truth*, *prayer*, *discern lies*, *mark of*



justice, *righteous might*, and *holy word* upon the Justicar-to-be. This ordination ritual also requires the presence of a holy relic of Muir, such as the *Stone of Tircople*, the *Holy Sword of Karith*, or the *Sword of Gerrant*. Ordination should be a difficult and arduous process. A PC should not be allowed to become a Justicar of Muir simply because he meets the other prerequisites.

Class Limitations

Justicars must follow a strict and rather unforgiving moral code. Failure to follow these rules may result in the PC becoming an ex-Justicar.

Alignment: A Justicar must be lawful good. In addition to the strictures placed on a paladin, a Justicar must live by the following additional limitations:

Reject Cohorts and Henchmen: A Justicar may never gain followers, cohorts, henchmen, or hirelings. If, at the time of becoming a Justicar, the character has followers, cohorts, henchmen, or hirelings, he must renounce them and free them of their bonds of fealty or obligation. In addition, a Justicar may not hire men-at-arms. A Justicar may retain his special mount, if gained while a paladin. Once slain, however, a Justicar may not call a new mount. The only exception to this limitation is that a Justicar may retain his falcon familiar (see below) as long as he remains a Justicar. Willful disobe-

dience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (accidentally obtaining a cohort because the cohort was enchanted to follow you, for example) requires *atonement* and the Justicar must break the enchantment and rid himself of the cohort as quickly as possible. A simple offer by a prospective follower or cohort to follow you, if rejected, does not constitute disobedience. This requirement does not prevent a Justicar from traveling with companions.

Reject Property: A Justicar may not own real property — land, buildings or other holdings, nor may he circumvent this by having agents or friends hold such property in his name. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inherited land, for example) requires *atonement*. A gift of land, if rejected, does not constitute disobedience.

Reject Wealth: A Justicar may not possess more material wealth than is required to feed, clothe, and house his person in a modest fashion (usually no more than 100 gp). Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inheriting wealth, for example) requires *atonement*. A gift of money or wealth, if rejected, does not constitute disobedience.

Reject Material Property and Magic: A Justicar may not carry more than his arms and armor, a pack with simple equipment, equipment for his mount, simple religious items, and simple clothes. He may not possess ornamental items. He may not possess magic items other than his arms and armor. He may, however, carry and use potions and scrolls created by priests of Thyr and Muir. Aside from arms and armor, all a Justicar need possess is faith in Muir. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience requires *atonement*. Having a barred item hidden on you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately rejects the item once discovered.

Reject Disguise: As an embodiment of Truth, a Justicar may not thwart truth, regardless how noble the goal. Though he may tolerate it in others, a Justicar will not willingly disguise himself, accept magic intended to conceal or disguise his person or qualities, nor may he use protective magic based on disguise or hidden appearance. He will counsel against his companions using such tactics, though he will not split with persons who are otherwise good-aligned as a result of their use of such tactics. The Justicar simply will not take part in them. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (having a disguising spell cast upon you by a friend against your will) requires *atonement*. Having a disguise or concealment spell cast upon you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately seeks to undo the disguise.

Reject Falsehood: A Justicar may not lie, regardless of how noble the goal. Lying means active deception. Standing silent or failing to answer a question is not lying. However, if a Justicar fails to answer a question because of an intent to deceive, he must do *atonement*. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being magically compelled or otherwise forced to lie against your will, for example) requires *atonement*. Because a Justicar embodies Truth, the GM is encouraged to demand the strictest compliance to this principle.

Ex-Justicars: If a Justicar violates any of the strictures above, he becomes an ex-Justicar. He loses all Justicar spells and

Justicars in the Necromancer Games / Frog God Games World

The world in which *The Slumbering Tsar Saga* and the modules of Necromancer Games are set, depicts a time when newer gods have replaced the older gods, such as Thyr and Muir. Their powers are on the decline. There are currently no living Justicars of Muir in the world, nor were there any when Canaara came to visit the priests of Thyr and Muir and captured the famed *Holy Sword of Karith* (see module *LI: Demons and Devils* by Necromancer Games for more details). The heyday of the Justicars was the time of the rule of the Second and Third High Lords, who ruled from the holy city of Tircople before its downfall during the time of the Battle of Tsar. The ordination of a Justicar of Muir should be an event for the world to notice — symbolizing the resurrection of the power of the older gods and a warning sign to all creatures of evil. Most current religions believe Justicars are but exaggerated myths. Using a similar theme of decline and redemption in your campaign would serve to highlight even further the PC's quest to become a Justicar. Certainly, recovering the *Holy Sword of Karith* (*LI: Demons and Devils*), freeing Abysthor from his imprisonment (*DI: The Tomb of Abysthor*), or resolving the ancient mystery of the slumbering city of Tsar (*The Slumbering Tsar Saga*) would justify ordination as a Justicar.

class features (including the service of the Justicar's falcon familiar, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a Justicar, nor can he ever regain his status as a Justicar. Muir is a strict and demanding goddess.

Torment: The above rules allow evil NPCs (or characters) to torment Justicars — attempting to give them wealth, magically disguising them against their will, etc. An evil creature can never cause a Justicar to become an ex-Justicar by such torment unless the Justicar willingly joins or fails to reject the evil character. At worst, such actions may require the Justicar to do *atonement*. Note that in the case of such torment, a Justicar is free to attempt to slay the tormenting evil NPC prior to attempting to undo the source of the torment (breaking the spell on a charmed cohort, dismissing the *obscuring mist* spell placed upon him, giving away treasure, etc.). The only exception is lying. If a Justicar willfully lies, even to an evil opponent, he becomes an ex-Justicar.

Class Skills

The Justicar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). The following skills are prohibited to the Justicar: Bluff, Disguise, Intimidate, Sleight of Hand, and Stealth.

Skill Ranks per level: 2 + Int modifier.

Justicar of Muir

Atk Level	Fort Bonus	Ref Save	Will Save	Save	Special	Spells per Day
1	+1	+1	+0	+2	Resist illusions, zone of truth, enemy of evil, celestial companion	+1 lvl of existing class
2	+2	+2	+0	+3	Discern lies	+1 lvl of existing class
3	+3	+2	+1	+3	Shield of truth	+1 lvl of existing class
4	+4	+3	+1	+4	Mark of justice	+1 lvl of existing class
5	+5	+3	+1	+4	Immunity to illusions	+1 lvl of existing class
6	+6	+4	+2	+5	Sword of courage	+1 lvl of existing class
7	+7	+4	+2	+5	True seeing	+1 lvl of existing class
8	+8	+5	+2	+6	Armor of honor	+1 lvl of existing class
9	+9	+5	+3	+6	Holy word	+1 lvl of existing class
10	+10	+6	+3	+7	Avatar, demon-bane	+1 lvl of existing class

Class Features

All of the following are class features of the Justicar of Muir prestige class.

Weapon and Armor Proficiency: Justicar's gain proficiency in the bastard sword as an exotic weapon per the feat Exotic Weapon Proficiency (bastard sword).

Spells per Day: When a Justicar of Muir level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Justicar, he must decide to which class he adds the new spell level for purposes of determining spells per day.

Resist Illusions (Su): A Justicar gains a +4 divine bonus on Will saves against illusion magic. In addition, Justicars are allowed to save to disbelieve illusions without having to interact with the illusion, even if that is normally required to disbelieve the illusion.

Zone of Truth (Sp): Once per day for every three Justicar levels, a Justicar can cast the spell *zone of truth* as a spell-like ability. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

Enemy of Evil (Su): A Justicar gains a +2 divine bonus to attack and damage rolls against evil-aligned undead and outsiders.

Celestial Companion (Su): A Justicar gains a celestial falcon — the holy animal of Muir — as a companion per the druid animal companion rules (see "Druid" in Chapter 3 of the Pathfinder Roleplaying Game).

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 10; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or

the celestial falcon rests); **Special Qualities** darkvision 60 ft., low-light vision, **DR** and energy resistance per *Pathfinder Roleplaying Game Bestiary* "Celestial Creature", **SR** equal to class level +5

4th-Level Advancement: Ability Scores Str +2, Con +2.

Discern Lies (Su): At 2nd level, a Justicar can *discern lies* as the spell once per day and an additional time per day for every 3 Justicar levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

Shield of Truth (Su): Beginning at 3rd level, a Justicar can invoke Muir's shield of truth once per day. Invoking this ability either enhances the Justicar's current shield or temporarily creates a supernatural shield for the Justicar to use. The shield has the following abilities: +2 divine truth bonus (if the shield is created, this is the only armor benefit it provides) and becomes a *blinding shield* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game), except the blinding effect only affects evil creatures. In addition, the shield radiates the effects of a *prayer* spell for its duration. This ability lasts for 30 minutes. Shield of truth cannot be used in combination with either sword of courage or armor of honor until the Justicar gains the avatar ability.

Mark of Justice (Su): Beginning at 4th level, the Justicar gains the ability to pass holy judgment on others once per day and place a *mark of justice* on persons so judged as the spell (but as a standard action). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

Immunity to Illusions (Su): Beginning at 5th level, a Justicar is immune to all illusions. A Justicar notes the presence of illusions but recognizes them for what they are and disbelieves them immediately and automatically.

Sword of Courage (Su): Beginning at 6th level, a Justicar can invoke Muir's sword of courage once per day. Invoking this ability either enhances the Justicar's current sword or temporarily creates a supernatural magical bastard sword for the Justicar to use. The sword gains a +2 divine courage bonus to attack and damage rolls. The sword also becomes a *holy weapon* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. In addition, the sword radiates *remove fear* in a 30-foot radius for its duration

PRESTIGE CLASS APPENDIX

(caster level equal to the Justicar's total character level). The ability lasts for 30 minutes. Sword of courage cannot be used in combination with either shield of truth or armor of honor until the Justicar gains the avatar ability.

Scourge of Evil (Su): At 6th level, a Justicar gains an additional +1 divine bonus to attack and damage rolls and double the normal critical threat range against all evil-aligned creatures (of all types). This ability stacks with the enemy of evil ability and the Improved Critical feat or keen weapon quality if the Justicar has these as well.

True Seeing (Su): Beginning at 7th level, a Justicar can use *true seeing* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

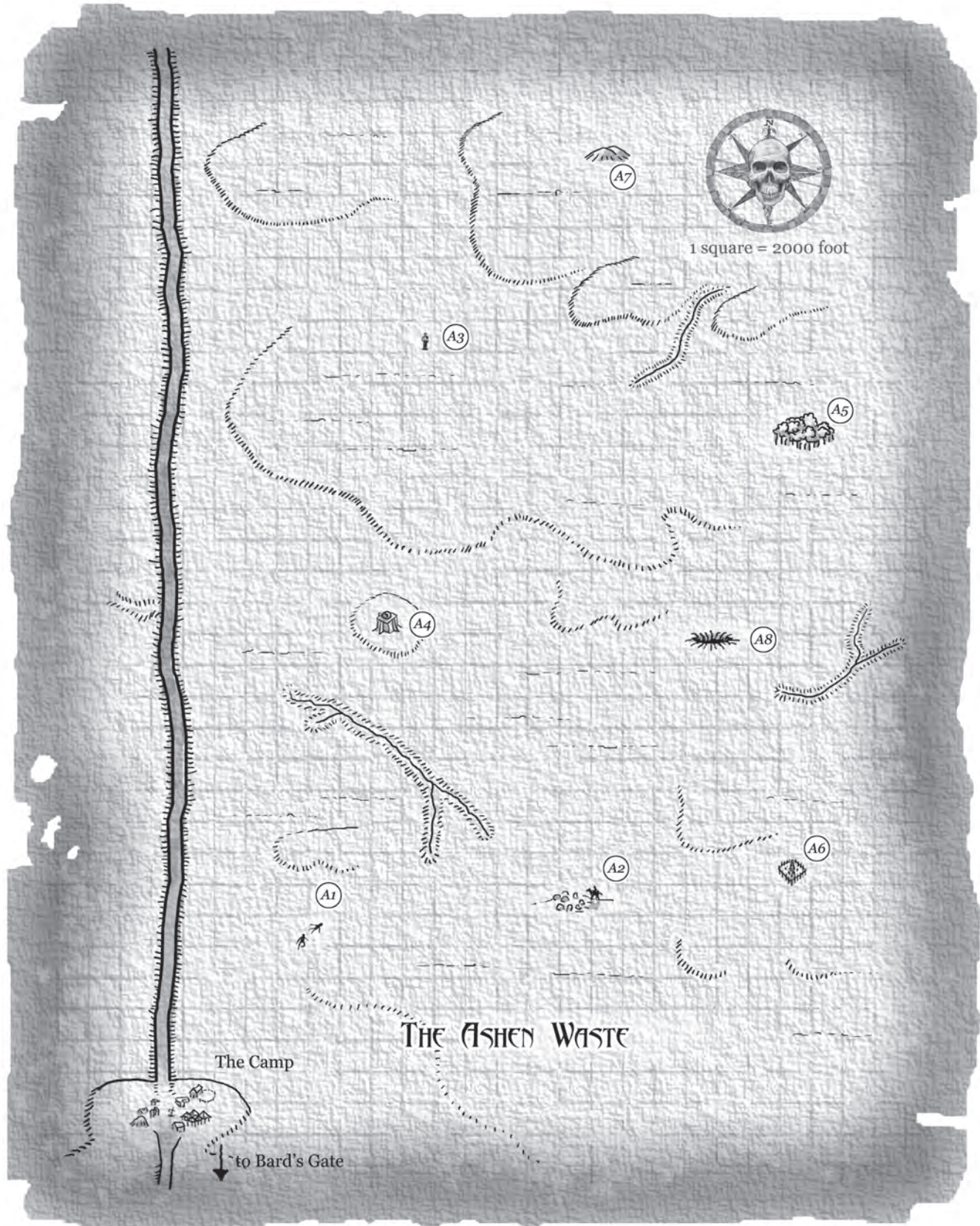
Armor of Honor (Su): Beginning at 8th level, a Justicar can invoke Muir's armor of honor once per day. Invoking this ability either enhances the Justicar's current armor or temporarily creates a suit of magical chainmail around the Justicar. The armor gains a +2 divine honor bonus to AC. The armor also has the qualities of *moderate fortification*, *invulnerability*, and *spell resistance* (15) (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. This ability lasts for 30 minutes. Armor of honor cannot be used in combination with either shield of truth or sword of courage until the Justicar gains the avatar ability.

Holy Word (Su): Beginning at 9th level, a Justicar can speak a *holy word* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

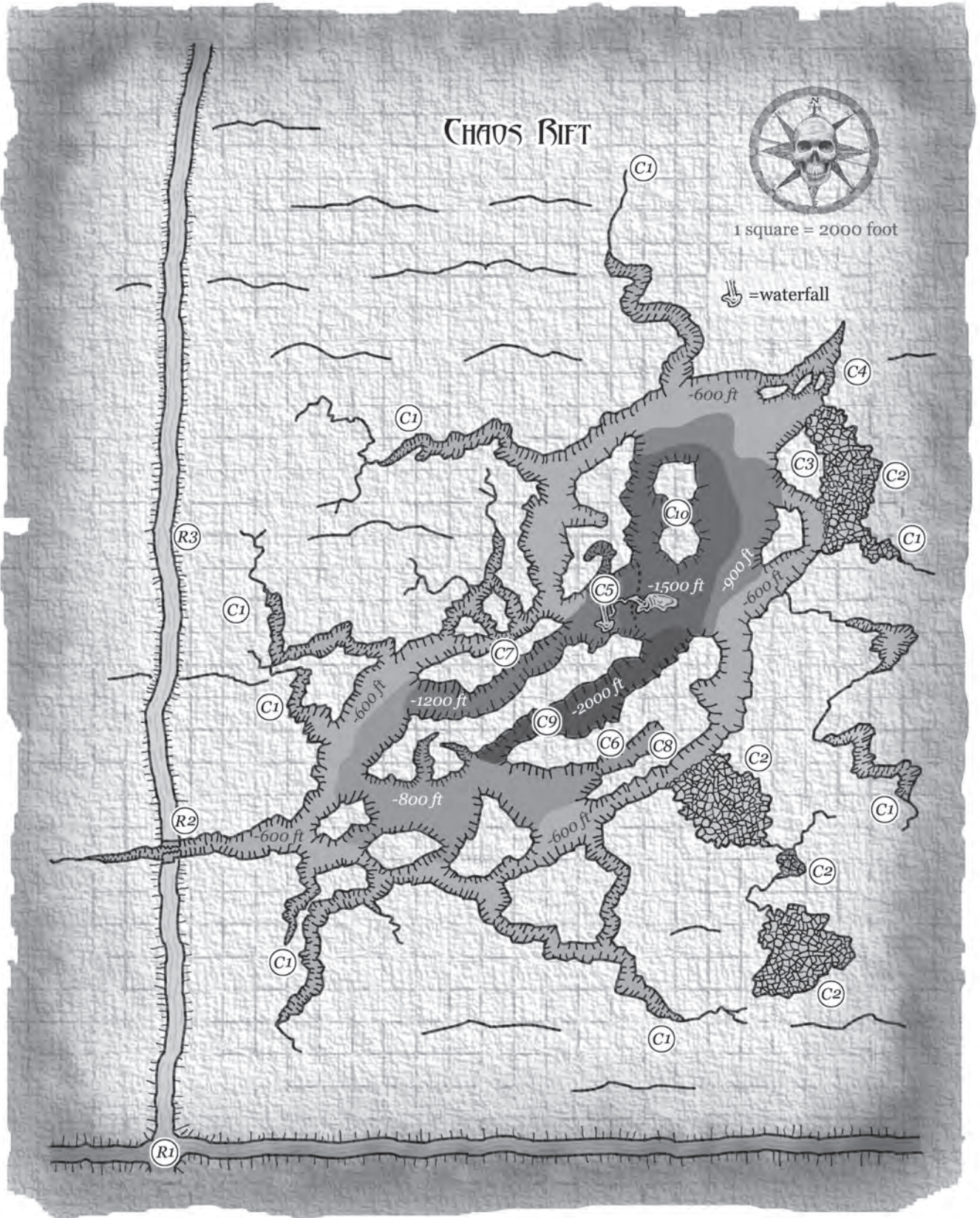
Avatar (Su): At 10th level, a Justicar can use shield of truth, sword of courage, and armor of honor at the same time up to once per week. When all three powers are invoked at the same time it seems as if a spectral figure of Muir herself overlaps the body of the Justicar and mimics his every movement. In combat against evil creatures the figure of Muir becomes even more apparent. In addition to allowing all three powers to operate in unison, when a Justicar becomes an Avatar of Muir he is treated as if under the effects of a *greater heroism* spell (caster level equal to the Justicar's total character level) for the duration of the ability. The avatar ability lasts only so long as all three abilities — shield of truth, sword of courage, and armor of honor — are in effect at the same time.

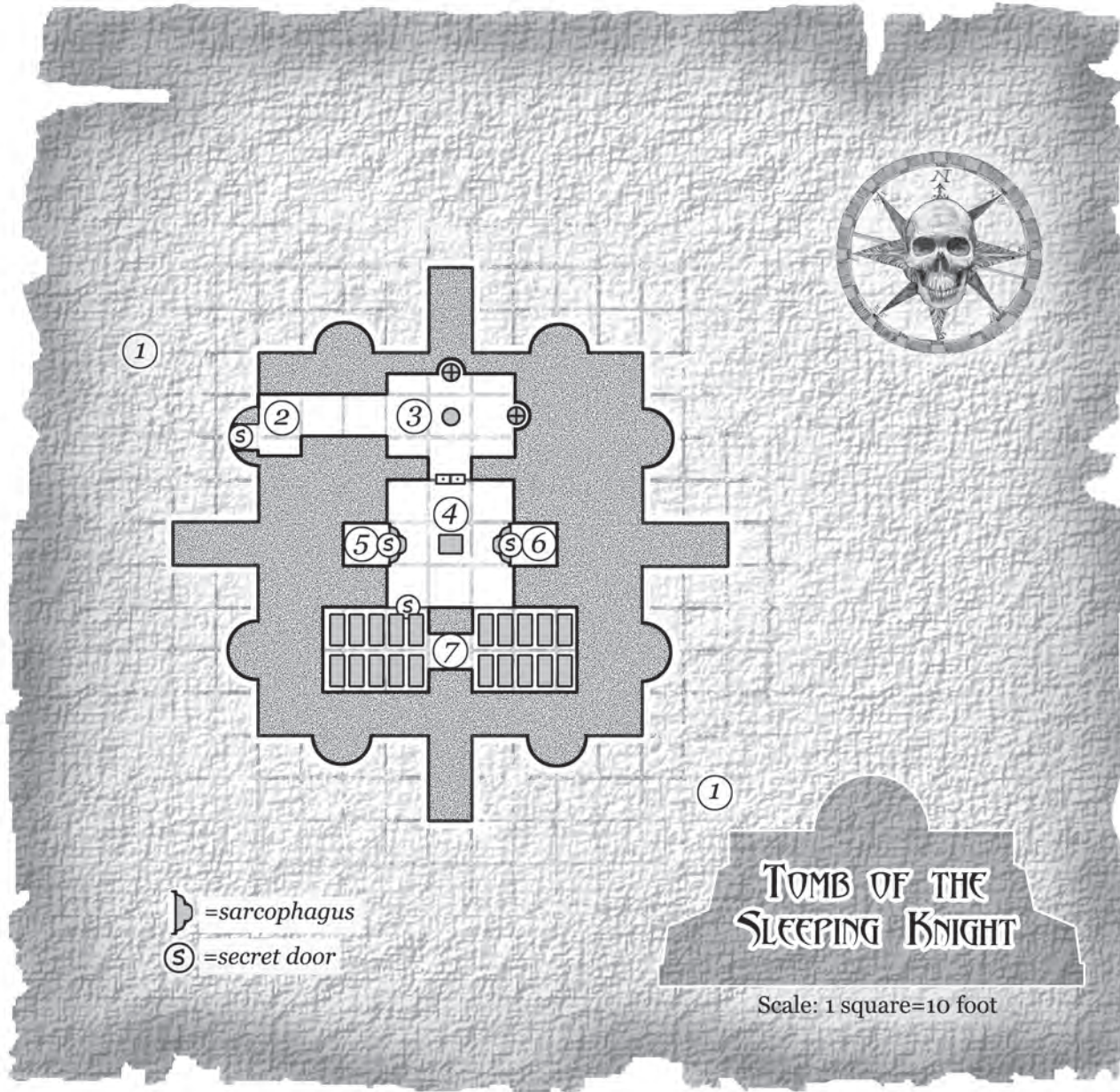
Demon-bane (Su): At 10th level, a Justicar becomes an evil-killing machine. His critical threat range is doubled against evil undead and outsiders. This ability stacks with both the scourge of evil ability (see above) and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.

MAP APPENDIX



MAP APPENDIX

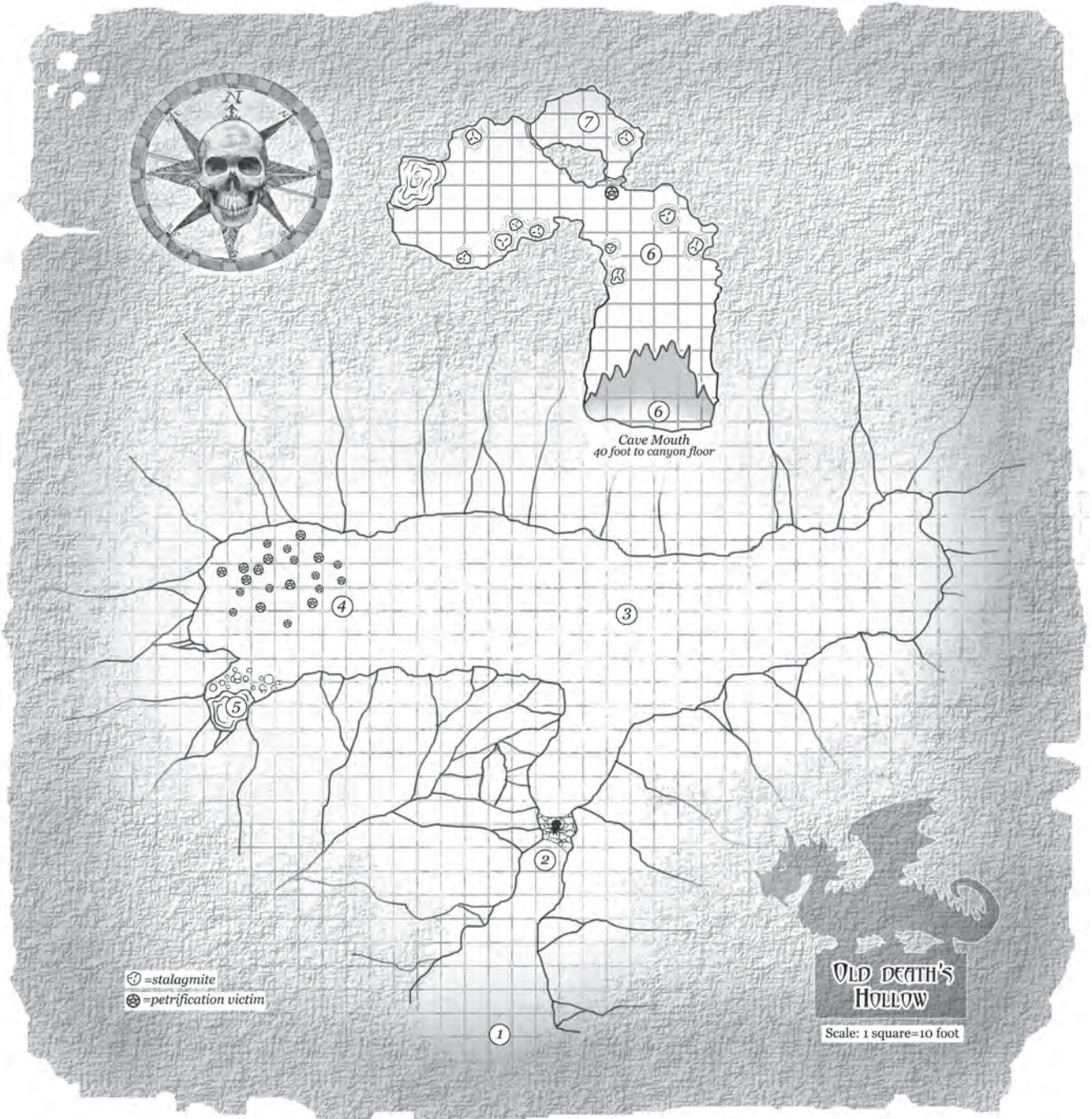




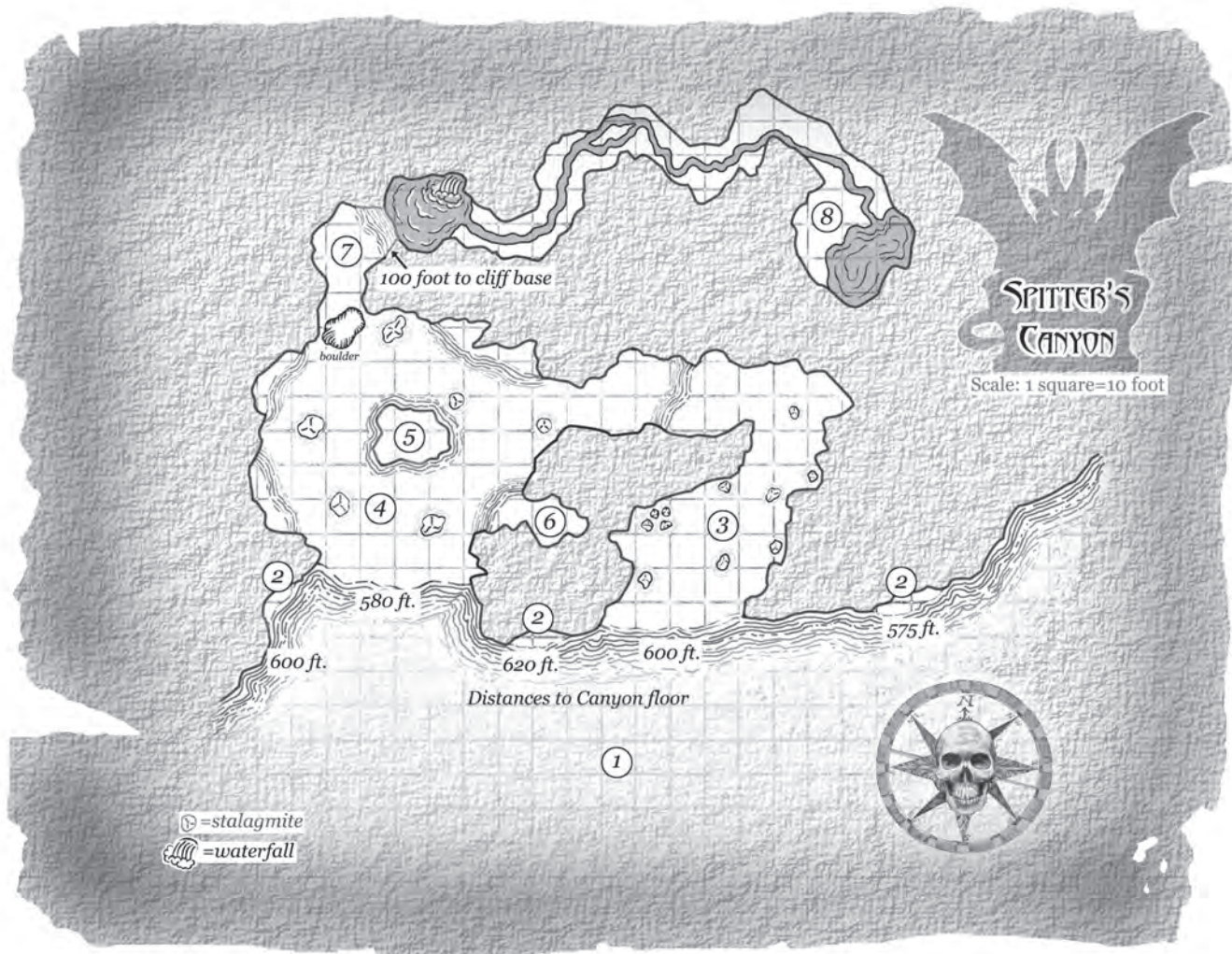




MAP APPENDIX

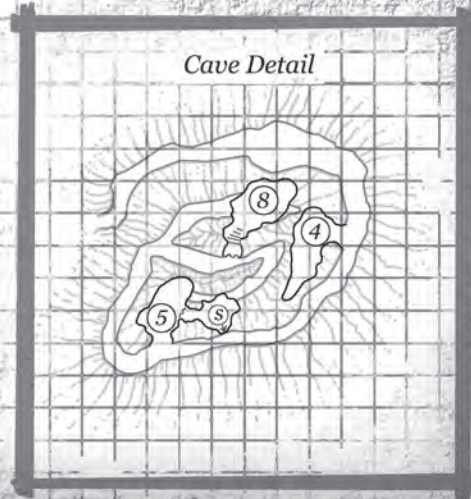
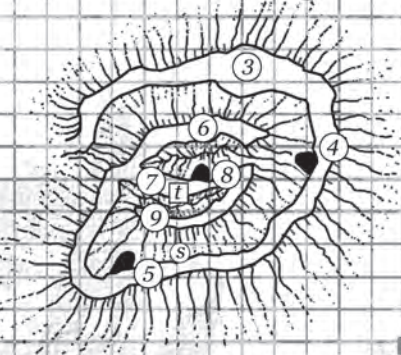
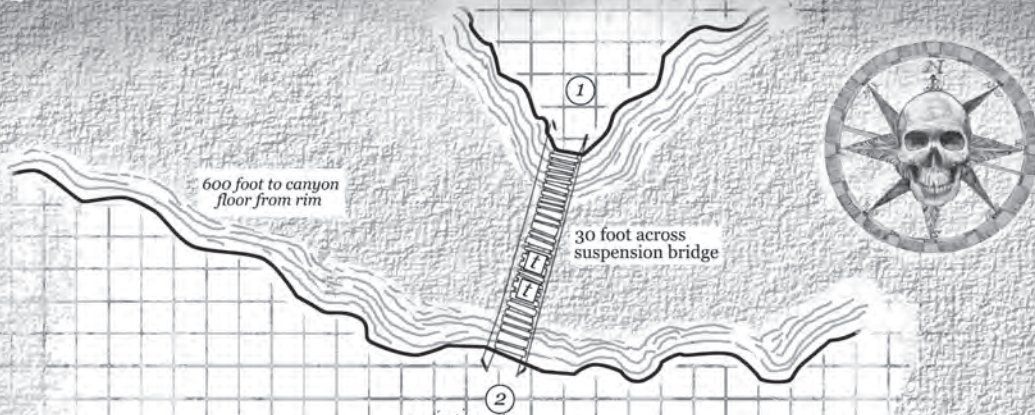


MAP APPENDIX



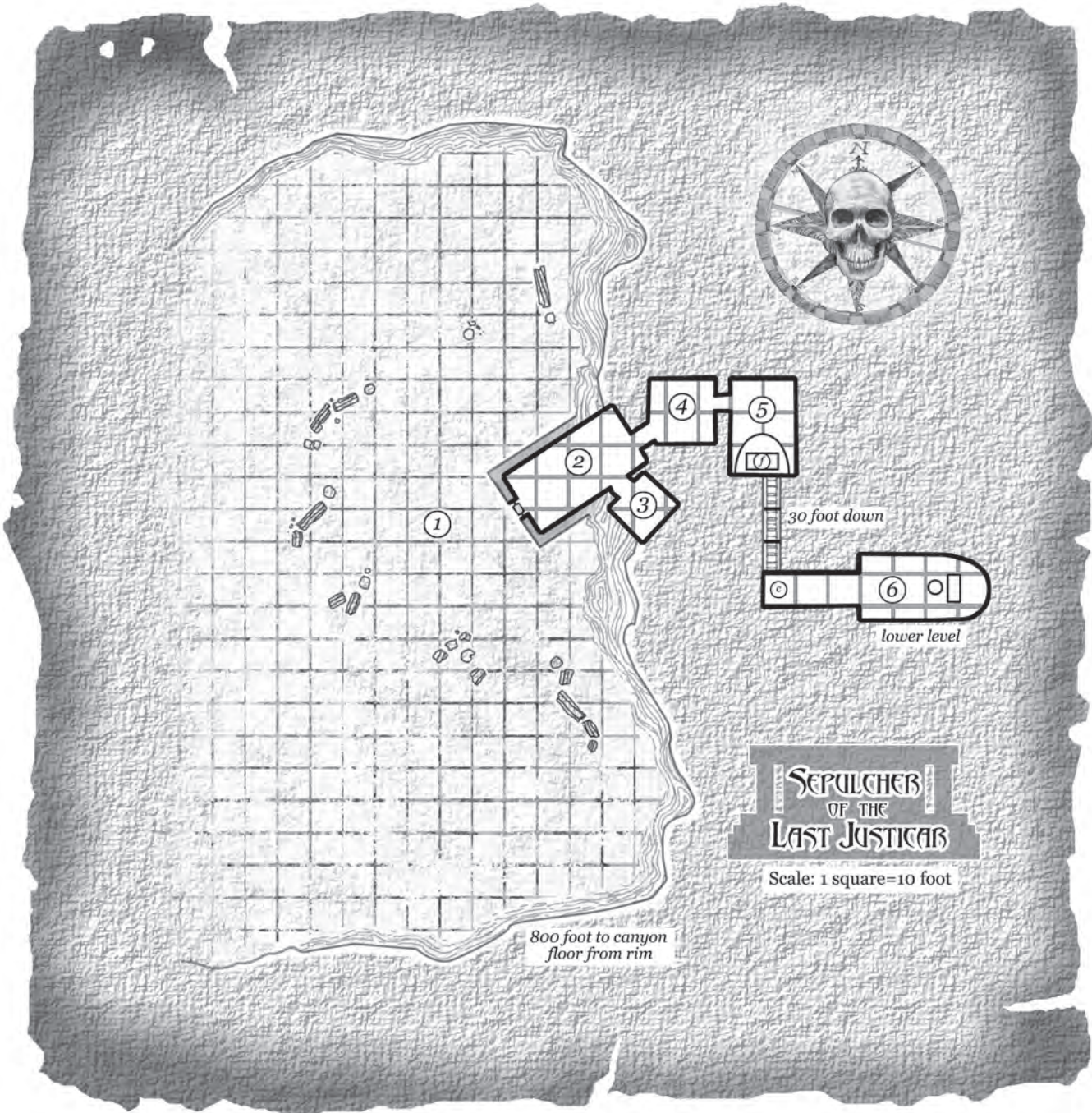
☐ = stalagmite
☐ = waterfall

MAP APPENDIX



BARTILEUS' LAIR

Scale: 1 square=10 foot



slumbering TSAR

The Desolation, Part 3: The Western Front

By Greg A. Vaughan



The fighting was at its most intense around the walls of Tsar. The Army of Light battled its way through blood-crazed defenders again and again until within range of the walls and attacked with artillery and spell only to be driven away by the concentrated returned fire from within the city and the floods of reinforcements that rallied to beat the attackers back. This cycle repeated itself over and over like a relentless tide as months stretched into a year and still the walls were not breached. The grounds around the city became a mass open grave of the fallen where defender and attacker trod upon the bones of friend and foe alike, heedless of the fallen until they too were violently ushered into their ranks. In addition to the staggering number of casualties that piled up in the fields about the walls of the city, so too did the grounds absorb the concentrated effects of spell and bombardment releasing all manner of diabolical plague or destructive concoction. In the end the dealing of death became the only purpose to those engaged on these bloodied grounds as all sense of cause or loyalty was lost in the endless, grinding death machine that was the Western Front.

Chapter 6: The Boiling Lands

Closer in to the precipices of the Stoneheart Mountains, the winds don't blow as strongly, shielded as the land is by that escarpment. Instead the still air of the Boiling Lands remains shrouded in an almost perpetual cloud created by the ever-present geysers that give this region its name. Like in the Dead Fields, some of the fiercest fighting of the Battle of Tsar occurred in the Boiling Lands. Unlike the Dead Fields where the fighting was mainly in the conventional mass combat sense, in the Boiling Lands all manner of magical and cursed concoctions and attacks were unleashed — a testing ground for new and more hideous forms of death dealing developed by both sides of the conflict. All of this twisted advancement in the “art” of war culminated in the disciples of Orcus creating the magical paroxysm upon the enemy encampment that resulted in that destruction of destructions—the Chaos Rift

As the destruction and plague-spawned death rained on, the attackers hunkered down into defensive positions to wait out the horrific storms of death-bringing power and to launch their own counterattacks at opportune moments. Miles of muddy trenches were dug and still criss-cross the scarred landscape. These were fortified and improved upon, becoming the last homes for many of the soldiers who fought and died on the battle plains. Great wooden towers rose from these trenches providing vantage points and artillery emplacements, though most are little more than the splintered remains of the rotten foundations.

The strange moonscape holds many geysers, pits, craters, and pools of boiling sulfur or mud, many hidden beneath deceptively thin crusts waiting for the unwary traveler to tread upon them. The stench is an unbelievable mixture of rotten eggs, soggy compost, and suffocating death. Visibility is never more than 100 feet and usually less. Unless otherwise noted, roll 1d10x10 to determine how far characters can see at any given moment. Reach or ranged attacks beyond the extent of vision are considered against targets with concealment for the first 20 feet beyond the range of visibility and total concealment beyond that. The terrain of this tortured moor should be treated as a shallow bog with its thick layer of mud and sometimes standing water. It costs 2 squares of movement to move into a square in this quadrant and the DC of Acrobatics and Stealth checks are increased by 2 as described in the “Marsh Terrain” section in Chapter 13 of the Pathfinder Roleplaying Game.

Standing water and geysers found here are full of all manner of toxins. Unless otherwise noted, anyone drinking of the water in this quadrant must make a DC 16 Fortitude save or contract blinding sickness as described in the “Diseases” section of the Appendices of the Pathfinder Roleplaying Game.

The Boiling Lands

The main fighting in the Battle of Tsar occurred in the western half of what would become the Desolation, the area closest to the walls of the city itself and what would become known as the Western Front. The Boiling Lands lie in what is the northwestern quadrant of those fields. These twisted and battle-wracked lands get their name from the many craters that dot the landscape like the boils of

a diseased beggar from the back alleys of Tsar itself. In addition the name is derived from the many geysers and boiling pools of mud that appeared during those terrible battles and in the years since. This is the wettest of the Desolation's regions, but let the traveler who dares to drink from the natural springs or boiling fountains of the area beware. Their waters can bring death as surely as the foul denizens that make their homes among them.

The reason for the strange terrain features found here, unlike elsewhere on the battlefield, is the way in which the Battle of Tsar unfolded here. For it was here that the most powerful of the clerics and sorcerers within Tsar's walls plied their worst magic against the attackers. Eldritch comets of fire and exploding stones fell like hail pounding the terrain and troops here. Likewise, hideous plagues and diseases were unleashed against the forces of good that continually attacked from this quadrant. As the casualties mounted, it was here the wizards and priests of the Army of Light responded in kind, ripping through the enemy ranks with attacks of terrible or insidious magic. Next to the Chaos Rift, where in one fell magical explosion thousands were instantly killed, it was here that the greatest numbers of defenders and attackers both were slain the most quickly in sudden onslaughts of magical might. Finally it was here that the master dweomercrafters within the Citadel of Orcus perfected their spells in preparation of the cataclysm they unleashed to create the Chaos Rift.

For random encounters while the party ventures through the Boiling Lands, consult the Boiling Lands Random Encounter Table below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the same encounter table for day and night within the Boiling Lands.

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Bane Cloud: The poisonous vapors and twisted nature of

The Boiling Lands Random Encounter Table

d%	Encounter
01-11	Acid Rain
12-15	Bane Cloud
16-23	Geyser
24-26	Boiling Mud
27-30	1d6 Toxic Mudmen
31-35	1d2+1 Mature Slime Crawlers
36	Gray Render
37-38	1d2 Will-O'-Wisps
39-41	Large Water Elemental
42-45	1d4 Poisonbearer Ghouls
46-50	2d6 Plague Zombies
51-00	No Encounter

CHAPTER 6: THE BOILING LANDS

the Boiling Lands created these warped monstrosities out of air elementals summoned to fight in the Battle of Tsar. Now they roam the region in a perpetual rage, railing against what they have become and what they have lost. They appear as a low-hanging fog moving sluggishly over the earth with noxious greenish-yellow color, though this often resembles the normal exhalations of the Boiling Lands. The omnipresent fog protects it from the sun's harmful rays.

BANE CLOUD

CR 4

XP 1,200

Creature Collection II: Dark Menagerie 14

CE Medium outsider (air, elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +9

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 26 (4d10+4)

Fort +2; **Ref** +4; **Will** +6

Immune acid, elemental traits, weapon damage

Weaknesses vulnerability to sunlight

Spd fly 20 ft., (poor)

Melee slam +5 (1d6+1)

Special Attacks poison cloud

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

Base Atk +4; **CMB** +5; **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Fly +3, Knowledge (planes) +6, Perception +9, Sense Motive +9, Stealth +10

Languages Auran

Poison Cloud (Ex) As a standard action a bane cloud can create a highly poisonous cloud in a 5-foot radius that lasts for 1d6 rounds. Victims caught in the cloud must succeed on a DC 14 Fortitude save each round or take 1d6 points of damage and 1d2 points of Dexterity and Constitution damage (half damage on a successful save). The save DC is Constitution-based and includes a +1 racial bonus.

Vulnerability to Sunlight (Ex) The bane cloud takes 1d4 points of damage per round of exposure to direct sunlight (not a *daylight* spell).

Boiling Mud: The Boiling Lands are rife with geothermal activity including many pools of boiling mud or water. These are easily and wisely avoided. However, occasionally a thin crust forms over one of these mud pools and renders them undetectable to casual observation. When anyone happens to walk upon them, the flimsy crust gives way dumping them into a scalding cauldron. The mud is 5 feet deep. Immersion inflicts 3d6 points of fire damage per round of exposure. The mud also encases an immersed character and continues to cause fire damage even after exiting the pool. This damage is 2d6 points in the first round after leaving the pool and 1d6 points of damage in the second round. After that the mud has cooled sufficiently to no longer cause damage. This damage can be prevented by washing the hot mud from the character's body. It is difficult to climb out of the pool through this brittle crust, requiring a DC 16 Strength check for each 5 feet moved towards the pool's edge. A rope thrown by another character alleviates the need for the Strength check to make the move, but the character can still only move as if in a deep bog (4 squares of movement for each square moved). A successful DC 20 Survival check, DC 25 Perception check, or a *detect snares and pits* can identify the ground for the brittle crust it truly is

Geyser: Like mud pools, geysers abound in the active earth of the Boiling Lands. Most are obvious, but some spout sporadically from hidden fissures and are difficult to detect by casual observation. When this encounter is rolled, it indicates that one of these hidden geysers has spouted while a character or characters are within 2d10–2 feet. The eruptions last for 1d3 rounds and extend their plumes 100 feet into the air creating damaging fallout from their scalding waters

within a 20-foot radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Gray Render: A lone gray render has wandered down from the northern hills and taken up residence in the Boiling Lands. Its hardy metabolism finds the hostile environment soothing, and it has stayed now for several years wandering in its never-ending hunt for food. It is a giant, hulking creature with a stooped frame and long sinewy arms ending in clawed hands. Six small yellow eyes dot its forehead and it has a wide, tooth-filled maw. Once this creature has been defeated, treat this roll as no encounter.

GRAY RENDER

CR 8

XP 4,800

N Large magical beast

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

Perception +9

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 125 (10d10+70)

Fort +14; **Ref** +7; **Will** +4

Spd 30 ft.

Melee bite +15 (2d6+6 plus grab), 2 claws +15 (1d6+6)

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

Special Attacks rend (bite and grapple, 2d6+9)

Str 23, **Dex** 10, **Con** 24, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +17 (+19 bull rush, +21 grapple); **CMD** 27 (29 vs. bull rush)

Feats Cleave, Great Cleave, Power Attack, Improved Bull Rush, Skill Focus (Survival)

Skills Perception +9, Stealth +0, Survival +12

Large Water Elemental: The wizards and clerics on both sides of the long ago battle summoned extraplanar allies to assist in the struggle. Many were summoned through carefully crafted spells that kept them until released by their summoner, who in many cases died without ever sending their charges home. Many of these were water elementals who have now made homes in the many pools of the Boiling Lands. Many have gone insane from their long captivity on the Material Plane and attack anyone who comes near.

LARGE WATER ELEMENTAL

CR 5

XP 1,600

hp 68 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Water")

Mature Slime Crawlers: These creatures wander the Boiling Lands searching for carrion on which to feast. They are unharmed by the toxins that abound and use some of the warm mud pools as nurseries for their young.

MATURE SLIME CRAWLER

CR 4

XP 1,200

hp 19 (See Area B6-6)

Plague Zombies: Not all who died in the Boiling Lands and arose as undead absorbed the poisons of the place and transformed into poisonbearer ghouls. Many bodies just fell unheeded into the mud and were forgotten. In many cases the mud acted as a preservative, so that when restless unlife came, wrinkled and black-stained cadavers rose rather than only skeletal remains. Many now haunt the Boiling Lands following their orders as soldiers in life: Slay the enemy. Just about any living creature looks like the enemy to a zombie.

PLAGUE ZOMBIE

CR 1/2

XP 200

Pathfinder Roleplaying Game Bestiary “Zombie”

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**Immune** undead traits**Spd** 30 ft.**Melee** slam +4 (1d6+4 plus disease)**Special Attacks** death burst**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**SQ** staggered

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

Zombie rot: slam; *save* DC 11; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Poisonbearer Ghouls: Many undead have risen upon the fields of the Desolation as a result of the titanic battles fought here. Of all of them, however, only the poisonbearer ghouls actually carry the poisons of the tainted land within them. Now packs of these feral beasts roam the Boiling Lands seeking to destroy and devour all they find.

POISONBEARER GHOUL

CR 4

XP 1,200

hp 39 (See Area B3-10)

Toxic Mudmen: Created by the leakage of the magical forces brought to bear upon the Boiling Lands and the poisons that remain as a result, these creatures came into being and remain to this day. They dwell in the boggiest parts of the Boiling Lands and are highly territorial of their lairs, seeking to destroy or drive away all intruders.

TOXIC MUDMAN

CR 2

XP 600

hp 22 (See *Monster Appendix*)

Will-O'-Wisps: See The Ashen Waste in *Part 2—The Ghosts of Victory*. These sadistic creatures try to lure characters to areas with thin crusts over boiling pools or to hidden geysers.

WILL-O'-WISP

CR 6

XP 2,400

hp 40 (*Pathfinder Roleplaying Game Bestiary* “Will-O'-Wisp”)

Fixed Encounters

The encounter areas of the Boiling Lands begin with a “B” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the “B” and the numeral. For example Mud Marauder is identified as B3-8.

Br. Rift Genesis (CR 7)

The very beginning of a shallow fissure appears in the ground here at the edge of the Boiling Lands. The terrain is drier here than in the quadrant’s interior, so this shallow crevasse with rocky sides has retained its general shape, though the floor of it is lined with muck in various degrees of dryness. This is the westernmost point of the Chaos Rift where it actually crosses the trade road and enters the Boiling Lands. The depth varies at this point from 5–10 feet (roll 1d6+4) and 11–20 feet wide (roll 1d10+10). It is easy to climb in and out of requiring only a DC 10 Climb check. The area immediately surrounding the rift is dry ground, but the bottom is still considered shallow bog for movement purposes. It gets progressively drier and deeper as it approaches Area R2.

Creature: Hiding at the extreme western end of this crevasse, using the muck for concealment (+8 to Stealth checks) is an **amphisbaena basilisk**, a hideous, eight-legged creature with the head of a basilisk at each end of its body. One of the foul spawn of that cursed rift, this creature has wandered up from the depths to rest in the cool mud and prey on anything that draws close enough for it to use its petrifying gaze. The mud is deeper where it hides, so it only lifts half of its body from the muck to make its attack hoping to draw prey in closer so it can suddenly raise its other head from concealment and get an additional gaze attack against its unsuspecting foes.

AMPHISBAENA BASILISK

CR 7

XP 3,200

The Tome of Horrors II 196

N Medium magical beast

Init –2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +16**AC** 16, touch 8, flat-footed 16 (–2 Dex, +8 natural)**hp** 95 (10d10+40)**Fort** +13; **Ref** +5; **Will** +6**Immune** flanking; **Resist** cold 10**Spd** 20 ft.**Melee** 2 bites +16 (1d8+7)**Special Attacks** gaze**Str** 20, **Dex** 6, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +10; **CMB** +15; **CMD** 24 (36 vs. trip)**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +16, Stealth +10**SQ** split

All-Around Vision (Ex) An amphisbaena sees in all directions at once due to its multiple heads. It cannot be flanked.

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 19 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Split (Ex) Each of the amphisbaena’s heads functions

CHAPTER 6: THE BOILING LANDS



independently of the other. If an amphisbaena is struck by an edged weapon that deals half of its total hit points in a single blow, it is cut in half, and the damage is treated as nonlethal. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days. If an amphisbaena is struck by the decapitating ability of a *vorpal* weapon, there is a 50% chance the *vorpal* weapon merely splits the creature rather than decapitating one of its heads. If this occurs, the *vorpal* weapons damage for that strike is also considered nonlethal. Decapitation does not kill an amphisbaena unless both heads are removed, though decapitation of a head does not count as splitting the creature. An amphisbaena that has been split cannot be split again until it reattaches.

B2. Trenches (CR varies)

These muddy trenches are typically 10 feet deep and anywhere from 5–20 feet wide. After all these years of erosion most are little more than vaguely defined ditches, but many still cut through the landscape in much their original condition. The occupants of old lined them in many places with palisade walls of hewn logs to ward off charging attackers and to separate the trenches into discreet defensible sections, though most are long since shattered or reduced to rotting heaps of mulch. The shattered bases of many of the wooden towers still sit above these digs. Within the trenches themselves are the remains of many dugouts — often half-collapsed — where the soldiers of long ago slept or sheltered against attack. Often the mud-encrusted bones of those who fought and died here are visible in the muck alongside rusted and useless equipment. Entry was usually gained by wooden ladders or steps cut into the embankments, but most of these have deteriorated to uselessness. Fortunately the sides of the trenches are fairly easy to climb, though slippery with mud, requiring only a DC 15 Climb check. The front of the trenches, facing the city of Tsar, were always set with fields of sharpened stakes to break up enemy charges, but these have mainly been reduced to no more than a few rotten stumps rising from the ground.

These trenches are the favorite places for those native to the Boiling Lands to shelter. Anytime the party comes to one of these trenches, roll for a random encounter. If the party elects to camp in one of the trenches or travel its length double the frequency of random encounters. If the encounter rolled is a natural event (i.e. acid rain, geysers, thin crust, etc.), you can elect to ignore it as you see fit since there is no reason why sheltering in a trench should increase the frequency of those types of encounters.

B3. The Last Outpost

Rising above the system of trenches like a monument, is the one tower that still remains intact after all these years. Of

rough-hewn timbers sharpened into fire-hardened points at the ends, this tower weathered many battles in the war and now centuries of neglect but has not succumbed to the deterioration of its fellows. The wooden walls of this tower still bear the scars of many of these attacks including the final battle where the defenders were slain to a man by a sudden surprise attack. It and the surrounding length of trench now serve as the lair to a group of denizens with an unusual degree of organization for this desolate region.

The walls of the tower are wet, mud-slick logs, still sturdy after all of these years. At Areas B3-18, B3-20, and B3-21 the sharpened palisades create a crenellated battlement, 4 feet high, providing cover to those who stand behind it. Anyone attempting to climb over these sharpened logs must make a DC 20 Acrobatics check to avoid accidental impalement on their fire-hardened tips resulting in 1d6 points of damage and the need for another Climb check to avoid falling.

Log Walls: 1 ft. thick; Hardness 5; hp 120; Break DC 30; Climb DC 26.

Ceilings within the tower's lower floor are 20 feet high and those above are 8 feet high. All doors within are strong wooden doors, though none have functioning locks. There are no light sources other than the many arrow slits that allow in the outside illumination.

B3-1. Trench Descent (CR 7)

A small spur of the trench system provides an easy ingress in the form of a well-defined narrow stair cut into the wall of the trench and reinforced with planks. Despite shifting in the planks and some missing boards, it appears to have weathered the years well and remains stable. Its base disappears into the thick muck of the trench floor.

The floor of the trench is a foot deep in thick mud and, as with all of the terrain here in the Boiling Lands, is considered shallow bog for movement purposes. The mud stinks from all the contaminants and rotten carcasses that have fallen into over the long years.

Creatures: This portion of the trench is defended by 6 **toxic mudmen** who make their home in the thick mud. A product of the magical forces and hideous poisons that have so scarred the Boiling Lands, they now attack any who dare intrude upon their mud patch in this spur. They don't attack until someone actually steps foot into the mud, then one rises and attempts to engulf with surprise while the rest fling globs to try and slow intruders until they too can be engulfed. Fighting from the stairs is considered to be on a sloped, slightly slippery narrow surface requiring a +9 penalty to any Acrobatics DC.

TOXIC MUDMEN (6)
XP 600

CR 2

hp 22 (See Monster Appendix)

Treasure: Deposited in the mud here and visible as little more than a muddy lump in the corner noticeable with a DC 14 Perception check is a victim who fell prey to the mudmen's suffocating attacks. Anyone scraping away the mud finds the fairly well-preserved body of a halfling in padded armor. If magically questioned he reveals only his name (Dinwiddy Tumblefoot) and that he left a caravan several months ago to try his hand at adventuring). If you would like the party to be able to *resurrect* the halfling, create stats for him as you see fit. Otherwise the party is free to take his gear which consists of *Small +1 padded armor*, a *Small+2 shortspear*, and a backpack holding a set of masterwork thieves' tools, a 50 ft. coil of silk rope and a waterskin holding 4 doses of *potion of cure light wounds (CL 5)*.



B3-2. Escalade Stairs (CR 4)

Each of these marks the location of a crude stair cut into the mud and rock of the trench's forward wall. These stairs looked out over the battlefield and provided a position for guards to keep watch or for troops to muster and ascend en masse for battle. The stairs have eroded badly and now consist of little more than muddy lumps in the wall. However, they do provide some assistance in climbing reducing the check to DC 10.

Creatures: Guarding the base of the stairs at each of these locations are **2 toxic mudmen**. They attack any who dare enter their domain by trying to engulf anyone who gets near enough.

TOXIC MUDMEN (2)
XP 600
hp 22 (See **Monster Appendix**)

CR 2

B3-3. Defensive Platform (CR 7)

This defensive position provided cover for those entering the trench at Area B3-1 and allowed archers to fire from cover behind the wall on anyone approaching from the west. The palisade wall and platform are still sturdy after all this time, though the wooden ladder will sag and break if any weight is put on it. The only way to reach the platform is by *flying* or climbing either up the earthen wall of the trench (DC 15 Climb check) or around the palisade from above the trench (DC 20 Climb check).

A wooden palisade of sharpened logs rises 10 feet above the trench here providing cover for the side spur that allows entry to the trench. At the lip of the trench a wooden platform protrudes from the palisade providing a firing position for the loopholes in the log wall. The soggy remains of a wooden ladder climb the 10 feet from the trench floor to the platform above.

Creatures: The mud in the trench below the platform is occupied by **2 toxic mudmen**. They have formed a symbiosis of sorts with **3 ooze mephits** that dwell in the undercut embankment directly beneath the platform. These creatures have learned to work together and respond to intruders by helping the other group. Parties approaching from the bottom of the trench are attacked by the mudmen who attempt to engulf while the mephits fly out and alight on the platform to use their breath weapon. If a party approaches from above, the mephits emerge to do battle while the mudmen rise in the trench and hurl mud globs.

TOXIC MUDMEN (2)
XP 600
hp 22 (See **Monster Appendix**)

CR 2

OOZE MEPHITS (3)
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* "Mephit, Ooze")

CR 3

CHAPTER 6: THE BOILING LANDS

Treasure: Tucked away beneath the platform the mephits have stashed a mud-encrusted sack holding 45 sp and a spinel (45 gp).

B3-4. Dugout Shelter (CR 4)

A sagging wooden roof extends from the top of the trench over a dugout that has been cut in its bank. The overhanging roof covers about half of the trench providing a somewhat dry area for the soldiers of the long ago war. The walls of the dugout have been cut into shelves, most likely sleeping nooks, and the broken remnants of crude camp chairs and tables still rest on the earthen floor. The tattered edges of a wall map still hang listlessly from its iron tacks, and a few shreds of netting once used to hold supplies and equipment still dangle from the walls and rafters overhead. Where the roof extends over the trench, the ground is dry, but beyond its cover the trench floor is its typical morass of muck.

This dugout shelter indeed served as temporary accommodations for the soldiers who once manned this trench. The floor under this area is not considered shallow bog like that of the surrounding area. These broken remains of a military camp do not hold anything of value or interest for the characters.

Creatures: Hidden within the many nooks and crannies of this area are hundreds of centipedes. Anyone searching the area disturbs these, and they simultaneously emerge as a **centipede swarm** and attack anyone present. They do not pursue beyond the dry ground beneath the shelter.

CENTIPEDE SWARM XP 1,200

CR 4

hp 31 (*Pathfinder Roleplaying Game Bestiary* “Centipede Swarm”)

B3-5. Bubbling Morass (CR 8)

The wooden bulk of the tower rises above the trench here and arches over it to form a shadowed tunnel of sorts. The log wall of the tower rises to a height of 20 feet where it extends completely over the trench. Above, on the west side of the trench, 10-foot-tall, thick wooden columns support the tower’s western side. Light filters through murder holes cut in the floor of the tower above. The mud here at the bottom of the trench boils and bubbles like a great cauldron. The foul odor of swamp gas hangs strongly in the air here.

The bubbling mud is simply the result of a natural vent of the noxious fumes that lie beneath the Boiling Lands. They cause no harm and the mud itself is not hot or harmful. The mud is deeper — 4 feet — and is considered a deep bog for movement purposes. It requires 4 squares of movement to move into a square. Medium or larger creatures have cover, and smaller creatures obtain improved cover (+8 bonus to AC, +4 bonus on Reflex saves).

Creature: Lying in at the bottom of this morass is what is left of one of Orcus’s subcommanders that died during an assault on this tower. He now exists as a **mohrg** and waits hungrily for any unwary traveler to pass by. He suffers the same movement penalties in the mud but ignores cover provided by the mud to other creatures because of his unnatural existence and affinity for his resting place. He remains crouched to receive improved cover against his foes while he attempts to paralyze them and let them drown in the soup.

MOHRG XP 4,800

CR 8

hp 91 (*Pathfinder Roleplaying Game Bestiary* “Mohrg”)

B3-6. Stakes (CR 3 or more)

The defensive stakes remain in this section of the trenches rising at an angle to discourage charging attackers. Few enough remain that they easily avoided unless a character is running or is involved in combat in which case a DC 15 Reflex save is required to avoid an accidental impalement dealing 1d6 points of damage.

Creatures: The soil of this region is infested by a cluster of 7 **ankhegs**. Each round the party moves through this area there is a cumulative 10% chance of attack by an ankheg. Each round of combat has a cumulative 20% chance of drawing another ankheg. This continues until the ankhegs are all defeated or the characters leave the area.

ANKHEGS (7) XP 800

CR 3

hp 28 (*Pathfinder Roleplaying Game Bestiary* “Ankheg”)

B3-7. Broken Perimeter Fence

A palisade wall once blocked this portion of the trench but was shattered in some attack of long ago. Now only the broken stubs of these logs remain.

B3-8. Mud Marauder (CR 3)

The trench widens here to encompass part of the tower’s base, circling around to the back side of the tower.

Creature: In case the monsters bursting from the ground and mud of the trenches so far weren’t enough, here is one more. Lurking ethereally at this junction is an **ethereal marauder**, a bipedal, lizardlike creature with a tri-mandibled mouth lined with inward curving teeth. It waits here for something more substantial than mudmen and undead to whet its appetite. In its attack it appears to leap from the muddy wall of the trench and retreat back there. The uninitiated may expend attacks and energy on the embankment against what they believe to be a burrowing creature while the marauder maneuvers for a better attack angle.

ETHEREAL MARAUDER XP 800

CR 3

N Medium magical beast (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 14, **touch** 11, **flat-footed** 13 (+1 Dex, +3 natural)

hp 11 (2d10)

Fort +3; **Ref** +4; **Will** +1

Defensive Abilities ethereal jaunt

Spd 40 ft.

Melee bite +4 (1d6+3)

Str 14, **Dex** 12, **Con** 11, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative

Skills Perception +7, Stealth +7

Ethereal Jaunt (Su) An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back

CHAPTER 6: THE BOILING LANDS

again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

B3-9. Tower Entrance

This corner of the tower is undercut to form a covered patio before the tower's entrance. A heavy wooden column seems to strain and bow slightly as it continues to support the tower's weight after all these years. The doorway leading into the tower's darkened interior is only partially obscured by the shattered remains of a heavy ironbound door hanging on twisted hinges.

Despite the support's appearance it is not in danger of breaking. The battered remains of the door provide accurate foreshadowing of what awaits within. A character with the Craft (carpentry) or Profession (architect or engineer) skill can repair the door back to its condition as a strong wooden door with a DC 12 skill check in an hour with the proper tools. There is a -2 penalty on the check without the proper tools.

B3-10. Undertower (CR 8)

This cavernous room carries the smell of death and the silence of the tomb. Heavy squared columns support the ceiling in the darkness overhead. Not even the squeak of a rat disturbs the stillness.

This undercroft once served the defenders of the tower as a storage for supplies and equipment as well as billeting for the troops. Its partially subterranean construction creates an ever-present mustiness and chill.

The southeasternmost column is actually hollow and has a secret door in its western face that can be located with a DC 25 Perception check. Opening the secret door (which is stuck and requires a DC 15 Strength check) reveals a shaft descending into the ground with an iron ladder bolted to the far wall. The ladder does not rise above this level, and there is no access to the levels above from here.

Creatures: This chamber is occupied by horrible undead creatures whose bodies bear the poisonous taint of the tortured Boiling Lands. These are **5 poisonbearer ghouls** that cling to the wooden columns 10 feet above the ground using their Stealth checks (+8 circumstance bonus unless the characters actively look upward). They use their Jump checks to jump down and attempt surprise attacks on characters passing below. They resemble ordinary ghouls with a greenish cast to their skin oozing sores and pustules erupting from their flesh. There is not a ghoul on the hollow column.

POISONBEARER GHOULS (5)

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 93

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits

Spd 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2

claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

Str 15, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11

Languages Common, Infernal

Death Spray (Su) The instant a poisonbearer ghoul is killed or destroyed, pustules on its skin all burst simultaneously, so that all creatures within 5 feet are exposed to its ghoul fever.

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *frequency* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a poisonbearer ghoul.

Poison (Su) Spit (20 ft. range)—contact or bite—injury; *save* DC 15; *frequency* 1/round 6 rounds; *effect* 1d4 Constitution damage and ghoul fever; *cure* 2 consecutive saves, magical means must overcome SR 19. The save DC is Charisma-based.

B3-11. Guard Room

This bare room has a thin film of mud on the floor as a result of the dust and dampness. A DC 12 Survival check identifies a hodgepodge of footprints left by unshod humanoids with clawlike nails (poisonbearer ghouls).

B3-12. Stairwell (CR 7)

A stairway of planks and wooden poles for rails rises from the first to the second floor here.

Creatures: There are a total of **3 poisonbearer ghouls** between the two levels of this room. Crouching in the shadows beneath the stairs attempting to hide (Stealth +11) is one of the ghouls. The other two lurk at the top of the stairs. Their tactic is to wait for a group to attempt to climb the stairs and then attack from above and below. These ghouls howl with rage as they attack to alert the other inhabitants of the tower.

POISONBEARER GHOULS (3)

CR 4

XP 1,200

hp 39 (See Area B3-10)

B3-13. Upper Hallway (CR 6)

A long, dark wooden corridor stretches the length of the tower. A side passage branches off to the east. Arrow slits to the north and south let minimal light into this coffinlike hallway. A strange sense of unease seems to pervade the area, centered on the darkened eastern branch.

Creature: Anyone looking down the eastern passage sees only a dead-end passage with a single door opening onto it. However, a DC 18 Perception notices a faint luminescence at the end of the passage. This grows and coalesces over the period of a round into the **ghost**



of the tower's last commander, a dwarven fighter named Bashar. If the Perception check was successful, roll initiative normally. If the Perception check was failed, the creature's appearance is a surprise.

When the tower fell the commander was slain in the fighting, and his body still lies in Area B3-14. The current inhabitants of the tower largely avoid this area and have achieved an equilibrium of sorts with the ghost. However, the incursion of the party has aroused it once again to expel all invaders in the tower. Bashar appears as he did in life, an armored dwarf, but a spear transfixes his chest and ghostly blood pours from his gaping, beard-shrouded mouth. He immediately attacks and doesn't cease while anyone remains in the tower. The only way to put Bashar to rest is for his bones to be buried with proper dwarven ritual (such as could be provided by the dwarves at Area D6)

BASHAR

XP 2,400

Male dwarf ghost fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CN Medium undead (augmented humanoid, dwarf, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +10

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 46 (5d8+20)

Fort +7; **Ref** +2; **Will** +3 (+4 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +1, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Spd fly 30 ft. (perfect)

Melee corrupting touch +6 (6d6, Fort DC 13 half) or draining touch +6 (1d4 ability drain)

Special Attacks +1 on attacks against orc and goblin subtypes, weapon training (axes +1)

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

Base Atk +5; **CMB** +6; **CMD** 19 (23 bull rush or trip)

Feats Cleave^B, Great Cleave, Improved Initiative^B, Power Attack^B, Skill Focus (Perception), Weapon Focus (dwarven waraxe)

Skills Appraise +0 (+2 metals or gems), Fly +9, Intimidate +11, Perception +10 (+12 stonework), Profession (soldier) +10, Stealth +9

Languages Common, Dwarven

SQ armor training 1

B3-14. Forgotten Gaol

The stink of death is still faintly detectable even after all these years. Lying just inside the door is a short, armored skeleton, a broken spear protruding from the breastplate shrouded by the skull's flowing gray beard. The eastern half of the room has been walled off with heavy iron bars running from floor to ceiling. A cell door stands closed and locked in this wall of bars. Behind the bars is another skeletal figure. This one is large and winged, a massive vulturelike skull staring blankly into oblivion. A few dirty feathers cling to this corpse, which still wears a set of iron shackles on its bony wrists. A barred window looks out to the east.

This chamber served as gaol for the tower to hold any prisoners captured on the field of battle. One of the last was a badly wounded vrock. When the tower fell, its commander, a dwarf named Bashar, fought the enemy all the way to this room where he finally fell on a troll's spear. However, a counterattack by the Army of Light's cavalry arrived and cleared the enemy from the tower. The Great Retreat perpetrated by the disciples of Orcus occurred shortly thereafter, so the tower was never reoccupied. Abandoned with the tower was the wounded vrock who eventually died alone and forgotten. The Bashar arose as a ghost as described in Area B3-13. Anyone examining the first skeleton can easily identify it as a dwarf. A DC 15 Knowledge (planes) can determine the other skeleton to be that of a vrock. The key to the cell has long since been lost.

Iron Bar Cell Door: 3 in. thick bars spaced 6 in. apart; Hardness 10; hp 90; Break DC 30; Disable Device 22.

Treasure: All of Bashar's equipment remains on his corpse. It includes a ruined breastplate, a masterwork heavy steel shield, a masterwork dwarven waraxe, gold epaulettes signifying his rank of commander (25 gp each), and a pouch holding 26 sp and a jar of *restorative ointment* with 4 applications remaining. The vrock still bears the *dimensional shackles* it wore when it was imprisoned.

B3-15. Master of the Tower (CR 10)

This series of chambers and passage is claimed as the quarters by the new master of this tower who has managed to gather the ghouls together and enforce some semblance of organization. In addition to the decorative features mentioned above, in the largest room is a table upon which lie the recently butchered remains of a mature slime crawler. Its carcass has been cut open to gain access to its slime-producing glands at the base of its tentacles, which is used by some as a poison. If anyone touches the slime that pools beneath this carcass, see the stat block below for the effects of the crawler slime poison.

Creature: The tower's master is a greater barghest called **Tlolox** who has used the tower as a base to pick off adventurers to feed on from the trader road and the Camp for at least a century. He fights in a particularly hirsute, giant goblinlike form, wearing armor and wielding his weapons. Serving him in these chambers are 2 **poisonbearer ghouls** who follow his commands without question.

The rooms themselves are festooned with the dried viscera of past victims, like garlands at a festival. The stench is overpowering. The arrow slits looking out onto the battle platform and into central corridor are veiled by gauzy screens of cobweb obscuring vision into the darkened rooms beyond. The door to each room has been barred by the inhabitants and bears a **Trap**.

**TLOLOX**
XP 3,200

CR 7

Male greater barghest (*Pathfinder Roleplaying Game Bestiary* "Barghest")

LE Large outsider (evil, extraplanar, lawful, shapeshifter)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +16

AC 26, touch 11, flat-footed 24 (+6 armor, +2 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9; **Ref** +10; **Will** +10

DR 10/magic

Spd 30 ft.

Melee bite +9 (1d8+3) and spear +15/+10 melee and melee touch (2d6+9/x3 plus poison) or greataxe +15/+10 (3d6+9/x3), or bite +14 (1d8+6) and 2 claws +14 (1d6+6)

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

Spell-like Abilities (CL 9th):

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*

Str 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Combat Casting, Combat Reflexes, Improved Initiative, Great Fortitude

Skills Acrobatics +10, Bluff +16, Climb +11, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +12, Survival +16, Swim +11

Languages Infernal, Goblin, Worg

SQ change shape (goblin or wolf, *polymorph*)

Gear breastplate, spear, greataxe

Poison (Ex) Crawler Slime: Spear—*injury* or contact; *save* DC 20 (DC 13 if only touch attack succeeds); *frequency* 1/round for 6 rounds; *effect* paralysis 2d4 rounds; *cure* 2 consecutive saves.

CHAPTER 6: THE BOILING LANDS

POISONBEARER GHOULS (2)

CR 4

XP 1,200

hp 39 (See Area B3-10)

Ranged light crossbow +6 (1d8/19–20 plus poison)

Gear light crossbow, 10 crossbow bolts poisoned with spit

Tactics: The ghouls wait in the northern room and the barghest waits to the south. The ghouls fire their crossbows on any out on the platform at Area B3-17 or who enter the corridor between the rooms. The ghouls coat these crossbow bolts with their own spittle. The barghest stabs through the arrow slit with his spear at any who come in range or attempt to enter through the door to the ghouls' room. His spear is coated in crawler slime, so on a successful hit the character must save versus the higher DC due to the concentration of the poison. However, even on a miss, if the spear's attack roll succeeds at a melee touch, then the character must save versus the lower DC from coming into contact with the poison. Tlolox then charges in from behind to attack any who enter the ghouls' room. Likewise, the ghouls come to his support if his chamber is breached. All fight with a bloody frenzy until slain, confident in their ultimate victory.

Barred Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 27.

Trap: Behind each door is a wooden pole bent back and tied to release into the doorway if the trap is activated. Cemented to these poles with dried mud are the quills of a giant hedgehog that have been dipped in crawler slime. If these traps hit the character's Armor Class apply the higher save DC for the greater concentration of poison being injected. If they hit only the touch AC apply the lower save DC for simple contact. Disabling it causes it to spring against the back of the door prior to opening, which shatters its quills and renders it inoperable.

POISONED QUILL TRAP

CR 8

Type mechanical; **Perception** DC 30; **Disable Device** DC 23

Trigger touch; **Reset** repair

Effect Atk +15 melee and melee touch (3d6+2 plus crawler slime); *Crawler Slime:* Quills—**injury** or contact; **save** DC 20 (DC 13 if only touch attack succeeds); **frequency** 1/round for 6 rounds; **effect** paralysis 2d4 rounds; **cure** 2 consecutive saves.

Treasure: Against the southern wall of the barghest's chamber is what appears to be a huge sack composed of folds of oily human flesh. Confirming its origins is a fat, jowly humanlike head crowning it, eyeballs removed and jaw broken so that the mouth gapes like a cavernous hole. This is the remains of a fatling the barghest caught and killed. Identifiable by the PCs with a DC 15 Knowledge (dungeoneering), a fatling is an aberrant humanlike creature cursed by the gods due to its own cruel gluttony to be repulsive masses of oily, sweaty, foul-smelling flesh rolls. The creature's arms and legs have been removed by Tlolox, as have its innards. The arm and leg stumps have been sewn shut. The barghest now uses it as a grotesque treasure sack by reaching down its gaping throat to recover the items deposited in its abdominal cavity. Stored within the flesh sack are four pearls in a oilcloth sack (100 gp each), a set of *horseshoes of zephyr*, three brown jugs (one holds urine, one holds potable water and one holds a *potion of neutralize poison*—all smell equally foul), and a pair of bejeweled calfskin gloves (1,200 gp) — though to recover these items requires a DC 13 Fortitude save to avoid becoming nauseated for 1 round.

Further perils exists in the form of the **6 lard worms**, 10-inch worms with serated beaks that live deep in the folds and recesses of a fatling's flesh, feeding off of the unwholesome substances that accumulate there. These still inhabit the abdominal cavity, ignored by the barghest who has proved impervious to their attacks. They attack with surprise anyone who attempts to recover the treasures stored in the fatling carcass.

LARD WORMS (6)

CR 1/4

XP 100

Creature Collection 123

N Diminutive vermin

Init –1; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, **touch** 13, **flat-footed** 13 (–1 Dex, +4 size)

hp 4 (1d8)

Fort +2; **Ref** –1; **Will** +0

Immune vermin traits

Spd 5 ft., **climb** 5 ft., **swim** 10 ft.

Melee type +1 (1 plus paralysis)

Space 1 ft.; **Reach** 0 ft.

Special Attacks paralysis (1d4+5 rounds, DC 10)

Str 3, **Dex** 8, **Con** 10, **Int** —, **Wis** 10, **Cha** 1

Base Atk +0; **CMB** –5; **CMD** 1

Skills Climb +7, Stealth +15, Swim +7

B3-16. Defensive Platform

A palisade battlement surrounds this platform providing cover from below, and arrow slits look out from the tower in case this position should ever be overrun. Four murder holes have been cut into the floor of the platform so defenders can rain missiles and rocks on enemies that make it into the trench below. Ground level is 10 feet below this point, and the floor of the trench lies 20 feet below.

B3-17. Tower Stair (CR 4)

A wooden stair climbs the interior of this tower from the second floor all the way to the tower top 40 feet above. Arrow slits open off the stairs at regular intervals. Eight feet above the floor, a door opens onto the parapet at Area B3-18. The stair climbs another 32 feet ending at a trap door leading to Area B3-19. The stairs here are damp and slippery, and there is no railing. If combat occurs, an Acrobatics check is required to balance to avoid falling down the central shaft of the tower. The stairs are considered a slightly slippery, narrow surface (DC 7).

Creature: A single **poisonbearer ghou** guards this stairwell. It lurks just above the door to Area B3-17 but attacks any that enter from either level with its longspear.

POISONBEARER GHOUL

CR 4

XP 1,200

hp 39 (See Area B3-10)

Melee longspear +6 (1d8+2/x3) or bite +6 (1d8+2 plus paralysis, poison, and disease) and 2 claws +6 (1d4+2 plus paralysis)

Gear longspear

B3-18. Parapet

This simple platform is surrounded by a palisade battlement and provides a good view of the trenches and the battlefield. A sloping log roof, slippery with moisture, slopes down toward Area B3-16 eight feet below. The ground is 18 feet below this platform.

B3-19. High Tower (CR 4)

<n>This high point provides an excellent vantage point over this portion of the Boiling Lands, though the view is obscured by the omnipresent steam clouds that hang over the landscape. A single catapult rests in the center, and a wooden palisade battlement surrounds the platform. Strangely the catapult appears to be in good shape despite the constant wetness. The moving parts are new and well oiled, and it stands taut in a cocked position as if ready to fire at any moment upon the ghosts of enemies from long ago. A wooden beam extends from the corner of the tower with the ancient remains of block and tackle used to haul up the catapult's heavy ammunition from the ground below.

There is no ammunition for the catapult up here, but Tlolox the barghest has maintained it in ready condition as part of a **Trap**. The ground is about 50 feet below with the trench bottom another 10 feet beyond that. The beam is still sound, but the pulley is cracked and rotten and the rope disappeared long ago, so the block and tackle is no longer operational.

Catapult Snare Trap: The catapult is locked in a position to fire, and a snare has been attached to its firing arm and disguised with a thin layer of muck on the floor. Anyone stepping in the marked square activates the trap and risks being caught in the snare. Those caught by the snare when the catapult fires are whipped forward and down on the sharpened logs of the forward battlement with considerable force.

CATAPULT SNARE TRAP**CR 4****Type** mechanical; **Perception** DC 20; **Disable Device** DC 14**Trigger** location; **Reset** manual, automatic**Effect** thrown onto sharpened logs (4d6); DC 20 Reflex avoids**B3-20. Tower Cellar (CR 3)**

The iron ladder descends 20 feet down a shaft into a chamber roughly dug from the rock and soil. Three thick wooden columns have been erected to support the earthen ceiling only 7 feet above. The smell of rot and wastes makes breathing in this hole nauseating.

This once served as the emergency bolt-hole for the tower garrison, though it never actually saw use.

Creature: It was recently discovered by the **doppelganger** who still remains in the room, hiding in the southern corner of the room behind one of the columns disguised as an ancient human male. He is unshod wearing only the tatters of studded leather armor that barely covers him modestly. His face is a map of creases and age spots, and a wild mane of bone white hair covers his head. His eyes are wide and bloodshot, his teeth brown and broken. His nails are long and cracked, encrusted with grime. Behind him on the floor is a small pile of dead beetles, many partially eaten. He cowers and squints when exposed to any light source. He is posing as a member of the tower garrison that has somehow miraculously survived all these years.

DOPPELGANGER**CR 3****XP 800****hp** 26 (*Pathfinder Roleplaying Game Bestiary* "Doppelganger")**Tactics:** The doppelganger feigns fear at first, so require Diplomacy

checks by the party in their efforts to communicate with him. Regardless of their success or failure, eventually the doppelganger begins talking to them in fits and spurts of chatter and screaming. In his ranting he speaks of the tower coming under attack by Tsar and fleeing here to hide from the demons. He claims to have survived eating the worms and vermin burrowing in the walls of this chamber and fingernail scratchings in the walls lend veracity to the claim. Actually he entered the tower while the ghouls were roaming and found the cellar only to be trapped when they returned. He uses his disguise as a crazed survivor in hopes of catching the party in vulnerable position when he can secretly kill and trade places with one of them, letting the others believe the insane man fled in the night.

B4. Mass Grave (CR 8)

The ground is sunken here over a large area forming a shallow pit some 40 yards in diameter. Mixed with the muck and debris of this pit are piles upon piles of skeletal remains. There are hundreds if not thousands of bodies thrown in this pit and haphazardly buried long ago. You stand on the brink of a great charnel dump.

This is a mass grave created by the Army of Light long ago when the mounting casualties from the horrific magical and plague-spawned attacks became too great for them to properly recover and inter. Rather, they dug this huge pit and dumped thousands of dead soldiers into it in order to try and prevent the spread of plague. Many such graves cover the battlefield of the Desolation, but this one has been exposed by geological unrest in the Boiling Fields. No valuables

CHAPTER 6: THE BOILING LANDS

were intentionally left with the bodies, though something could have always been missed by the burial detail. Feel free to add whatever trinkets you like if the party chooses to search through these skeletal remains.

Creature: Though there is, perhaps surprisingly, no conventional undead among the corpses here, that does not mean that the area is devoid of danger. While none of the corpses has found animation in all this time, the spirits of the many soldiers struck down by the unnatural attacks of the disciples of Orcus have combined to form a conglomerate undead embodying the horror and agony they suffered. Now the pit is inhabited by an **advanced spirit of the plague** that attacks any who linger in the vicinity of the mass grave for more than 5 rounds. This creature resembles an incorporeal, amorphous mass of dripping corruption.

ADVANCED SPIRIT OF THE PLAGUE CR 6 XP 2,400

Advanced-HD spirit of the plague (*Creature Collection* 188)

NE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +21

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 119 (14d8+56)

Fort +7; **Ref** +7; **Will** +9

Defensive Abilities incorporeal; **Immune** undead traits

Spd fly 20 ft., (good)

Melee plague touch +12 (plague)

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

Base Atk +10; **CMB** +11; **CMD** 24

Feats Ability Focus (plague), Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness, Weapon Focus (plague touch)

Skills Fly +22, Perception +21, Sense Motive +21, Stealth +24

Plague (Su) Anyone touched by the plague touch of the plague spirit is exposed to the disease that it carries. A new save against this disease must be made each time the individual is touched, though the effects of multiple failed saves do not stack. The plague carries by the spirit of the plague is a particularly virulent form that affects the victim immediately rather than after the normal incubation period. *Bubonic plague:* Plague touch—contact; *save* Fort DC 22; *onset* immediate; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves. The save DC is Charisma-based.

B5. Minefield (CR 8)

A wide expanse extends, unbroken by the geysers and trenches otherwise typical of the plain, toward the dark walls of the city some miles distant. The bare ground here is dry and interrupted in places by craters as if by the impact of explosive missiles. The omnipresent clouds of mist do not extend to this area of the plain.

The ground here is firm and dry causing no movement penalties, unlike the boggy terrain elsewhere in the Boiling Lands. In this no-man's land the wizards of the Army of Light created an extremely effective deterrent against attacks by the forces in the city. They seeded several miles of the plain with *reverse gravity mines*. The craters are the result of some of these mines being activated in the past. See the **Magic Items Appendix** for details on these mines.

The mines are buried under a foot of soil and one activates if anything size Small or larger comes within 10 feet of its position. This includes flying creatures that come within 10 feet of the surface

where one of these mines is located. While the party is in the area designated on the map as part of the minefield, they have a 10% chance per round of stumbling within range of one of these mines. If the characters spread out, they become subject to these chances separately. Characters can seek refuge in the 40-foot-diameter craters, but these craters are not spaced closely enough together to provide a safe route across the minefield. These mines cannot be detected by conventional Perception checks or *find traps*, but spells like *detect magic*, *dispel magic*, and *augury* or a *ring of x-ray vision* can be used to locate or disable individual mines. The northeast road out of Tsar has likewise been mined, so it does not provide any safe passage.

When a mine is activated the *reverse gravity* affects all within a 20-foot-radius. The activation causes the layer of soil and rock atop the mine to explode upward inflicting 1d6 points of bludgeoning damage on anyone in the area of effect. The rocks and anyone in the area are thrown 60 feet into air at which time the *reverse gravity* ends sending all tumbling back to the ground. Anyone without the means to arrest their fall suffers 6d6 points of damage followed by 3d6 points of additional bludgeoning damage from the debris raining to earth once again.

B6. Geyser Cluster

This location is the most geothermally active in all of the Boiling Lands. Here a series of small geysers erupt almost continually creating a perpetual cloud of mist that reduces visibility to 5 feet and provides concealment to everyone while within the area of the map. A *gust of wind* can temporarily clear the air in the area of effect for the spell's duration. Surrounding these plumes of steam are many pools of scalding water and boiling mud. The never-ending whoosh of the geysers and boiling of the pools imposes a –10 penalty to all Perception checks to listen while in this area.

Each geyser on the map is a small round fissure in the muddy soil and erupts randomly every 1d3 rounds. The eruptions last for a full round when they occur. It is impossible to time the eruptions to pass over them without possible incident. The geysers are relatively small, extending their plumes only 50 feet into the air and only creating damaging fallout from their scalding waters within a 5-foot radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Marked on the map are several pools of boiling water and mud. These are typically 5 feet deep at the edges and 10 feet deep near the center. Some have active geysers disguised beneath their bubbling surfaces. Anyone coming into contact with the water or mud of one of these pools takes 1d6 points of fire damage. Immersion inflicts 3d6 points of fire damage per round of exposure. In the case of mud, it encases an immersed character and continues to cause fire damage even after exiting the mud pool. This damage is 2d6 points in the first



CHAPTER 6: THE BOILING LANDS

round after leaving the pool and 1d6 points of damage in the second round. After that the mud has cooled sufficiently to no longer cause damage. This damage can be prevented by washing the hot mud from the character's body.

B6-1. Break in the Mists

Read the following description whenever the party approaches this area. If they approach from the south or circle from another side around to the south, read the italicized portion.

This portion of the Desolation is extremely active with geysers. A perpetual cloud of yellowish haze smelling strongly of rotten eggs hangs over the landscape ahead. There must be dozens of geysers clustered in a relatively small area continuously erupting to create this constant cloud of swirling mist. *An errant breeze parts the mist momentarily providing a view into the area's interior. There, through an apparently safe pass between two pools of boiling mud, is some sort of construct. It looks like two large pieces of wood driven into the ground and crossed to form a giant letter "X". Something appears to be hanging on it. Just as quickly, the mist swirls back into place once again obstructing your view.*

A random wind gust parted the mists long enough to provide a tantalizing glimpse into Area B6-2. No other gusts occur to provide this view a second time.

B6-2. Warning to Merikrel (CR 6)

Two boiling pools of mud bracket the entrance to this area. Beyond is a clearing with a boiling pool of water to the north and an apparent passage around it to the northeast between the water's edge and a string of geysers. Embedded into the ground are two wooden beams scrounged from the battle ground. They are crossed at the center and secured to gather with large spikes to form an "X" shape. Dangling from this cross by spikes through its hands and feet is a crucified skeleton. It bears only the tattered remnants of clothing and nothing of value. A successful DC 20 Knowledge (planes) check identifies the skeleton as that of a fiendish hobgoblin.

This gruesome display is all that remains of an apprentice to the conjurer, Merikrel. It was left here as a warning to its former master by the soul eater at Area B6-7. After killing the fiendish hobgoblin, the soul eater scouted the battlefield for the wood and spikes to erect this grisly warning here.

Creatures: Inhabiting the mud pools on either side of the entry to this area is a total of **4 toxic mudmen** (2 in each pool). Whenever anyone attempts to pass between the pools, the mudmen attack with their thrown globs. Anyone within 5 feet of the edge of one of the pools is subject to an engulf attack. The mud globs cause an additional 1d6 points of fire damage due to the heat of the mud in the pool. Anyone engulfed by a mudman is treated to fire damage as if he had become immersed in the mud pool as described under Area B6 above. The mudmen are inured to the heat of the pools.

TOXIC MUDMEN (4) CR 2
XP 600
hp 22 (See **Monster Appendix**)

Ad Hoc XP Adjustment: Because of the difficulty in fighting the mudmen in this encounter and their increased damage, award an additional 10% XP for defeating them.

B6-3. Geyser String (CR 7)

Creatures: The four geysers here are occupied by **4 steam**

mephits. Whenever the party reaches this area, the geysers all erupt simultaneously at the mephits' behest. They emerge with the geysers' eruptions and immediately swarm to attack the party. As they emerge they use their *blur* ability. One leads off the attack by creating its rainstorm and trying to catch as many PCs in it as possible while the others attack with their breath weapons. Each round, another one uses its rainstorm ability until all have expended the ability for the day. If three are killed, the fourth retreats back into the bowels of its geyser sanctuary.

STEAM MEPHITS (4) CR 3
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* "Mephit, Steam")

B6-4. Thin Crust (CR 3)

At the area designated on the map the open path passes between two pools of boiling mud. However, at this point the ground is little more than a thin crust that has formed atop a portion of the boiling mud pool that passes directly beneath. Any weight over 20 lb. stepping onto this area breaks through and lands in the mud below. The mud is 5 feet deep and immersion causes the same damage as mentioned under Area B6 above. It is difficult to climb out through this brittle crust requiring a DC 16 Strength check for each 5 feet moved towards the pool's edge. A rope thrown by another character alleviates the need for the Strength check to make the move, but the character can still only move as if in a deep bog (4 squares of movement for each square moved). A successful DC 25 Perception check or *detect snares and pits* can identify the ground for the brittle crust it truly is.

B6-5. Abandoned Nursery (CR 3)

Don't read the boxed text until the characters are within 5 feet of the pool.

A small pool of muck and ooze lies before you. Some sort of grotesque shriveled worm, over 4 feet long with tiny little stumps of legs and tentacles growing at its throat, lies in the pool and twitches feebly.

Creature: This small mud pool is not boiling and was once used as a nursery for the immature larvae of a colony of slime crawlers. One of those larvae is the worm still twitching in the pool. The nursery was compromised recently, so the crawlers no longer use it. The slime crawler in the pool is dead and partially digested by the **slithering tracker** engulfing it. Its twitching comes from the spasmodic movements of the creature. It was the slithering tracker that compromised the nursery and is currently digesting the final slime crawler but happily abandons its meal to pursue the fresh plasma of



CHAPTER 6: THE BOILING LANDS

the party. The snakelike, protoplasmic mass of the slithering tracker is transparent, so a DC 17 Perception check is necessary to realize it is anything more than part of the mud pool. It tries to attack anyone approaching within 5 feet with surprise to engulf a character.

SLITHERING TRACKER XP 800

CR 3

The Tome of Horrors Revised 322

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 ooze traits, sealed mind, transparent

Spd 10 ft., climb 10 ft.

Melee slam +6 (1d4+3 plus paralysis)

Special Attacks engulf, 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

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.

B6-6. Crawler Nursery (CR 9)

Don't read the boxed text until the party is within 5 feet of the pool. The slime crawlers are resting in the muck alongside the path as the party approaches. Make opposed Perception checks versus the slime crawlers' Stealth checks. The crawlers get a +10 bonus to their Stealth check for being partially buried in a thin layer of muck.

The path ends at an expansive pool of mud. Writhing in the shallows at the edge of this mud pool are wormlike creatures — several feet long with vestigial legs and tentacles at their throats. They appear to respond to your presence as they begin wriggling toward you.

Unlike many of the other mud pools in the area, this one is comfortably warm. Only at the extreme western edge does the temperature get hot enough to begin to boil. In the shallows of this pool, a colony of slime crawlers has created a nursery for their larva. The nutrient rich muck in addition to any carrion the crawlers manage to drag back serves to nourish their brood.

Creatures: Dwelling in the pool are **6 larval slime crawlers**, segmented worms with stumpy legs and four tentacles that sprout below their toothy maws. Their skin is perpetually coated in a layer of oily slime from glands beneath the base of their tentacles. They instinctively move to attack any characters that approach their nursery. Likewise concealed in the muck of the boggy ground approaching the pool are **5 mature slime crawlers**. These resemble their larval brood save that they have grown to large proportions with fully developed legs, and tentacles that extend much farther than on their immature kin. The mature worms are not covered in slime; instead it is concentrated on their tentacles and bears a paralytic quality for disabling prey. They move to flank and attack with surprise any characters that have approached the pool without noticing them.

LARVAL SLIME CRAWLERS (6) XP 400

CR 1

The Tome of Horrors Revised 321

N Medium aberration

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

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 5 (1d8+1)

Fort +1; **Ref** +2; **Will** +3

Spd 20 ft., climb 10 ft.

Melee tentacles +1 (1d3+1 plus grab) and bite +1 (1d4+1)

Special Attacks constrict (1d3+1)

Str 12, **Dex** 14, **Con** 12, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +9, Escape Artist +8, Perception +8

SQ slippery

Slippery (Ex) A slime crawler exudes a thin, oily film from the glands beneath its mouth that leaves a slug-like trail behind it as its moves. A creature stepping in a space covered with this slime must succeed on a DC 11 Reflex save or slip and fall prone. The slime remains in the area for 1d2 hours before losing its potency. The save DC is Constitution-based.

MATURE SLIME CRAWLERS (5) XP 1,200

CR 4

The Tome of Horrors Revised 321

N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 19 (3d8+6)

Fort +3; **Ref** +3; **Will** +5



CHAPTER 6: THE BOILING LANDS

Spd 30 ft., climb 15 ft.

Melee 4 tentacles +3 (1d4+2 plus paralysis) and bite +3 (1d6+2)

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

Special Attacks paralysis (2d4 rounds, DC 13)

Str 14, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Combat Reflexes, Skill Focus (Perception)

Skills Climb +14, Perception +10

B6-7. The Legacy of Merikrel (CR 7)

A DC 10 Perception check in this area detects a faint metallic squeaking sound coming from the north. Don't read the boxed text until the party is within 5 feet of the golem.

A shadow looms in the mist as you approach. At the edge of a large boiling pool, a large humanoid shape lies half-sunken at a crazy angle in the mud. It must be a least 12 feet tall and resembles a heavily armored giant, though even its face is composed of iron plate. It is pitted with rust and coated with slime and appears to be badly deteriorated. The wrist of its one exposed arm twitches feebly with a grating metallic sound as if it strives vainly to reach you.

This metal monstrosity is a half-buried iron golem. Its condition is so badly degraded that, though it remains animate, it is completely immobile and unable to attack. It is basically an inert pile of rust waiting for time and the conditions to complete its destruction. This construct once served as the personal guardian of the wizard Merikrel, a follower of Akbeth and member of the Army of Light. It was left behind when Merikrel left the field of battle and has waited through the ensuing centuries for its master to return while it has slowly succumbed to the hostile conditions.

Creature: Waiting in the mists over the pool is a **soul eater** that was summoned long ago by Merikrel to slay a high-ranking cleric of Orcus holed up in the city during the siege. The soul eater entered the city in search of its prey only to find the cleric slain in battle shortly before its arrival. Enraged — as its kind is wont to be — the soul eater returned to destroy its summoner for the affront. Having learned of the cleric's death through *scrying*, Merikrel knew the soul eater would be returning to attack him. Merikrel retreated to the cover of this geyser cluster with his apprentice Lyrranbach and his iron golem guardian. The soul eater made short work of Lyrranbach, and in a panic Merikrel *plane shifted* to the Astral Plane to escape, leaving his golem behind to deal with the outsider. Unfortunately, Merikrel was unlucky enough to appear amidst a daemon war party which quickly captured him and imprisoned him in



a hidden citadel on the Astral. The wizard still languishes in his timeless prison to this day, never growing older and unable to escape. Unable to locate the summoner since he fled to another plane of existence, the soul eater set up its vigil waiting for Merikrel to return. It was smart enough to not engage the golem, and over time the patiently waiting golem succumbed to the elements and stopped being a threat to the soul eater. Now the creature waits here for its summoner's return so it can complete its mission to kill him. Unfortunately, based on Merikrel's current fate the wait could be very long indeed. It happily attacks anyone who shows up out of the sheer boredom of its existence. The creature is little more than an inky, black cloud with long, clawed arms extending from it and the faintest semblance of eyes within.

SOUL EATER

CR 7

XP 3,200

The Tome of Horrors Revised 324

N Medium outsider (extraplanar)

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

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 75 (10d10+20)

Fort +9; **Ref** +13; **Will** +3

DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stun

Spd fly 100 ft., (perfect)

Melee 2 claws +16 (1d6+1/19–20 plus 1d6 Wis damage)

Special Attacks soul drain, Wisdom damage

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +11; **CMD** 28

Feats Alertness, Dodge, Flyby Attack, Improved Critical (claw), Weapon Finesse

Skills Diplomacy +13, Fly +18, Intimidate +13, Knowledge (planes) +14, Perception +17, Sense Motive +16, Stealth +19 (+29 in darkness, smoke, or concealment), Survival +13

Languages telepathy 100 ft.

SQ link to caster

Find Target (Sp) When ordered to find a creature, a soul eater does so unerringly, as though guided by *discern location*. The being giving the order must have seen the creature to be found and must know the target's name. This ability is the equivalent of an 8th-level spell.

Link to Caster (Ex) When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (again as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.

Soul Drain (Su) When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.

Wisdom Damage (Su) A creature hit by a soul eater's claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based. A creature brought to Wisdom 0 dies.

Treasure: The soul eater has kept the items it took from Lyrranbach's corpse. These have been deposited at the center of the boiling pool. Anyone braving its depths and its geyser eruptions can find the small cache with a successful DC 23 Perception check. The surviving treasures include a +1 *anarchic punching dagger*, a *headband of vast intelligence* +2, and a *pearl of power* (3rd).

Chapter 7: The Dead Fields

While the Boiling Lands sustained an equal brunt of the fighting during the Battle of Tsar, no region of the Desolation saw a deployment of troops in greater numbers or more bloodshed by the conventional means of claw and sword than did the Dead Fields. What were once rolling fields of grain and crops and occasional copses of trees became a hotly contested no-man's land of the dead. Countless charges and marches crushed the vegetation underfoot. The battle lines shifted and moved back and forth as the fortunes of war changed. The ground was so hotly contested and so perilous that eventually corpses created a virtual carpet for miles. In many places the bodies stacked high, unclaimed by either side in their fervor to continually press the battle.

Today the Dead Fields exist as a hardened plain of bare rock, thin soil, and brittle bones. While not as arid as the Ashen Waste, it is still susceptible to the occasional bone storm when the winds are just right. The entire brown expanse is dotted with gleaming white patches where bones and bone fragments protrude from the hard earth, and every step in this region produces a crunch as these remains are reduced to powder and white flakes underfoot. Amidst the many dead are the skeletal remnants of many siege weapons. Rolling towers, covered rams, armored battle wagons, and crude breastworks dot the plains and hills, all in extremely poor repair.

The mass of abandoned bodies produced several incidents of plague that swept through both sides of the conflict during the war, and to this day spontaneously generated undead still arise and stumble through the nights with alarming frequency. Despite its name, the Dead Fields are never truly at rest.

The Dead Fields

Like in the Boiling Lands above, some of the heaviest fighting occurred in the southwestern quadrant nearest the city walls. As a result this region has become known as the Dead Fields. This area once served as the bread basket for the temple-city and its outlying holdings. Great fertile fields of grains stretched for miles across the land. When war came, hordes of troops and cavalry regiments thundered across its expanse trampling the fields flat.

The crushed crop stacked up with the multitude of corpses that fell atop them. This close to the embattled walls of the city, the bodies remained unclaimed by either side. It was too close to the enemy for either side to gather their dead from the field. As a result, as the weeks progressed and clashes continued, the living more and more fought atop the remains of the dead. The corpses and ruined fields created a morass of death that both armies marched across to do battle and occasionally encountered spontaneously generated undead rising from the unburied fallen. Sickness and plague arose from this stinking mire striking both sides of the conflict and was invariably blamed upon the clerics among their opponents. By the end of the Battle of Tsar when both armies withdrew, there remained only this muddy field of death festooned with the corpses and bones of the fallen. The ground dried into a hard crust still littered with bones and became known as the Dead Fields.

For random encounters while the party ventures through the Dead Fields, consult the Dead Fields Random Encounter Tables below. Encounters should be rolled on these tables once every three hours

or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the day or night tables as needed.

The Dead Fields Daytime Random Encounter Table

<n>d%	Encounter
01-06	Acid Rain
07-10	1d6+6 Ghoul Wolves
11-13	Bone Storm
14-17	2d6 Dread Ravens
18-20	1d2 Babau Demons
21-26	1d2+1 Blight Wolves
27-33	1d6 Ghouls
34	Lesser Nabasu Demon
35-43	2d10 Skeletons
44	Clay Golem
45-47	1d2 Wights
48-50	Mohrg
51-54	1d3 Ghosts
55-00	No Encounter

The Dead Fields Nighttime Random Encounter Table

<n>d%	Encounter
01-08	Acid Rain
09-14	1d6+6 Ghoul Wolves
13-15	Bone Storm
16-20	1d3 Babau Demons
21-24	1d2 Blight Wolves
25-30	1d12 Ghouls
31-33	Lesser Nabasu Demon
34-42	2d10 Skeletons
43-46	1d4 Wights
47-49	1d4 Allips
50-53	1d6 Ghosts
54-57	1d4+1 Wraiths
57-60	1d6+5 Vargouilles
61-62	Dread Wraith
63-00	No Encounter

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Allips: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Babau Demons: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

CHAPTER 7: THE DEAD FIELDS

Blight Wolves: These twisted creatures have only appeared on the Desolation within the last hundred years. Exactly what spawned them is unknown, but they seem to only be encountered in the Dead Fields. They are amalgam creatures with the dark, furry head of a wolf, and a lupine, back-scaled body. Cruel talons tip their paws, and batlike wings sprout from their shoulders. Their scaly tails end in an iron-hard barbed tip. The have eyes like pools of blackest night and their howls sound like winds blowing from the netherworld.

BLIGHT WOLF XP 2,400

CR 6

Creature Collection 19
CE Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, -1 size)

hp 84 (8d10+40)

Fort +11; **Ref** +10; **Will** +2

DR 2/—; **Immune** mind-affecting effects, paralysis, nonlethal damage

Spd 90 ft., fly 60 ft. (poor)

Melee 2 claws +10 (1d6+3), bite +10 (2d6+3 plus poison), and tail slap +5 (1d8+1) or tail slap +10 (1d8+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks chilling howl

Str 16, **Dex** 18, **Con** 20, **Int** 5, **Wis** 10, **Cha** 3

Base Atk +8; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Skill Focus (Perception)^B

Skills Fly +3, Perception +9 Stealth +6

Chilling Howl (Su) Blight wolves can emit a baleful howl as a standard action once per day that strikes terror in any who hear it. Victims must succeed on a DC 19 Will save or become panicked for 1d6 rounds. They can only do this howl during the hours of darkness. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* DC 21; *frequency* 1/round for 10 rounds; *effect* 1d3 Constitution damage; *cure* 3 consecutive saves. The save DC is Constitution-based with a +2 racial bonus included.

Bone Storm: See The Ashen Waste in *Part 2—The Ghosts of Victory*. These storms are not as harsh and the dust not as fine as in the Ashen Waste, so they do not carry the danger of suffocation like they do in that more arid region.

Clay Golem: A single berserk clay golem, a siege construct whose master died in battle, wanders the Dead Fields looking for something to smash. It attacks anything that moves. Strangely at night it lies dormant until dawn.

CLAY GOLEM XP 9,600

CR 10

hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

Dread Ravens: These malevolent carrion birds fly over the Dead Fields in search of new flesh to feast upon. Anything that seems too lively is subjected to a barrage of spells from a safe height. There is a 10% chance than any flock of dread ravens encountered is serving as spies for the master of the Crooker Tower in the ruined city. If so, they merely swoop low for a good look at travelers before flying away to report to their master, only retaliating if attacked. It is up to you to decide what effect, if any, their spying has on the game.

DREAD RAVEN XP 600

CR 2

Creature Collection 58

NE Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

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

hp 13 (2d10+2)

Fort +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average)

Melee 2 talons +6 (1d3-2) and peck +6 (1d4-2)

Spells Known (CL 3rd, ranged touch +6):

1st (5/day)—*grease* (DC 11), *magic missile*, *shield*

0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost*

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** -1; **CMD** 12

Feats Eschew Materials^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Dread Wraith: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghosts: Unlike their less-intelligent kin, these travel in smaller numbers hoping to surprise and ambush potential meals in their existence of eternal hunger. If a way is found to communicate with one, it might let slip their one of their kind went “civilized” not long ago and now plays with his food before he eats it (see Area 15 of The Camp in *Part 1—The Edge of Oblivion*).

GHAST

CR 2

XP 600

Pathfinder Roleplaying Game Bestiary “Ghoul”

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

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

hp 17 (2d8+8)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15), stench (10-ft. radius, DC 15)

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Disguise +9, Perception +9, Sense Motive +9, Stealth +9, Swim +5

Languages Common

Ghoul Wolves: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghouls: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Lesser Nabasu Demon: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Mohrg: Some of the vilest offenders who died upon the plain have come back not as skeletons but as mohrgs. They hide among their lesser brethren, remaining stationary upon the ground until someone wanders by within striking distance or stops to rest nearby. They try to blend in with the many bones that lie in the dust. A successful DC 15 Perception check notices their unusual visceral growths from a distance of 20 feet, alerting the traveler that all is not as it seems.

Dr. Life After Death (CR 8)



A single leathery wing rises high into the air like a malignant sail. Ahead is the ponderous bulk of a massive dragon, lying on its side, its scales a dull, charcoal gray. It lies on the ground completely still. One wing extends skyward, locked into its current position. Its other wing is curled beneath its bulk at an awkward angle. Its skull-like head stares vacantly ahead into eternity. The carrion stench floating on the breeze is horrifying.

This is the corpse of an old black dragon named Karkuune, once a powerful inhabitant of the ruins of Tsar (*Slumbering Tsar: Temple-City of Orcus* for further details). It has been dead for six days, and its decomposition is quite advanced. Despite its obvious condition, there is no clue as to what killed this magnificent predator other than the trail of blood and bile dried around its lips and on the ground around its maw.

Creatures: The fate of this dragon still remains a threat to the party. Recently the dragon feasted upon some carrion in the Desolation and unknowingly swallowed a **gore beetle swarm** in its nest. The dragon made it this far before suffering from the resultant acute gastric distress. In extreme pain it landed in a crumpled heap and died soon after as the gore beetles consumed its vital organs. Now it is nothing more than a massive bloated sac serving as the gore beetle swarm's new nest. Anyone approaching within 20 feet of the corpse catches the swarm's notice. It bursts forth from the corpse, the hide splitting and disgorging the beetles in a disgusting display of viscera, and swarms toward the nearest character. Gore beetles are armored insects the size of a small dog whose heads have four composite eyes and sawlike mandibles.

MOHRG
XP 4,800

CR 8

hp 91 (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

Skeletons: These creatures seem to spontaneously generate from among the countless number of unburied dead that still lie on the field, bones bleaching in the sun. They wander aimlessly attacking all who come near unless rounded up by someone more powerful who puts them to work for his own nefarious ends.

HUMAN SKELETON
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

Vargouilles: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Wights: These undead walk the Dead Fields with an angry grudge against all who live. They look like sun-darkened, wind-dried corpses, their tendons standing out in their leathery flesh. Sometimes they serve more powerful undead.

WIGHT
XP 800

CR 3

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

Wraiths: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Fixed Encounters

The encounter areas of the Dead Fields begin with a "D" and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the "D" and the numeral. For example the Old Wagon Road is identified as D4-1.

GORE BEETLE SWARM
XP 4,800

CR 8

Creature Collection 87

N Tiny vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +0

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size)

hp 136 (16d8+64)

Fort +14; **Ref** +6; **Will** +5

Defensive Abilities half damage slashing and piercing weapons, swarm traits; **Immune** vermin traits

Spd 90 ft., climb 90 ft.

Melee swarm (4d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 22), gas sacs

Str 2, **Dex** 13, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

Base Atk +12; **CMB** —; **CMD** —

Skills Climb +9

Gas Sacs (Ex) Gore beetles shunt waste gases from their digestive processes into a series of sacs located underneath their armor. When threatened they vent this gas once per day as a free action, affecting anyone within 10 feet. Those within the area of effect must make a DC 22 Fortitude save or suffer from nausea for 1d4 rounds. The save DC is Constitution-based.

D2. The Bone Collector (CR 6)

Creature: Hiding amidst the scattered remains of warriors long past is a **bone lord**, a colony of small fungal organisms that knit a pile of loose bones together into a random conglomeration with a

CHAPTER 7: THE DEAD FIELDS

kind of communal intelligence. It has collected a number of more recent bones from many humanoids into its mass and is virtually indistinguishable from the older bones covering the ground around it. Only a DC 23 Perception check notices the fresher bones, perhaps betraying a slight movement, before it lunges up at a passing party member.

BONE LORD

CR 6

XP 2,400

Creature Collection 21

NE Large aberration

Init +4; **Senses** darkvision 60 ft.; Perception +20

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 90 (12d8+36)

Fort +9; **Ref** +4; **Will** +13

Immune *polymorph*; **Resist** cold 20

Weaknesses vulnerability to fire

Spd 60 ft.

Melee multiple claws +12 (1d8+4)

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

Special Attacks multiple claws

Str 18, **Dex** 10, **Con** 16, **Int** 9, **Wis** 20, **Cha** 5

Base Atk +9; **CMB** +14; **CMD** 24 (can't be tripped)

Feats Blind-Fight, Diehard, Endurance, Great Fortitude, Improved Initiative, Skill Focus (Stealth)

Skills Climb +19, Perception +20, Stealth +17

SQ alter anatomy

Alter Anatomy (Ex) As an immediate action, the bone lord may alter the form of its conglomeration each round with a successful DC 15 Dexterity check in order to take best advantage of the surrounding terrain. The bone lord may do this in order to pass through small openings, stretch over chasms (up to 20 feet), or flatten itself to gain total concealment in tall grass, etc. It is up to you to determine the effectiveness of what the bone lord may attempt.

Multiple Claws (Ex) In combat, the bone lord is capable of manifesting numerous natural weapons from its bony stockpile to fight its enemies. These consist of fanged maws, claws, or sharpened bones, though all are considered claws. At the beginning of combat, the bone lord manifests 1d4 of these claws to attack with, and each round another is manifested and added to its attacks up to a maximum number equal to the bone lord's Hit Dice.

D3. Restless Warrior (CR 13)

The rolling hills of this area are strangely devoid of the bony remains you have seen elsewhere. Instead a fine white powder seems to coat the terrain, smoothed into an even surface. A faint grating rumble comes to your ears and begins to grow louder.

These hills serve as the eternal demesne of one survivor of the long-ago war. At the height of the battle, the engineers and wizards of the two armies sought to create ever more effective means of deploying troops in combat and destroying enemy ranks. Massive shield walls and flame-throwing artillery pieces were developed and used on the field of battle with varying degrees of success. One of the most successful and durable creations, however, was the battlehulk. Part armored troop carrier, part assault platform, and part troop-smashing battle ram, the battlehulk was a construct built to disrupt troop formations and leave a swath of destruction in its wake, crushing into powder anything that happened to get in the way.

Creature: Not many battlehulks were made because of their great expense and lengthy construction time. Those that were made

served well in battle for the Army of Light and became particular targets of the disciples' of Orcus attacks in order to remove their threat from the battlefield. As a testament to their extreme durability, a functioning **battlehulk** still exists here following its last command to destroy anyone not bearing a banner of the Army of Light. The only remaining intact specimens of such banners can be found in a few museums in Bard's Gate and once important capital cities of centuries ago. If anyone should be able to procure such an item or a reasonable facsimile (Knowledge [history] DC 30 to be able to recreate), the battlehulk ceases its attack and ignores those bearing such a standard. It will not follow commands, its command words having been lost long ago.

BATTLEHULK

CR 13

XP 25,600

hp 177 (See **Monster Appendix**)

Tactics: The battlehulk arrives over the crest of a hill 50 feet away 2 rounds after the party first notices the noise of its approach. It immediately accelerates and attacks with its crush or ram and flails with its slams at those standing in range. The hills are gentle slopes only, and do not interfere with the movement of characters or the battlehulk. Once the battlehulk has sighted targets, it pursues relentlessly until destroyed or its quarry escapes through means such as flight, *invisibility*, or climbing the nearby mountain face. After disengaging, the battlehulk makes its way back to this spot, the location of its final programmed orders.

D4. Firebase of the Damned

This is a small, flat-topped hill rising above the plain. Its top is no more than 15 feet higher than the land around it, but the sides are very steep and gravelly (DC 15 Climb check). Only the south face descends at a gradual slope. This natural high point served as an artillery emplacement for the Army of Light to fire their heaviest catapults onto enemy troops with heavy stones and more esoteric, exploding ordinance. One of many firebases, this is the only such position that wasn't overrun and destroyed at some point or other during the battle. Near the end, when the Army of Light tightened its noose around the besieged city, the disciples of Orcus wanted to eliminate this field artillery as a threat by preventing it from being moved within range of the city walls. To accomplish this, a single wizard flew invisibly one night above the hill and encompassed it within several *circle of death* spells killing all of the artilleryists and soldiers defending the position. Shortly thereafter the followers of Orcus made their dramatic escape, and the Army of Light gave pursuit, abandoning any attempts to reuse the abandoned catapults.

This hill top is visible from a mile distance in any direction, and it is obvious that there is some sort of construction atop it. The nature of this construction is not evident until observers come within a quarter mile of the hill. Anyone approaching from the south or east comes across the faint traces of the wagon road.

D4-1. Old Wagon Road

The faint tracery of a road here takes on a more obvious aspect as it begins rising from the ground on an incline up towards the top of the low hill ahead. Where it reaches the crest of the hill, the road seems to be partially blocked by some sort of palisade wall. To the side of the road the ancient remains of a wagon lie half-buried in the hard soil. Two of its broken-spoked wheels point skyward. The skeletal remains of at least one, or possibly two, draft horses or oxen still lie in their traces, likewise partially buried in the ground.

CHAPTER 7: THE DEAD FIELDS

The road rises gradually to the defended entrance to the fire base. When the evil wizard unleashed his *circle of death* spells the wagon was just leaving the fortified position after delivering a load of ammunition to the artilleryists. All such deliveries were made under cover of darkness to avoid surprise attacks by the enemy, but such precautions availed this wagoner not. The driver and horses were immediately slain by the fell magic and the wagon tumbled over the edge of the roadway and down the embankment where it has rested to this day. The driver's skeleton is barely visible beneath the wagon, almost completely buried by long years of wind and weather. While the party may suspect some undead danger here, it is in fact nothing more than it appears.

D4-2. Guarded Road (CR 11)

Here where the small hillock is lowest and accessed by a wagon road, a palisade of sharpened logs has been erected to bar access. The logs are planted in the ground about 4 feet high, pointing outward at a 45 degree angle. Ropes once bound them together providing further reinforcement, but those have long since rotted away causing the once-solid barrier to shift and lose its cohesiveness, though it is still an effective impediment to approach. Where the road passes through this barrier, there was probably once a moveable gate, now nothing more than a haphazard stack of more logs.

Constructed when the fortunes of war had turned in favor the Army of Light, the artilleryists never feared a concentrated attack on this position, though a surprise cavalry charge was always a danger. Construction upon a steep-sided hilltop prevented much of that threat, but this barrier served to close up the remaining vulnerability posed by the gently sloping southern flank. Though the log wall has degraded seriously, it still makes an effective barrier. Because of the extreme angle of the outward angled logs and the sloping ground below, it requires a DC 20 Climb check to surmount. Any attempt to do so requires a DC 23 Acrobatics check to avoid impalement, which deals 1d6 points of piercing damage. If struck while attempting to cross this barrier, the character must make another Acrobatics check to avoid falling backward off the barrier *and* taking the damage. Jump checks to go over the wall suffer a -4 penalty because of the angled logs.

The narrow entrance is partially blocked by stacked logs 4 feet high requiring a DC 10 Climb check to surmount and has no chance of impalement. It causes no penalties to Jump checks.

Creatures: Though they didn't fear a concerted attack, a small garrison was assigned here to hold the position against any possible assault until reinforcements could arrive. That entire garrison was slain by the wizard's spell. Now they exist as **20 juju zombie spearmen** who still guard their positions to this day. They resemble regular zombies, but their skin is gray and as tough as hardened leather, and small pinpoints of crimson fire glow in their eyes. wear breastplates and use longspear. They crouch behind the barrier with readied actions waiting for anyone to approach. Being undead they have limitless patience. Anyone coming within range of their reach weapon is subjected to attack as they rise and stab over the wall. They gain cover from the wall (not calculated into their AC). Though determined, they are not very imaginative. They respond to intruders from other parts of the hilltop, so a diversion could be used to draw them away from this position and allow entry at this point.

JUJU ZOMBIE SPEARMEN (20) XP 800

CR 3

Male human juju zombie fighter 3 (*The Tome of Horrors*
Revised 411)
NE Medium undead (augmented humanoid)

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

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

hp 40 (3d10+18)

Fort +5; **Ref** +4; **Will** +1

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

Spd 30 ft.

Melee longspear +9 (1d8+7/x3) or slam +8 (1d6+7)

Str 20, **Dex** 16, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8 (+10 sunder); **CMD** 21 (23 vs. sunder)

Feats Alertness, Cleave^B, Improved Initiative^B, Improved Sunder^B,

Power Attack^B, Toughness^B, Weapon Focus (longspear)

Skills Climb +14, Jump +6, Perception +2, Ride +4,

Sense Motive +2

Languages Common

SQ armor training 1

Gear breastplate, longspear

D4-3. Ruins

The walls of an ancient adobe building rise here. It is roofless and gutted, nothing more than a bare shell of a building. Though hastily constructed to serve as quarters for the troops garrisoned here, the walls themselves have weathered the years well and stand 7 feet tall. Only an open doorway breaks their continuity. There is nothing of interest here, though it could serve as a reasonably sheltered campsite for travelers if the undead are dealt with.



CHAPTER 7: THE DEAD FIELDS

D4-4. Watchtower

Four wooden stumps rise from the ground here forming a square. Each has broken off a few feet above the ground. To the east of the stumps are the partially buried timbers and beams of a tower that once stood here but succumbed to the elements long ago. From atop this tower spotters once surveyed the effectiveness of artillery barrages and gave instructions for adjusting fire.

D4-5. Artillery Emplacement (CR 12 or 14)

A ridiculous caricature of life plays out before you. Three massive siege engines — onagers — stand on this level field. All are cocked back in their armed position, and crews of corpses man them. At each of these machines great ogre zombies lift heavy rocks and place them in the tatters of the onagers' slings. The rocks of course fall straight through to the ground, but none of the artillery crews seem to notice. Instead the ogre zombies simply pick the rocks up and replace them on the nearby ammunition piles. One leathery human corpse takes a sighting along the weapon's firing arm and then steps back. Another then pulls the release lever. Of course all of the ropes and cables that once operated these machines have long since fallen prey to the long years, so the catapults remain inert. Another corpse begins turning the crank to once again cock the siege engine even though the crank no longer functions but instead spins uselessly. Then an ogre zombie drops another heavy rock through the weapon's sling and the process is repeated.

Creatures: These are the massive engines of war that the disciples of Orcus wanted to prevent being used against the walls of their city. These huge machines could hurl 500-lb. boulders nearly a mile and reduce walls to rubble or shatter troop formations. They are still manned by their crews consisting of a total of **18 juju zombies** and **3 ogre zombies**. The ogre zombies were already dead when the wizard came, and were used as laborers. The juju zombies are all that remain of the artillerists. Unlike the ogres who are truly mindless, the juju zombies only pretend to mindlessly follow their programming after they have noticed the party. Instead they wait for the party to approach within striking distance before suddenly charging to attack. Once battle is joined the mindless ogres likewise catch on and join in the fight. The juju zombies groan in anger at the living, so unless they are somehow silenced the guards at Area D4-2 hear any battle and come over to join in after 3 rounds.

JUJU ZOMBIES (18)

CR 3

XP 800

Male human juju zombie fighter 3 (*The Tome of Horrors Revised* 411)

NE Medium undead (augmented humanoid)

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

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

hp 40 (3d10+18)

Fort +5; **Ref** +4; **Will** +1

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

Spd 30 ft.

Melee longsword +9 (1d8+5/19–20) or slam +8 (1d6+7)

Str 20, **Dex** 16, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8 (+10 sunder); **CMD** 21 (23 vs. sunder)

Feats Alertness, Cleave^B, Improved Initiative^B, Improved Sunder^B, Power Attack^B, Toughness^B, Weapon Focus (longsword)

Skills Climb +13, Jump +5, Perception +2, Ride +3, Sense Motive

+2

Languages Common

SQ armor training 1

Gear chainmail, longsword

OGRE ZOMBIES (3)

CR 2

XP 600

(*Pathfinder Roleplaying Game Bestiary* “Ogre, Zombie”)

NE Large undead

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 14, touch 7, flat-footed 15 (+4 armor, –2 Dex, +3 natural, –1 size)

hp 33 (6d8+6)

Fort +2; **Ref** +0; **Will** +5

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

Spd 30 ft.

Melee greatclub +8 (2d8+9) or slam +8 (1d8+9)

Ranged javelin +1 (1d8+6)

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

Str 23, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +11; **CMD** 19

Feats Toughness^B

SQ staggered

Gear hide armor, greatclub, 4 javelins

D4-6. Munitions Stores (CR 10)

The remains of an old adobe structure still stand here. Half of the building has crumbled and is gone, but their other half stands and even has part of a roof covering its shadowy interior. Metal shards and splinters cover the ground on what was once the floor of this building.

This building once served as storage for special munitions for the onagers. A delivery wagon had just dropped off a load before the artillery crews were slain, so this building was left full. The metal slivers are fragments of heavy brass canisters that once held special explosive ordinance. Some were smashed when the roof collapsed and others deteriorated over time from exposure. Fortunately the incendiary mixture had also deteriorated and become inert. However, at the back of the building are three of the large brass canisters that are still intact. They are no longer durable enough to be used as missiles, but they can easily be opened to find five intact flasks of still-volatile alchemist's fire in each.

Creature: Unfortunately for the party, these canisters are not all that has remained intact in this building. Because of the fragile nature of these canisters the artillerists trusted only the steadiest of hands to carry them. To this end they kept a **clay golem** to guard the munitions and carry them to the catapults when necessary. It is standing in the shadows at the back of the building next to the intact canisters. It attacks anyone not wearing the uniform of the old Army of Light. If it goes berserk it smashes one of the canisters causing the effects of all five flasks within breaking to anyone within the area of effect. One canister exploding does not detonate the others since they are largely fire proof.

CLAY GOLEM

CR 10

XP 9,600

hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

D5. Carrion Birds (CR 12)

Something must be dead or dying based on the flight of carrion birds you see circling in the sky not far ahead. Three large vultures make long, lazy circles in the air, patiently awaiting the inevitable result of the age-old drama playing out on the ground below. There at the very edge of your sight in the broken terrain is a huddled form, moving only slightly — obviously wounded.

Lying on the ground 250 feet in front of the party is a wounded **dire wolf**. Its fur is blood covered and marked by great slashes. Unless the party has magical means of sight, they will have to get within 50 feet of the wolf to have a clear view of it. It wandered down from the northern hills and was separated from its pack before falling prey to some of the Desolation's own predators. It is incapable of attacking and will die in a few hours if not tended.

Creatures: The true threats in this area are the vultures, for they are actually **3 vrocks demons** from the city of Tsar. It was they who actually attacked the wolf and are now cruelly waiting for it to die of its wounds. They fly with their arms and legs tucked up against their body 500 feet in the air. Their body positions, in combination with a simple optical illusion, give them the appearance of normal vultures flying at a lower altitude. However, a successful DC 25 Knowledge (nature) check notices that they aren't, in fact, vultures or any ordinary type of bird. If that observation is successful, then a DC 20 Knowledge (planes) recognizes them for the demons they are.

VROCK DEMONS (3) CR 9 XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

Spell-like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lb. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrocks 35% or 2d10 dretches 35%)

WOUNDED DIRE WOLF CR 3 XP 800

hp 37, currently -1 (*Pathfinder Roleplaying Game Bestiary* "Wolf, Dire")

Tactics: If the players converge to examine the wounded dire wolf, the vrocks, sensing an opportunity for more fun and mayhem, begin to slowly descend towards the party hoping to avoid notice. Unless someone is actively watching the vrocks, this subtle lowering is not noticed without a DC 30 Perception check (check each round). When the vrocks have reached an altitude of 160 feet they attempt to summon dretches, which then rain down on the party below. The dretches are unlikely to survive the fall, but these malicious entities do attempt to cause as much harm as possible as they die. Allow each dretch to make a single ranged touch attack at a -4 penalty. Success means they have struck a character with their bulk dealing 4d6 points of bludgeoning damage. They ignore the dire wolf in favor of more lively targets. The vrocks follow this by swooping in to attack. If the party does not approach the wolf, the vrocks continue their circles for now but keep on eye on which direction the party travels. They then attempt to follow the party and attack at night after they have camped. Determine if the vrocks are successful in following the party based on how far the party traveled and what precautions they may have taken to prevent discovery of their camp (a campfire is a dead giveaway, though).

SUMMONED DRETCH DEMONS (varies) CR — XP —

hp 18 (*Pathfinder Roleplaying Game Bestiary* "Demon, Dretch")

Development: If the dire wolf is cured and offered food and water it will bond with any character doing so and can become a faithful animal companion. Even if its presence is not wanted, if healthy it will attempt to follow its benefactor at a distance only stepping in if the benefactor is badly injured or incapacitated. In that case it rushes in to stand protectively over the character baring its fangs in a threatening manner to any who approach. This can create a sticky situation for any allies who wish to help their fallen comrade requiring them to make a successful wild empathy check to turn its unfriendly attitude to friendly or make a DC 30 Handle Animal check..

Ad Hoc XP Award: Slaying the wounded dire wolf earns no XP, but successfully befriending it earns XP as if it had been defeated in battle.

D6. Embattled Dwarves

A small mound rises from the plain. It appears to be somewhat fortified at the top, and a stair has been cut in the side on the south face. Just west of the mound is a large excavated pit surrounded by fresh piles of dirt. Between the excavation and mound is what appears to be a pile of debris. Short stocky, bearded figures labor in the excavation with pick and shovel. More stand as sentries atop the mound, crossbows at the ready.

At this location a band of dwarves has set up camp and begun an excavation. They work on the excavation during the day and huddle in the defensive works atop the hill at night. If the party approaches visibly in a nonthreatening manner during the day, the dwarven sentries hail them in a friendly manner and invite them to the base of the mound while all of the dwarves gather around. If the characters are violent or approach at night they are met with crossbow bolts and dwarven curses.

These dwarves hail from a dwarven kingdom of the Stoneheart Mountains. Centuries ago their king, Kroma, led the allied dwarven clans of the Stonehearts to join the Army of Light in the Battle of Tsar. King Kroma fell upon the field of battle. His body was never recovered, and most of the dwarves were lost when they joined in the great pursuit of the disciples of Orcus. Now all these years later the dwarves of Kroma's clan, led by one of his own descendants, has returned to the ancient battlefield to recover the bones of their beloved king and bring them home to rest in the halls of his fathers.

The leader of these dwarves is the thane of a clan that has lost much influence and power since the days of his ancestor Kroma. He hopes to reverse the fortunes of his failing house by reclaiming Kroma's bones and removing what he sees as a mark of shame on his house for the abandonment of their dead. Clan tradition held that King Kroma was lost on the field of battle just west of a low hill in this area of the Desolation. They located this site three weeks ago and began to dig believing that their lost king's bones must lie somewhere in the vicinity.

Creatures: The dwarves here are doughty warriors all and are led by the doughtiest, but all bear bandages and signs of recent injury. **Thane Fenris** is ruddy-cheeked and has a blonde beard forked and tucked into his ornate belt. He wears fine but travel-worn apparel, since he and his men have traveled far in their quest for King Kroma's bones. His initial attitude if approached in daylight is Indifferent, but characters receive a +5 bonus to their Diplomacy checks with him since the sight of living people lifts his spirits significantly. His warriors are all of the same clan and bear something of a familial resemblance, though their harness and weapons are not of equal quality to that of their leader. Fenris's de facto second-in-command is the cleric **Gorrak** who is much older than any of the others and chooses to wear threadbare mendicant clothing in mourning for his clan's lost status, though his weapons and armor are in excellent condition. The other **7 dwarves** are all warriors.

CHAPTER 7: THE DEAD FIELDS

THANE FENRIS

XP 4,800

Male dwarf fighter 7/dwarven defender 2

LN Medium humanoid (dwarf)

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

AC 22, touch 14, flat-footed 22 (+8 armor, +2 Dex, +2 dodge)

hp 99, currently 89 (7d10+21 plus 2d12+6 plus 16)

Fort +11; **Ref** +6; **Will** +6 (+8 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +2, defensive stance, uncanny dodge

Spd 20 ft.

Melee +1 *dwarven urgrosh* +12/+7 (1d8+5/19–20/x3) and +1 *dwarven urgrosh* (offhand) +12 (1d6+3/19–20/x3)

Ranged light crossbow +11/+6 (1d8/19–20)

Special Attacks +1 attack rolls against orc and goblin subtypes, weapon training (double +1)

Str 16, **Dex** 15, **Con** 16, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 16 (20 vs. bull rush and trip)

Feats Alertness, Dodge, Endurance, Improved Critical (dwarven urgrosh)^B, Lightning Reflexes, Rapid Reload^B, Toughness, Two-Weapon Defense^B, Two-Weapon Fighting^B

Skills Appraise +3 (+5 metals and gems), Bluff +10, Craft (stonemasonry) +8, Knowledge (history) +7, Perception +8 (+10 stonework), Profession (miner) +6, Sense Motive +8



CR 8 **Languages** Common, Dwarven, Terran

SQ armor training 2

Combat Gear *potion of bull's strength*; **Other Gear** masterwork half-plate, +1 *dwarven urgrosh*, light crossbow, 20 crossbow bolts, *belt of mighty constitution* +2, belt pouch with 30 gp and a tiger eye agate (100 gp)

Defensive Stance (Ex) Once per day as a swift action Fenris as a dwarven defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. The extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Jump. A defensive stance lasts for a number of rounds equal to 3 + the defender's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter.

OLD GORRAK

CR 7

XP 3,200

Male dwarf fighter 4/cleric 4 (Dwerfater)

LG Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +7

Aura good

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 56, currently 48 (4d10+4 plus 4d8+4 plus 4)

Fort +9; **Ref** +4; **Will** +8 (+9 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +1

Spd 20 ft.

Melee +1 *ghost touch dwarven waraxe* +11/+6 (1d10+5/x3)

Ranged heavy crossbow +7 (1d10/19–20)

Special Attacks +1 attack bonus against orc and goblin subtype, channel positive energy 3/day (DC 12, 2d6), spontaneous casting (cure spells)

Domain Spell-like Abilities (CL 4th):

6/day—*acid dart* (ranged touch +7, 1d6+2 acid), *touch of good*

Spells Prepared (CL 4th):

2nd—*align weapon*, *consecrate*, *soften earth and stone*^D, *spiritual weapon* (Atk +10/+5, Dmg 1d8+1)

1st—*bless*, *detect undead*, *divine favor*, *protection from evil*^D, *shield of faith*

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

D domain spell; **Domains** Earth, Good

Str 15, **Dex** 10, **Con** 13, **Int** 11, **Wis** 17, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 19 (23 vs. bull rush and trip)

Feats Diehard, Endurance, Improved Initiative, Lightning Reflexes, Point Blank Shot^B, Weapon Focus (dwarven waraxe)^B, Weapon Specialization (dwarven waraxe)^B

Skills Appraise +5 (+7 metals and gems), Heal +7, Knowledge (history) +4, Knowledge (religion) +4, Perception +7 (+9 stonework), Profession (miner) +7

Languages Common, Dwarven

SQ armor training 1

Combat Gear *oil of bless weapon*, *potion of cure moderate wounds*, *divine scroll (CL 5: glyph of warding)*; **Other Gear** splint mail, heavy wooden shield, +1 *ghost touch dwarven waraxe*, heavy crossbow, 20 crossbow bolts, 10 +1 *distance crossbow bolts* (light generating), wooden holy symbol of Dwerfater, belt pouch with 24 gp and 16 sp

CHAPTER 7: THE DEAD FIELDS

GLOMI, BRUITT, KARGESH, ROMNI, RAGNAR, THULBINE, and BEREG DWARF WARRIORS (7)

CR 1

XP 400

Male dwarf warrior 3

LG Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +3

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 25, each is currently down 1d4+2 hp (3d10+6 plus 3)

Fort +5; **Ref** +1; **Will** +1; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype

Spd 20 ft.

Melee warhammer +5 (1d8+1/x3) or heavy pick +4 (1d6+1/x4)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks +1 attack bonus against orc and goblin subtype

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 11, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. bull rush and trip)

Feats Endurance, Weapon Focus (warhammer)

Skills Appraise +0 (+2 metals and gems), Perception +3 (+2 stonework), Profession (miner) +6

Languages Common, Dwarven

Gear chainmail, light wooden shield, warhammer, heavy pick, shovel, heavy crossbow, 2 quivers with 20 crossbow bolts each, belt pouch with 1d10 sp and 2d12 cp

Development: Fenris explains his party's purpose and invites guests to stay the night in the security of his encampment. He claims that attacks by undead occasionally occur at night and adds that it is always safer in numbers out in the Desolation. He does not yet reveal that his people have been attacked every night by concerted undead assaults for the entire three weeks that they have been camped here, though a Sense Motive check opposed by his Bluff check reveals that he appears to be hiding something. He denies this but elaborates no further. The characters will find out the truth soon enough. See the "Events" section following the area descriptions for the order of occurrences after the characters' arrival at Fenris's camp. Because of the constant nightly battles, there are no chances for random encounters here after dark.

Old Gorrak takes an immediate shine to the party, seeing something of his own youth spent traveling far and wide in pursuit of adventure. He is included as a potential replacement character for one of your players if the party has suffered attrition and has been unable to replenish their numbers. If you intend to use him in this fashion, strive to keep him alive through the events that occur at the encampment. Feel free to replace him with any other character you would rather introduce, though a dwarven character works much better with the context of the encounter area.

D6-1. The Excavation

This is a large pit of varying depths between 3 and 5 feet in different portions. Fenris's dwarves have painstakingly dug this pit with pick, shovel, and back-breaking labor over the last three weeks in search of their lost king's remains. Bits of bone and ancient equipment protrude from the walls of the pit but only down to the depth of 3 feet. Below that level is only sterile soil. Fenris intends to abandon this excavation soon and move to another location to try again since the intended bones have not been found and the dwarves seem to have reached the deepest layers of the remains from the battle of long ago. Surrounding the pit are several large dirt piles deposited by the dwarves from their excavation. These dirt piles are rife with more broken bone, weapons, and armor that have been examined by the dwarves and discarded as not belonging to whom they seek. During the day there are 1d4+1 dwarven warriors in addition to either Fenris or Old Gorrak (50% chance of either) at work in the pit. Their armor and weapons lie at the edges of the pit and they are equipped with only picks and shovels.

D6-2. Bone Pile (CR 7)

A large pile of shattered bone and weaponry rises here between the

mound and the excavation pit. There are the remnants of hundreds of skeletons here. If any of the dwarves are asked about their source, he will cough and say that they were taken from the dig (Sense Motive opposed to Bluff to realize this is a lie). If the bones are examined, a DC 18 Int check realizes that the bones and weapons do not appear to be dirty enough to have been recently pulled from the ground. These are in fact the remains of the many skeletons that the dwarves have been battling for the past three weeks. Each morning after battle the dwarves gather up the bones of the undead they have destroyed and deposit them here.

Creatures: Buried in this pile of bones are **5 wights**. They snuck in here under cover of the last battle and wait for the proper moment to rise and strike. One can be discovered if anyone sifts through the bone pile and succeeds at a DC 15 Perception check. If one is discovered it attacks and the other four rise to do battle alongside it.

WIGHTS (5)

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

D6-3. Cemetery

Dozens of fresh mounds of earth mark new graves in this makeshift cemetery. At the head of each rises a broken weapon haft to serve as marker. There are exactly 21 graves and each holds the corpse of a dwarf. These were all originally members of Fenris's company and all have fallen in battle during the nightly attacks. The breaking of the haft of a warrior's weapon (usually an axe, hammer, or pick) is a tradition in their clan to denote death in battle. If Fenris is asked about all the graves, he merely looks grim and states that it is dangerous in the Desolation.

D6-4. Hilltop Encampment

The sides of this hill rise 15 feet above the surrounding land at a steep slope (see the "Hills Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game*). A stairway has been cut on the southwestern face providing easier access to the summit. At the summit, the dwarves have dug a defensive position 3 feet deep from which they fight, allowing them to duck down for cover if necessary yet still retain their higher ground advantage against attackers. The dugout is little more than a bare dirt floor in which the dwarves have laid their bedrolls and cut a few fire pits. A supply of wood (carried by the dwarves down from the mountains) is stacked next to the fire pits, and they are kept alight throughout the night. Likewise, at night all of the dwarves' picks and shovels are stored within the encampment alongside the dwarves' provisions (there is enough food and water stored within to feed 20 men for three weeks). The dwarves remain in their armor and half are always awake awaiting the inevitable attack of the undead. During the day any dwarves not at work in the excavation are on guard duty here atop the mound. If more than 3 dwarves are atop the mound during the day, half of them are napping in their armor.

Events at the Hilltop Encampment

Event 1: Uninvited Guest (CR 7)

This event occurs on the day of the party's arrival at some point when they are in or near the excavation at Area D6-1.

A deep-throated shout rises from the excavation pit. Pick-wielding dwarves scatter as something huge rises from the dirt of the pit. It is a gigantic skeleton of some bipedal dragonlike creature. It charges at the scattering dwarves with its daggerlike fangs bared.

The dwarves in the pit head towards the edges where they have laid their weapons and armor. They do not have time to put their armor on, so instead they merely grab hammers and prepare to do battle.

CHAPTER 7: THE DEAD FIELDS

Meanwhile those dwarves on guard at Area D6-4 charge down the hill to assist their comrades. Hopefully the party will join in as well.

Creatures: Attacking the dwarves is a **tyrannosaurus skeleton**. In the Battle of Tsar, some rare and strange creatures were used by the forces of Tsar. An advanced megaraptor was one such creature, and it fell in battle at this site. Its bones lay in the shallowest part of the excavation just below the level the dwarves had reached. Remembering the presence of the megaraptor at the long ago battle, the lich coordinating the assaults of undead upon the dwarves snuck into the excavation during the previous night's assault, unearthed a portion of the skeleton and animated it. He reburied what he had unearthed and commanded it to rise and attack whenever the dwarves unearthed it again, which is exactly what just happened. It attacks until destroyed.

TYRANNOSAURUS SKELETON

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary "Dinosaur, Tyrannosaurus; Skeleton"

NE Gargantuan undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 14, touch 8, flat-footed 12 (+2 Dex, +6 natural, -4 size)

hp 81 (18d8)

Fort +6; **Ref** +8; **Will** +11

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 40 ft.

Melee bite +20 (4d6+22 plus grab) and 2 claws +20 (2d6+11)

Space 20 ft.; **Reach** 20 ft. (10 ft. with claws)

Str 32, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 40

Feats Improved Initiative^B

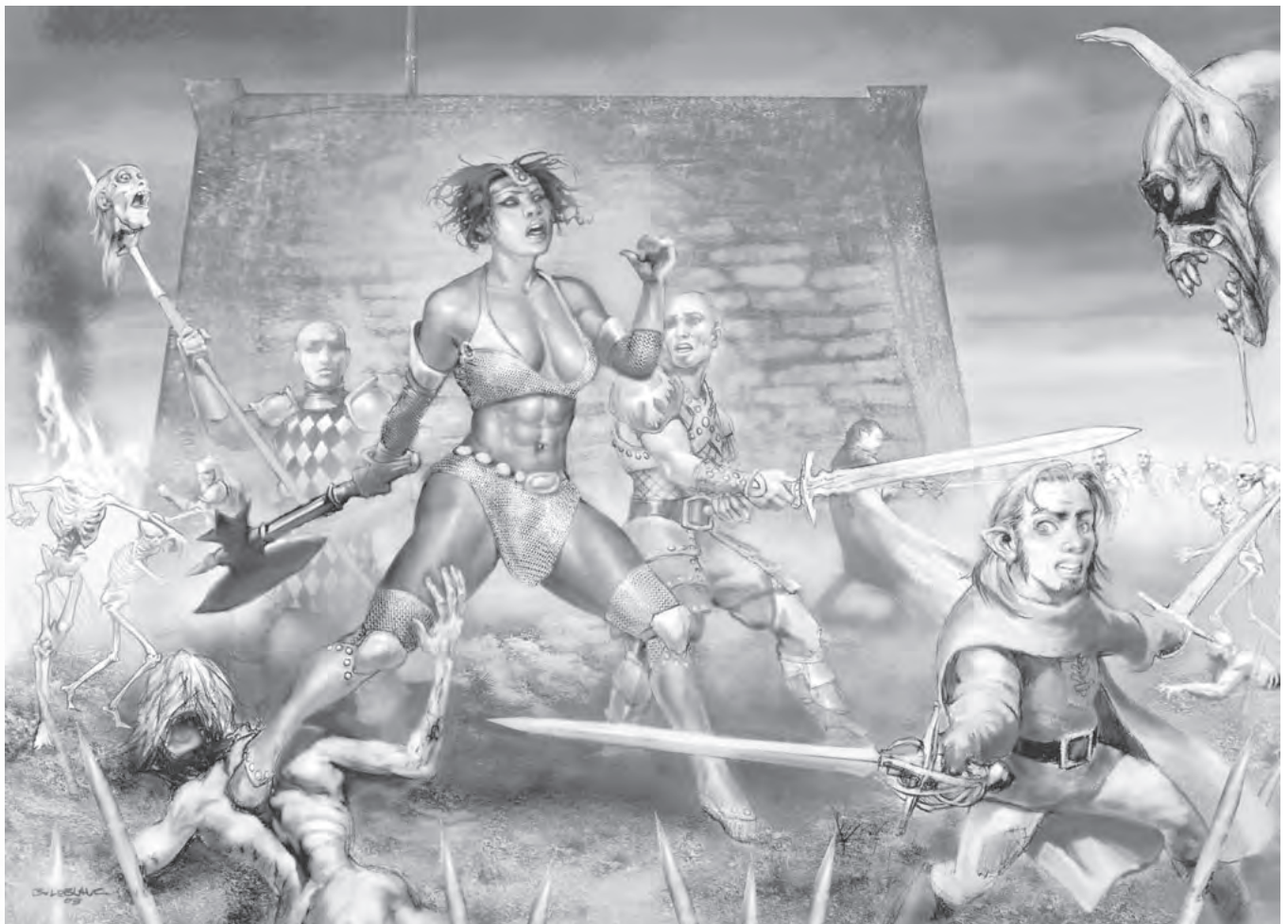
SQ powerful bite

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Event 2: Darkness Falls

As mentioned, Fenris is extremely excited to see the arrival of the party. The constant battles have caused a great deal of attrition in his forces, and he fears he will be unable to complete his quest if something doesn't change soon. He therefore welcomes the party and invites them to enjoy the hospitality of his camp for the night, after all, the Desolation is extremely dangerous at night. When night does fall he advises them that there has been a lot of undead activity in the area. He suggests they remain armored with weapons at hand and that no more than half of them sleep at once. A DC 15 Sense Motive detects he is extremely nervous as he grimly clutches his weapons.

A DC 20 Diplomacy or Intimidate convinces Fenris to admit that he has not been entirely forthcoming with the PCs. He states that there has been very regular undead activity since they arrived at the excavation site. In fact, the activity is quite unusual compared to what he has experienced elsewhere in the Desolation. They occur every night and appear to be organized by some malign intelligence. His dwarves are forced to fight a pitched battle with hordes of undead. Typically after one wave of assault they disappear and all is quiet until morning. Occasionally a second, smaller foray occurs but usually nothing more than a probe of their defenses. In these battles Fenris admits they have lost 21 dwarves, including their main cleric early on leaving only Old Gorrak to tend to the



CHAPTER 7: THE DEAD FIELDS

wounded. If asked about the composition of the attacking undead, Fenris states it has been wave after wave of skeletons which they smash in droves and later deposit in their bone pile. However, he says he has sometimes seen dark, humanoid shapes lurking in the rear ranks. Unfortunately they have never been able to destroy or even identify one of these.

After dark the dwarves remain on guard as described in Area D6-4 above. Allow the party to take whatever precautions and station themselves on guard as they see fit. The dwarves are in sore need of reinforcements and are open to most any idea the characters have, though the dwarves themselves will remain within their defensive perimeter rather than making forays out.

Event 3: Waves of Doom (CR 11)

The still night is broken suddenly by a clattering and clicking from somewhere out in the darkness, like the rattling of sticks. It seems to come from all sides. It is quickly followed by a clicking shuffle, and advancing into your range of vision is rank upon rank of animated skeletons bearing the bits of arms and armor they fell in battle with so long ago.

This event occurs approximately 3 hours after nightfall. The skeletons of the lich lie strewn upon the fields surrounding the area like so many of the bones already lying upon the field. At their masters command they quickly assemble into ranks ready for battle, so there are no troop movements for the party to detect prior to the battle through whatever reconnaissance they may attempt.

Creatures: Approaching the hill are **100 human skeletons**. They advance from the north, east, and south sides spaced fairly evenly in two ranks. These mindless undead have only one task: swarm over the hill and kill anything that lives. They continue in their attack until all are reduced to harmless piles of bone.

HUMAN SKELETONS (100)

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton”)

Event 4: Waves of Doom Redux (CR 10)

This event occurs a mere hour after the previous attack. By this time the dwarves have settled in to rest. They still maintain their armor and watches but are not really expecting any more trouble this night. However, the lich has seen the arrival of the party and knows that the weakened dwarves were on the verge of collapse before their arrival. He has been preparing some additional attacks for some time and chooses to unleash them now before anymore travelers can come to the dwarves' aid.

A look of confusion and trepidation comes over the faces of those dwarves who are still wakeful at this late hour. The resounding echo of clicking and clattering floats across the plain. More skeletons are marching on the hill.

Creatures: Another wave of skeletons is indeed approaching. This time there are only **50 human warrior skeletons**, but mixed in with them are another type of undead the lich has been marshalling to his cause. In the midst of the skeletons are **10 cadavers**. They appear to be zombies, though a bit gaunter and decayed than fresher specimens. During this battle anyone actively attempting a Perception check in the darkness beyond the mound can notice several dark shapes slinking around with a successful DC 25 check. If anyone chooses to follow or engage these individuals, proceed with Event 6. The goal of this attack is to allow the skeletons and cadavers to breach the hills defenses before all are destroyed. Then the cadavers begin their



reanimation process hopefully in the middle of the camp. They have been commanded to not arise and attack until all that are able can do so, so their attack will be en mass. This attack by the cadavers triggers Event 5, described below.

HUMAN SKELETONS (50)

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton”)

CADAVERS (10)

CR 2

XP 600

The Tome of Horrors II 22

CE Medium undead

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

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 16 (2d8); reanimation

Fort +0; **Ref** +1; **Will** +3

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 30 ft.

Melee 2 claws +2 (1d4+1 plus disease) and bite +2 (1d6+1 plus disease)

Str 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13

Feats Improved Initiative^B

Disease (Ex) *Filth fever*: Claw and bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Reanimation (Su) When reduced to 0 hit points or less, a

CHAPTER 7: THE DEAD FIELDS

cadaver is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Event 5: Anathema! (CR varies)

The sound of scraping and scratching earth comes from the mound's northwestern flank. Dwarven howls of rage and shock arise, and you quickly see the source of their outrage. Down in their makeshift cemetery, weapon haft markers fall aside as clawed hands emerge from the fresh graves and the horribly animated corpses of the fallen dwarves rise from their resting places.

This event occurs when the cadavers from Event 4 reanimate and continue their attack, hopefully within the dwarves' defensive perimeter, if all goes according to the lich's plan. If the cadavers fail to reanimate, then this event occurs 30 minutes following the previous attack. Read the following whether in the midst of combat with the cadavers or if all is temporarily quiet.

Creatures: To dwarves the idea of undead is a blasphemy. Witnessing some of their own animated with undeath is anathema. The lich is well aware of the dwarves' outrage at such an act. During previous nights' assaults he has been surreptitiously sneaking into the cemetery and disturbing the graves as he created **21 dwarven zombies**. He then left them quiescent until he could use them later to his advantage in battle.

That time is now. Any surviving NPC dwarves immediately stop whatever else they are doing and charge down the hill to destroy their violated kinsmen. When the dwarves are engaged in battle with the zombies, the **5 wights** hiding at Area D6-2 burst from their concealment and charge in to flank the dwarves (if they have not previously been discovered and destroyed). Anyone purposely attempting a Perception check during this fracas notices several dark shapes lurking in the dig site on a successful DC 20 check. Anyone approaching these figures should proceed to Event 6.

DWARVEN ZOMBIES (21) CR 1/2 XP 200

NE Medium undead
Init -1; **Senses** darkvision 60 ft.; Perception +0

AC 18, touch 9, flat-footed 18 (+6 armor, -1 Dex, +2 natural, +1 shield)

hp 12 (2d8 plus 3)

Fort +5; **Ref** -1; **Will** +3

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

Spd 20 ft.

Melee slam +3 (1d6+3)

Str 15, **Dex** 9, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 13

Feats Toughness^B

SQ staggered

Gear chainmail, light wooden shield

WIGHTS (5)

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")



Event 6: Dark Lurkers (CR 5)

This event occurs if anyone has managed to spot the shadowy figures stalking on the periphery of the battlefield. If approached they do not retreat, rather relishing the opportunity to feed.

A hissing figure of malevolence embodied stands here in the dark. His fine features are marred by angular cheekbones and a spiderweb tracery of dark veins across his face. Wicked-looking fangs protrude behind bright-red lips. With him are two crouching figures of leathery, desiccated flesh.

Creatures: The creatures here are a **vampire spawn** — a field commander of the lich's forces — and **2 wights** serving as the spawn's guards. They gladly lunge forward to feast upon any foes. If the vampire is reduced below 10 hp he changes to *gaseous form*, easily mixing with the night mists, and retreats back to the south to rejoin his commander. The vampire spawn has a coffin hidden out on the Desolation in a shallow grave three miles away.

VAMPIRE SPAWN CR 4 XP 1,200

Pathfinder Roleplaying Game Bestiary "Vampire"

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

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

Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, 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

Languages Common

SQ gaseous form, shadowless, spider climb

WIGHTS (2)

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

CHAPTER 7: THE DEAD FIELDS

Event 7: Final Assault (CR varies and 13)

This event occurs an hour before dawn when the exhausted defenders are likely nodding off and recovering from their wounds.

It seems this night will never end. Mists rise from the ground in the predawn darkness cloaking the Desolation in an ethereal blanket. You nervously watch the mists for any disturbances that would indicate something creeping along beneath its cover.

Creatures: Allow anyone on watch to make a Perception check. Anyone making a successful DC 15 check notices several small clumps of the mist breaking from and rising up over the north slope of the mound and into the camp itself. These are either **5 or 6 vampire spawn** (depending if one survived Event 6 above) in *gaseous form* that materialize in the camp's midst. If they are not noticed, they materialize and attack with surprise. During the battle allow each player to make a DC 18 Perception check to notice a short, stocky figure standing in the mists east of the mound flanked by two taller, crouching figures. These are the **lich** and **2 wights** guarding him.

The vampire spawn are all the creations of the vampire Belishan, Master of the Crooked Tower in the city of Tsar (see *Slumbering Tsar: Temple-City of Orcus* for more details on Belishan) who has sent them to the Desolation to serve the lich. The lich does not join in the battle but rather observes from a distance of 50 feet, gauging the strengths and weaknesses of his enemies. The lich, if approached is a short, stocky specimen for his kind and has a full, gray beard descending from his skull-like head. One of his eyes is a burning point of light, and the other is a dull iron orb inset in the eye socket. He is garbed in ancient armor and tattered finery, and atop his brow is a distinctive golden battlecrown. Any dwarf of Fenris's group who sees him instantly recognizes by his bearing and distinctive clothing to be none other than King Kroma for whom they have searched. Kroma was not killed on the field of battle as had been reported by the few survivors returning from that long-ago conflict. Rather, when he went down in the center of a horde of demons he was captured and secretly carried back to the city of Tsar. There under the torturous ministrations of the Disciples of Orcus and the evil influences of the city itself, Kroma's will was broken and he was converted to evil. Once a devout cleric of Dwerfater, he accepted Orcus as his new patron. With the assistance of his new benefactors he underwent the transformation to a lich and was charged with guarding the Desolation when the followers of Orcus fled the city. Since then Kroma has wandered the Desolation marshalling his undead forces and putting down what he saw as any organized threats to the city. When he discovered his own kin searching for his remains, he was instantly overcome with hate and guilt and has made a special effort to destroy them and keep hidden his secret shame.

VAMPIRE SPAWN (5 OR 6) CR 4
XP 1,200
hp 26 (See Event 6)

WIGHTS (2) CR 3
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

KING KROMA CR 12
XP 19,200
 Male dwarf lich cleric (Orcus) 11
 NE Medium undead (augmented humanoid, dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +21
Aura destructive aura (30-ft. radius, 11 rounds per day), evil, fear (60-ft. radius, DC 17)

AC 27, touch 13, flat-footed 26 (+9 armor, +2 deflection, +1 Dex, +5 natural)
hp 86 (11d8+22 plus 11)

Fort +11; **Ref** +6; **Will** +16; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, channel resistance +4, rejuvenation; **DR** 2/—, 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Spd 20 ft.

Melee +2 *unholy wounding heavy flail* +12/+7 (1d10+4/19–20 plus 1 bleed) or touch +10 (1d8+5 plus paralyzing touch)

Special Attacks +1 attack bonus against orc and goblin subtype, channel negative energy 5/day (DC 17, 6d6), destructive smite 8/day (+5 dmg), paralyzing touch (DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 11th):

8/day—*bleeding touch* (melee touch +10, DC 15, 5 rounds)

Spells Prepared (CL 11th):

6th—*create undead*^D, *harm* (melee touch +10, DC 21)

5th—*doomwail** (DC 20), *flamestrike* (DC 20), *righteous might*, *slay living*^D (DC 20)

4th—*divine power*, *inflict critical wounds*^D (melee touch +10, DC 19), *poison* (melee touch +10, DC 19), *summon monster IV*, *unholy blight* (DC 19)

3rd—*animate dead*^D, *bestow curse* (DC 18), *contagion* (melee touch +10, DC 18), *dispel magic*, *invisibility purge*, *searing light* (ranged touch +9)

2nd—*darkness*, *death knell*^D (DC 17), *desecrate*, *hold person* (DC 17), *shatter* (DC 17), *spiritual weapon* (Atk +13/+8, Dmg 1d8+3)

1st—*bane* (DC 16), *cause fear*^D (DC 16), *command* (DC 16), *curse water*, *deathwatch*, *doom* (DC 16), *entropic shield*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

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

Str 15, **Dex** 12, **Con** —, **Int** 14, **Wis** 21, **Cha** 15

Base Atk +8; **CMB** +10; **CMD** 23 (27 vs. bull rush and trip)

Feats Combat Casting, Command Undead, Empower Spell, Eschew Materials, Iron Will, Leadership

Skills Appraise +2 (+4 metals and gems), Knowledge (arcana) +16, Knowledge (religion) +16, Perception +21 (+23 stonework), Sense Motive +22, Spellcraft +16, Stealth +6

New Spell

This spell in King Kroma's repertoire originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

DOOMWAIL

School necromancy {fear, sonic}; **Level** bard 5, cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

All those caught within the *doomwail* must make a Fortitude saving throw. Those who succeed avoid the worst of the effects but are shaken for 2d4 rounds. Those who fail are shaken for 2d4 rounds and roll d% on the following table to determine the individual effect. These effects persist until magically cured.

d%	Effect
1–50	deafened
51–75	paralyzed
76–00	deafened and paralyzed

CHAPTER 7: THE DEAD FIELDS

Languages Abyssal, Common, Dwarven, Gnoll

SQ death's embrace (can be healed by positive energy as well as negative)

Gear +3 *adamantine breastplate*, +2 *unholy wounding heavy flail*, unholy symbol of Orcus, *cloak of resistance* +2, *golden battlecrown of Kroma* (grants +2 deflection bonus as a *ring of protection*)

Death's Embrace (Ex) Since becoming undead himself, Kroma's death's embrace ability has changed somewhat. Now he heals hit points from both channeled negative energy and channeled positive energy.

*See sidebox

Tactics: Kroma does not join in the battle on the hilltop, both enraged by the presence of his kin yet afraid that they might see and identify him; he is held in indecision. If he is approached, he breaks free of his hesitation and attacks wholeheartedly. The wights rush in to engage any fighters and Kroma first prepares with *entropic shield*, *divine power* and *desecrate*, casts *summon monster IV* to bring in a fiendish giant wasp to harass spellcasters and makes ranged attacks with *spiritual weapon*, *flamestrike*, *doomwail*, and *hold person* or *death knell* before casting *righteous might* and closing for hand-to-hand combat with his heavy flail and touch spells. If Kroma sees the icon of Dwerfater from the arachnae pit in the Ashen Waste (see The Ashen Waste in **Part 2—The Ghosts of Victory**), he gains the shaken condition as long as it is in sight. Kroma will not retreat from battle, secretly welcoming the release of death now that he has faced his own kin and recognized the true horror of his current situation.

Development: If Kroma is not engaged, he departs the battlefield after his vampire spawn are slain and plots a new wave of attacks.

The dwarves receive a brief respite while Kroma gathers additional forces. If Kroma was not recognized for who he is, the dwarves give up their dig at this site in a few days and move to another possible location to start over again. If this occurs, have the party find them again at some point in the future, their camp destroyed and all of the dwarves staked to the ground and flayed alive, the results of Kroma's vengeance. If the party stays with the dwarves, orchestrate similar raids against them starting several days later as Kroma once again attempts to eradicate the invaders of the Desolation.

If the dwarves are aware of the lich's true identity, they pack up and depart the next dawn. They head back to their homeland to spread the word of the abomination their lost king has become and begin to raise a dwarven army to return and destroy King Kroma. This will not occur for many months and will be unlikely to affect the course of the adventure.

Kroma's phylactery is the iron orb inset in his left eye socket (Hardness 20, hp 40, Break DC 40). If Kroma is slain and his phylactery destroyed, his body is immediately immolated by holy fire sent by Dwerfater. These searing flames burn away the centuries of corruption that has consumed the old dwarf leaving only his equipment and gleaming smooth bones with a gray-bearded skull. Fenris offers the party all of the equipment, including his flail, which becomes a +2 *holy wounding heavy flail* in the purifying fire, keeping only the bones and crown. These they reverently bind in silken wraps and bear them home for interment. This act does indeed break the curse of ill luck that has plagued the clan and Fenris (if he survived) quickly climbs to a place of great importance in his kingdom, providing a potential ally to developed as you please for some later adventure.

Chapter 8:

The Crossroads and Tsar

Once long ago, the plains outside the walls of Tsar were an important crossroads for the civilized world. A great trade road ran between the southern kingdoms and the exotic lands of the north, seeing a constant stream of traffic. From behind the mighty walls of Tsar itself, great trade caravans emerged to travel in either direction. Likewise the road from the Black Gates of Tsar ran east to the far distant sea coast where a great port city likewise carried trade to points throughout the known world. Taxes on the goods traveling these two roads made Tsar rich and gave the city leaders great international influence.

Then a shadow fell upon the city. The priesthood of Orcus came to power and slowly gained sway over the city. Harsher tariffs and city-sponsored marauders harassed traffic along the roads. Eventually the far distant coastal city shriveled and died as its only major land route for goods was choked off. The southern kingdoms and northern lands became more distant and estranged from each other as travel between the two became a chancy thing. Eventually the first caravan to brave the route for some time discovered that the city of Tsar had grown into a massive citadel and temple-city devoted solely to the foul worship of the Demon Prince of Undead — a blight upon the land. Trade all but ceased save for the slave caravans and bandit companies brave or foolish enough to do business with the decadent disciples of Orcus.

Now the east-west road tapers into nothing only a few miles beyond the edge of the Desolation where it enters the broken, goblin-ridden hills. The north-south road still sees some traffic, supported by the ignoble trade community known as the Camp, and still runs from Bard's Gate to the now-unknown northern lands. The road itself is a bare hardpan sunken at least a foot below the surrounding ground from the centuries if not millennia of travel it has seen. Tracks do not linger long on this hard surface as windblown dust quickly erases them.

The Crossroads

The roads consist of the trade road that runs north-south through the Desolation and the east-west running road that leads from the Black Gates of Tsar before waning in the distant eastern hills. The crossroads are where these two roads meet near the exact center of the Desolation. Two other gates opened out of Tsar's walls, but the roads leading from them petered out in the midst of the battlefields of the Boiling Lands and the Dead Fields. Those roads are little more than fading traces of hard-packed earth and are not included in this section. They should be considered a part of the quadrants into which they run.

For random encounters while the party travels on these roads or visits the crossroads, consult the Crossroads Random Encounter Tables below. Encounters should be rolled on these tables once every six hours.

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Bone Storm: See The Ashen Waste in *Part 2—The Ghosts of Victory*. No chance of suffocation exists if the storm does not occur on a section of the road bordering the Ashen Waste.

Crossroads Daytime Random Encounter Table

d%	Encounter
01-08	Acid Rain
09-14	1d4+1 Margoyles
15-21	Bone Storm
22-24	Chimera
25-30	1d6+2 Ghoul Wolves
31-00	No Encounter

Crossroads Nighttime Random Encounter Table

d%	Encounter
01-10	Acid Rain
11-17	1d6 Ghouls
18-21	Bone Storm
22-30	1d8+2 Ghoul Wolves
31-33	The Lost Caravan
34-00	No Encounter

Chimera: This lone beast has a red dragon head. It flies in from the northern hills to hunt and sticks to the roads, preferring the soft prey found there to the gamey undead elsewhere. It only hunts during daylight hours. If reduced to 25 hp it flees to lick its wounds, though it may return later with a vengeance. If defeated, treat future rolls for this as no encounter.

CHIMERA

XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary* “Chimera”)

CR 7

Ghoul Wolves: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghouls: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Margoyles: See The Chaos Rift in *Part 2—The Ghosts of Victory*.

The Lost Caravan: This strange phenomenon has been reported by more than one traveler braving the roads of the Desolation. Seemingly out of nowhere, the traveler finds himself in the midst of a convoy of zombie pack handlers. They carry tattered rucksacks and litters loaded with cracked and broken chests and baggage. Some hold broken halters that drag upon the ground as if leading nonexistent pack animals. Adding to the strangeness of this scene are the sounds. The zombies themselves are stone silent, but clearly audible are the clip-clop of many hooves and the creaking of wagon

CHAPTER 8: THE CROSSROADS AND TSAR

wheels intermixed with the grunts of heavily laden beasts of burden and the occasional shouted command. It sounds as though dozens of caravanners and their outfits are driving by; there are even the distinct of trumpets of a few elephants. However none of this is visible — not even to magical scrutiny, nor is it substantial in any way.

Other than to create disquiet in the party, this encounter is harmless and the group passes by and disappears from sight completely in 2 minutes. It cannot be followed, always seeming to stay just far enough ahead of pursuit or vanishing like a mirage just as someone gains on it. However if someone bothers the zombies or attempts to disturb the insubstantial wayfarers, the **23 human zombies** immediately drop their loads and move to attack until destroyed, while the rest of the caravan moves on. The packs and luggage of the zombies, if searched, contain only dust, as if their contents moldered and disintegrated long ago. Any zombie corpses or packs disappear with the coming of the dawn.

Many guess as to the origin of this strange caravan and its mysterious invisible members. Some say it is all that remains of a group of priests who attempted to break out of Tsar during the battle and escape long ago. Others say it is the cursed fate of the very first caravan to attempt to cross the haunted Desolation centuries ago after the city had been abandoned. Whatever the reason, most travelers know that it roams these roads seemingly randomly always disappearing without providing a clue as to its origin or purpose.

HUMAN ZOMBIES (23)

CR1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* “Zombie”)

<1>Fixed Encounters

<n>The encounter areas of the Crossroads begin with an “R” and are followed by a numeral designating the specific encounter. The northeast and southeast roads emerging from Tsar are not considered a part of the Crossroads but are rather a part of the Boiling Lands and the Dead Fields respectively.

R1. The Crossroads of Tsar (CR 6)

Two sunken roads meet here in a depression in the center of the desolate plain. West lie the Black Gates of Tsar, east unknown hills rumored to occupied by goblinoids, orcs, and worse. South leads back to the Camp and Bard’s Gate, and to the north are the fabled lands of spice and riches which have drawn so many to brave these deadly lands in search of their fortune. Surely any who make it this far find their enthusiasm curbed by the sobering scene.

Great scaffolds of heavy wooden beams rise at each corner of this intersection. Suspended from their many yardarms are heavy iron cages like malignant fruit on an infernal tree. These cages hold the picked clean bones and dangling tatters of the unfortunates who have been imprisoned in them and left for the crows. Several of the bones have fallen to the ground beneath the cages and a couple of the cages have fallen to the ground themselves, their heavy chains rusted through and no longer able to support their great weight.

Many cultures place their vilest offenders in cages at crossroads on the superstitious hope that their spirits would be unable to find their way home to visit vengeance upon their prosecutors. The disciples of Orcus, well-versed in vile offenders and vengeance from beyond the grave, were no exception. Strangely no vengeful spirits actually inhabit this lonely place, though random encounters occur at double their normal frequency.

The cage scaffolds stand 30 feet high with 1d6+6 arms from which are suspended a like number of cages (though a few have fallen off).

The cages themselves are rusted iron (Hardness 10, hp 60, Break DC 25) and the keys to their locks have long since been lost. They can be opened with a DC 28 Disable Device, though they contain nothing of value or interest.

Creature: Every night the crossroads is visited by a strange outsider known as the **Dweller at the Crossroads**. This enigmatic, hooded figure appears wearing a black cloak concealing its face and form to anyone present at exactly midnight. It offers the traveler his heart’s desire relating to an immediate need or the completion of a quest. Mundane desires are not fulfilled. It can fulfill a single wish each night, but the outcome of the wishes is always horribly twisted to the detriment of the wisher. If attacked it instantly vanishes and does not reappear until the next night.

DWELLER AT THE CROSSROADS

CR 6

XP 2,400

Creature Collection 66

NE Medium outsider (evil, extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +18

AC 23, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural)

hp 84 (8d10+40)

Fort +9; Ref +13; Will +10

Defensive Abilities vanish; DR 15/cold iron and magic; Immune disease, energy drain, mind-affecting effects, negative energy effects, paralysis, poison; SR 20

Spd 60 ft.

Str 19, Dex 20, Con 20, Int 20, Wis 19, Cha 18

Base Atk +8; CMB +12; CMD 28

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Appraise +16, Bluff +18, Diplomacy +18, Escape Artist +16, Intimidate +18, Knowledge (history) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +18, Sense Motive +18, Stealth +19

Languages *tongues*

SQ wish

Vanish (Su) If attacked, as an immediate action the Dweller at the Crossroads can disappear into the Outer Planes, evading all attacks,



CHAPTER 8: THE CROSSROADS AND TSAR

pursuit, or capture, magical or mundane. However, when it does so, it cannot return to the Material Plane until the next night.

Wish (Su) The Dweller at the Crossroads can fulfill a single wish (as the spell) for a single mortal once per night. The wish is dependent upon the conditions set by the Dweller at the Crossroads in the manner of a bargain with the mortal in question.

Development: Some potential wishes the party may make and the twisted way in which they are granted are presented below. Use these as a guide to prepare an appropriate response to any other wishes the PCs may make.

I wish to find any survivors of the Bard's Gate caravan. The wisher (and the wisher alone) is instantly *teleported* to Area C6-5.

Show me where to find the anvil sought by the ghost of Gerrant. Details for this can be found in *Slumbering Tsar, Part 2: Temple-City of Orcus*, but the path shown by the dweller leads the party through every trap and deadly encounter on the way to that goal, without warning of the potential dangers.

Give me a weapon capable of defeating the tar dragon / greater barghest / lich / etc. The dweller presents the wisher with the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**.)

Remove the tar dragon that guards the gates of Tsar. A huge explosion occurs in the air to the west above Tsar. It is the result of an **ancient black dragon** that happened to be wandering through the area and was attacked by the tar dragon. The explosion was what remained of the tar dragon's body as the black dragon destroyed it and caused its tarry body to combust from its caustic acid. Unfortunately the black dragon now chooses to occupy the tar dragon's territory and continues to guard the approach to the city as his predecessor had done.

ANCIENT BLACK DRAGON CR 16
XP 76,800
hp 297 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Black")

R2. The Broken Span (CR 7)

A wide chasm cuts across the road here. It extends out of sight to the west and expands into a massive canyon to the east. Here it is about 30 feet wide and has steep rocky sides descending into the depths below. The wooden pylons that once flanked the entrance to a wooden bridge still stand on this edge of the chasm and on the far side, but the bridge itself extends out only a few feet before ending in a jagged, charred, broken edge. There does not appear to be any easy way across.

A wooden bridge was built a number of years ago to cross this obstacle, but it was recently destroyed. The last group to use the bridge to cross was the Bard's Gate caravan found at Area R3. The broken remains of the bridge lie shattered and burned at the bottom of the rift. The chasm is 30 feet across and 20 feet deep with a dry, stony floor. A DC 15 Climb check is necessary to scale the walls of the rift.

Creature: Unfortunately for the party, the creature that destroyed the bridge has found this part of the chasm to its liking and now lairs within. A **fiendish five-headed pyrohydra** recently emerged from the Chaos Rift and now rests beneath a stony overhang directly below the southern end of the bridge. It is actively listening for the approach of any potential snacks (taking 10 on Perception checks). If it hears anyone approach the edge, it climbs halfway up the chasm wall and uses the reach of its necks to try and grapple one or two

PCs and pull them into the chasm where it can deal with them at its leisure (it releases them if it manages to pull them over the edge so they suffer 2d6 points of falling damage). It has not yet collected any treasure since it relocated here.

FIENDISH PYROHYDRA CR 7
XP 3,200

Pathfinder Roleplaying Game Bestiary "Hydra, Fiendish Creature"
NE Huge magical beast (evil, extraplanar, fire)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size)
hp 47 (5d10+20); fast healing 5
Fort +9; **Ref** +7; **Will** +3
DR 5/good; **Immune** fire; **Resist** cold 10; **SR** 12
Weaknesses vulnerability to cold

Spd 20 ft., climb 20 ft.
Melee 5 bites +6 (1d8+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (each head, 15-ft. cone, 3d6 fire damage, Reflex DC 16 for half, every 1d4 rounds), pounce, smite good 1/day (+5 dmg)

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (can't be tripped)
Feats Combat Reflexes, Iron Will, Lightning Reflexes
Skills Climb +11, Perception +10
SQ hydra traits, regenerate head

R3. Caravan Carrion (CR 4)

The stench of death and the buzz of flies fill the air on the road ahead. Shattered wagons and slaughtered draft animals lie strewn like toys. The corpses of men and ogres are likewise tossed about like rag dolls. The ogres and humans do not appear to have died in battle with one another. Rather by the positioning of their corpses they seem to have fought side-by-side. All bear similar marks of tooth and claw and several bear horrible acid burns.

The 23 men and 8 ogres have been dead for a week or so and have deteriorated and been picked at by scavengers quite a bit. Many pieces of mundane equipment and weapons lie around, but nothing of masterwork or better quality remains, and the wagons' crates have all been broken open and rifled. Anything of particular value has been removed. These are the remains of the Bard's Gate caravan and the mercenaries known as "The Pounders" (see Areas 5 and 12 of The Camp in *Part 1—The Edge of Oblivion*). They were destroyed by an ambush of the gargoyles (see Area C6 in *Part 2—The Ghosts of Victory*). Anything of value has been removed.

Creature: Munching contentedly on one of the dead horses is a single **mature slime crawler**. It readily abandons its meal for a livelier repast but shouldn't prove to be much of a threat to the party.

MATURE SLIME CRAWLER CR 4
XP 1,200
hp 19 (See Chapter 6, Area B6-6)

R4. The Tar Pits of Malerix (CR 15)

Some distance away rise the stained and pitted walls of the evil city itself. Even the ramparts still seem somehow evil after all these years. They stand against the backdrop of the high escarpment of the mighty Stoneheart Mountains. The shadow of that forbidding massif makes the city beneath appear to lie under a pall while taking nothing away from the forbidding appearance of the walls. Between you and the city sits a ring of stinking tar pits. Paths appear to lie between these morasses but the way appears treacherous. Nothing grows in this brown ring around the city.

Here lies the party's final obstacle to reaching the temple-city of Tsar. Unfortunately it is also the most deadly obstacle. The tar pits lie beyond the city walls at the extreme range of the city's largest catapults. During the battle they threw all sorts of poisons and foul concoctions at the encircling enemy. The result is this ring of tarry pools and sterile soil out to that range. The characters can easily avoid the tar pits and find safe passage through them or merely fly over them if they have the means. The tar pits should be treated as quicksand for the purposes of swimming in them or rescuing characters from them, but add +5 to all DCs related to these tasks, as the tar is much thicker and more difficult to move in than quicksand (see the "Marsh Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game).

Creature: This area has become the abode of Malerix, a powerful **mature adult tar dragon**. He resides in the shallow tar pools and patrols all of the area within their radius. Treat Malerix as a *deus ex machina* to prevent the party from attempting entry into Tsar prematurely. Let them realize they need to gather some power and experience levels by exploring the Desolation in order to face this challenge. If the party just naively approaches, let them see signs of the dragon or catch hints of its approach (a bubbling tar pit, a shadow over the sun, the flapping of massive wings) and retreat without incident. If they fail to realize their danger, perhaps the dragon is full and merely in a playful mood. Have him let the party go after killing only one or two of the characters. If the party foolishly chooses to press ahead, let the chips fall where they may. The players can always roll up new characters and use their newfound wisdom to avoid similar mistakes in the future. The bottom line is that the party should not try to enter the city until they are powerful enough to have a realistic chance to defeat the dragon. Use the tar dragon as necessary to steer the players in the direction you want them to go. The dragon has not built up a collection of treasure, seeing instead the entire ruined city as his personal hoard (though the inhabitants of the city probably have different ideas).

MALERIX
XP 51,200**CR 15**Male mature adult tar dragon (*Creature Collection 51* and *Pathfinder Roleplaying Game Bestiary* "Dragon")

CE Gargantuan dragon (earth)

Init +3; **Senses** blindsight 60 ft., darkvision 1,000 ft., low-light vision, tremorsense 60 ft.; **Perception** +27**Aura** frightful presence (210 ft., DC 19)**AC** 35, touch 5, flat-footed 35 (–1 Dex, +30 natural, –4 size)**hp** 212 (17d12+102)**Fort** +16; **Ref** +9; **Will** +13**Defensive Abilities** tarred skin; **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 25**Spd** 40 ft., 250 ft. (clumsy), burrow 40 ft. (includes tar)**Melee** bite +25 (4d8+18/19–20), 2 claws +25 (4d6+12), 2 wings +23 (2d6+6), tail slap +23 (2d8+18)

MONSTER APPENDIX

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (120-ft. line, DC 24, 4d6 acid plus entangle), crush (4d6+18, DC 24), great bite, swallow whole (2d12+12 acid damage, AC 25, 21 hp), tail sweep (30-ft. radius, 2d6+18, DC 24)

Str 35, **Dex** 9, **Con** 22, **Int** 15, **Wis** 16, **Cha** 12

Base Atk +17; **CMB** +33; **CMD** 42 (46 vs. trip)

Feats Alertness, Cleave, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Power Attack, Vital Strike

Skills Bluff +21, Intimidate +21, Fly +13, Knowledge (local) +22, Perception +27, Sense Motive +27, Stealth +7, Swim +32

Languages Abyssal, Common, Draconic

Breath Weapon (Su) The tar dragon's breath weapon is literally its vomit, which it can discharge in a 120 ft. line. This foul-smelling load of bile is inky black and mucilaginous. Any victim that fails a Reflex save (DC 31) is entangled completely within the adhesive puke and is subject to drowning rules and 4d6 points of acid damage per round of being entangled. A victim so caught may attempt a Strength check (DC 22) to pull himself part way out and then another Strength check (DC 18) to extricate himself completely. These Strength checks count as a move actions. Those who make the Reflex save are only partially caught requiring only the second Strength check to escape. A victim is considered entangled until he completely escapes the tarry bile.

The Strength checks are based on the minimum-required discharge for the size of the opponent. The dragon can store four loads at any one time. It regenerates a load every second round. One load is required to capture a Medium or smaller opponent, while a Large opponent requires two loads. A Huge opponent requires three loads, and a Gargantuan opponent requires four loads. It can discharge all of its stored loads at once if it wishes. Anything less than the required load only partially captures the opponent on a failed Reflex save, and a successful save allows it to escape completely.

The Reflex save is Constitution-based.

Great Bite (Ex) On a successful critical hit with its bite (or a normal hit upon an immobilized or helpless opponent), the dragon swallows whole a victim of up to Huge size.

Tarred Skin (Ex) Bludgeoning and slashing weapons that succeed in hitting the dragon's touch AC become stuck in the tarry substance that coats its body (identical to the substance of its breath weapon). The dragon keeps itself covered with its own tar, administering a load

every few hours. Stuck weapons can be pulled free with a DC 16 Strength check (as a move action).

R5. Temple-City of Tsar

This city is detailed in the upcoming adventure *Slumbering Tsar: Temple-City of Orcus* by Frog God Games.

Beyond the Desolation

It is very likely that the players will choose to venture somewhere beyond the map of the Desolation and get into trouble you are not prepared to adjudicate. To the west are the virtually impenetrable cliffs of the Stoneheart Mountains stretching for hundreds of miles to the north and south, but in every other direction the party eventually arrives at low, broken hills as described in the chapter introduction above. If the party elects to go in one of these directions, this is the perfect opportunity to use your copy of *The Mother of All Encounter Tables* by *Necromancer Games* to great effect. Role on the *Overland Encounters* table for *Temperate Daytime* or *Temperate Night* as necessary in Hills. If you do not have access to that resource, then use your own favorite encounter table or use the one provided below.

Off the Map Random Encounter Table

d%	Encounter
01-03	Hill Giant: CR 7; hp 85
04-10	1d2 Grizzly Bears: CR 4; hp 42
11-13	1d2 Manticores: CR 5; hp 57
14-15	Bulette: CR 7; hp 84
16-17	Chimera, red dragon-headed: CR 7; hp 85
18-25	1d10+10 Orcs: CR 1/3; hp 6
25-27	1d4+1 Dire Boars: CR 4; hp 42
28-33	2d12 Goblins: CR 1/3; hp 6
34-35	1d2 Griffons: CR 4; hp 42
36-00	No Encounter

Monster Appendix

Battlehulk

A massive block of stone rolls ponderously toward you on great stone rollers. Iron plates armor this stone monstrosity, the front of which is studded with spikes of iron, adamantine and stone. Great stone clubs capped in iron sprout from loopholes in the sides like the arms of a giant. The top of this huge structure is a platform surrounded by stone merlons to provide cover for any defenders riding upon it. At the back edge of this platform extend two chains that end in great stone spheres that spin on a pivoted base and lay waste to anyone behind the mobile fortress.

BATTLEHULK

CR 13

XP 25,600

N Huge construct (good)

Init -4; Senses darkvision 60 ft., low-light vision; Perception +0

AC 27, touch 4, flat-footed 27 (+2 armor, -4 Dex, +21 natural, -2 size)

hp 177 (25d10+40)

Fort +8; Ref +4; Will +8

DR 15/adamantine; Immune acid, cold, electricity, fire, construct traits; SR 20

Spd 10 ft.; charge

Melee ram +38 (4d8+22) and 4 slams +38 (2d10+15)

Space 15 ft.; Reach 5 ft. (10 ft. with slams)

Special Attacks bull rush, charge, ram, sweep, trample (8d8+44, DC 37)

Str 40, Dex 3, Con —, Int —, Wis 11, Cha 1

Base Atk +25; CMB +42 (+46 bull rush); CMD 48 (52 vs. bull rush, can't be tripped)

Feats Greater Bull Rush^B, Improved Bull Rush^B

Environment any relatively flat and dry terrain

Organization solitary

Treasure none

Bull Rush (Ex): If the battlehulk is charging it can opt to make a bull rush attack without provoking an attack of opportunity. If the bull rush is successful, the defender is automatically pushed back the distance that the battlehulk moves forward past his position. The battlehulk does not require a check result of 5 or more higher than the defender's check result to determine how far back the defender can be pushed. The battlehulk can bull rush as many opponents

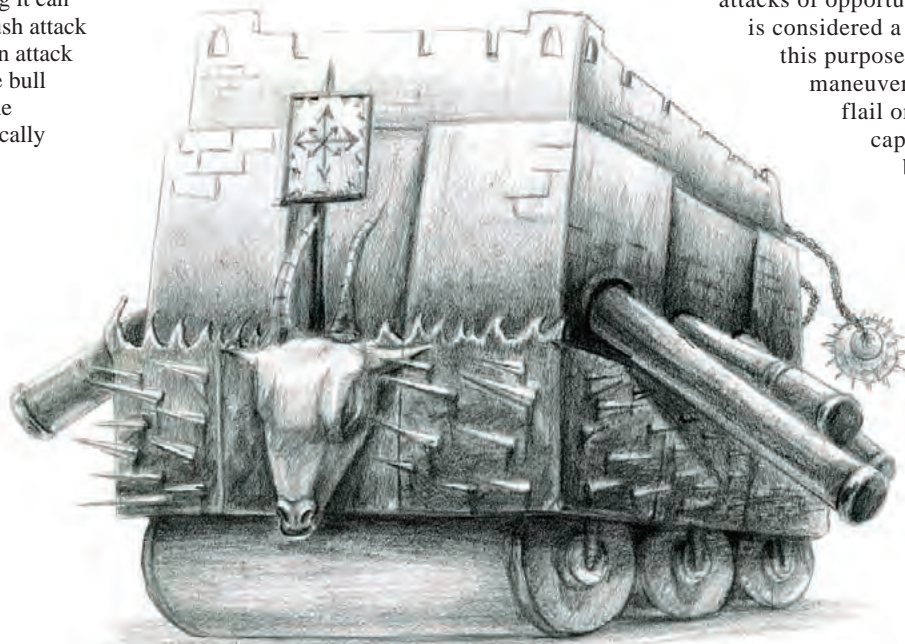
as occupy the squares in its path of travel with the usual -4 penalty to additional combat maneuver checks.

Charge (Ex): Each round a battlehulk double moves in a straight line, it adds an additional 10 ft. to its speed as its weight and inertia propel it forward. It can reach a maximum speed of 80 feet in this way. A battlehulk can stop after charging only by striking an unyielding obstacle (like a mountain) or by gradually slowing. It can reduce its speed by 10 feet per round as it slows its momentum. A battlehulk can only turn when going at a speed of 30 feet or less. If traveling downhill on a steep slope, the battlehulk accelerates twice as fast (i.e. it goes from 10 feet, to 30 feet, to 50 feet, etc.) and decelerate twice as slow (i.e. it takes 2 rounds to decelerate from 80 feet to 70 feet and so on). Likewise if traveling up hill on a steep slope it decelerates twice as fast and accelerates twice as slow.

Ram (Ex): The ram attack of the battlehulk is with the iron-plated and spike-studded front face. The damage this attack deals is considered both piercing and bludgeoning. Because of the different metal compositions used in the spikes and enchantments placed on this front facing, this attack is both cold iron and adamantine and is considered magic and good-aligned for the purpose of overcoming damage reduction. This attack is particularly useful against evil outsiders.

Sweep (Ex): As a full round action a battlehulk can make a bull rush attack with each of its slamming arms on targets within range without provoking attacks of opportunity. Each stone arm is considered a Large creature for this purpose and has a combat maneuver bonus of +45. The flail on the back is also capable of making this bull rush attack on any targets atop the platform (roll separately for each target). Anyone moved off the platform results in a 15-foot fall to the ground below for 1d6 points of damage.

Immunities (Ex): A battlehulk is immune to acid, cold, electricity, and fire and confers this immunity to



MONSTER APPENDIX

anyone sealed within its inner compartment.

Battlehulks are constructs crafted for war. They were created by the Army of Light to roll over enemy lines, smash enemy fortifications and, if necessary, fight toe-to-toe with even the mightiest balor demon.

It resembles a squat stone building surmounting massive stone rollers that provide it mobility. From embrasures in the sides (one on each side and one in back) project long stone arms capped in iron that the construct uses for slam attacks. In addition at the upper edge of the back is a massive swivel-mounted double flail that also provides a slam attack.

The front is studded with many spikes for ramming opponents. Defenders can ride atop the platform and obtain cover from its merlons while firing down on enemy troops. Normally they would lower a rope or ladder to allow other riders on — otherwise it requires a DC 25 Climb check (DC 35 if the battlehulk is moving). The battlehulk is able to reach those atop it with its flail slam if enemies reach that position, though not with its club slams.

In the center of the platform is a secret door (DC 25 Perception check to locate) leading to an interior chamber large enough to hold two Medium creatures. This compartment is sealed against water and air and holds enough air to supply two Medium creatures for 10 minutes before the door must be opened again or suffocation begins. Ordinarily the controller would ride here. Anyone opening this door other than the controller must make a DC 40 Strength check or deal 60 points of damage against a Hardness 8. These hit points are not deducted from the battlehulk's total. Slaying the controller does not stop the battlehulk, which continues to carry out the controller's last command.

A battlehulk is a 15-foot cube atop three 5-foot diameter stone rollers. It weighs about 50,000 pounds.

A battlehulk is nonintelligent and has no forms of communication, taking direction telepathically from its controller. It rolls with a grinding rumble, crushing anything in its path. Despite its bulk it is able to maneuver well since its rollers are able to swivel individually to some extent.

A battlehulk is a terror to behold in combat, and very few will willingly stand against one. Entire enemy formations are often routed by the mere presence of a battlehulk on the field. Against obstacles and large masses of troops, the battlehulk usually attempts its bull rush, ram, and trample attacks, flailing with its slamming arms at any who linger near. Against smaller groups it divides its slam attacks against those within range and focuses its ram and trample attacks at those who appear to be inflicting the most damage.

Construction

A battlehulk is constructed from a single block of granite and exotic metals and processes that cost 10,000 gp. When created it is attuned to an amulet or ring that is worn by a controller who can command the battlehulk telepathically within a quarter mile.

BATTLEHULK

CL 18th; **Price** 250,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *align weapon*, creator must be caster level 18th; **Skill** Craft (sculptures) or (stonemasonry) DC 18; **Cost** 70,000 gp.

Toxic Mudman

A 4-foot-tall, stocky, humanoid-shaped being rises from the foul pool of mud before you. It has long, thick arms, bandy legs, and a round featureless head. Its body appears to be composed of mud and debris. The stench rising from this creature is enough to make your eyes water.

TOXIC MUDMAN

XP 600

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +7

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 22 (4d10)

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities dormant state; **DR** 10/magic; **Immune** elemental traits, mind-affecting spells and effects

Weaknesses *dispel magic*, *transmute mud to rock*

Spd 10 ft.

Melee slam +6 (1d4+3 plus poison)

Ranged ranged touch +5 (mud glob plus poison)

Special Attacks engulf

Str 14, **Dex** 10, **Con** 11, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Power Attack, Weapon Focus (mud glob)

Skills Perception +7

CR 2

Environment temperate and warm water, and underground

Organization solitary, gang (3–6), or pack (7–12)

Treasure none

Dormant State (Ex) In their natural form, toxic mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

Engulf (Ex) A toxic mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner begins to suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game) and suffers from the mudman's poison. The hardened mud is AC 2 and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. Also the hardened mud can be pried off by making two successful DC 25 Strength checks. A toxic mudman that misses with its attack assumes its natural state and must spend 1 full round reforming.

Mud Glob (Ex) A toxic mudman attacks by hurling globs of

MONSTER APPENDIX

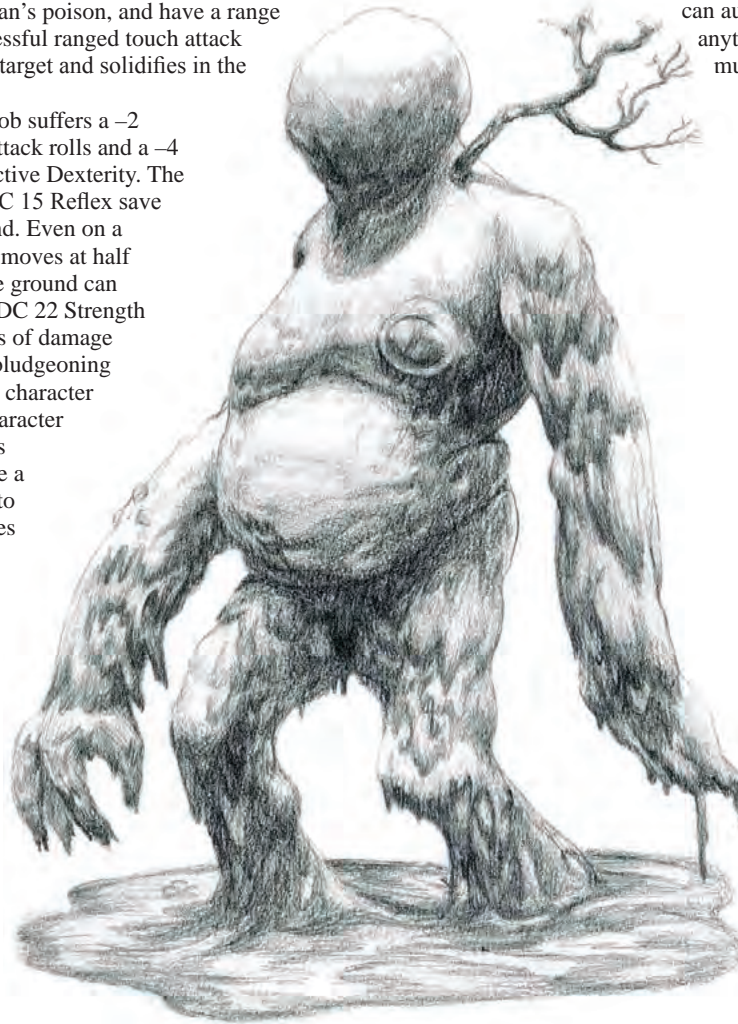
mud at its opponent. These globs deal no damage, other than the effects of the mudman's poison, and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a -2 circumstance penalty to its attack rolls and a -4 circumstance penalty to effective Dexterity. The creature must succeed at a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful DC 22 Strength check or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon (AC 2). Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and crumbles away after 20 minutes, ending all movement and other penalties.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Poison (Ex) Any hit by a toxic mudman with either a slam attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; *save* DC

14; *frequency* 1/round of contact; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Strength-based.



Tremorsense (Ex) A toxic mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

Vulnerabilities (Ex) *Dispel magic* acts similar to a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all toxic mudmen in a 30-foot radius (save half). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all toxic mudmen in the area of effect.

Toxic mudmen are creatures of the Elemental Planes of Earth and Water. They form where these Elemental Planes commingle in the multiverse at a point where poisons and corruption have wracked the land. In their natural form they resemble a 5-foot-diameter pool of polluted mud indistinguishable from normal debris-choked mud. Though not evil, toxic mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool

where they are formed or where they enter the Material Plane and cannot leave their mud pool.

Magic Item Appendix

Reverse Gravity Mine

Aura strong transmutation; **CL** 16th
Slot none; **Price** 5,600 gp; **Weight** 16 lb.

DESCRIPTION

This small, often rusty, iron ball is marked with many magical sigils and glyphs. When activated by a command word it can be buried in up to a foot of soil or other matter and activated when anything size Small or larger approaches within 10 feet. It can likewise be deactivated by a command word that can be shouted from outside the area of its effect. When a mine is activated the *reverse gravity* affects all within a 20-foot-radius. The activation causes the 1-foot layer of whatever substance is atop the mine to explode upward, this deals 1d6 points of bludgeoning damage on

anyone in the area of effect if the mine was buried in a typical rocky soil. Determine damage for other substances as you see fit. The soil and anyone in the area are thrown 60 feet into air at which time the *reverse gravity* ends sending all tumbling back to the ground. Anyone without the means to arrest their fall suffers 6d6 points of damage followed by 3d6 points of additional bludgeoning damage from the debris raining to earth once again for typical soil or other damage as you deem appropriate for other substances.

CONSTRUCTION

Requirements Craft Wondrous Item, Widen Spell, *reverse gravity*;
Cost 2,800 gp

Minor Artifact

HAMMER OF MORDECAI'S DOOM

Aura strong conjuration, evocation, and necromancy [good]; **CL** 15th
Slot none; **Weight** 10 lb.

DESCRIPTION

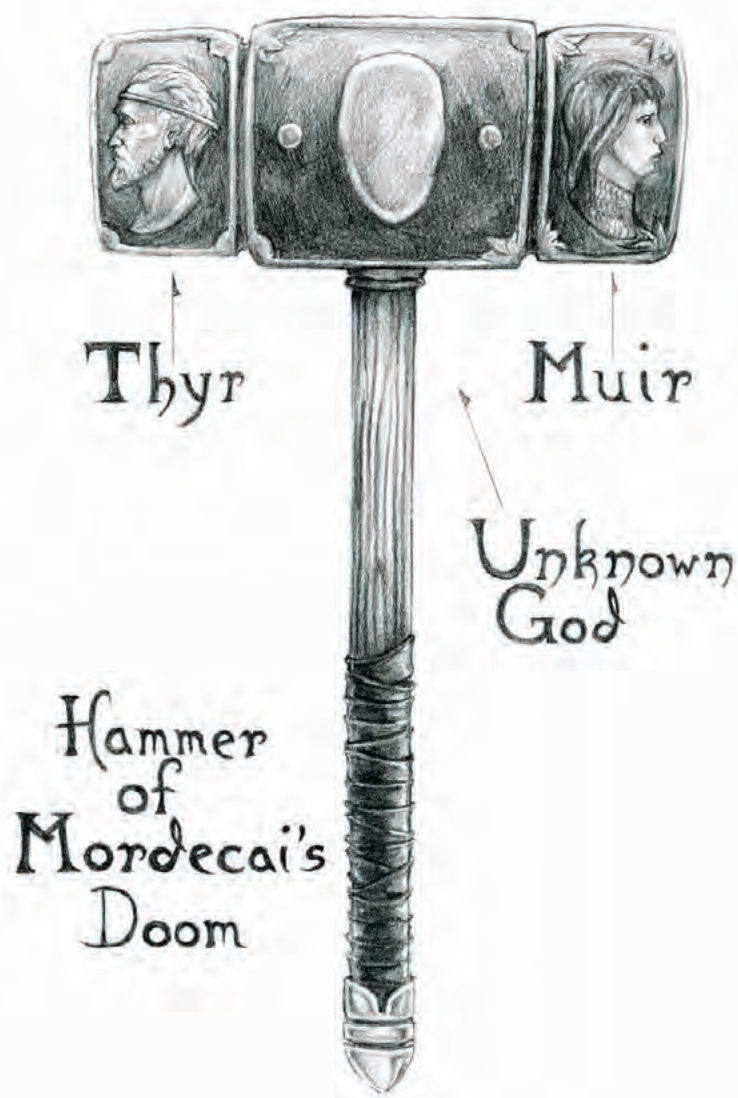
This massive two-handed warhammer is a +3 *adamantine holy thundering warhammer*. It is considered an exotic weapon (Dmg 1–10, Crit x3). Its head bears engravings depicting Thyr, Muir and a third faceless deity. It constantly emits light as a *light* spell. Belonging to a powerful priest of good long ago named Mordecai, it was lost to the knowledge of men before the rise of Orcus in Tsar. In addition to dealing x3 damage and 2d8 points of sonic damage on a critical hit, it also unleashes a *holy smite* (caster level 15) upon the creature that was struck.

Unfortunately this weapon is also under a powerful curse that cannot be removed with anything short of divine intervention. As it betrayed its former owner to his death, it too will betray its current owner. On any critical hit where the sonic and *holy smite* damage are sufficient to kill the creature struck, apply only the weapon damage and instead of the sonic and *holy smite* effects the target creature is affected as if by a *heal* spell (caster level 15) unless it is undead, in which case it receives the benefits of a *harm* spell (caster level 15). The curse effect of this weapon cannot be learned through an *identify* or *analyze dweomer*.

Further aspects of the *Hammer of Mordecai's Doom* will be revealed as *The Slumbering Tsar Saga* unfolds.

DESTRUCTION

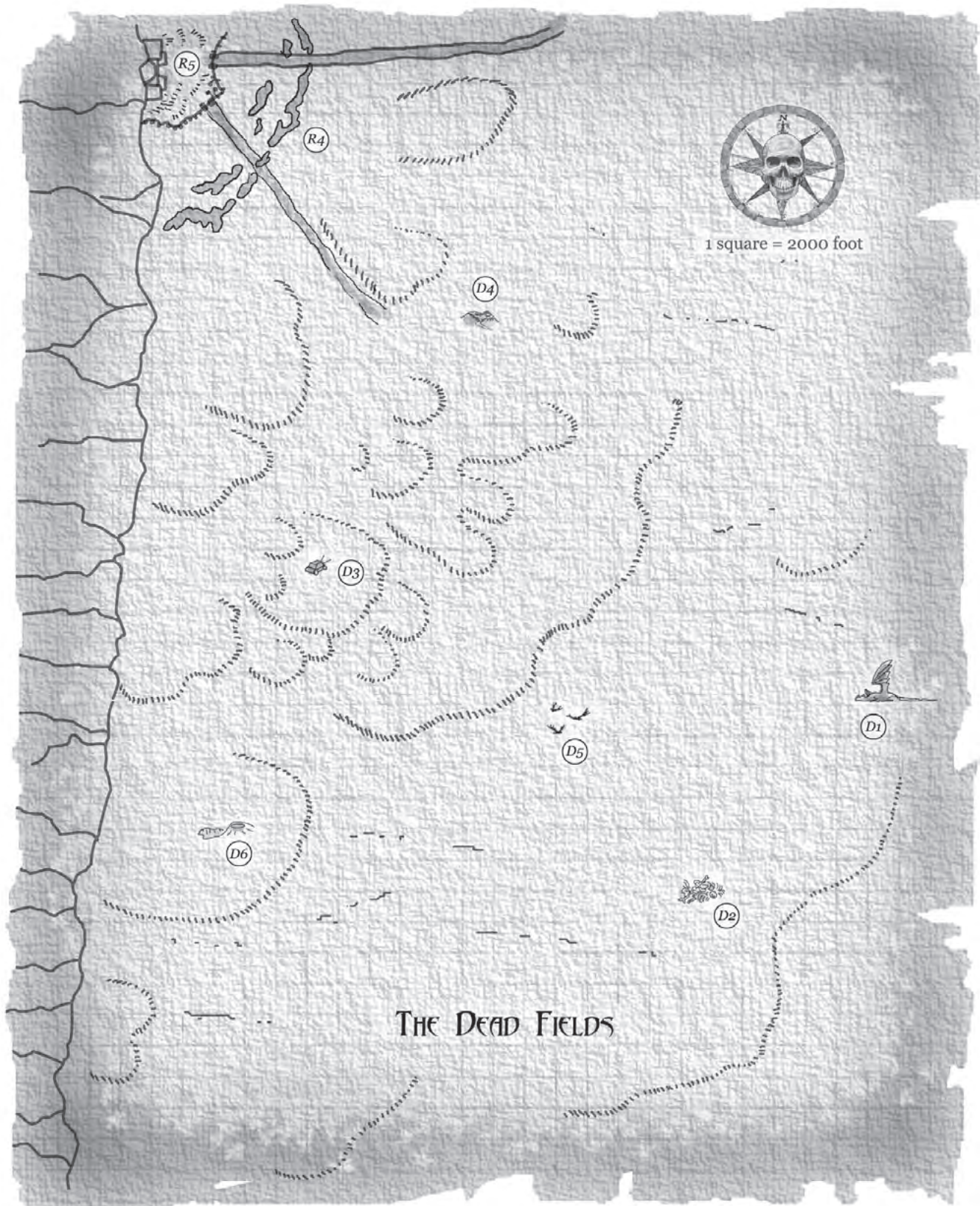
If a Patriarch of St. Harul's Hold is slain by the hammer or brought to his doom by the hammer's curse, the Hammer of Mordecai's Doom will crumble to rusting fragments.



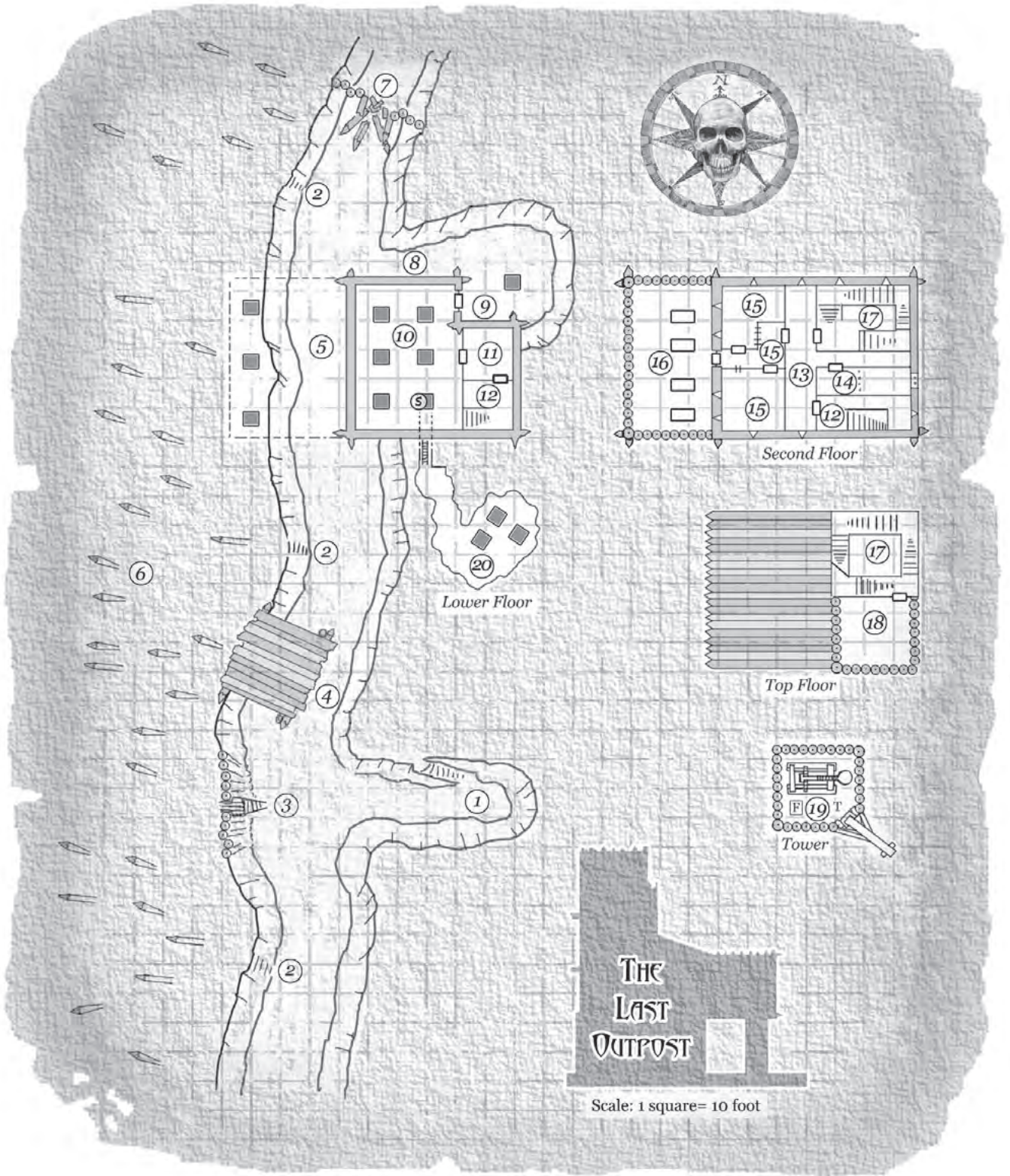
MAP APPENDIX



MAP APPENDIX



MAP APPENDIX



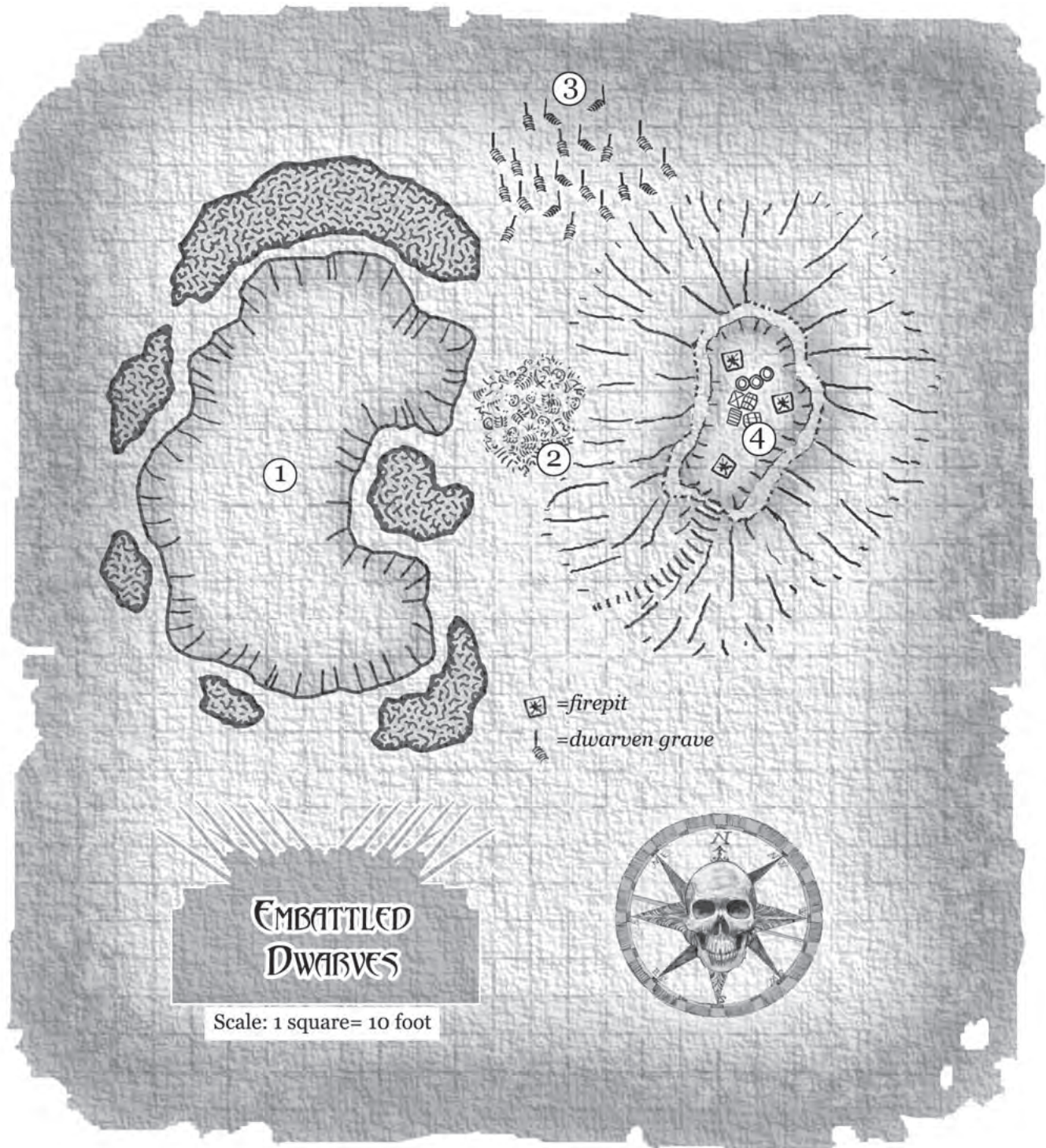
MAP APPENDIX



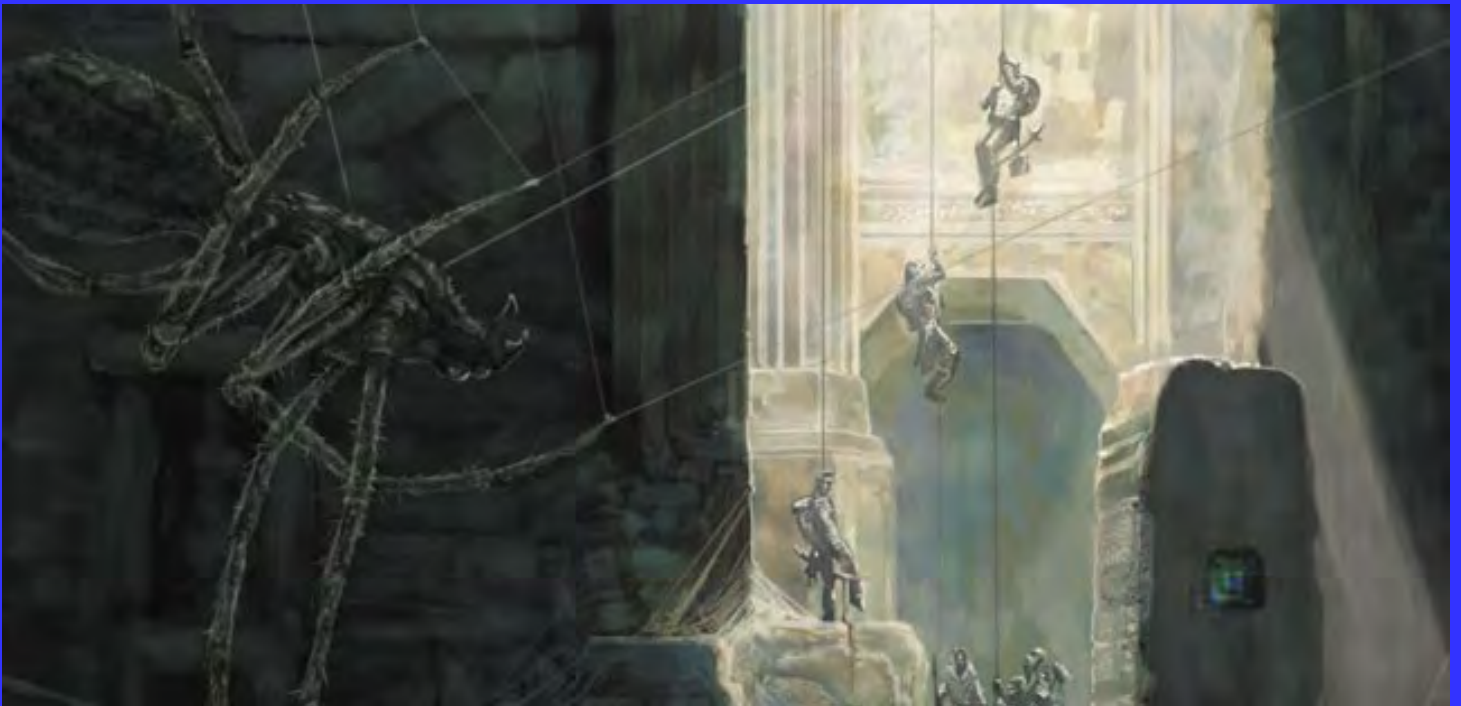


**FIREBASE OF THE
DAMNED**

Scale: 1 square= 10 foot



The Slumbering Tsar Saga



Part 2 of 3
Temple-City of Orcus

slumbering TSAR

Slumbering Tsar: Temple-City of Orcus, Part I – The Tower of Weeping Sores

By Greg A. Vaughan



Through the haze of the reeking pits rises a black, evil-looking fortress. It squats over the gates of the city like a demonic claw bursting forth from the earth to clutch at the hated light above. Endless spikes protrude from its outer face, many bent and broken by the machines of war, but many more still dangling the skeletal remains of those whose ill-fated attempts to breach their heights failed gruesomely. The ground before the walls is a pock-marked waste of craters and pits, some still steaming with vile gases and strange miasmas. And rising above it all, like a cyclopean spike driven into the heart of the fortress, stands a tower of scarred stone and scabrous motif – a house of untold horrors and unguessed tragedies. Rising above the fortress of Kirash Durgaut and the Black Gates of Tsar stands the Tower of Weeping Sores.

Introduction

Welcome to *Slumbering Tsar: Temple-City of Orcus*, second in the three-part *Slumbering Tsar Saga* adventure series by **Frog God Games**. If you are running this adventure, then it is likely that your players have already experienced the rigors of *Slumbering Tsar: The Desolation* wherein they were tested by the travails of the wastelands surrounding the temple-city of Tsar. If they ran through that adventure, then they should be around 11th level and have probably had the opportunity to create replacement characters or adopt one of the many NPCs available in that adventure as their own to carry on in the footsteps of one of the Desolation's many casualties.

Slumbering Tsar: Temple-City of Orcus consists of five parts: *Part 1—The Tower of Weeping Sores*, *Part 2—The Lower City*, *Part 3—The Harrow Lanes*, *Part 4—The Crooked Tower*, and *Part 5—Foundations of Infamy*. While players may be looking for a breather from the constant dangers of the wastes, they will find no such respite here. If anything, the dangers within the ruined city are worse than those that lurked without its dark walls. This adventure is designed for four to six 11th-level characters. By the end of this adventure, when the characters are ready to complete the saga in *Slumbering Tsar: The Hidden Citadel*, they should be about 16th level. As with the previous adventure, a good mix of character classes is recommended, but in the spirit of 1st Edition feel, combat abilities are crucial. Also like the prior adventure, this one is exceedingly dangerous—characters will die! There are opportunities to recover lost characters and some NPCs are available to serve as potential replacement PCs, but be forewarned that if players are loath to lose their favorite PCs they may want to roll up new characters for this adventure series.

More than just adventures, this series is a mini-campaign that can take your players' mid-level characters far on their careers, provided they survive. Each adventure is playable as a stand-alone module, but

to truly reap all of the rewards and grasp the fullness of the threat at hand, they work best as a complete series. The adventures are set in and around the environs of the ruined temple-city of Orcus known as Tsar, where a great battle was fought between the disciples of Orcus and the forces of Good. The first adventure encompassed a settlement known as The Camp, which the party likely used as its base camp during their explorations in and around the Desolation, a vast field of death and destruction left by the long-ago war. The second part of the adventure covers the abandoned ruins of the great temple-city itself—not quite as abandoned as rumor would have one believe. Here the party must explore the various nooks and crannies of the city to find the pieces necessary to assemble a magical pentagram needed to summon the great Citadel of Orcus that has been ripped from its place in reality and set adrift across the planes. Only when the citadel has been recalled to its home plane can the party venture into the third part of the series exploring the massive Citadel of Orcus and finally the hidden Caverns of the Barrier deep beneath, wherein a great secret, carefully guarded by Orcus for millennia, waits to be discovered before it is too late. Each of these adventures is like the layers of an onion that the party peels back as they progress in their exploration until, finally, they reach the ultimate goal of their quest and discover the sinister and true purpose and history of this ancient redoubt of vile wickedness.

While set in a generic world, these adventures do draw on background and information presented in the *Rappan Athuk—The Dungeon of Graves* series by **Necromancer Games**. Those adventures are not necessary to run this adventure or any in the series. If you would like to remove this adventure to your own campaign world entirely, you can do so with little effort by ignoring the fate of Orcus's followers and the pursuing Army of Light following the Battle of Tsar or tailoring it to fit the history of your own setting.



Adventure Background

Tsar the Evil, Temple-City of Orcus, the Black Gates of the Pit: all this and more has this vast center of evil been aptly named. However, known to few is the original name of this bastion of wickedness—St. Harul's Hold, shrine of a sainted patriarch of the churches of both Thyr and Muir. Who this important religious figure was and what his relevance may have been has been lost to obscurity, but it was he who first broke ground for a small fortified chapel on this out-of-the-way plot of ground. In the ages since, memory of these humble beginnings was lost to mortal man, and over time the name of the hold's name was shortened to just St. Harul's.

A thousand years ago agents of Orcus began infiltrating the order at St. Harul's and the small settlement that had sprung up around it, appearing first as mendicant monks seeking freedom from religious persecution. Why they chose to corrupt this obscure shrine none would know, but because of its obscurity no one suspected the foul influence slowly growing in the community. Subtly the corruption took hold first as town leaders — secretly in league with Orcus — increased trade to the city and began the establishment and upkeep of a north-south trade road. Then as the town prospered and grew in wealth from the plans of these leaders, the agents of Orcus gained greater political power and influence in the development of the hold and the shrine. These corrupt leaders were able to use their pull to get their own petitioners accepted as acolytes of the shrine to slowly and systematically continue their corruption from within. Within decades the last true clerics of Thyr and Muir had packed up and left St. Harul's (now shortened to Tsarul's or just Tsar among the citizenry) leaving it in the hands of politically powerful clerics who had no true faith in those benign deities. Some, in fact, truly worshipped Orcus in secret.

Within a century the small shrine and settlement had grown into a full temple-city dedicated to the vile demon prince. Led by the terrible Grand Cornu, highest disciple of Orcus on the mortal planes, and now called simply Tsar (for which the goodly churches were duly thankful, fearing the shame that would have been theirs had the name of one of their saints been used in conjunction with such a festering boil of evil), this fortified city placed a stranglehold on the lucrative trade between the great southern kingdom and the exotic northern lands. The city grew fat and rich on its prohibitive tariffs. Men and creatures of evil mien came from all over, attracted to this growing center of organized Orcus worship in the world. A road was cut through the nonhuman tribal lands to the east bringing those brutal humanoids into the fold, and a port city was established at the distant eastern coast to further expand Tsar's sphere of influence.

Finally several centuries ago the churches of Good could stand this affront no longer. The churches of Thyr and Muir, somewhat diminished from their heyday but still powerful at that time, gathered a delegation of other good and neutral faiths and approached Graeltor, the last overking to rule over the united southern kingdoms. At the behest of these religious leaders, Overking Graeltor proclaimed a grand crusade of all faiths and peoples to once and for all remove the blot that was Tsar from the face of the land. The intellectuals of the time reckoned that if they could confront all of Orcus's followers concentrated in one place in the defense of Tsar, they could forever eradicate the influence of the demon lord from the world.

At the head of this great crusade Overking Graeltor placed his most trusted advisor, the archmage Zelkor. A combined force of different races, ethos, and even planes swept through the temple-city's outer defense posts. Then this Army of Light gathered out on the Plain of Tsar for a horrific year-long siege that resulted in the creation of an ecological wasteland that became known as the Desolation. Full details on this massive military campaign can be found in *Slumbering Tsar: The Desolation*.

After a year of exhaustive battle where it seemed the Army of Light grew no closer to victory, the tide of war suddenly changed.

In a single night the precincts of the city emptied of defenders. This was accomplished by powerful magic unleashed by the reigning Grand Cornu of Orcus himself in conjunction with his entire hierarchy of priests. A dimensional gate was opened within the city through which the entire populace of the city marched only to reappear several miles to the south beyond the encircling Army of Light. The exertion necessary for this harnessing of magic drained the very life from the Grand Cornu but enabled his entire force to escape the siege intact.

The Army of Light quickly scrambled to pursue the fleeing disciples of Orcus. Suspicious of some sort of ploy, Zelkor left a company of veteran knights under the command of the paladin-lord, Bishu, to enter and secure the abandoned city. Then Zelkor led his crusader army in pursuit of the fleeing army of Orcus. Both armies disappeared into the distant Forest of Hope far to the south, and neither ever emerged. It wasn't until centuries later that adventurers discovered the Dungeon of Graves and the ultimate fate of the Army of Light, seemingly led into a trap and destroyed to a man.

Bishu and his knights likewise followed their last orders and thundered through the now-open Black Gates of Tsar. Meeting no organized resistance they swept up through the terraces of the city to the Plateau of the Demon Prince where they entered the very Citadel of Orcus. Not long after that, the entire citadel disappeared from the city, ripped from the mortal plane by powerful magic set to activate at a preordained time, taking the knights inside with it. Decades later when a single knight did emerge somehow from the lost citadel he rode his broken nag out into the Desolation, which he continued to roam and haunt until the present day (See "Martimus the Lost" in *Slumbering Tsar: The Desolation*).

Now the city remains empty save for the scavengers and creatures that have wandered in over the years to lair among the crumbling buildings and broken streets. Occasionally even these new denizens run afoul of ancient guardians left behind by the disciples of Orcus that continue to follow their last orders in defense of the temple-city. What defenses could still remain among the desolate ruins? Why did the seemingly victorious followers of Orcus never return to reclaim their sacred city? Why did the Citadel of Orcus suddenly disappear after the city and been abandoned, and what other latent magic may remain waiting some preordained time to unleash its insidious influence? All of these secrets lie sleeping within the Temple-City of Orcus.

Adventure Summary

The adventure begins as the party has won through the dangers of the Desolation to the very doorstep of the city. There are several ways for the party to enter the city, including the Black Gates themselves. However the party enters they find themselves exploring the various locations existing in the city as they head up the city's terraces towards the Citadel of Orcus, which seems to be missing. Through clues found in the city or perhaps hints whispered by a familiar midnight peddler, the party learns that the citadel has been hidden in a reality beyond this one. To bring the citadel back to this plane they must recover the *Nine Disciples* — small statuettes lost in the city — and erect them in a pentagram on the Plateau of the Demon Prince.

The quest for the *Nine Disciples* leads the party into all corners of the city as they search for the missing idols. In the process the party encounters numerous side quests and events. They also learn of the alignment-warping effects of spending the night in the cursed city, which possibly sends them back out into the Desolation for a cure to such corruption said to be found there. Finally, with the *Nine Disciples* assembled on the plateau, the adventure ends with the party able to call the Citadel of Orcus back to this plane and gain entrance. That portion is covered in the final adventure in the series, *Slumbering Tsar: The Hidden Citadel*.

Adventure Hooks

The primary hook for this adventure is completion of the previous adventure in the series, *Slumbering Tsar: The Desolation*. However, if you have not played that adventure, some of the adventure hooks from it have been included here to serve as a platform for launching this adventure.

1. **To Boldly Go:** The Desolation is a largely ignored and unexplored wasteland where two massive armies virtually smashed themselves to pieces. Those who have braved its depths have hurriedly passed through, studiously ignoring the battleground around them and the ruined city it surrounds. Surely something of value remains to be gleaned from such a cataclysmic conflict of old. In this instance, the party, having gained enough power to attempt it, can be one of the few to have ever tried plumbing the great unknown that is Tsar and the Desolation surrounding it. Most have deemed the city too dangerous or devoid of anything of value, but there are always legends of some great treasure that must have been forgotten there somewhere. Perhaps the party just wants to be the first to have successfully braved the ruined city and lived to tell of it.
2. **Trail Blazers:** A party of this level has many connections gained over their career. One of these, a merchant-lord and sometimes patron of their expeditions, has his eye on the lucrative trade of the distant north. There are fortunes to be made but the risks and expense are too great to make caravans through the Desolation worthwhile; great dangers stem from the ruins of the evil city. However, if a party of proven adventurers could tame the area and open a safe trade route, a monopoly on the new route could be established and fortunes made by all. Maybe he wants someone to clear the monsters out of Tsar altogether and establish a stronghold there to guard the trade route from bandit incursions. Either way such an endeavor has never been successfully accomplished, but if the right group could be persuaded to undertake the task...
3. **Land Grant:** Rewards come in many forms to parties of successful adventurers, not always just heaps of gold and magic items. For the successful completion of a recent mission a king has bestowed upon a member of the party noble title and grant to land at the farthest flung reaches of his holdings. The land just so happens to be the long-unclaimed city of Tsar. The party must come to Tsar to try to tame and refortify the ruins in order to establish their fiefdom. A variation on this theme is that a newly ennobled baron has just received such a grant and needs to hire a party of adventurers to reclaim his lands for him. Perhaps minor titles and land grants await them if they are successful.
4. **Sleepless Knights:** A cleric of Muir has located in the temple archives a set of orders issued by Zelkor during the Battle of Tsar that somehow survived and were transported back to civilized lands. These orders detail the assignment of the paladin-lord Bishu and his company, adherents to the faith of Muir, to hold the city of Tsar and await relief from the Army of Light. Lord Bishu was always thought lost in the Dungeon of Graves like the rest of the Army of Light. The fact that he never returned and the possibility that he or some of his command may have survived for some time at Tsar, holding to their duty, has ignited the church hierarchy. What did Bishu accomplish during his time in the city? Do his bones — surely now sacred relics of the church — still rest there awaiting repatriation? Could he or any of his knights somehow by the grace of the gods have survived all the intervening span of years and man their posts still awaiting relief? The church cannot afford to send any of its own on a possibly foolhardy mission into

unknown danger with only a small hope of success, but adventuring parties are often known to undertake such assignments.

5. **Sinister Secrets:** Zelkor was not the only one suspicious of the disciples' sudden withdraw from the city after the Battle of Tsar. The record of that event is well-known and has been pondered by many since that day. Was it all just to trap and destroy the Army of Light at Rappan Athuk? If so why not reoccupy Tsar, a vast and defensible temple-city along a lucrative trade route, instead of settling for a dingy hole in the ground in some far-flung forest. Could the entire withdrawal and debacle in the Forest of Hope have been a ruse within a ruse to draw attention away from seemingly abandoned Tsar for some other, altogether unguessed reason? Questions such as these and more have been on the minds of the patriarchs of the temples of Thy and Muir for some time. Now they wish to send in a small group to infiltrate the unplumbed ruins and discover what sinister secret may have been kept so well for so long. This hook works well with parties of a noble or holy content. It could also be used in conjunction with Adventure Hook 5 above.

GM Notes

This module, and in fact the entire series, is designed to provide the players with great freedom in where they go and what they do. Familiarize yourself with the entire adventure including the NPCs and their motivations. These NPCs and the many clues and encounters can guide the players in what directions they might go, but allow them to make their own choices. Don't be afraid to let foolish players suffer for poor decisions if they get in over their heads, but if innocent mistakes or unlucky rolls are to blame you might allow a well-played party the opportunity to withdraw from overwhelming encounters (if they are wise enough to do so).

As the party progresses through the various encounter areas, allow them to add experience points and level up, if applicable, whenever they stop to camp or rest for any significant period of time. A good way to adjudicate this is to allow let them add their experience points to their characters any time they stop long enough for the spellcasters to regain their spells. The adventure is designed to bring a party of six 11th-level characters up to 16th level by the end. Parties of four characters can reach as high as 17th or 18th level. Allow them to do so. The encounters in the adventure can be played in any order the characters see fit even if they come face to face with opponents who are too powerful for them. As mentioned, characters are likely to die, and opportunities to recover those characters or introduce replacement characters have been written into the adventure. Regardless of the order that the encounters are run, the *Nine Disciples* must be assembled on the Plateau of the Demon Prince in order for the party to gain entrance to the Citadel of Orcus covered in *Slumbering Tsar: The Hidden Citadel*.

In addition, it should be noted that due to the serial release of this adventure in sections, not all of the information necessary to run a complete campaign may be present in a single chapter. For instance, *Part 1—The Tower of Weeping Sores* covers the walls, gates, and gate fortress that guard entry into the city, they do not describe what lies beyond those entrances. Furthermore, the Pall over Tsar (as described in *Part 2—The Lower City*) affects the gates and gate fortress as well but is not repeated herein. As a result, it is better to have most or all of a given adventure's parts before running it to ensure that some vital information is not being missed.

Chapter 1: The Black Gates of Tsar

Rising like a ruptured boil from the bleak terrain of the Desolation stand the Black Gates of Tsar. Countless prisoners being dragged in chains and opposing generals marshalling their besieging armies have looked on these massive portals and despaired. They seem to defy all who seek to enter unbidden and promise no escape for those brought in against their will. Rising from the center of the Black Gates is the great fortress of Kirash Durgaut and its Tower of Weeping Sores. Sweeping out to either side of the gates are the seemingly endless gray walls of the city festooned with formidable towers as they rise back towards the mountain face.

There are no random encounters for the gates and walls themselves other than those included in the original encounter areas themselves. Any encounters inside the walls should be rolled on the random encounter tables in the chapters describing The Grunge and The Dread Swamp (see *Part 2—The Lower City*). Any random encounters occurring outside the walls should be rolled on the table provided for the Desolation in Chapter 3 (see *Part 2—The Lower City*). The encounter areas of The Black Gates of Tsar begin with a “B” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated

by a hyphenated number following the “B” and the numeral. For example the Iron Tower is identified as B2-3.

Note: Due to the extensive size of the fortress Kirash Durgaut, it is not described in depth in this chapter. Details of this fortress and its dread tower can be found in Chapter 2: Kirash Durgaut.

Br. Kirash Durgaut And The Tower Of Weeping Sores

This massive citadel stands like a breakwater between the Black Gates, allowing opposing armies to smash themselves like waves against its battle-scarred walls. See Chapter 2 for details of this area.

A Word About Siege Undead

Throughout the Black Gates and Kirash Durgaut are references to bonemen, meatmen, and sandmen. These are all types of an undead creature known as siege undead. Siege undead first appeared in *Creature Collection II: Dark Menagerie* by Sword and Sorcery Studio, but information on them is repeated here for your convenience.

“Siege undead” is a collective term for three different types of undead creatures that may be crafted from a single corpse. The formula for doing this was hit upon by a mysterious individual found living among the dregs of the city in its Grunge quarter (see *Part 2—The Lower City* for more details) during the latter stages of the Battle of Tsar. By then the casualty count was becoming so high that there were insufficient able bodies to continue defending the city effectively and even those reanimated as undead soldiers did not number enough to meet the needs of the war. In order to maximize the value of each dead soldier who was raised to fight again for the city, the unique methodology for fashioning three undead soldiers from a single cadaver was developed. Thus from the application of this magical formula on a single corpse, each of the following three types of undead was created:

Boneman: Often mistaken for a normal skeleton, a boneman is held together by nails, rivets, and bits of wire. To create a boneman, a cadaver’s entire skeleton was carefully removed and any cartilaginous or soft-tissue attachments strengthened or replaced with the wire and

nails. Though fast, they are fairly jerky and uncoordinated. However, unlike the other siege undead forms, the brain of the cadaver remains within the boneman giving it a rudimentary intelligence and placing it in positions of authority over the other siege undead types.

Meatman: The creation of a meatman requires a cadaver’s skin to be peeled off and the entire skeleton to be removed as carefully as possible to avoid damaging the underlying muscle tissues. The bones are then replaced with wooden rods or metal bars, and the muscles are sewn back up. Because of the lack of delicate bone structures such as hands, weapons are affixed directly to the rods at the ends of the creature’s arms. In concealing clothing or armor, at a distance a meatman can be mistaken for a man holding a blade, but at a closer range, the stench of rotten meat is a dead giveaway.

Sandman: When the skin has been peeled from the cadaver for the creation of a boneman and a meatman, if this covering remains fairly intact it too can serve in the creation of an undead soldier. First it is carefully sewn back up, and then its orifices are likewise sealed shut with tar and wax, save for the mouth. Through this orifice, the entire thing is then filled with a mixture of wet sand and small stones, before the mouth, too, is sealed shut. The small stones tend to collect in and around lacerations in the skin, preventing the escape of too much sand. The result is a bulky undead creature that is slow and lumbering but extremely tough.

B2. The Black Gates

The actual Black Gates consist of far more than the portals themselves. They comprise the entire bailey and surrounding fortress structures combined to form a terrible death trap for enemy forces that should actually happen to break through the outer gates and enter a bailey where archers and javelin throwers line the walls. Standing in the midst of this parade ground is the formidable Iron Tower providing additional firepower to rain down upon enemies trapped within the bailey. The inner gates allow eventual access to the city for those powerful or fortunate enough to break through. Anchoring this entire complex is the forbidding Kirash Durgaut.

B2-I. Outer Gates (CR 9)

Massive portals of black-stained, heavily scarred wood rise 30 feet, banded with adamantine, pitted with age, but still strong. The huge hinges of these gates are protected — nested in the stone of the surrounding wall. Above these gates are shallow arches blocked by vertical iron bars. Above this are the crenellations of the stone wall walks.

These gates flank the bulk of the fortress of Kirash Durgaut. The walkways are 40 feet above the ground and 20 feet wide with crenellation along the inside and outside edges. The walkways connect between Kirash Durgaut and the curtain fortresses. The gates themselves are 8 feet thick and enchanted for strength. When the city was abandoned, Lord Bishu and his knights found the north gate open, allowing access to the city. That gate still stands open wide enough for two riders to pass through abreast. The south gate remains closed and barred. Six massive steel bars run along the inside of each gate and can only be raised with winch mechanisms

set into the inside face of the walls, further reinforcing them. Four huge adamantine chains have been attached to the insides of the gates by massive bolts. Opening the gates required four stone giant slaves tugging these chains simultaneously.

Creatures: Atop each of these walkways crouch **15 sandmen**. They do not move to engage unless attacked or until someone actually enters the bailey (Area B2-2). They then rise from their positions of cover and rain broken stones that have been piled along the inside merrons. These have only a range increment of 10 feet out from the wall but inflict +4 damage as they gain momentum from their 40-foot drop. The siege undead have cover against those on the ground.

SIEGE UNDEAD, SANDMAN ROCKHURLERS (15) CR 2 XP 600

Creature Collection II: Dark Menagerie 153

NE Medium undead

Init -3; **Senses** darkvision 60 ft.; Perception +0

AC 10, touch 7, flat-footed 10 (-3 Dex, +3 natural)

hp 27 (5d8 plus 5)

Fort +1; **Ref** -2; **Will** +4

Defensive Abilities channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits

Speed 20 ft.

Melee 2 slams +6 (1d8+3)

Ranged rock +1 (2d8+4 [+8 from rooftop])

Special Attacks blinding, rock throwing (10 ft.)

Str 16, **Dex** 5, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 13

Feats Toughness^B

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 15 Reflex save or be blinded for 1d4



CHAPTER 1: THE BLACK GATES OF TSAR

rounds. The save DC is Strength-based.

Rock Throwing (Ex) The sandman rockhurler is an accomplished rock thrower, gaining a +1 racial bonus on attack rolls with a thrown rock. The range increment is 10 feet, but do not count the vertical drop of the rock from a battlement or rooftop as part of the range increment up to a distance of 50 feet. Add +1 damage for each vertical 10 feet that the rock falls when thrown as it picks up speed.

Adamantine-Banded Wooden Gates: 8 ft. thick; Hardness 10; hp 2,000; Break DC 75; Drag wt. to open (if unbarred or broken) 40,000 lb.

B2-2. Bailey (CR 12 or 18)

A wide parade ground occupies the area sandwiched between the gate fortresses. Lanes formed by the massive central fortress of the gate complex feed into this area from the outer gates. Smaller inner gates lead north and south into the city proper. Battlements line the roofs of the fortresses overlooking this bailey, and standing in the center of this field like a cyclopean needle is a tall tower composed of riveted iron plates coated with a patina of red rust. Narrow arrow slits look down from this strange tower in all directions, and it has no visible entrance.

Creatures: The hard-packed earth of this bailey hides a hideous defense force merely waiting for intruders to penetrate this area before rising in explosions of dried earth to attack. Buried throughout the yard are total of **50 bonemen**. Their attack is joined by the siege undead atop the curtain fortresses (Area B2-4), outer gates (Area B2-1), and the rear battlement (Area B2-5), as well as the marrow knights and siege undead from the inner gates (Area B2-6) and the attacks of the Dokkalfoer from the Iron Tower (Area B2-3). This combined force if encountered simultaneously raises the area's CR to 18.

SIEGE UNDEAD, BONEMEN (50)

CR 1

XP 400

Creature Collection II: Dark Menagerie 151

NE Medium undead

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

AC 17, touch 10, flat-footed 17 (+3 armor, +2 natural, +2 shield)

hp 13 (2d8+4)

Fort +2; **Ref** +0; **Will** +3

Defensive Abilities channel resistance +2, half damage slashing and piercing; **Immune cold**, undead traits

Speed 40 ft.

Melee longsword +2 (1d8+2/19–20) or 2 claws +2 (1d6+2)

Str 14, **Dex** 11, **Con** —, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 12

Feats Improved Initiative

Skills Climb +3, Perception +4

Languages Common (cannot speak)

Gear studded leather armor, heavy wooden shield, longsword

B2-3. The Iron Tower (CR 15)

Riveted plates of rusty iron compose the shell of this 80-foot tower. Its interior is a single spiral stair rising through the tower's center to an octagonal room at its peak. Arrow slits look out from each face of this top chamber. Etched into the 15-foot-high iron ceiling of this top chamber is a huge face with large, blank eyes and pronounced

cheekbones. There are no entrances in the tower's exterior, though a trapdoor at the base of the spiral stair leads to a tunnel running 20 feet below the surface of the bailey to the southern curtain fortress (area B2-4).

Creature: This tower is unoccupied save for a strange inhabiting presence known as **the Dokkalfoer**. The face etched into the ceiling of the top chamber of the tower is the focus of this unusual creature, though its body is actually the entire iron tower, which it animates to some extent. The Dokkalfoer uses its illusory powers to send a hail of arrow fire down on intruders in the bailey (Area B2-2). The damage these inflict seems real unless PCs manage to penetrate the interior of the tower to see the face in the upper room and there the truth about the absence of archers. Then a DC 32 Will save (with +15 circumstance bonus) is allowed by those PCs that witness this to disbelieve any damage sustained from these attacks. If the tower or the Dokkalfoer's focus is destroyed, then any illusory damage automatically disappears.

DOKKALFOER

CR 15

XP 51,200

hp 288 (See **Monster Appendix**)

Iron Tower Walls: 1 ft. thick; Hardness 10; hp 270 per 10-ft.-by-10-ft. section; Break DC 60.

B2-4. Curtain Fortresses (CR 11)

These long fortresses extend from tall, square towers at their western end, which anchor the inner gates to towers at their eastern end that anchor the outer gates and from which walkways connect to Kirash Durgaut. A slender, central tower in each of these fortresses marks the junction where they connect with the city walls (see Area B5). The battlements running along the top of these fortresses are 40 feet above the bailey and the walls beneath are solid stone built upon an earthen core.

The western towers are each 50 feet high with a clay tile roof. The bases of these towers are also solid stone and earth. An outer stair climbs 40 feet along the wall of these towers ending at barred wooden doors. Within is a level of guard rooms, armories, mess halls and barracks — all now abandoned. Another heavy door opens out onto the battlement of the fortress. The central towers are a single floor of strong rooms atop the battlement. Heavy doors exit onto the battlements to the east and west, and another leads to a stair that descends to the city walls. A central room in each of these towers has a spiral stair leading to a guard house atop the tower roof which is likewise surrounded by a battlement.

The southern of these towers has a secret door in the floor (DC 20 Perception check to find) that hides a spiral stair leading down into the ground and eventually to a tunnel traveling beneath the bailey that connects the fortress to the Iron Tower (Area B2-3). The eastern towers have a single heavy wooden door opening onto the battlement of the fortress, and another opening onto the wall walks that pass over the outer gates. They too consist of a single floor of guard rooms and storage areas — now long empty — covered with a clay tile roof. These roofs of the easternmost towers are smashed through and broken in many places from the bombardments by siege engines in the long-ago war, though they are still structurally intact.

Creatures: The stench of death hovers over the roofs of these fortresses. Sprawled upon the battlement roofs of each are **24 meatman archers**. They lie still, awaiting intruders in the bailey below or until they themselves are approached or attacked. If intruders enter the bailey below, they rise and begin to fire the bows that have been attached to their arms in place of hands. The creatures' own sinews serve as strings for the bows and each wears two quivers holding 40 arrows altogether.

CHAPTER 1: THE BLACK GATES OF TSAR

SIEGE UNDEAD, MEATMAN ARCHERS (24)

CR 2

XP 600

Creature Collection II: Dark Menagerie 152

NE Medium undead

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

Aura frightful presence (30 ft., DC 12)

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)

hp 22 (4d8 plus 4)

Fort +1; **Ref** +1; **Will** +4

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.

Ranged mwk composite longbow [+5 Str] +5 (1d8+5/x3)

Str 20, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Weapon Focus (composite longbow)^B

Gear studded leather armor, masterwork composite longbow [+5 Str]—attached to arm, 40 arrows

B2-5. Rear Battlement (CR 11)

This battlement is nothing more than a solid curtain wall, 30 feet high, with a platform overlooking the bailey below. A double stair descends from the rear of the platform into the city below. On each wing of this platform is a heavy winch that provides the means through which a series of chains can open or close the inner gates, though both currently stand open. Two creatures using the winches can open or close the gates in 5 rounds.

Creatures: Stationed upon this platform are **30 sandmen**. They crouch behind the platform's battlements waiting for intruders to enter the bailey below or climb atop their own position. If attacking intruders in the bailey, they hurl broken rock fragments that have been stacked against the battlement. These missiles have a range increment of 10 feet (not including vertical distance) and gain a +4 damage bonus from the velocity they gain in falling 40 feet upon attackers below.

SIEGE UNDEAD, SANDMAN ROCKHURLERS (30)

CR 2

XP 600

hp 27 (See Area B2-1)

B2-6. Inner Gates (CR 10)

These heavy wooden gates stand 30 feet high and are opened by means of winches set atop the rear battlement (Area B2-5). Both of these gates currently stand open.

Creatures: Waiting at each of these gates around the corner from the bailey, with the patience of undeath, is an attack force. Each of these groups is composed of **12 meatmen** led by **2 marrow knights**. Marrow knights resemble skeletal centaurs but are actually crafted from the skeletal torso of a knight magically bonded to the body of his own steed. They wait for intruders to enter the bailey or approach them from within the city before they attack. If they charge against foes within the bailey, sandmen at Area B2-5 immediately begin closing the inner gates behind

them to close their trap. The marrow knights charge immediately while the meatmen rush to catch up and engage the intruders.

SIEGE UNDEAD, MEATMEN (12)

CR 2

XP 600

Creature Collection II: Dark Menagerie 152

NE Medium undead

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

Aura frightful presence (30 ft., DC 12)

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)

hp 22 (4d8 plus 4)

Fort +1; **Ref** +1; **Will** +4

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.

Melee 2 blades +8 (1d6+5/19–20)

Special Attacks rend (2 blades, 2d6+7)

Str 20, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Toughness^B

Gear studded leather armor

MARROW KNIGHTS (2)

CR 5

XP 1,600

Creature Collection Revised 120

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +15

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 90 (12d8+24 plus 12)

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

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

Speed 60 ft.

Melee lance +13/+8 (2d6+6/x3) and 2 hooves +7 (1d6+2) or greatsword +12/+7 (3d6+6/19–20) and 2 hooves +7 (1d6+2) or 2 claws +12 (1d6+4) and 2 hooves +7 (1d6+2)

Ranged longbow +10/+5 (1d8/x3)

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

Special Attacks spurs, trample (2d6+6, DC 20)

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

Base Atk +9; **CMB** +14; **CMD** 26 (30 vs. trip)

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

Skills Acrobatics +7, Perception +15, Stealth +10, Survival +12

Languages Common

Gear half-plate, lance, greatsword, longbow, 20 arrows

Spurs (Ex) Bone spurs protruding from the flanks and limbs of a marrow knight serve as a measure of defense against those attempting grapple them in combat (including attempts to leap on its back, bite attacks, or combat maneuvers that involve bodily contact) must make a DC 20 Reflex save each round of potential contact or take 1d10 points of damage. The save DC is Strength-based.

B3. Sunken Gates

The northeastern gates to the city of Tsar guarded access for the secondary road known as the Dolorous Way. These towers of black stone once stood 50 feet high flanking the heavy gates between them. After the fall of the city and the flooding of the city's northern sections, the foundations of the Dolorian Gate were undermined and have since begun to sink. Now the formidable gates stand in a dark pool of stagnant water as they slowly succumb to gravity and sink ever further into the swamp.

B3-1. Gate Pool

Two towers stand in the center of a swampy pool that extends out from the city's northernmost gate and covers more than five acres of the surrounding land. Though once probably a formidable barrier, the gates themselves are missing — rusted and broken hinges bearing mute testimony to the effects of decay and the ever rising water on the former portals. In addition, the flooding seems to have undermined the foundations of the flanking gate towers. The southern tower still rises a majestic 40 feet above the pool, but the northern tower has subsided quite a bit, rising barely 20 feet above the pool, leaning slightly to the south and showing obvious signs of collapse and deterioration. It looks like its ready go over at any moment. On the eastern edge of the pool an old rowboat has been pulled up and beached on the muddy, reed-grown bank.

Though old and battered, the rowboat is perfectly safe. It can hold up to eight Medium creatures if they crowd in, and lying across its benches is a pair of oars seemingly waiting to be placed in the oarlocks and put to use. Despite its suspicious nature, there is nothing unusual or dangerous about the boat. The water of the pool is brackish and murky with visibility of only a few inches. The bottom of the pool is a slick, silty muck and drops away quickly from the edge to a depth of 20 feet at the pool's center.

Wooden Rowboat: 2 in. thick; Hardness 5; hp 20; Break DC 25.

B3-2. Boggy Waters (CR 11)

The rising gate towers seem to lean together menacingly above the flooded gateway. Their bulky shadows block the light of day and keep this opening in a perpetual boggy twilight. Water lilies float on the still surface and reeds grow out of the pool in clumps around the towers' bases. Fooled by the omnipresent gloom, the sounds of nocturnal frogs become clearly audible the closer one gets to the gateway. Further completing the picture of twilight are the fireflies or glowing swamp gases that bob above this benighted pool.

Creature: The span of water between the gate posts is the demesne of a **living bog**. This bloated creature lurks here feeding on the frogs and water birds that wander through the area. It is an amorphous creature that comprises the entire boggy section in between the gate towers. Some sadistic denizen of the city learned of the creature's presence and left the inviting rowboat at the pool's edge. The bog is aware of the mummies at Area B2-4 but does not interfere with them since it instinctively knows that they sometimes leave it diseased corpses to feed on. Anyone swimming, rowing or otherwise traveling into the living bog's area must make a DC 20 Survival check to notice anything out of the ordinary. It opens its attacks by detonating a swamplight to try and destroy any watercraft intruders may be employing and deposit them in its grasp. The bog mummies at B3-4 are unaffected by these blasts since they lie beneath the water.

LIVING BOG

XP 12,800

Creature Collection III: Savage Bestiary 136

N Gargantuan ooze (aquatic)

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

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

hp 138 (12d8+84)

Fort +11; **Ref** -1; **Will** -1

Immune ooze traits

Speed 20 ft., **swim** 20 ft.

Melee slam +16 (4d6+16 plus poison and grab)

Space 20 ft.; **Reach** 15 ft.

Special Attacks create swamplights, incendiary burst, swamp gas

Str 33, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +24 (+28 grapple); **CMD** 29 (can't be tripped)

Skills Swim +19

SQ boglike

Boglike (Ex) A motionless living bog so closely resembles a stretch of boggy ground that a creature about to walk into one must make a DC 20 Survival check to discern the difference.

Create Swamplights (Su) At will, as a standard action, a living bog can create swamplights, small hovering spheres of light similar to those made by a *dancing lights* (caster level equals the living bog's HD).

Incendiary Burst (Ex) Seven times per day, as a free action, a living bog can cause one of its swamplights to explode. The resulting 50-foot burst deals 7d6 points of fire damage to any creature within the area (DC 23 Reflex, half). The save DC is Constitution-based.

Poison (Ex) Slam—injury; *save* DC 23; *frequency* 1/round for 10 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Swamp Gas (Ex) At will, as a standard action, a living bog can release a cloud of swamp gas similar in effect to a *stinking cloud* (DC 23). Twice per day, it can make this cloud similar to a *cloudkill* spell (DC 23). In each case, the area of the cloud is 30 feet radius, but it otherwise functions as the appropriate spell. The save DCs are Constitution-based.

Treasure: For anyone diving to the bottom of the pool 12 feet down, a DC 18 Perception check locates a charred troll skeleton half-buried in the silt. Upon one finger is a bluestone *ring of climbing*.

B3-3. South Tower

Though superficially intact, this tower is actually in far worse shape than the northern tower. The bottom floor of the tower is under 10 feet of water. The roof and every floor below have collapsed filling the bottom with flooded rubble and leaving the walls of the tower as a brittle, hollow shell. Anyone climbing on these walls or causing structural damage (i.e. with a battering ram, explosive spells, etc.) has a 35% chance each round or with each attack to cause a partial collapse dealing 6d6 points of damage to anyone within 20 feet (DC 17 Reflex save for half).

B3-4. Mudbars (CR 8 or 9)

The side of the crumbling, leaning northern tower has a gaping hole opening at water level just north of this position. Standing silently in this shadowy, cavelike opening is a single humanoid figure. At this range it is difficult to tell if it is a statue or living creature just standing impossibly still.

CHAPTER 1: THE BLACK GATES OF TSAR

Beneath the murky water at this location, large mudbars of silt have formed only a foot below the surface. If the party is in a boat, unless someone is taking soundings or they just happen to take the right route the boat grounds on the mudbar and characters must get out and make a DC 22 Str check (+2 for every 100 lb. in the boat) to push it off.

Creatures: This is not as easy as it sounds, as **2 bog mummies** lie on these mudbars (one on each) and arise to attack as soon as PCs intrude upon their resting place. As soon as combat begins, one of the bog mummies at Area B3-5 stalks across the silt to join in the fray. The bog mummies look like desiccated humans wrapped in mud encrusted rags, their flesh stained almost black from long exposure to the mud. Movement on the mudbar is the equivalent of a shallow bog as described in the “Marsh Terrain” section in Chapter 13 of the Pathfinder Roleplaying Game.

BOG MUMMIES (2) XP 2,400

CR 6

The Tome of Horrors Revised 42

CE Medium undead

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

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 60 (8d8+16 plus 8)

Fort +4; **Ref** +2; **Will** +8

DR 5/—; **Immune** undead traits; **Resist** fire 10

Weaknesses vulnerability to cold

Speed 20 ft., marsh move

Melee slam +10 (1d6+4 plus bog rot)

Special Attacks create spawn

Str 17, **Dex** 10, **Con** —, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 19

Feats Improved Initiative, Skill Focus (Perception), Toughness,

Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

Bog Rot (Su) Supernatural disease—slam; *save* Fort DC 16; *onset* 1 day; *frequency* 1 day; *effect* 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4); *cure* —. Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. The *save* DC is Charisma-based.

Create Spawn (Su) Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Despair (Su) All creatures within a 30-foot radius that see a bog mummy must make a DC 16 Will *save* or be paralyzed with fear for 1d4 rounds. Whether or not the *save* is successful, that creature cannot be affected again by the same bog mummy's despair ability for one day. This is a paralysis and a mind-affecting fear effect. The *save* DC is Charisma-based.

Marsh Move (Ex) Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

B3-5. Flooded Overlook (CR 9)

The outer wall of the gate tower has collapsed here leaving one entire side of a room open to the swamp pool beyond. Two of the room's other walls have partially collapsed inward leaving treacherous rubble piles to support the sagging ceiling. A broken and sagging door exits through the room's one intact wall. The floor of this chamber is under about an inch of water almost all the way to the northern door.

Creatures: This room serves as the resting place for **3 bog mummies**. Unless it has already been encountered at Area B3-4, one is always standing silently at the edge of this chamber looking out over the submerged mudbars. The other two slump in corners of this room and attack only if the area is entered. These are all the remains of members of the tower guard who fell in battle during the war. Their bodies were stored in the tower's cellar for later burial and forgotten. As the swamp crept in and the tower sank, they were preserved and eventually rose as mummies. After managing to burrow themselves out from the bottom of the pool they began using the tower as their lair.

BOG MUMMIES (3)

CR 6

XP 2,400

hp 60 (See Area B3-4)

B3-6. Collapsed Guard Room (CR 5)

Once a guard room, the collapsing roof of the tower above and walls of this chamber have fallen together to form a dome of rubble that seems to be fairly stable. A narrow tunnel leads out of this room to the west, and an old corridor, now caved-in after only a few feet, once headed east. A dried, desiccated humanoid corpse, its legs pinned beneath the rubble of this collapse, lies on the floor here.





Creature: Near the end of the battle for Tsar, an attack by a siege engine caused part of this tower's roof to cave in. A guardsman was pinned in this collapse and left for dead when his comrades joined the retreat from the city. Left alone and trapped, he eventually died, though he did not rest easy. The guardsman now exists as a **mummy**. He entered his current state before the flooding of the tower and thus is not a bog mummy like the others found here. Though it appears to be pinned by its legs, the mummy has actually managed to tear off its own legs below the knees and is quite capable of movement. It just likes to lie by the rubble pile giving the appearance that it is pinned to draw potential victims closer before it attacks.

MUMMY
XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")
Speed 10 ft. (due to its legs being severed at the knees)

CR 5

B3-7. Hidden Entrance

Concealed back in the shadows of the tower's corner is an out-of-the-way entrance noticeable on a DC 18 Perception check. Once an arrow slit, the mortar and stone collapsed outward forming a narrow doorway. The lip of this entrance is just above water level, though as the tower sinks it will eventually flood. The water beyond its edge is a full 20 feet deep. The remnant of a room beyond still has an intact door leading to Area B3-8 as well as a narrow passage through the rubble to Area B3-6.

B3-8. Abandoned Quarters (CR 7)

Once somebody's quarters, this chamber has weathered the sinking and collapse of the tower better than other parts. The rotten remains of a bed lie in a pile against the south wall. On the north wall is a splintered weapons rack. A single arrow slit looks out over the bog and allows creeping vines and mosses to grow in the room. Protruding from the alcove is a hoary, old tree trunk that appears to have grown through the floor at one time long ago.

Creature: Once the gate commander's quarters, it is now the lair of a **bonesucker**. It stands in the shadowy alcove and is easily mistaken for a tree trunk unless a DC 21 Spot check is made or someone approaches within 10 feet of it. It attacks if anyone attacks or comes in range. Otherwise it attempts to snatch the last person to leave the room. It goes out through Area B3-7 to hunt in the swamp and leaves the mummies alone, seeing them as useful guards for its lair.

BONESUCKER
XP 3,200

CR 7

The Tome of Horrors Revised 47

NE Large aberration

Init +5; **Senses** all-around vision, darkvision 90 ft.; **Perception** +19

AC 17, **touch** 11, **flat-footed** 15 (+1 Dex, +1 dodge, +6 natural, -1 size)

hp 60 (8d8+24)

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

DR 10/magic; **Immune** flanking

Speed 20 ft.

Melee 4 tentacles +9 (1d4+4 plus grab and liquefy bones)

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

Special Attacks constrict (1d4+4 plus liquefy bones)

Str 18, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 23



CHAPTER 1: THE BLACK GATES OF TSAR

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Climb +15, Perception +19, Stealth +8, Swim +15

Languages Aklo

All-Around Vision (Ex) A bonesucker's symmetrically placed eyes allow it to look in any direction, bestowing a +4 racial bonus on Perception checks. Bonesuckers cannot be flanked.

Liquefy Bones (Ex) A bonesucker that has successfully grappled an opponent deals 1d2 points of Strength and 1d2 points of Dexterity damage to an opponent as long as the hold is maintained.

Treasure: On the floor of the alcove, hidden by the bonesucker's bulk is the boneless carcass of a gnoll, the creature's last meal, as well as its collected treasures. These consist of 338 sp and a garnet worth 25 gp.

B4. Broken Gates (CR 13)

Whatever gate towers once blocked entrance to the city here have been reduced to massive piles of rubble standing in the wall's midst. The destruction of this gate is complete, leaving no intact structures and effectively blocking this road into the city without climbing over the rubble or digging through.

This gate once guarded the Woeful Road leading southeast out of the city. Climbing on the 30-foot pile of rubble is relatively easy requiring only a DC 5 Climb check. However, anyone doing so must make a DC 15 Perception check to notice a subtle vibration in the rubble pile. Anyone making this observation and then actively listening can hear a faint grinding hum coming from somewhere in the buried depths.

Creature: Anyone digging into the rubble pile from the south unearths the source after 5 man hours of digging. This source is revealed to be the **battlehulk** that was reducing these towers to dust when one collapsed on it burying it centuries ago. Once released, it continues its last command to destroy any enemy soldiers it finds. It classifies anyone found within the vicinity of the gate towers as enemies unless they have its controlling amulet (long since lost, of course). This battlehulk pursues those it perceives as enemies until destroyed, though it could be fooled by a party splitting up for instance or traveling to an area it cannot physically reach (such as a mountaintop).

BATTLEHULK

XP 25,600

hp 177 (See **Monster Appendix**)

CR 13

B5. The Walls of Death (CR varies)

The foreboding walls of Tsar stand intact after all these years. They are composed of a rough, dark gray stone quarried from the Stoneheart Mountains, and the massive blocks fit together seamlessly. In many places the walls show the scars from long ago battle, and bone fragments and the crumbling remains of siege engines are not uncommon at their base. The walls themselves stand 30 feet high and 25 feet thick at the base, tapering slightly to 20 feet thick at the top. The top of the wall is a wide parapet with battlements along the inside and outside edges. The parapet is wide enough for two chariots

to pass one another, and such conveyances were often used upon the walls to ferry troops quickly from one location to the other. Access to the parapets is gained by multiple stairways and ramps on the inside face of the walls. They are called the Walls of Death because of the city's penchant for mounting the heads or entire corpses of executed prisoners on wickedly sharp steel spikes that jut up from the battlement here and there. None of the spikes are currently occupied, but the wall's current defenders will impale any intruders who fall victim to them upon one of these.

The wall is pierced by only three gates and has towers at fairly regular intervals. These towers are 40 feet high and protrude outward from the wall. They are connected to the parapet by a heavy door, and are composed of solid stone except for the top level which holds barracks, armories, etc. The roofs of these towers are wide battlements equipped with the broken remains of apparatuses for heating oil and water to be poured upon attacking troops, as well as the crumbled ruins of siege equipment. All of these are now inoperable, and the towers have been abandoned by any living defenders.

Where the walls abut the cliff terraces and mountain face, they abruptly end, seamlessly joining the natural stone. In the case of the terraces, they begin again atop the cliffs and continue their perimeter. On the terraces themselves, small extensions of the walls with small towers extrude outward often along the edges of the terrace, providing additional defense against enemies that might wish to circumvent the city walls by gaining the heights above the city. These extending walls were connected to the main walls by wooden bridges that could be removed if one of the secondary walls was overrun so that they would not provide access over the city walls. Those bridges have all long since fallen leaving 20-foot gaps between the secondary walls and the city walls. These secondary walls are now completely abandoned.

When the disciples of Orcus abandoned Tsar, they did not leave it entirely undefended. Hordes of **siege undead** still roam the Walls of Death and wait within many of the towers thereon. Every time the walls or one of their adjacent towers are approached, roll on the encounter table below to determine what troops may be present to try and repulse them. Reroll every time the walls are approached again. If the party stays upon the walls, roll again for another encounter every 5 minutes. There is a virtually limitless supply of siege undead guarding the more than 3 miles of wall that surround the city. Fortunately, these undead have orders to guard the walls only and do not come down inside or outside the city, not even to pursue quarry.

The Walls of Death Random Encounter Table

<u>Roll d6</u>	<u>Encounter</u>
1	No encounter
2	1d10 bonemen: See Area B2-2
3	1d4 meatmen: See Area B2-6
4	2d10 bonemen: See Area B2-2
5	1d12 sandmen: See Chapter 2, Area 23
6	1d4 sandmen: See Chapter 2, Area 23, and 2d8 meatmen: See Area B2-6

Chapter 2:

Kirash Durgaut

The great gate fortress Kirash Durgaut and its Tower of Weeping Sores rises above the Black Gates of Tsar like a mountain — a replica in miniature of the mighty Stoneheart escarpment behind the city. With the Black Gates themselves opening on either side of the lower fortress, Kirash Durgaut stands like a breakwater against incoming tides of enemies. To successfully attack the gates, enemy forces must expose themselves beneath the grim walls of this citadel. Atop the lower fortress stands the tower itself overseeing all that lies before the city and silently conveying its ominous threat to invaders. There is a reason why the Black Gates never fell before the assaulting Army of Light — Kirash Durgaut is that reason.

As mentioned Kirash Durgaut consists of a massive lower fortress, largely composed of solid stone and fill to prevent frontal attacks from penetrating the city's defenses. The fortress walls rise 40 feet before topping off at a great platform from which siege engines could fire out upon besieging foes. Rising like a sentinel from this platform stands the Tower of Weeping Sores to a height of another 110 feet. The watch post at this tower's pinnacle is said to be able to see the whole of the Desolation spread out before it. The veracity of this claim has yet to be tested, as no living being has stood upon that perch since long before the city's fall.

The Tower of Weeping Sores is so named because of the great, stained craters that mar the walls of the tower and fortress from some long-ago and long-forgotten engagement, predating even the Battle of Tsar. Whatever powerful weapons caused these impacts, they were obviously ineffective, as the walls of Kirash Durgaut continue to stand strong and unbroken. Direct command of the tower was turned over to a powerful general long ago by the Grand Cornu. The legendary General Myrac created in the tower his own demesne, recruiting and training his own troops and barring even the disciples of Orcus from all but support and advisory roles. He gathered information about the enemies of the city through his own intelligence network, and the tortures that his underlings performed upon captives within the tower became legendary. This, too, added to tower's fell reputation and the results of these torments proved the name of the tower to be an apt moniker.

The Grand Cornu did not mind this as long as the general's loyalties continued to lie with the city and its devotion to Orcus. This the general did, and his incredible longevity carried him through the reigns of many generations of Grand Cornus. How he survived so many centuries none could say — rumors speaking of demonic heritage and worse. Nevertheless, General Myrac himself commanded the defense of the tower during the Battle of Tsar, and none can say what became of him afterward, though rumors persisted that he did not accompany the Great Retreat from the city.

The truth of the matter is that the enigmatic general holds his command of Kirash Durgaut to this day, though he rarely leaves his personal chambers. There he lives in whatever reverie his alien mind concocts while his troops continue to perform their functions like the automatons that they are. Where once, highly trained and disciplined soldiers manned the tower, now mindless undead guardians perform the duties, their living predecessors having fallen in the battle or been pressed into service for the battles outside the city. With the might facing the city and dire straits of its defenders General Myrac was unsuccessful in deterring the Grand Cornu from this requisitioning of his elite troops. Nor, since he had so firmly entrenched his command outside the hierarchy of the Disciples' ordinary command structure, was he able to sally forth to lead his own men in battle. Instead

he was left to continue to hold the gate against the invaders. The Grand Cornu reasoned that mindless undead could easily serve in this function while intelligent and trained troops would be of more worth out in the fluctuating terrain of battlefield strategy. Ironically, General Myrac did resume command of most of his loyal troops after their corpses were brought back from the fighting and reanimated for the defense of the city.

When the disciples of Orcus chose to flee the city, General Myrac defied their orders and remained in his tower. The Grand Cornu, in no position to try and root out his errant subordinate and knowing full well that the slow undead of Myrac's command would better serve as a final defense of the city rather than on the forced march of the Disciples' flight, allowed General Myrac to remain behind in his bastion uncaring of his former commander's fate. When Lord Bishu and his knights stormed the city, they found the Black Gates open and received no harassment from the forbidding heights of Kirash Durgaut. Myrac no longer cared for the fate of the city, choosing instead to ensconce himself as supreme commander within Kirash Durgaut, and the rest of the world be damned.

This situation remains today. The tower is now primarily defended by skeletons and siege undead, and Myrac takes no interest in the goings-on outside his walls. Woe be unto him, however, that should try to set foot within his domain. For within, Myrac's programmed undead continue to man their posts in simulation of the general's former elite troops, and the defenses still remain effective and deadly.

The Fortress

Kirash Durgaut is built of some incredibly dense, unidentifiable black stone quarried from deep beneath the Stoneheart Mountains. All of the stone is considered magically treated. Whether this is a natural effect of whatever eldritch source it came from or a later treatment applied by the Disciples is unknown, but it has the same net effect of making the walls extremely tough. The first 10-foot thickness of walls, exterior or interior, is this magically treated stone (ergo if the wall is 20 feet thick it is solid stone because the first 10 feet from each side is solid stone). If the wall is thicker than that, then the interior is a combination of tightly packed gravel and dirt fill interspersed with great columns of the treated stone for stability.

The exterior of the tower is huge blocks of this stone placed together nearly seamlessly. The front portion of the fortress (facing outward from the city) is pin-cushioned with outward projecting iron spikes up to a height of 20 feet. Originally these were 3 feet long, but time and rust makes them range from stunted nubs to their full length and everything in between. Spaced in between these iron spikes at 5-foot intervals are great, iron-reinforced stone spikes extending up to 10 feet long. The iron spikes served to dissuade enemy soldiers from attempting to reach the wall. These stone spikes likewise prevented large siege engines from having easy access. The base of the fortress sits on exposed bedrock out to a distance of about 30 yards from the wall. Set into this bedrock in a band 20 feet wide running along the base of the fortress (ending at the two gates) are 2-foot iron spikes pointing straight upward. Once again many of these are broken, bent or missing, but they still serve as a deterrent to foes trying to approach the wall. From the long ago war, countless

CHAPTER 2: KIRASH DURGAUT

skeletons lie crumpled within the spike field where they fell while attacking the fortress. A few still stand upright against spikes on the wall that they somehow managed to become impaled on. The net result of this hedge of spikes is that the wall cannot be approached easily (half speed for a character on foot to pick his way through, mounted characters and engines cannot approach at all unless a path is somehow cleared), but the wall can easily be scaled at least up to the height of 20 feet (Climb DC 5) due to all the projections to use as hand and footholds. However, a fall onto the spike field results in impalement on 1d6 of the spikes (2d6 for a Large creature) that deal damage as a spear plus falling damage. Likewise, running into the wall results in impalement on 1d4 spikes (no falling damage).

Interior walls between rooms are usually 1 foot thick. Ceilings are 17 feet high and supported by great stone groins giving the chambers a feeling of vast, empty spaces. The thickness of stone between the floors is 3 feet. There are no light sources unless otherwise noted, however many rooms have arrow slits. These are not equipped with shutters and allow in outside lighting as well as weather conditions. The arrow slits provide improved cover and concealment for those behind them and are too small for anything larger than size Tiny to squeeze through with an Escape Artist check (DC 30 for Small creatures). As a whole, the fortress is a damp, cold place that often seems more like a cavern than a building. Roofing is composed of heavy, 1-foot-thick slate tiles mortared into place to prevent fires and bombardments from causing significant damage.

Doors are heavy affairs of iron bound wood that can be barred from the inside by heavy wooden beams. If the room beyond has occupants that are capable of doing so, then the door usually is barred unless otherwise noted. A Disable Device roll will not work on a barred door. Brute strength or some magical means is necessary to obtain entry.

Magically Treated Superior Masonry Walls: 1–20 feet thick; Hardness 16; hp 180 per foot of thickness; Break DC 55; Climb DC 20 (DC 5 where there are projecting spikes).

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25.

1. Main Gate and Entry Hall (CR varies)

The main gate of Kirash Durgaut opens out onto the Black Gate Bailey. Normally anyone approaching these doors would be subjected to attacks by troops stationed at the arrow slits and battlements above. Currently, however, none of these are manned so the approach is free from attacks within the fortress. The gates themselves are massive iron portals inscribed with runes and symbols both arcane and foul. A DC 20 Knowledge (arcana) check can determine that while the gate was defended by powerful magic and curses at one time, none of the symbols present hold power any longer. The only things securing the gates now are the materials of their construction and the heavy iron bar securing them from the inside.

Iron Gates: 6 in. thick; Hardness 10; hp 180; Break DC 45.

Read the following only after the party has entered the hall beyond the gates. When the party first enters this area, all the portcullises are up.

A cavernous hall runs from the main gate seemingly into the very heart of the fortress. The hall is partitioned into four sections by stone walls with arched openings in them. A large, wooden double door leads out to the east. Lining the north and south walls are rows of arrow slits looking out into the hall. The ceiling high above is perforated with murder holes. The entire length of the hall is lit by flickering stone torches set every 20 feet in the north and south walls.

Creature: This is the first line of defense against enemies that somehow manage to breach the fortress's gates. The eastern double doors are barred and are just like the standard doors of the fortress. The stone torches are everburning torches; there are a total of twelve, though they are made of stone and weigh 10 lb. apiece. Each of the stone archways has a portcullis currently in the up position. Each of the portcullises is a **Huge animated object**. They remain quiescent with readied actions until someone passes beneath them (see **Tactics** below).

**ANIMATED PORTCULLISES (3) CR 7
XP 3,200**

Pathfinder Roleplaying Game Bestiary "Animated Object"

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

AC 17, touch 6, flat-footed 17 (–2 Dex, +11 natural, –2 size)

hp 78 (7d10+40)

Fort +2; **Ref** +0; **Will** –3

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Melee slam +15 (2d6+12 plus grab)

Space 15 ft.; **Reach** 5 ft.

Special Attacks constrict (2d6+12)

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 27 (can't be tripped)

SQ construction points (4), metal

Tactics: Anyone peering through one of the arrow slits sees the skeletons at Area 2 standing silently at attention, bows in hand. However, no attack comes until the party has penetrated to at least the second section of the hall (either east or west). Once most of the party members have passed beneath a portcullis, it uses its readied action to drop on a PC passing beneath (preferably to pin him to the floor as a grapple attempt) cutting the party members off from one another. The clanging of this portcullis dropping is the signal for the attack. All of the other portcullises immediately drop further limiting the party's maneuverability. The skeleton archers in Area 2 step up to the arrow slits and begin firing at anyone in the section their arrow slit looks out upon. They continue firing until there are no more moving targets (playing dead works well here). Meanwhile the sandmen in Area 23 begin overturning the cauldrons of boiling oil above the sections of the hall that have intruders within them. This occurs 1 round after a section has been entered following the initial signal. The boiling oil deals 3d6 points of fire damage to all within the section. Those struck by the oil are dealt 2d6 points of fire damage in the following round and 1d6 points of damage in the round after as the oil cools. If cold spells or large amounts of water (at least three waterskins worth) are used to cool the oil affecting a character, then the subsequent rounds of damage are avoided. Each section of the hall can be subjected to the boiling oil twice before the supply is exhausted. It takes 10 minutes for them to be replenished.

2. Archer Posts (CR 8)

There are actually only two of these rooms, one to the north of Area 1 and one to the south, but each is subdivided into smaller sections to prevent area spells cast through the arrow slits from effecting more than a handful of the archers at one time. Even channeling energy attempts only affect the skeletons in the immediate sections targeted because the arrow slits and dividers block the line of effect.

Creatures: There are a total of **44 skeleton archers** in each of these rooms. Most of them are human or orc skeletons, and all are the equivalent of human skeletons. There are 2 skeletons for every arrow slit, and each bears a shortbow that it is capable of using and a quiver holding 20 arrows. One skeleton mans each arrow slit while

the second waits in reserve in case the first is destroyed or runs out of arrows. If attacked in melee they abandon their bows and fight with their claws.

SKELETON ARCHERS (44)
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton, Human Skeleton”)

Ranged shortbow +2 (1d6/x3)

3. Killing Chamber (CR 6 or 12)

A wide bare trapezoidal chamber stretches out from the western doors. Directly opposite them is another set of ironbound doors leading deeper into the fortress. Additional sets of double doors exit to the northwest and southwest. Twenty-five feet above, scores of arrow slits look down on the chamber conspicuously absent only directly above the eastern and western sets of doors.

This is designed as a death trap for troops invading the tower who have made it this far. All of the doors are barred.

Tactics: When invaders to the fortress penetrate this far, they immediately come under attack by the skeleton archers in Areas 19 and 21. Furthermore if the invaders manage to break through one of the other doors or activate the trap in Area 4, then the siege undead come pouring into the room from Area 5 to engage them and attempting to make flanking attacks while the archers continue their sniper fire.

4. Death Trap (CR 11)

A short hall, 20 feet long, ends at another ironbound door. No arrow slits or murder holes pierce the walls or ceiling of this anteroom.

This chamber is designed to lure the lead elements of enemy forces into its confines and then eliminate them all with its deadly **trap**.

Death Trap: The doors on the east wall give all appearances of being identical to the preceding ones, even to the point of being apparently barred from the opposite side. However, they are actually false doors. Anyone succeeding in bashing through these doors or otherwise opening them finds a blank stone wall. However, the act of opening them or breaking through them activates the trap. A massive block of stone, 20 feet on a side, hangs suspended 17 feet above the floor of this room. When the trap is activated this block is released to fall, filling the entire chamber with its crushing weight and blocking all further access. The groins that seem to support this faux ceiling are for show only and crumble immediately when the block is released. Massive winches in Area 20 are used to haul the stone block back up by the heavy chains attached to its top surface. Anyone crushed by the ceiling is trapped unless succeeding at a DC 30 Escape Artist check or somehow freed.

CRUSHING BLOCK TRAP

CR 11

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger touch; **Reset** repair

Effect no attack roll required (18d6, crush); multiple targets (all targets in a 20 ft.-by-20-ft. room)

5. Mustering Chamber (CR 9)

These bare chambers served as staging areas for the fortress’s garrison to muster in order to repel invaders.

Creatures: Siege undead stand in close ranks filling the room. There are currently **9 meatmen** and **9 bonemen** in each of these chambers. They await only the signal of battle to lift the bar from the door of their chamber in order to charge into battle in Area 3. See **Tactics** in Area 3 for details. Because of the enclosed space and the presence of the meatmen, both of these chambers carry the foul stench of rot.

SIEGE UNDEAD, BONEMEN (9)
XP 400

CR 1

hp 13 (See Area B2-2)

SIEGE UNDEAD, MEATMEN (9)
XP 600

CR 2

hp 22 (See Area B2-6)

6. Guard Room (CR 5 or 3)

Each of these rooms is empty of all save a few splintered sticks of furniture, an old water barrel (long since emptied and broken) and a stone stair rising to Area 22 above. The doors are kept barred.

Creatures: Guarding these chambers are undead with orders to allow no one admittance unless he comes from above — not even the undead soldiers found on this floor. Anyone coming down from above is ignored by the guardians, but the door will be barred behind them when they leave and access denied if they try to come back through. The northern guard room is guarded by an **ettin skeleton**. The southern room is guarded by a **minotaur zombie**.

ETTIN SKELETON

CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary “Skeleton”

NE Large undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +0

AC 18, **touch** 9, **flat-footed** 18 (+7 armor, +2 natural, -1 size)

hp 45 (10d8)

Fort +3; **Ref** +3; **Will** +7

DR 5/bludgeoning; **Immune** cold, undead traits

Speed 40 ft.

Melee 2 flails +12/+7 (2d6+6) or 2 claws +12 (1d6+6)

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

Str 23, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +14; **CMD** 24

Feats Improved Initiative^B

Gear splint mail, 2 flails

MINOTAUR ZOMBIE

CR 3

XP 800

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Large undead

Init -1; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, **touch** 8, **flat-footed** 15 (+4 armor, -1 Dex, +3 natural, -1 size)

hp 44 (8d8 plus 8)

Fort +2; **Ref** +1; **Will** +6

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

Speed 30 ft.

Melee greataxe +10/+5 (3d6+7/x3) and gore +5 (1d6+2) or slam +10 (1d8+7) and gore +10 (1d6+5)

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

Str 21, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 22

Feats Toughness^B

SQ staggered

Gear chain shirt, greataxe

7. Stables

Long rows of dusty, stone horse stalls disappear into the darkness of this vast hall. They are unoccupied, long since emptied of their occupants to fight in that long ago war, from which none of the mounts or their riders ever returned.

These military stables are no longer used and nothing ever wanders through here, so they could serve admirably well for any mounts that the party may have. Each stall has an empty stone trough and old bucket for feed and water. Neither of these has anything in them other than dust. The eastern end of each of these long chambers holds many racks, hooks and stands for saddles, barding and tack. These are long gone save for the occasional item that was left behind for repair. The southern stable also has a portable forge set up with the tools and supplies necessary for shoeing horses.

Treasure: A DC 20 Perception check around the forge reveals a hidden compartment in its side. Hidden within are four *horseshoes of a zephyr* awaiting the steed of some field commander who never returned from battle.

8. Guard Room

Each of these rooms holds tables and benches as well as ample room for drilling by the guards who were on duty here. Now, however, they are empty — abandoned after the departure of the troops for battle. Each of these rooms has a spiral stair rising to the floor above and a partitioned-off latrine capable of servicing a half-dozen soldiers at once. These latrines open into 40-foot-deep pits that are now empty of any refuse.

9. Main Armory

Filling this chamber are countless racks and stands for holding armor and weapons. Most have long since been emptied of their contents, though the odd polearm, blade, or suit of armor still remains unclaimed under a layer of dust. A wide spiral stair climbs through the ceiling of an alcove.

The main armory of Kirash Durgaut, most of the weapons and armor were taken into battle or used in the creation of the various siege undead now defending the fortress. There is a 25% chance that any simple or martial weapon or any armor or shield from Chapter 6 of the Pathfinder Roleplaying Game can be found here. Once found, there is a 10% chance that the item is masterwork. All items found here are sized for Medium creatures.

10. Forges of Kirash Durgaut (CR 4)

A cavernous chamber stretches back into the very foundations of the tower. Rows of anvils, racks of tools, and cooling barrels stand in silence. Scraps and bits of metal debris still cover the floor, scooted out of the way of the main areas of traffic. A row of now-cold forges lines the north wall. Doors to various storage rooms stand ajar across from them. A single blue flicker provides dim illumination, a tiny, lone flame dancing in one of the forges.

In the days of Tsar these forges produced a perpetual cloud of black smoke over the city as General Myrac's smiths churned out armor and weapons for his troops. These craftsmen were all either slain in battle or retreated from the city with the rest of the disciples of Orcus.

Creature: Today a solitary **forge wight** calls this place home. It resides in the forge marked with an "x". It appears as a flickering tongue of pale flame. Once a powerful elemental tasked to keep the forges hot, lack of fuel and isolation have reduced it to its current state. It can be temporarily placated if the characters throw in hot coals to feed its fire but otherwise attacks anyone in range with its heat metal ability.

FORGE WIGHT

CR 4

XP 1,200

Creature Collection Revised 76

N Tiny outsider (elemental, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +6

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 63 (6d10+24 plus 6)

Fort +9; **Ref** +10; **Will** -1

Immune electricity, elemental traits, fire, mind-affecting effects; **SR** 17

Weaknesses vulnerability to cold

Speed 0 ft.

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks heat metal

Str 5, **Dex** 16, **Con** 18, **Int** 4, **Wis** 4, **Cha** 4

Base Atk +6; **CMB** +1; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Toughness

Skills Bluff +6, Perception +6, Stealth +20

Languages Ignan

Heat Metal (Su) A forge wight, as a standard action, can impart blistering heat to any metal objects on one target within 30 feet. Weapons become red-hot and deal 1d4 points of fire damage per round of contact. Metal armor and shields cause damage to the wearer equal to their armor bonuses each round. The forge wight can use this effect against one target per round but may use the power an unlimited number of times. The effect lasts 2d4 minutes.

Treasure: Hidden within the cold ashes beneath the wight (DC 17 Perception check to notice) is a +2 *adamantine dagger* thrown in as a sacrifice to the gods of the forge long ago.

11. Storage Chambers

These various rooms spaced around the fortress held crates, bins and stacks of whatever supplies were pertinent to that portion of the fortress. For instance, the rooms near Area 10 held metals, fuel, and supplies necessary for the creation of arms and armor. Now these rooms are largely empty with empty crates and boxes or holding

CHAPTER 2: KIRASH DURGAUT

items deteriorated beyond use from the long years in the damp fortress. It is up to you if you would like to place anything useful in these chambers.

12. Interior Guard Room (CR 5)

Both doors to this chamber are barred from within cutting off access to the eastern portion of this level. Both doors have a spy hole at eye level with a metal shutter that can be opened and closed from the inside.

A wooden table scooted against the south wall has a half-dozen chairs around it. Above the table dangles a metal bar on the end of a chain suspended from the ceiling. Empty sconces in the walls once held torches. An old waste bucket sits in the corner.

This guard room once controlled access between the prison and storage areas and the rest of the fortress. A password was necessary to gain access in either direction. The hanging metal bar served as an alarm that could be heard as far as Areas 8 and 15. The metal clapper for striking the bar lies in the dust below the table. Though the room is no longer guarded, the eastern door bears a **trap**.

Door Trap: Anyone opening the eastern door (including breaking it down) without first hitting a hidden catch on the inside of the frame (DC 20 Perception check to find) activates a volley of darts that fires from the ceiling directly at the doorway. Anyone standing in the doorway or the 10-foot-square just west of the doorway is subject to being hit by these missiles.

FUSILLADE OF DARTS CR 5
Type mechanical; Perception DC 19; Disable Device DC 25 (or locating hidden switch)

Trigger location; **Reset** manual
Effect Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area)

13. Well Room

The odors of dampness and rot fill this chamber. The waist-high brick lips of three wells rise from the floor of this room. A pulley on the ceiling above each suspends a steel bucket on a chain. The warped and rotten remnants of water barrels are scattered about the floor.

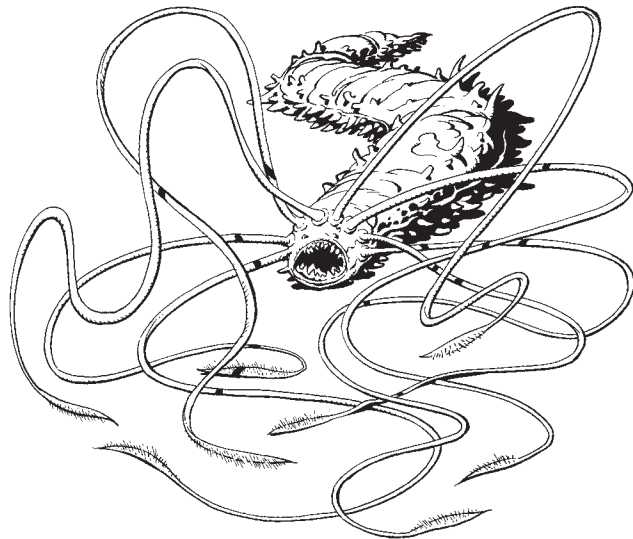
The wells here descend 60 feet into the bedrock and each holds 20 feet of water. The water is pure and drinkable but has an unpleasant metallic taste to it. The buckets and pulleys are still functional and can be used to draw water from these wells if necessary.

14. Occupied Storeroom (CR 6)

The largest of the fortress's storage rooms, this chamber has walls partitioning it into three different sections. It still holds stacks of crates and barrels (most empty) that were never removed. At the back of the chamber is the lip of another well. This one descends only 20 feet to a 5-foot-diameter underground stream that runs through the bedrock. The rotten remains of a wooden bucket and coiled line lie next to the well.

Creature: Hiding in the crates and barrels near the well is a **cave**

leech. Its appearance is that of a sickly yellow, semi-translucent, flattened fluke with eight whiplike tentacles surrounding a frontal maw ringed with dozens of needlelike teeth. Hundreds of smaller tentacles and cilia cover its body. Roll Perception checks opposed to the creature's Stealth check to determine if it is noticed. It lashes out at the rearmost party member that passes it by to examine the well and stays back within the piles to prevent attacks from any direction other than frontal. It crawled up through the well years ago and made a lair in this chamber. It returns to the well when it needs to hunt.



CAVE LEECH CR 6
XP 2,400

The Tome of Horrors II 24
N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +7

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

hp 76 (8d10+24 plus 8)

Fort +9; **Ref** +6; **Will** +3

DR 10/piercing or slashing

Speed 40 ft., swim 30 ft.

Melee 8 tentacles +11 (1d4+2 plus grab), bite +10 (1d6+2 plus grab and blood drain)

Special Attacks constrict (1d4+2)

Str 15, **Dex** 11, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Toughness, Weapon Focus (tentacle)

Skills Perception +7, Stealth +10, Swim +14

Blood Drain (Ex) If a cave leech makes a successful grapple after hitting with its bite attack, deals 1d4 points of Constitution damage each round from blood drain.

15. Guard Room

Both doors to this chamber are barred from the inside.

An air current raises a swirl of dust momentarily from the center of this room. An unlit lantern hangs from the ceiling. Two tables have been scooted against the walls, each with three chairs. Pewter tankards still stand on their surface. A loaf of black bread sits on one table beneath a layer of dust. Hanging from hooks on the walls are three barbed scourges, two sets of manacles, and a ring of keys. A door on the opposite wall of this room is also barred.

This room is empty of occupants. The air current was merely caused by the party's entry into the room. The tankards hold only the dried remnants of beer and the black bread is completely eaten through by weevils (no longer present). Under one of the tables is a small cask of lamp oil for the lantern. The manacles hanging on the wall are masterwork, and the keys are part of the sets. How this room was abandoned and left with both doors barred from the inside is a mystery.

16. Prison (CR 6)

Rows of heavy ironbound doors with tiny barred windows line these narrow halls. A heavy lock secures each one. Behind each is a cramped cell of cold stone walls, a few pieces of moldy straw on the floor and suspicious stains and scratches marring the stones. Several of the cells hold the bones of their last occupants, stark white against the dark stone of the floors. A feeling of bleakness and abject misery seems to rise from these hellholes like a stench.

It was here that the unfortunate prisoners of Kirash Durgaut were held for questioning and torture for sport. This rumored dungeon and the horrors it spawned was largely responsible for the naming of the tower. Those less fortunate were taken up into the tower itself for the ministrations of General Myrac and his personal torturers (see Area 79).

At the center of this area's narrow corridors is a wide space where the overseer of the prisoners maintained his vigil. A door in the east wall leads into Area 17 from there. Beside the door are seven rings of keys, one for each of the dungeon's aisles. The broken remnants of a table lie in the center of this area, and an empty iron sconce is mounted on the wall on either side of the door.

Creature: Slumped in the corner of this area is an **athach skeleton** (misshapen giant-sized skeleton with three arms), the last jailer of the cell block. If someone enters the central area the skeleton rises to attack. It pursues any characters who attempt to flee.

ATHACH SKELETON

CR 6

XP 2,400

Pathfinder Roleplaying Game Bestiary "Skeleton"

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 17, touch 10, flat-footed 15 (+4 armor, +2 Dex, +3 natural, -2 size)

hp 63 (14d8)

Fort +4; **Ref** +6; **Will** +9

DR 5/bludgeoning; **Immune** cold, undead traits

Speed 35 ft.

Melee greatclub +16/+11 (3d8+12), claw +11 (1d8+4), and bite +11

(2d8+4)

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

Str 26, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +20; **CMD** 32

Feats Improved Initiative^B

Gear hide armor, greatclub

17. Torture Chamber (CR 9)

A short flight of stairs descends into this sunken chamber. Instruments of torture occupy the floor space. Rows of tight cages stacked three high — one atop the other — line the walls. Several hold the skeletal remains of former prisoners. A wooden platform suspended from a swiveling arm provides access to the various cage doors. A heavy winch in the corner allows this contraption to swing around and raise and lower the platform. A black-robed skeleton lies impaled at an awkward angle on a spiked bed.

This torture chamber was abandoned when the city was deserted and has not been opened since. A search of the black-robed skeleton reveals a spiked heavy mace at its belt and a silver ram skull symbol around its neck. A DC 23 Perception check notices that one of the cage doors on the second row has been wrenched open and hangs askew.

This skeleton is a former cleric of Orcus. While Myrac's troops did not remain a part of the Disciples' regular army, he did understand the value that their vile priesthood brought to the table in the specialization of torture. This cleric was alone with the prisoners in the dungeon about to give orders to execute all of them before joining the Disciples' flight in the Great Retreat when one of the prisoners, a brawny half-orc, managed to break open his cage and attack the priest. Before the cleric could even draw his weapon, the escaped half-orc managed to slam him down, impaling him on a bed of spikes to the cheers of the other prisoners.

Unfortunately the prisoner's freedom was short-lived. The room's guardian, an iron maiden golem, that had long stood quietly as just another instrument of torture, jolted into action by the prisoner's escape, quickly captured the half-orc and dragged him inside to his doom. The half-orc's dried husk still remains impaled within the golem. The other prisoners remained trapped in their cells until they died of thirst, as no one ever came to check on this room again. More details on this dead cleric are given in Area 75.

The winch and elevator platform have rusted in place and are no longer functional.

Creature: The **iron maiden golem** still stands against the west wall of the room alongside two ordinary iron maidens. Long quiescent, it takes 3 rounds after characters enter the room before it lurches back to life and attacks. Its goal is to quickly capture another victim to drain his life essence while it fights. To do so it releases the half-orc's husk that still remains within as a zombie.

IRON MAIDEN GOLEM

CR 9

XP 6,400

The Tome of Horrors II 83

N Large construct

Init +0; **Senses** low-light vision, darkvision 60 ft.; Perception +2

AC 29, touch 9, flat-footed 29 (+20 natural, -1 size)

hp 118 (12d10+30 plus 22)

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

DR 15/adamantine; **Immune** construct traits, magic

Weaknesses vulnerability to rust

Speed 20 ft.

CHAPTER 2: KIRASH DURGAUT

Melee 2 slams +19 (2d10+12 plus grab)

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

Special Attacks animated host, bladed lid, steal essence

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 31

Feats Toughness

Skills Perception +2

Animated Host (Su) Once a victim trapped within an iron maiden has died, it reanimates as a zombie in the next round (as if by an animate dead spell). It cannot escape, however, and serves only to fuel the iron maiden and provide it with skills and abilities. While it is trapped, the zombie cannot be attacked, damaged, turned, rebuked, or commanded, and it doesn't suffer any damage from the bladed lid. If the lid of the golem is somehow forced open, the zombie has the normal abilities of a Medium zombie (as detailed in the *Pathfinder Roleplaying Game Bestiary*). The victim of an iron maiden golem must be alive when it is placed inside and the lid is closed or the golem's animate host ability fails.

Bladed Lid (Ex) A living creature inside an iron maiden when the



lid is closed is pierced by twenty dagger-like blades, dealing a total of 50 points of piercing damage each round. The lid automatically seals with an *arcane lock* spell with a caster level equal to that of the iron maiden golem's creator (14th level usually). The lid can be forced open with a successful Strength check (DC 34) or by casting *dispel magic*. The *knock* spell has no effect on the lid. The check DC is Strength-based and includes a +10 bonus from the *arcane lock* spell.

Because of the shape of the iron maiden, only a Medium humanoid can be sealed inside.

Immunity to Magic (Ex) An iron maiden golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron maiden 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 iron maiden 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.

Steal Essence (Su) An iron maiden golem that has created a host using its animate host ability (see above) gains 10 temporary hit points, uses its own base attack bonus or the host's (whichever is higher), and can make normal use of the victim's skills, feats, and non-magical class abilities.

The golem must substitute its own ability scores when determining its total skill bonuses; therefore it cannot use skills requiring Constitution or Intelligence, and since it cannot speak, many Charisma skills are severely limited. Likewise, the iron maiden golem must meet the requirements for any feat in order to make use of that feat (thus feats such as Dodge and Combat Expertise are unavailable to the golem). An iron maiden cannot use any divine spells or divinely granted special abilities, since the host within is no longer able to receive such abilities from her deity. An iron maiden likewise cannot use any arcane spells as its inherent magic immunity disrupts any attempt to do so.

Vulnerability to Rust (Ex) An iron maiden golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

HALF-ORC ZOMBIE

CR 1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Treasure: A pouch on the dead cleric holds 32 gp, 7 pp, and a still-sealed flask of acid. At his belt is a +2 *spiked heavy mace* (see **Magic Items Appendix**). The silver unholy symbol of Orcus is worth 25 gp.

18. Duty Sergeant (CR 6)

A spiral stair rises through the floor of this room. Two doors exit to the east. Numerous arrow slits in the west wall overlook a room below. A table stands before the north wall. Next to it sits a large iron chest, lid open, smashed padlock on the floor next to it. Slumped back in the chair is an orc soldier in a black tabard, a short sword protruding from his breastplate. He appears to be dead, though he is largely intact. His flesh is swollen and taut with the effects of decomposition but has not yet begun deteriorate.

This room served as the office of the duty sergeant and payroll master for the fortress. Though this fellow does not look like it, he was actually murdered shortly after the Battle of Tsar by a deserting soldier who then stole the payroll from the chest. The tabard bears

CHAPTER 2: KIRASH DURGAUT

the image of a red tower (crest of Kirash Durgaut). The body itself has defied decay for all this years largely through a strange reaction with a colony of **yellow mold** that infests the corpse. The mold grows beneath the corpse's flesh and has some property that has slowed down its external decay, though the inside is largely a hollow shell with a mold-encrusted skeletal structure. The gases given off by the mold have given the orc's skin its bloated texture. If the orc is touched, the paper-thin flesh tears and immediately releases a cloud of yellow mold spores in a 10-foot-radius. Disturbing the table or chest has a 35% chance of resulting in a bump against the body that likewise provokes a release of spores.

Yellow Mold: CR 6; see Chapter 13 of the Pathfinder Roleplaying Game.

19. Guard Room (CR 4)

Splinters of wood mark where tables and chairs once stood in this room. A spiral stair leads to the floor below. Arrow slits look out to the west, and a door exits east.

This guard room overlooks the killing zone in Area 3.

Creatures: There are **10 skeleton archers** of humans and orcs in here that are the equivalent of human skeletons. Each is armed with a shortbow and fires through the arrow slits when anyone enters Area 3. The second steps up when the first has exhausted its arrow supply. One rank attempts to repel intruders in this room with claws while the second stays back and fires into the melee.

SKELETON ARCHERS (10)
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton, Human Skeleton")

Ranged shortbow +2 (1d6/x3)

20. Barracks

The boxed text applies for the easternmost of the barracks. Adjust the description accordingly for the other two and feel free to add different treasures that can be found in them.

Hundreds of bunks fill this massive chamber. It appears that the majority of the fortress's garrison once resided here. Now it is eerily empty. A rail surrounds a stair that descends through the center of the floor. At the middle of the west wall are two massive winches, each requiring dozens of operators on their massive handles. Huge chains rise from the winches through holes cut in the ceiling.

With the commandeering of Kirash Durgaut's forces for the battle and replacement with undead troops, this room fell into disuse. The winches attach to huge pulleys in the ceiling that connect to the massive stone block in Area 4. Each winch requires a DC 40 Strength check simultaneously to raise the massive block after the trap is activated. Ordinarily groups of giants or ogres aiding one another would have been used for this task.

Treasure: Beneath the bunks are footlockers once belonging to the soldiers of Kirash Durgaut. Anyone searching through these can find one of the following for every 10 minutes spent searching (1 hour to find them all): a crudely carved ivory good luck charm (10 gp), an old sock holding 9 gp, a miniature portrait of a woman (15 gp),

a light masterwork weapon of your choice, a *potion of cure light wounds*, or a set of loaded bone dice (5 gp).

21. Defensive Chamber (CR 7)

These are large bare rooms with arrow slits overlooking Area 3. Their purpose is to allow archers to fire down on invaders below.

Creatures: Each of these chambers holds **24 skeleton archers** standing silently in ranks. The skeletons are all human or orcish and bear shortbows and quivers of 20 arrows each. They are equal to human warrior skeletons. They alternate firing out the arrow slits after one has run out of ammunition. If attacked in melee, half engage with claws while the rest stand back and fire their bows.

SKELETON ARCHERS (24)
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton, Human Skeleton")

Ranged shortbow +2 (1d6/x3)

22. Armory

Each of these rooms holds rack upon rack of shortbows and light crossbows. All are of the mundane variety, though there are a few longbows and heavy crossbows interspersed within. Bins around the walls of the rooms hold hundreds if not thousands of arrows and crossbow bolts. The racks nearest the western doors hold large ballista missiles for the ballistae at Area 24.

23. Defensive Corridor (CR 9 or 11)

This long hall is lined with numerous doors and pairs of fireplaces spaced across from each other. These give off shimmering waves of heat from the coals that glow in their recesses. Large cauldrons suspended on metal frames stand over these hearths. Levers allow the cauldrons to be tipped to pour their contents into sluices in the floor that divide into many individual grooves before terminating at murder holes in the floor. Many casks have been stacked next to these fireplaces. Mounds of coal, peat and wood stand at each end of the corridor. The room is further divided by rectangular holes in the floor that allow portcullises to be raised or lowered in the passage below this one. Winches stand next to each of these to operate the portcullises.

Creatures: This chamber lies directly above the entry hall (Area 1). It is manned at all times by **15 sandmen** who continually stoke the fires, replenish the oil, shovel fuel and wait for intruders to enter the hall below so they can activate their trap. The cauldrons hold oil that the sandmen keep constantly boiling. Each pair of cauldrons can be tipped by a single sandman and activates the trap described in Area 1. It takes 10 minutes for a cauldron to be refilled and brought to a boil by the sandmen. Every few months General Myrac sends them out to collect more fuel from various locations in the city. The casks hold more of the oil. The winches no longer function since the portcullises are now animated objects and move up or down of their own volition (and will move up in here to assist the sandmen if not already dealt with below). If intruders enter this chamber, the sandmen immediately surge toward them en masse to engage them in melee.

SIEGE UNDEAD, SANDMEN (15)
XP 600

CR 2

Creature Collection II: Dark Menagerie 153
NE Medium undead

CHAPTER 2: KIRASH DURGAUT

Init -3; **Senses** darkvision 60 ft.; Perception +0

AC 10, touch 7, flat-footed 10 (-3 Dex, +3 natural)

hp 27 (5d8 plus 5)

Fort +1; **Ref** -2; **Will** +4

Defensive Abilities channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits

Speed 20 ft.

Melee 2 slams +6 (1d8+3)

Special Attacks blinding

Str 16, **Dex** 5, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 13

Feats Toughness^B

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 15 Reflex save or be blinded for 1d4 rounds. The save DC is Strength-based.

24. Defensive Overlook

Once manned by grim-faced guards scanning the ground below for trouble, these overlooks are now empty of all save old ballistae, warped and useless from years of exposure. The overlooks have crenellated battlements that provide cover from below and have a clear field of fire over the Black Gate Bailey.

25. Archer Post

Each of these rooms is bare with a series of arrow slits looking out over the plaza below. Here archers would muster to defend against any incursion that managed to penetrate the walls of Tsar and attack Kirash Durgaut from the rear flank. They are no longer manned as Myrac does not fear such an assault and would rather let intruders penetrate into Area 1 to face the deadly ambush that has been prepared. Some of these chambers have a few stools or a bench, but otherwise they are empty.

26. Mess Hall

Long trestle tables and benches fill this room, many of which have collapsed with age. The tables and floor are strewn with wooden dishes, shattered earthenware and goblets of leather and wood. It appears that this hall was used for one final meal before the garrison left. The remnants of that meal have long since decayed, and everything lies under a thick layer of dust.

There is nothing of interest left in here.

27. Kitchens (CR 7)

A bank of fireplaces and ovens cover the northern wall with high arrow slits between them to allow ventilation in this chamber. Chopping blocks and tables crowd the room. Racks of knives, tongs, ladles and other utensils hang on one wall, and shelves hold stacks of pans and dishes.

The kitchens once turned out meals in great quantities (if not quality) for the soldiers of Kirash Durgaut.

Creatures: The fortress's cooks were sent to the field with the rest of the regiment leaving behind only the cooks' assistants — **20 human zombies** that still stand silently in this room. They attack anyone who enters and is not wearing the uniform of Kirash Durgaut or the robes of the priesthood of Orcus.

HUMAN ZOMBIES (20)
XP 200

CR 1/2

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

28. Storage Rooms

These rooms simply store supplies pertinent to the portion of the fortress wherein they are situated. Those near the kitchens hold the moldering remnants of foodstuffs, those near the officers' quarters hold linens and mundane equipment necessary for the running of the fortress, the one near the quartermaster's office hold stacks of black tabards bearing the red Tower of Weeping Sores, uniforms of the garrison of Kirash Durgaut. Allow the party to locate any mundane equipment you deem appropriate in these rooms.

29. Guard Room

The western doors to these rooms have covered eye slits where those inside could inspect anyone seeking entry, and these doors are barred from the inside. This was considered a necessary precaution by the primarily human officer corps considering that many of the troops attached to the garrison were orcs and goblinoids whose loyalty was always somewhat suspect. A bell hanging inside each of these rooms could be used to sound the alarm if it appeared the door might be breached.

30. Quartermaster

A desk with a hard chair sits before the east wall. Across from it are two doors. Beside the desk are two large wooden trunks with padlocks. Behind the desk hangs a large black tapestry of the red tower.

This room served as the office of Kirash Durgaut's quartermaster. The desk drawers hold sheaves of blank parchment, brittle quills and inkwells, their contents long since dried out. The keys have been lost to the two chests, but if opened they are found to contain only endless stacks of parchment holding requisition orders, inventories of uniforms, supplies, equipment and weapons, and billeting assignments. None of it is of interest to the party.

Locked Wooden Trunk: 1 in. thick; Hardness 5; hp 10; Disable Device DC 18; Break DC 20).

Treasure: There is a false bottom in the bottom drawer of the desk located with a DC 24 Perception check. Within are stashed 5 citrines (50 gp each).

31. Officer of the Watch

The back wall of this chamber is adorned with a banner depicting the red tower of Kirash Durgaut. On the north wall are two large black banners — one adorned with the demonic ram's skull, symbol of the Disciples of Orcus, and the other the ram's skull over a walled city, heraldry of the temple-city of Tsar. The south wall is lined with banners in several garish colors, though primarily black, adorned with various crude devices and insignias — emblems of the various tribes and baronies that had sworn fealty to the demon prince's minions. At the rear of the room a large desk sits before a well-upholstered chair. Sitting across the front edge of the desk are numerous leather-bound volumes.

This once served as the office for the officer of the watch. A DC 20 Knowledge (nobility) recognizes the banners of many domains now extinct, surprisingly there are devices of a few lands that are now considered goodly and would be shocked to be affiliated with the followers of Orcus (many rulers had changes of conscience during the bloody purges in the aftermath of the Battle of Tsar). The books are all records of troop strength and lists of soldiers attached to the Kirash Durgaut garrison. Within the desk's single drawer are sheaves of parchment containing duty rosters, payroll records, various orders, etc. A careful perusal of the payroll records (DC 15 Knowledge [local]) shows that a payroll totaling 6,800 gp was never paid out prior to the final engagements of the Battle of Tsar.

The payroll documents above should provide the party with a clue that there may be payroll funds still lying about somewhere. A DC 18 Perception check reveals an iron key with its bow fashioned to resemble a notched executioner's axe hidden at the back of the desk's drawer. A DC 20 Knowledge (local) or (nobility) identifies it as the symbol of the Iron Neck ogre tribe. A banner with a similar symbol hangs on the room's south wall. Hidden behind this banner is a small keyhole in the wall (DC 30 Perception to locate unless the party knows to look behind this banner). The key fits perfectly and, if inserted and turned, opens a secret panel in the floor behind the desk. This panel can be located with a DC 25 Perception check but is *arcane locked* (caster level 10th) cannot be opened without magic, the key, or smashing through a foot of stone.

Treasure: Within the secret compartment is an iron strongbox. Still stored within are 500 pp, 1,000 gp and 8,000 sp — the forgotten payroll of Kirash Durgaut.

32. Officers' Quarters (CR 13)

These chambers are all similar in that they have doors with locks (none currently are locked, and the keys are all missing). Each holds sparse but quality furnishings to accommodate from two to four junior officers of Kirash Durgaut. All are dusty and have not been used since the forces were called out for battle and failed to return.

Not all are unoccupied, however. Some of the spirits of officers slain on the field of battle have returned to their former quarters to pursue their restless existence. During the Battle of Tsar, a Kirash Durgaut company of orc and half-orc soldiers found themselves cutoff from their allies by an overwhelming force of dwarven heavy infantry from the Army of Light. A company of predominantly human troops from Kirash Durgaut was in position to come to support their orcish compatriots and allow them the opportunity to escape from the trap in which they found themselves. However rather than potentially expose their own flank to attack, the human officers ordered their troops to withdraw and leave the orc company to its fate. The orcish officers watched in dismay as their only chance of salvation withdrew towards the city only moments before the dwarves overran their position and slaughtered them to the last soldier. Meanwhile, the human company likewise found itself surprised during its retreat by

an ambush of human and elven rangers. Ironically, had the humans linked up with the orcish company they would have had the numbers to overwhelm the superior firepower of their foes. As it was, they broke and ran under a hail of arrows. The last surviving officer died within a few paces of the city's gates.

Creatures: Due to the betrayal and guilt of their end, some of the human and orc officers found themselves unable to obtain the sleep of death and instead returned to their former quarters to settle their grievances — eternally. Now **4 orc ghosts** and **5 human spectres** wander these halls and chambers in perpetual warfare. Unfortunately due to the nature of their cursed existence, they are unable to harm each other. All appear as they did in life in uniforms recognizable as those of Kirash Durgaut with officers' insignia but bear obviously fatal wounds (deep axe wounds, arrows in the neck, etc.). Every round the party spends in these chambers and the surrounding corridor there is a 1 in 6 chance of having a spectral visitation. Roll on the table below.

Area 32 Encounters (roll 1d6)

- 1 human spectre
- 1 orc ghost
- 1 orc ghost and 1 human spectre
- 4-5. 1d3 human spectres
- 2 orc ghosts

ORC GHOSTS (4)

CR 7

XP 3,200

Male orc ghost fighter 6 (*Pathfinder Roleplaying Game Bestiary* "Ghost, Orc")

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +16

AC 14, touch 14, flat-footed 12 (+2 deflection, +1 Dex, +1 dodge)

hp 55 (6d10+12 plus 6)

Fort +5; **Ref** +3; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2, channel resistance +4, ferocity, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting touch +8/+3 (7d6, DC 15 half)

Special Attacks telekinesis (CL 12th), weapon training (axes +1)

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

Base Atk +6; **CMB** +6; **CMD** 18

Feats Blind-Fight, Cleave^B, Dodge, Improved Initiative^B, Power Attack^B, Weapon Focus (battleaxe)^B, Weapon Focus (corrupting touch)

Skills Climb +12, Fly +9, Perception +16, Stealth +16

Languages Common, Orc

SQ armor training 1

Gear full plate armor, heavy steel shield, masterwork battleaxe

HUMAN SPECTRES (5)

CR 7

XP 3,200

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

Tactics: Individually encountered undead merely attempt to spy on the party from the walls for a few rounds before disappearing (Perception checks opposed to their Stealth checks to notice). If members of opposing races are encountered, they are locked in silent combat, which breaks off if they are attacked or after 3 rounds at which time they flee in opposite directions. If encountered in groups they spring from the floor and walls to attack. Continue to roll for additional encounters while combat occurs. If members of the other race arrive during combat, the combatants break off and attack the new arrivals for 2 rounds before fleeing. If all of one kind or another have been destroyed or are already present, treat additional rolls for

that kind as no encounter.

Treasure: Many of the officers left behind minor treasures and trinkets hidden in their room. A DC 17 Perception check in each room has a 25% chance of uncovering one of the following: an *elixir of love*, a +2 *light wooden shield* with a broken arm strap (DC 10 Craft [armor] to repair in 30 minutes), a cold iron short sword, a pouch holding 40 pp, a jeweled insignia of junior officer rank (50 gp), a Kirash Durgaut officer's dress uniform (30 gp), and an *immovable rod*. No item can be found more than once.

33. Officers' Mess

Heavy oak tables are spaced about the room, each surrounded by a dozen chairs. Dangling from the ceiling hang black banners bearing the red tower emblem and various company crests in the upper left-hand corner.

It is here that the officer corps of Kirash Durgaut dined. There is nothing of interest or value.

34. Gate Barracks

Each of these rooms contains bunks and footlockers for 30 soldiers assigned to manning the turret above and defending the main gate wall walks. Arrow slits look out over the road and the bailey. A spiral stair rises to the defense posts above. These rooms are unoccupied and empty of treasure.

35. Garderobe

These small chambers hold chutes that empty out into the gateway below. Travelers through the black gates learned to skirt the inner wall to avoid any effluvia.

36. Upper Guard Room (CR 11)

The door to this chamber has been barred from the inside and bears a **trap**. The room beyond is empty save for a spiral stair climbing to the roof level. Guards once manned this post but are now gone, as is any evidence of their presence.

Barred Door Trap: If this door is opened (by force or magic) without first removing the trap, a crudely-rigged flamethrower device constructed of a bronze cask fitted with a long barrel on one end pointing towards the door and a bellows on the other activates and sends a cone of fire through the doorway and 10 feet into the hall beyond. The fire affects anyone standing in the doorway or in the squares immediately behind it. The bellows are activated by a wire attached to the door itself on one end and a counterweight system at the other. The trap exhausts its entire supply of alchemist's fire with one activation, but a spout in the top allows it to be refilled. The cask holds 10 flasks of alchemist fire when full. General Myrac checks this trap weekly and refills it if necessary. He has his minions replace the door if necessary. It has never been activated before, so there is no residue from its use in the hallway to give it away. Since the alchemist's fire ignites as it leaves the trap's barrel, it does not stick to its targets and continue to burn. The trap is easily detected and disabled (DC 5 for both) by characters already inside the room.

FLAMETHROWER TRAP CR 11
Type mechanical; Perception DC 33; Disable Device DC 30

Trigger touch; **Reset** manual
Effect alchemical fire (10d6, fire, DC 20 Reflex half); multiple targets (all targets in a 15-ft. cone)

37. War Room (CR 12)

A long, polished table dominates this chamber surrounded by dozens of padded chairs of fine wood. The walls are covered with large parchment maps that show the Desolation as it must have looked centuries ago. Floating in the center of the room above the table is a massive egg formed of segmented metal plates.

In this war room the defense strategies of Tsar were discussed by General Myrac and his commanders. The maps are all horribly outdated due to the changes wrought on the surrounding lands, though a character examining them can get a general idea of the layout of the city walls and the Black Gates.

Creature: Floating in the center of the room is a **flailing dreadnought**, a strange creature horribly warped by the experimentation of the disciples of Orcus and their ilk. It is an egg-shaped creature upon which row upon row of segmented metal plates have been riveted. One side of its body is dominated by an enormous fanged maw that it can extend like a proboscis when biting. It is blind but is able to "see" its surroundings through disturbances in the planet's electromagnetic field. It was brought here to be given orders and then left in a magical suspended animation to await the orders that were never forthcoming. The creature awakens when someone enters the room. It is famished and attacks wildly in order to feed. It activates its flailing fury attack as often as possible, quickly reducing the room's furnishings and maps to splinters and shreds.

FLAILING DREADNOUGHT CR 12
XP 19,200

Creature Collection II: Dark Menagerie 72

CN Huge aberration

Init +5; **Senses** blindsight 200 ft., magnetic perception 200 ft.; Perception +19

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)

hp 157 (15d8+75 plus 15)

Fort +10; **Ref** +6; **Will** +9

SR 26

Speed fly 40 ft. (average)

Melee bite +17 (2d8+12/19-20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks flailing fury

Str 27, **Dex** 12, **Con** 21, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +11; **CMB** +21; **CMD** 32 (can't be tripped)

Feats Hover, Improved Critical (bite), Improved Initiative, Power Attack, Cleave, Great Cleave, Skill Focus (Perception), Toughness
Skills Fly +2, Perception +19, Survival +6 (+10 to avoid becoming lost)

Languages Abyssal

Flailing Fury (Ex) Once every 1d4 rounds, as a full-round action, the dreadnought can separate the metal plates that cover its body, releasing dozens of metallic tentacles tipped with blades, barbs, and spikes. In that round the tentacles flail in every direction, striking every being in a 30-foot radius. The dreadnought makes a +17 melee attack against every creature in that area and deals 2d12+12 points of damage on a successful attack. For the duration of the flailing round, there is a -8 penalty to attack rolls for ranged attacks that pass through that area, a missiles are batted aside by the whirling tentacles. However, during this round, the dreadnought's natural armor is reduced by half (AC 20, touch 9, flat-footed 19) as its armored hide opens to unleash the tentacles.

Magnetic Perception (Ex) The whole body of a flailing dreadnought

CHAPTER 2: KIRASH DURGAUT

is very sensitive to electromagnetic fields; it can discern the position and condition of every metal object within 200 feet. This gives the creature an uncanny sense of orientation and a +4 racial bonus to Survival checks to avoid getting lost.

38. Chapel of Orcus (CR 10)

Black curtains shroud the walls of this dark chamber, and the black paint of the ceiling further absorbs any lights brought in. Against the far wall is a simple altar of gray stone. Suspended above it by thin chains is a ram's skull rendered in iron. Atop the skull the melted remains of a fat, red candle dribble over its features like rivulets of blood frozen in time.

While not a part of the disciples of Orcus's official troops, the garrison of Kirash Durgaut still revered Orcus as their patron deity. The chaplains of the tower conducted regular worship services for the officers of the tower who were forced to stand and observe the proceedings. The common troops received exhortations in their barracks or were allowed to attend services at the Cathedral of Pain. Though the hollow evil of the chapel's past services still seem to linger, raising the hairs on one's neck, there is no longer any power here. However, the chaplains did leave behind one last **trap** for anyone foolish enough to desecrate their altar.

Altar Trap: Anyone touching the altar or suspended ram's skull who is not an ordained priest of Orcus activates the trap. Once the altar is touched, the door of the room slams shut (if it was left open) dislodging or shoving aside any impediments such as pitons, PCs, etc. The door seals shut and magically transforms into stone. It is *arcane locked* (caster level 20) and airtight. It reflects spells lower than 3rd level. One round after the door seals, all of the air in the room is magically pumped out leaving a vacuum. Characters trapped in the room must then hold their breath while they attempt to escape (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game).

VACUUM ROOM TRAP CR 10
Type mechanical and magical; **Perception** DC 30; **Disable Device** DC 28

Trigger touch; **Reset** repair
Effect asphyxiation (PCs must hold their breath or suffocate); multiple targets (all within room); onset delay (1 round)

Arcane Locked Magically Treated Stone Door: 4 in. thick; Hardness 8; hp 120; Break DC 48.

39. Bodyguards' Chamber (CR 7)

This room is bare save for a few arrow slits and five large suits of full plate armor standing against the walls. Each suit's gauntlets clutch a greatsword resting on the floor, point down.

Bodyguards assigned to guard the persons and quarters of the highest ranking officers were stationed in these rooms. They did not accompany the officers into battle, remaining behind to secure their quarters.

The southernmost of these rooms has a secret door that is very carefully hidden requiring a DC 40 Perception check to locate.

Creatures: Now 5 **ogre juju zombies** remain behind in each of these rooms awaiting the return of their masters. They wear suits of Large full plate armor and bear Large greatswords. They attack

anyone not wearing the uniform of Kirash Durgaut and insignia of a field-grade officer's rank. Anyone wearing such apparel must make a Disguise or Bluff check opposed to their Perception or Sense Motive check.

OGRE JUJU ZOMBIES (5) CR 3
XP 800

The Tome of Horrors Revised 411

CE Large undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 27, touch 9, flat-footed 27 (+9 armor, +9 natural, -1 size)

hp 30 (4d8+8 plus 4)

Fort +6; **Ref** +1; **Will** +3

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

Speed 30 ft.

Melee greatsword +9 (3d6+10/19-20) or slam +9 (1d8+10)

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

Str 25, **Dex** 10, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +11; **CMD** 21

Feats Improved Initiative^B, Iron Will, Toughness

Skills Climb +14, Perception +2

Languages Giant

Gear full plate, greatsword

40. Secret Room

Beyond the secret door is a spartan chamber. A tiny viewport obviously disguised with the rock of the outside wall provides a horizontal band of light into this room in which motes of dust float in lazy motions. A single cot with a few blankets is pushed back against one wall. Beside it is a large chest.

Only the highest ranking officers of Kirash Durgaut knew of this bolthole prepared in case the fortress should ever fall without them having a chance to escape. The chest holds mundane articles of clothing (making a good disguise for someone formerly wearing a Kirash Durgaut uniform), a backpack and the **treasure**.

Treasure: At the bottom of the chest is a *sustaining spoon* in an ordinary clay bowl and a *decanter of endless water* along with several empty waterskins. In addition there are three *potions of cure moderate wounds*, a *potion of gaseous form*, two *potions of invisibility*, and a *potion of fly*. Lying beneath these wrapped in a bit of burlap is a +3 *defending silver short sword*.

41. Field-Grade Officers' Quarters

Each of these chambers is finely furnished — though in a spartan military style — for a single individual. They hold various knickknacks personal interest such as regimental crests and campaign buttons but nothing of actual value. There is a 30% chance of finding a field-grade officer's rank insignia left behind in with the other personal items.

42. Officers' Lounge

Plush leather chairs sit around mahogany game tables. A polished bar at the side of the room holds rows of colored bottles — their contents long since evaporated — and crystal goblets. A rack of Meerschaum pipes hangs on one wall. Brass plaques hang around the room.

Here the highest ranking officers of the garrison came to relax with fine liquors, pipeweed, and games of knucklebones and dice. The plaques are for various noteworthy actions of the officers of Kirash Durgaut including deaths in battle. None are of particular interest.

Treasure: The 24 crystal goblets on the bar are extremely fragile but are worth 25 gp each if successfully transported and sold.

43. Officers' Armory (CR 15)

Wooden racks line the walls and stand in rows forming aisles throughout this room. Many are empty, but some still hold dusty weapons, shields, helms and suits of armor left behind when the armies of the tower were called to the field. An unlit lantern swings above one aisle, a long spear lying on the floor beneath it. The faint but unmistakable smell of brimstone hangs on the air.

This armory once held the quality weapons and armor reserved for the officer corps of Kirash Durgaut. Most were taken into battle, but some few remain behind.

Creature: Currently, however, a thief from the infernal realms has infiltrated the room and searches for any lost weapons of power that may be of use to the Dukes of Hell. The intruder is **Lascer**, a rare male erinyes fighter/rogue. He lurks behind one of the weapons racks using his Stealth ability to avoid detection (opposed Perception check to notice). He heard the party approaching as he was examining the long spear and bumped the lantern with it as he quickly laid it on the floor.

LASCER XP 51,200

Male erinyes rogue 4/fighter 3 (*Pathfinder Roleplaying Game Bestiary* “Devil, Erinyes”)

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +20

AC 26, touch 15, flat-footed 26 (+5 armor, +4 Dex, +1 dodge, +6 natural)

hp 166 (9d10+45 plus 4d8+20 plus 3d10+10 plus 4)

Fort +15; **Ref** +18; **Will** +9 (+10 vs. fear)

Defensive Abilities bravery +1, evasion, moderate fortification (50% critical or sneak), trap sense +1, uncanny dodge; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

Speed 30 ft., fly 50 ft. (good)

Melee +2 *unholy spiked chain* +23/+18/+13 (2d4+9)

Ranged +1 *flaming composite bow* [+5 Str bonus] +21/+21/+16/+11 (1d8+6/x3) or chain +22 touch (entangle)

Special Attacks sneak attack +2d6

Spell-like Abilities (CL 12th):

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lb. of objects only), *minor image* (DC 17), *unholy blight* (DC 19) 1/day—*summon* (level 3, 2 bearded devils, 50%)

CR 15

Str 21, **Dex** 24, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +15; **CMB** +20 (+24 trip); **CMD** 38 (42 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge^B, Exotic Weapon Proficiency (spiked chain)^B, Greater Trip^B, Improved Trip^B, Mobility^B, Quick Draw, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Finesse

Skills Acrobatics +19, Appraise +9, Bluff +17, Climb +15, Diplomacy +14, Disable Device +20, Escape Artist +17, Fly +20, Intimidate +20, Knowledge (planes) +12, Knowledge (religion) +12, Perception +20 (+22 locate traps), Sense Motive +14, Stealth +23, Use Magic Device +12

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ armor training 1, rogue talents (combat trick, stand up), trapfinding

Combat Gear 3 thunderstones; **Other Gear** +1 moderate fortification chain shirt, +2 unholy spiked chain, +1 flaming composite bow [+5 Str bonus], 40 arrows, 50-ft. chain, bag of holding (*type I*), masterwork thieves' tools

Entangle (Su) Lascer carries a 50-ft.-long chain that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 25) but with hardness 10, hp 5, AC 10, Break DC 26. He can hurl his chain 30 feet with no range penalty. The chain functions only for Lascer and no other. The save DC is Dexterity-based.

Tactics: If the party begins looking around, the erinyes attempts to *summon* bearded devils to attack and distract the party. Then from hiding, he flings his chain to entangle a stout-looking fighter before *teleporting* to surprise a weak-looking spellcaster in order to sneak attack with his spiked chain. He then attempts to trip anyone that tries to enter his threat range holding them off with his spiked chain and *unholy blight*. If hard pressed he grabs a valuable-looking weapon off a nearby rack and tries to *teleport* to safety. Roll randomly from the **treasures** below to determine which weapon he grabs. If you like, he can begin to stalk the party hoping to slay them or at least steal some of their powerful magic items.

Treasure: Though stripped of most of the items, this armory still holds at least masterwork quality example of each simple and martial weapon in the *Pathfinder Roleplaying Game*. There is also at least one masterwork example of each type of armor and shield. In addition the following items remain to be found:

- +1 *unholy silver long spear* (lying on the floor — this was the weapon the erinyes was examining).
- +1/+1 *orc double axe*
- +2 *cold iron trident*
- Quiver of 20 +1 *seeking crossbow bolts*
- +2 *adamantine greatsword*
- *assassin's dagger*
- +1/+1 *anarchic throwing two-bladed sword*
- +2 *shocking burst whip*
- +3 *shortbow*
- +1 *greater shadow studded leather armor*
- +2 *blinding buckler*
- +1 *chain shirt*
- +1 moderate fortification *sonic resistance heavy steel shield*
- *locked gauntlet of luck* (equal to *banded mail of luck* but with no armor class bonus).

44. Elite Bodyguard (CR 5)

Creature: This room is bare save for its hulking guardian, a **gray render fast zombie**. The creature served as the personal guardian of the fortress's commanding officer. It attacks all who enter who are not accompanied by Undercommander Kreft (long ago slain on the field of battle), so no one has succeeded in entering this chamber for the last few centuries.

CHAPTER 2: KIRASH DURGAUT

GRAY RENDER FAST ZOMBIE

XP 1,600

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

AC 13, touch 10, flat-footed 12 (+3 natural, +1 Dex, -1 size)

hp 66 (12d8 plus 12)

Fort +4; **Ref** +5; **Will** +8

Immune undead traits

Spd 40 ft.

Melee bite +15 (2d6+7) and 2 claws +15 (1d6+7) or bite +15 (2d6+7)

and slam +15/+15 (1d8+10)

Special Attacks quick strikes

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

Str 25, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28

Feats Toughness^B

CR 5

SADIE, SUCCUBUS

XP 3,200

hp 84 (*Pathfinder Roleplaying Game Bestiary* “Demon, Succubus”)

CR 7

Tactics: Left by her master and paramour, Sadie has languished in this room in utter boredom. His last command was for her to not open the secret door or leave the room. Now that new and interesting people have arrived, though, things look suddenly more engaging. She immediately begins using all of her wiles to tempt the most pious-looking member of the party (she prefers paladins) to abandon his comrades and join her for an eternity of paradise. She will go so far as to physically threaten those who interfere with her attempts. She is emboldened and willing to risk open combat because of the fact that she does not fear death. Long ago she managed to wrangle a promise from the demon lord Baphomet that if she was slain she would immediately be promoted in the Abyssal hierarchy. What she does not realize (but probably should) is that a demon lord’s word is not worth as much as the paper it is written on. If Sadie is slain she immediately returns in the next round as a **nalfeshnee** demon, but not in the Abyss before her new underlings as she expected. Rather she remains on the Material Plane in this same room and once again faces the same party that slew her. Baphomet’s promise kept, he is under no further compunction to promote her, and she fights madly to the death to avoid that very fate.

45. Undercommander’s Quarters

This suite of rooms is sumptuously furnished and provided comfortable quarters to General Myrac’s second-in-command, Undercommander Kreft. Kreft led the troops of Kirash Durgaut into battle while Myrac remained behind with his token garrison to hold the city gates. Kreft died on a celestial’s holy spear soon thereafter. His quarters are as he has left them and have remained undisturbed all these years.

The suite consists of an anteroom with black velvet couches and various bits of silver ornamentation. Off of this room is a small privy with a marble toilet leading to a pit deep in the fortress’ foundations and a marble washbasin. The undercommander’s study has a lush white bearskin rug, a black-wood dining table with matching chairs, and an elegant desk of the same black wood. Arrow slits with glass panes and iron shutters let in light and look out over the gate. The bedchamber holds a massive bed with red silk mattress and coverlet. The sets of manacles attached to the bed posts and various whips and scourges on the walls belie the former inhabitant’s twisted tastes. A secret door in the bedchamber can be located with a DC 28 Perception check.

Treasure: The various furnishings and accoutrements of these chambers are bulky but could be sold for 8,500 gp if somehow transported to a suitable marketplace.

46. Secret Chapel (CR 7 and 14)

Beyond the secret door is a room smelling strongly of exotic incense. In the center of the room is a small, black-stone altar. Upon it is a pair of curving bull’s horns turned down. Next to it is a copper censer giving off slight stream of smoke. The room is further occupied by a raven-haired beauty resting, eyes closed, on a recamier couch against the east wall. Her revealing undergarments and large bat wings provide warning of potential trouble.

This secret chamber served Kreft as his own private chapel. A DC 30 Knowledge (religion) or (planes) recognizes the altar and bull’s horns as the symbol of the demoness Beluiri, the Temptress. Kreft revered this seductress of demon lords and worshipped her in secret here, away from the prying eyes of the jealous Disciples of Orcus.

Creature: Also in this room is Kreft’s personal slave, the succubus **Sadie**.

SADIE, NALFESHNEE

XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”)

CR 14

Treasure: The copper censer is similar to an everburning torch in that its flame never expires and, in this case, never stops giving off the aroma of the strange-smelling incense. It could be sold as a curio for as much as 150 gp.

47. Archer Post

These identical defensive chambers lie in the great “horns” that protrude from the fortress to the north and south. They connect to the walkways that pass over the Black Gates. Each has a small guard room at its entrance connecting it to the fortress’s battlement and a barred door blocking access to the wall walk. The exteriors of the doors connecting to the wall walks are studded with bronze spikes inflicting damage equal to 1d10 spears against anyone attempting to break them open and make them more difficult to smash through with weapons (Hardness 6; hp 40; Break DC 30).

In addition to the guard rooms, the interior of these horns is divided into two chambers. The inner chamber houses the spiral stairs climbing from the barracks (Area 34) below. The outer chambers are adjacent to the wall walks and have a spiral stair climbing to the tip of the horn (Area 48) above. Fire places set into the dividing walls have fixtures for holding kettles of oil to be boiled and rolling carts nearby so these kettles can be easily transported to drain spouts in the floor, enabling the oil to be dumped over attackers on the ground below. The kettles are currently empty. Each of the chambers is also lined with three levels of arrow slits at heights of 4 feet, 10 feet and 16 feet. Wooden scaffolds allow use of these arrows slits and are accessible by ladders. Chests for storing arrows and crossbow bolts and pegs for holding bows and crossbows abound. There are plenty of mundane specimens of these items present allowing characters to replenish their supplies as needed.

48. Artillery Position

These 60-foot-high parapets are surrounded by crenellated battlements and stand at the peaks of the three “horns” of the fortress. The outermost point of each is a solid wall rising 8 feet high, forming the horn’s tip and providing a little extra cover. These partial walls have an arrow slit in them to prevent attackers from using them as blind spots for cover from the defenders above. On each of these

CHAPTER 2: KIRASH DURGAUT

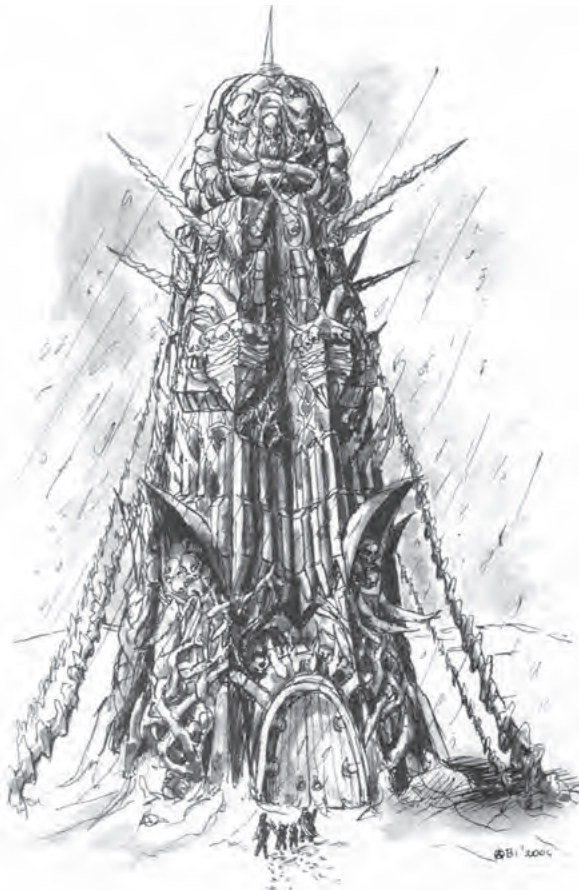
platforms is a stair accessing the chambers in the horn below. Each is also fitted with a heavy catapult. A stone locker set into the battlement holds stone and lead shot for these siege engines. Each one of these has a 10% chance to still be functional. General Myrac orders his underlings to keep these in good working order, but his current underlings are unskilled at best in the area of maintenance.

49. Forward Defensive Post

This area is similar in design to the archer posts at Area 47. There are three levels of arrow slits accessed by scaffolds and ladders. A spiral stair in the eastern end leads to the roof above. Two fireplaces are built to heat cauldrons of oil that can then be dumped directly into sluices that carry the boiling liquid through murder holes on the tower's bottom, to provide no cover or respite from above for attackers, and out drain spouts built along the horn's lower edge to cover a wider area with the devastating attack. Like Area 47, these cauldrons are empty. The exterior of this turret is chipped and fractured from attacks but remains structurally sound.

50. Battlement (CR 12 and 9)

<n>This vast platform covers the entire eastern half of the fortress. From the center rises the dark form of the central Tower of Weeping Sores like a gangrenous finger, climbing another 100 feet into the air. Great hornlike projections — turrets — protrude from the northern, eastern, and southern tips of this battlement. To the east, the remains of artillery and siege engines line the crenellated edges with the battle-damaged remains of some stone structures behind them. To the west stone buildings still stand, not subjected to the carnage visited upon the forward half of the fortress. A huge crane stands at one edge, extending out over the inner bailey of the city gates.



The ground is 40 feet below this platform. The eastern half of this platform came under attack many times from the siege engines of the Army of Light and still shows the damages that were sustained. Lining the eastern edges are heavy catapults and ballistae. Each on has only a 10% chance of being in working order, the rest being damaged or destroyed by time and the elements or the attacks from long ago. Beside each of these is a stone locker built into the parapet that holds ammunition suitable for the weapon. Near the entrance to Area 49 are two great furnaces, the northern one mostly smashed from the direct hit of a catapult shot. These were used to heat huge cauldrons of oil. The massive iron cauldrons, now rusted and cracked from age, still stand on the stone hearths. Each had a lever allowing it to be tipped to pour its contents into smaller pots for transport to stone receptacles along the roof's edge with drains that funneled the boiling oil to gargoyle spouts along the fortress' walls below the battlement. These receptacles stand empty, their drains long since clogged with debris. The rotten remains of wooden hand carts that were once used for hauling the cauldrons of boiling oil are situated near the furnaces and receptacles where they were abandoned.

Creatures: The eastern half of the battlement is guarded by a **flailing dreadnought**, one of the hideous living war machines created by the Disciples of Orcus that resides within the smashed remains of the northern furnace. If it hears or sees anyone moving about on the platform it immediately moves to attack. Occasionally it feeds on one of the siege undead in Area 51 if it is particularly hungry and one of them comes too close. The western half of the platform is patrolled by the **4 marrow knights** at Area 54. Each round spent west of the central tower, there is a cumulative 10% chance that the marrow knight patrol will spot the party and charge to attack.

FLAILING DREADNOUGHT
XP 19,200
hp 157 (See Area 12)

CR 12

MARROW KNIGHTS (4)
XP 1,600
hp 90 (See Area B2-6)

CR 5

51. Artillerists' Barracks (CR 9 or 11)

Each of these structures was once a small blockhouse in case the battlements were overrun, with arrow slits and a trapdoor in the ceiling leading to a crenellated battlement atop the building. The artillerists charged with manning the siege engines of Kirash Durgaut were quartered here. Both show damage from sustaining many hits from siege engines belonging to the Army of Light. The northern building has been holed in several places along the wall and part of the roof has collapsed. There is no longer any furniture in either.

Creatures: They are now each occupied by **20 sandmen** standing in ranks awaiting orders. General Myrac occasionally sends them orders to tend to their catapults and ballistae (which they do poorly as attested to by the condition of their siege engines). Otherwise they remain within their barracks until a general alarm is sounded by Myrac, at which time they man their engines and prepare to repel invaders, or until someone enters one of their barracks, in which case they attack en masse. If the occupants of one barracks become involved in melee, the occupants of the other notice and join in after 5 rounds.

SIEGE UNDEAD, SANDMEN (20)
XP 600
hp 27 (See Area 23)

CR 2

52. Storage Barn (CR 10)

This massive stone warehouse rises 40 feet into the air with a flat-topped roof. Huge doors open in the structures south side. Within are stacked crates, boxes, barrels and bins of all sorts of mundane supplies and equipment, most of it rotten and deteriorated to uselessness. Kept herein were supplies for the tower (now mostly moldered since the tower's current residents have little need for foodstuffs), ammunition for the many siege engines atop the fortress, parts and materials for making repairs to the fortress and the siege engines, fodder for the draft animals (long since rotten and rodent infested), and every other conceivable type of equipment that might be needed for the maintenance, upkeep, and defense of Kirash Durgaut. The draft animals used by the fortress to haul the heavy equipment and supplies are gone.

Creatures: Residing in this great barn are **3 cloud giant skeletons** that General Myrac was able to procure from the priesthood to replace the beasts of burden. They remain here unless orders come from Myrac or one of his officers. Anyone entering the barn other than one of the Kirash Durgaut officers is attacked.

CLOUD GIANT SKELETONS (3) CR 7 XP 3,200

Pathfinder Roleplaying Game Bestiary "Giant, Skeleton"

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 17, touch 10, flat-footed 15 (+4 armor, +2 Dex, +3 natural, -2 size)

hp 72 (16d8)

Fort +5; **Ref** +7; **Will** +10

DR 5/bludgeoning; **Immune** cold, undead traits

Speed 50 ft.

Melee morningstar +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12) or 2 claws +22 (1d8+12)

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

Str 35, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +26; **CMD** 38

Feats Improved Initiative^B

Gear chain shirt, morningstar

53. Guard Shack

Once a guard shack to provide some shelter for those on guard duty between their rounds on cold or stormy nights, this small wooden structure now stands empty. It holds only a few old benches and a pot-belly stove. The wooden walls and roof have seen better days and now do little to keep out inclement weather.

54. Stables (CR 9)

This long, low stone building once housed the draft animals necessary for hauling the supplies and equipment needed for the defense of the fortress. Five great sledges with wooden runners that were kept well greased for hauling loads between the crane and the storage barn and between the storage barn and various other destinations still rest near the building's east wall. Their huge wooden runners have cracked and dry rotted making them useless without repairs, though their harnesses are still intact for hitching draft teams to them. The stone stalls along the buildings west wall are now empty. When the Great Retreat occurred, the disciples of Orcus commandeered all of the available draft animals in the city for their overland flight.

Creatures: Now Myrac houses some unique officers in this building. There are **4 marrow knights** quartered here where the fixtures better

suit their form. Once the backbone of Kirash Durgaut's cavalry, four of the marrow knights were hidden by Myrac when the rest were sent to the field by the priesthood. He had them moved up here and retains them as his ranking officers in the fortress. It is they who see to the defenses and deployment of the undead soldiers everywhere except within the Weeping Tower itself. Each wears the tabard of the red tower and the rank insignia of a field-grade officer.

MARROW KNIGHTS (4) CR 5 XP 1,600 hp 90 (See Area B2-6)

Tactics: The knights periodically patrol the roof of the fortress (see Area 50) using their bows to repel intruders and charging once they are within range. They attempt to lure intruders into the waiting grasp of the flailing dreadnought at Area 50 if they can without risking themselves overmuch. If two of the marrow knights are destroyed, one will remain behind to hold off the attackers, while the other gallops to Area 52 to release the cloud giant skeletons and order them to attack.

55. The Stacks

Three massive chimneys of darkened, soot-stained stone rise from the rooftop here, extending 30 feet into the air.

These huge smoke stacks once carried the constant fumes from the kitchens (Area 27) and the smithy (Area 10). Though they are very wide at this point, just above the kitchens, they narrow and split into individual shafts for the various fireplaces, ovens, and forges. At that junction they are too small for anything larger than Tiny size to fit through, though a Small creature could wriggle through with a successful DC 25 Escape Artist check. Climbing within the chimneys is more difficult (DC 25) due to the thick layer of carbon that covers the bricks. Even with these impediments this still remains a viable way to infiltrate the fortress, though anyone doing so is soot-covered and filthy by the time they emerge (+10 bonus to Survival checks for anyone trying to track them until they have washed off the soot).

56. Ballista Mount

At each of these points a ballista has been mounted overlooking the entryway into city below. These ballistae are somewhat sheltered from the elements, and both remain operational due to the maintenance they have received. Stone lockers hold 2d10 ballista bolts at each of these locations.

57. Crane

A massive construct rises from the battlement here like some sort of prehistoric monstrosity. Tree trunks lashed together by bronze bands extend up and out over the bailey below. A huge, iron-banded crossbar supports a myriad of ropes, chains and pulleys. At the base of the crane's arm a winch allows the hoist to be raised and lowered. The entire crane rests on a huge windlass platform so that the crane can be swung around to allow loads to be deposited on the battlement.

This crane is still functional and can lift loads of 25,000 lb. A DC 40 Strength check is necessary to rotate the platform. It requires A DC 25 Strength check to raise and lower the crane with an additional +1 for every 1,000 lb. of load. It requires 8 rounds to raise a load from the ground 40 feet below.

58. Fortress Roof

The entire western portion of the fortress lies beneath this huge gable roof covered in slate tiles fully a foot thick. The roof lies 5 feet below the crenellation of the battlement (Area 50). Four chimneys pierce the roof from various hearths in the fortress below. Only creatures of Diminutive size or smaller can easily traverse the interior of these shafts (DC 20 Climb check). A Tiny creature can squeeze with a DC 20 Escape Artist check. The slope of the roof is gentle, not requiring an Acrobatics check to balance as one moves about on it.

59. Lower Stair

This featureless room holds only a stair descending to Area 36. The set of doors are one of the few in the entire fortress that has a lock rather than a bar (Disable Device DC 25). General Myrac and his seneschal are the only ones who have keys to this door. A sliding plate on the inside of the doors covers a viewing slit that looks out onto the battlement roof.

60. Tower Gate (CR 5)

A wide stair climbs 10 feet to the gates of the actual Tower of Weeping Sores sitting high atop the fortress of Kirash Durgaut. Like the gates to the fortress, these portals are massive affairs of iron with foul runes and symbols inscribed upon their outer surface. One of these is a magical **trap**. The doors are secured by an iron bar on the inside and are further reinforced by an *arcane lock* (caster level 16th).

Door Trap: The gates of the tower bear a *symbol of fear*. It activates when anyone of a non-evil alignment approaches within 20 feet of the doors' exterior. It then flashes into existence affecting all within 60 feet. The symbol then seems to fade, but after 24 hours it resets itself.

SYMBOL OF FEAR TRAP

CR 5

Type magical; Perception DC 31; Disable Device DC 31

Trigger proximity; Reset automatic

Effect spell effect (*symbol of fear*, 16th-level wizard, DC 20 Will negates); multiple targets (all targets within 60 ft.)

Arcane-Locked Iron Gates: 6 in. thick; Hardness 10; hp 180; Break DC 45.

61. Killing Zone (CR 8)

The walls and ceiling of this corridor are sheathed in riveted metal plates. A set of iron doors blocks the far end of the hall. At the mid point of the hall is a 10-foot-deep pit, 10 feet across. Rusty spikes line the bottom of the pit; an old skeleton, still clad in shreds of clothing, lies impaled upon them.

This corridor is intended as a trap for any who dare to invade the Tower of Weeping Sores. The pit and its skeletal contents are all part of a *permanent image* (caster level 16th). There is no pit, but characters must interact with it and make a DC 20 Will save to disbelieve. Falling into the pit allows an automatic Will save at +10 when no damage is sustained and the character remains at floor level. A failed save means the character believes he managed to grasp the edge and roll away to avoid a fall. Anyone witnessing another character "fall" into the pit receives the same Will save with the same bonus to realize there is no pit.

Creatures: The pit is merely intended to serve as a distraction for the true danger of the hall. Set into either wall of the corridor are three spring-loaded, sliding secret doors that cover concealed arrow slits. Behind the arrow slits in a narrow corridor are **6 juju zombie spearmen**. The juju zombies can open an arrow slit with a free action, stab through into the corridor with their spears, and close the arrow slit with a move action. They watch through their arrow slits through tiny spy holes disguised as rivets (DC 35 Perception check to notice from the hallway). The walls of the room are of stone, 1 foot thick, with a 2-inch layer of iron over them. The arrows slit shutters are likewise 2-inch-thick iron.

JUJU ZOMBIE SPEARMEN (6)

CR 3

XP 800

Male human juju zombie fighter 3 (*The Tome of Horrors Revised* 411)

NE Medium undead (augmented humanoid)

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

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

hp 28 (3d10+6 plus 6)

Fort +5; Ref +4; Will +1

Defensive Abilities channel resistance +4; DR 5/magic and slashing;

Immune cold, electricity, *magic missile*, undead traits; Resist fire 10

Spd 30 ft.

Melee +2 *spear* +11 (1d8+9/x3) or slam +8 (1d6+7)

Str 20, Dex 16, Con —, Int 4, Wis 10, Cha 14

Base Atk +3; CMB +8 (+10 sunder); CMD 21 (23 vs. sunder)

Feats Alertness, Cleave^B, Improved Initiative^B, Improved Sunder^B,

Power Attack^B, Toughness^B, Weapon Focus (*spear*)

Skills Climb +14, Jump +6, Perception +2, Ride +4,

Sense Motive +2

Languages Common

SQ armor training 1

Gear breastplate, +2 *spear*

Tactics: While the characters are delayed by the illusory pit, the juju zombies watch through spy holes with held actions to open their arrow slits and stab through whenever anyone steps in the square in front of it. They receive improved cover against attacks from the corridor. The zombies attack on different initiative rolls so the arrow slits open and close at different times never exposing them all to attack at once. Because opening the arrow slits is a free action and the zombies therefore threaten the squares in front of them, they are still able to make attacks of opportunity against characters attempting to pass in front of the arrow slits while they are closed. However, when making such an attack of opportunity, the zombies are unable to once again close their arrow slit immediately.

Iron Wall Sheath and Arrow Slit Shutters: 2 in. thick; Hardness 10; hp 60; Break DC 28.

Barred Iron Double Doors: 2 in. thick; Hardness 10; hp 60; Break DC 35.

62. Guard Post (CR 6)

This bare room has arrow slits that look out on the door from Area 62 and down the defense corridors flanking it.

Creatures: There are **4 advanced bonemen** in here with crossbows that fire upon anyone coming through those doors other than a juju zombie or someone accompanied by General Myrac. A winch on the west wall controls a portcullis that is kept lowered to block the western corridor from Area 61. A copper bell hangs in the northeast corner which one of the siege undead rings as long as combat continues to summon reinforcements from Area 65, stopping only if directly threatened.

WALPOLE '04



63. Kitchen

A large hearth and oven occupy the eastern wall. Tables, shelves and counters hold utensils, pots and pans beneath a layer of dust. A feeling of long abandonment fills this chamber. To the south, in an alcove, a wooden cover caps a well. Above this well, anchored in the top of the alcove is a winch with a heavy rope and steel bucket.

SIEGE UNDEAD, ADVANCED BONEMEN (4) CR 2 XP 600

Advanced boneman (*Creature Collection II: Dark Menagerie* 151)
NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +7

AC 19, touch 12, flat-footed 17 (+3 armor, +2 Dex, +4 natural)
hp 17 (2d8+8)

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

Defensive Abilities channel resistance +2, half damage slashing and piercing; **Immune** cold, undead traits

Speed 40 ft.

Melee 2 claws +4 (1d6+2)

Ranged heavy crossbow with +1 *unholy crossbow bolts* +3 (1d10+1/19–20)

Str 18, **Dex** 15, **Con** —, **Int** 9, **Wis** 14, **Cha** 18

Base Atk +0; **CMB** +4; **CMD** 16

Feats Improved Initiative

Skills Climb +6, Perception +7, Stealth +4

Languages Common (cannot speak)

Gear studded leather armor, heavy crossbow wired to arm, 10 +1 *unholy crossbow bolts*

This kitchen once served the elite troops of the Tower of Weeping Sores. The garrison of the tower has not required meals since the Battle of Tsar, and the kitchen has fallen into disuse accordingly. A DC 19 Perception check notices suspicious dark stains on the floor and some of the tables as if perhaps this chamber was once used for something more than just innocent meal preparation, and a DC 31 Perception confirms this by locating a chopped section of a charred human femur tucked into one corner of the oven. The well itself is 80 feet deep with 20 feet of pure water from a spring deep beneath the foundations of the fortress. However anyone exploring the well or lowering the bucket find that there is a blockage 40 feet down. See the **treasure** below.

Treasure: Before abandoning the tower for the field, one of the cooks robbed the quarters of an officer. Not wishing to be caught and assuming that the officer would likely die in battle, the cook dumped his ill-gotten goods in the well hoping to come back and claim them later. Instead both cook and officer were slain in the field so that the theft was neither discovered nor recovered. Now wedged in the shaft of the well 40 feet down is *spined shield*, a +1 *good outsidersbane bastard sword*, and a *handy haversack* holding 850 pp, a gem-encrusted eye patch (300 gp), a delicate elven crown crafted from silver and polished wood (3,000 gp), and a ring of keys for all of the cell and manacle locks in Area 75.

64. Storage

Bins and shelves hold typical kitchen items and supplies. No foodstuffs remain as all were taken when the tower forces were deployed and replaced by the living dead who had no need of such staples.

Treasure: Hidden behind a sack of charcoal (DC 14 Perception check to locate) is a bottle of vintage dwarven whiskey over 500 years old but still good. A larcenous cook stole this prized possession from the fortress undercommander's quarters shortly before the garrison's deployment. The unopened bottle is worth 1,000 gp. Its contents are quite potent and drinking from it requires a DC 17 Fortitude save for each drink to avoid becoming inebriated for 1d10 minutes (cumulative for multiple drinks even if saves were made). While inebriated the character has the game effects of being both sickened and staggered.

65. Barracks (CR 10)

Creatures: All bunks and furnishings have been removed from this chamber to make room for the ranks of siege undead that now occupy it when not given different orders. Currently there are **17 meatmen** standing in here. The chamber smells strongly of rotten meat from these hideous undead constructs. They respond to any alarm by marching out to defend the portcullis, falling back to Area 69 if necessary.

SIEGE UNDEAD, MEATMEN (17)
XP 600
 hp 22 (See Area B2-6)

CR 2

66. Officers' Quarters

Like those at Area 32, this chamber once housed officers in charge of the tower garrison. Four beds remain along with lockers and a table with four chairs. Any items of interest have removed, though some mundane articles of clothing and personal effects still remain.

67. Armory

Metal cages line the walls barring weapons racks and armor stands. These are all now empty. The cages to the south protect wooden lockers that line the wall. Standing before one of the southern cage doors, its hand outstretched and touching the metal is an extremely lifelike statue of an armored hobgoblin.

This room served as the armory for the tower. All of the barred doors have good locks. The key to all of them can be found in the seneschal's chamber (Area 77). All of the weapons and armor in this chamber were removed when the troops deployed. However, the four lockers on the south wall (each within its own cage) all held special substances used in defense of the tower. The easternmost locker also had a *flesh to stone* trap. The statue is a hobgoblin officer who deserted his troops and returned here steal some of these valuables to sell on the black market. Unfortunately he was unaware of the trap and has remained here since. He fails his Fortitude save if characters cast *stone to flesh* on the creature.

Iron-Barred Cages: 2 in.-thick bars spaced 4 in. apart; Hardness 10; hp 50; Break DC 28; Open Lock DC 30.

Treasure: There are four lockers on the south wall numbered 1–4 from east to west. Their contents are as follows:

Locker #1: 10 thunderstones, 20 tindertwigs, 7 smokesticks and 5

sunrods.

Locker #2: 5 flasks of acid, 14 flasks of unholy water and 3 vials of antitoxin.

Locker #3: empty.

Locker #4: 10 flasks of alchemist's fire.

68. Latrines

Each of these rooms has stone seat with a hole descending 20 feet. These are now empty, their foul contents long since turned to dust.

69. Stairwell (CR 7)

Creatures: A stair winds up the outer wall of this chamber between the first and second floors. Standing upon these steps, cloaked with *permanent invisibility* (caster level 13th) that does not end when they attack, are **10 bonemen**. They attack anyone approaching the stairs from top or bottom not accompanied by General Myrac. Hidden in a hollow beneath the top step (DC 15 Perception check to locate) is a *darks skull* creating an *unhallow* effect throughout the chamber on both floors giving the undead a +2 deflection bonus and +2 saves versus good creatures and +4 resistance to channel energy.

INVISIBLE SIEGE UNDEAD, BONEMEN (10)
XP 400

CR 1

hp 13 (See Area B2-2)

Ad Hoc XP Award: Because of the bonemen's *invisibility* and the *unhallow* effect award 600 XP for each of them.

70. Waiting Room (CR 11)

Black tapestries bearing the image of a red tower adorn the north and east walls of this room. Mounted along the rods holding the tapestries are lifelike skulls cast in iron, four per tapestry. Stone benches sit in front of the tapestries. A heavy wooden panel is attached to the south wall just east of a set of black double doors. Inscribed upon the panel are words in some harsh, foul-looking language.

The sign next to the door is written in Abyssal and says simply, "Wait here." Everyone familiar with the tower back in its heyday knew better than to wait in the waiting room but would instead walk directly into the receiving chamber (Area 71). There was a practical reason for this that exists to this day.

Creatures: Anyone loitering in the waiting room for more than 2 rounds is attacked by **8 wraiths** that emerge from the hollow iron skulls. They never leave this room but attack without mercy as long as anyone remains here.

WRAITHS (8)
XP 1,600

CR 5

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

71. Receiving Chamber (CR II)

Massive columns support the four corners of this room, and a wrought iron stair spirals up through the room's center to the level above. Doors exit to the east, west, and north. Behind the stair stands a huge statue of a hideously misshapen spider. Its forelegs stretch from corner post to corner post as it reaching wide to grasp its prey. These forelegs end in wicked-looking cleavers. The entire construction lies beneath a patina of dust.

General Myrac has always been very open to admitting guests to the upper portions of his tower. In fact many of his guests found a permanent home in the cells while they experienced his twisted form of "hospitality". Entering was never a problem, only leaving presented difficulties. One of the greatest difficulties lies in getting past the guardian of the receiving chamber.

Creature: The huge construct is actually an abyssal construct known as a **retriever**. This machine has been programmed by Myrac to not molest those entering the chamber from the double doors. Only if someone attempts to leave through the north doors or enters the chamber through the east and west doors or down the stairs without first saying the pass phrase "Pain take you" does the retriever attack. If its victims retreat to the east, the west or up the stairs, it resumes its silent vigil. Only if prey flees through the double doors does it follow and, if necessary, leave the tower using its *find target* ability to bring them back. To its credit, no one has ever successfully escaped from within the Tower of Weeping Sores.

The iron stairs end at the next floor where they become stone steps contained within a walled stairwell.

RETRIEVER
XP 12,800

CR 11

hp 137 (*Pathfinder Roleplaying Game Bestiary* "Retriever")

72. Guest Rooms

A feeling of hopelessness and loss is almost overwhelming in this long chamber. It is augmented by the row of forlorn cells lining the walls, little more than boxes composed of overlapping metal bands welded and riveted into place. Heavy locks secure the doors to these cages, and the skeletal remains of their last tenants still huddle in some of them like curs in a kennel. Clearly visible on the skeletal remains are unset fractures, amputations and the deep scarring of hideous burns and cuts — mute testimony to the final days of their sad existences.

This room held prisoners that Myrac thought may have held valuable information that could be pried out by the correct application of incentives. None of the skeletons are animate, though the essence of their spirits lingers on in the form of the psychic miasma that seems to forever linger in this chamber. Attempts at *Speak with Dead* bring a raucous, gibbering that echoes through the chamber and deafens all within for 1d4 rounds.

The cage doors can be opened with a DC 25 Disable Device check. The keys have been lost. At the eastern end of the room is a large fireplace. Before it sits a metal rack with a selection of pokers, knives, branding irons, blades, pins and tongs that could be placed within the fire for heating. Beside them hang two pairs of heavy leather gloves. Though this was not the primary torture chamber, General Myrac did not mind his jailers getting in a little practice for sport every now and then.

73. Elite Barracks

Five sets of bunks line the far wall of his long room. Heavy metal chests stand at the foot of these beds. Stretched hides cover the walls and ceiling of the room bearing painted symbols of unimaginable evil and filth. Prominent among them is the image of the red tower.

This chamber quartered General Myrac's elite soldiers, a gang of the most lethal and amoral warriors of all races that he could gather together. In addition to their military duties, they also served as jailers and torturers for the unfortunates imprisoned within the tower. Fortunately for the world, none of these individuals survived the carnage of the Battle of Tsar. Now their corpses and spirits comprise some of the worst of the undead currently roaming the Desolation. Within the metal trunks are the personal effects of these wicked slayers that they chose not to carry with them into battle. Items found here include parchments made of human skin, goblets formed from humanoid skulls, various preserved appendages and body parts, and pieces of armor and weaponry of a mundane sort though set with as many spikes and serrated edges as possible. Feel free to add any specific type of weapon or armor to the contents of these trunks. All are gummed with dried blood and foulness.

Treasure: Hidden within one of the mattresses — ogre hide stuffed with foul-smelling straw — are 11 severed humanoid fingers, each wearing a jeweled ring worth 200 gp (DC 30 Perception check to locate unless PCs specifically cut open the mattresses).

74. Elite Officer's Quarters

The walls of this room are smeared with dried blood and less identifiable stains. Markings dedicated to every dark god imaginable are scrawled across this palate. The massive wooden frame of a bed, its mattress long gone, dominates the room. Beneath where the mattress would have lain is a secret hollow now empty. Against one wall is a metal chair set with many small spikes and knobby protrusions. Lying across its seat is a scourge still dark with old blood and bearing strips of leathery skin still caught in its barbs.

This chamber served as the quarters of the commander of Myrac's elite soldiers, a vile blackguard known only as Soulless. His penchant for violence and torture were legendary and were what first brought him to the general's attention. His chair of contrition served as a focus for his masochistic urges but with the addition of manacles (lying on the floor beneath) also served for guests Soulless occasionally brought in to entertain. The blackguard kept all of his equipment in an untidy heap upon the floor and carried it all with him when he and his troops took the field of battle. His mortal remains now exist as a wandering *mohrg* in the part of the Desolation known as the Dead Fields (see *Slumbering Tsar: The Desolation*). The commander's treasures were kept in a secret hollow beneath the mattress but were later stolen by one of the tower's cooks (see Area 63 for details).

75. Special Guest Chamber (CR 8)

Five cages with silvery metal bars line the wall of this room, one larger than the others. Each has a set of manacles attached to a metal plate in the stone wall. To the west stands a massive fireplace built to resemble the gaping mouth of a fiend. Before the fireplace is a metal table with iron straps and manacles to hold a victim in place. Runners on the bottom of the table allow it to slide into the fireplace a little bit at a time. A dim glow catches your eye, and you now see that a spectral prisoner stands in one of the cages that you're sure was unoccupied only moments ago.

This cellblock served for guests to whom Myrac wished to give special attention or for creatures too powerful to be imprisoned in the mundane cells of the tower. The cell bars are of mithral (Break DC 36) and the manacles are all of masterwork quality. The plates to which they are bolted require Break DC 30 to wrench the manacles free from their anchor (though they still remain upon the prisoner). The cell doors all have superior locks (DC 40 Disable Device). The manacles in the large cell are *dimensional shackles*.

Creature: The spectral figure in the cell (second from the north) is a **ghost**. It appears to be a naked human male, head bowed, wrists encased in spectral shackles that disappear into the wall behind it. He raises his head and looks at the party pleadingly and says, "Please release me".

CORRITH
XP 4,800**CR 8**Male human ghost cleric of Orcus 7 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; **Perception** +11**Aura** chaos, evil**AC** 18, **touch** 18, **flat-footed** 15 (+5 deflection, +3 Dex)**hp** 84 (7d8+35 plus 14)**Fort** +10; **Ref** +5; **Will** +10**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits**Speed** fly 30 ft. (perfect)**Melee** corrupting touch +8 (8d6, Fort DC 18 half)**Special Attacks** channel negative energy 8/day (DC 18, 4d6), corrupting gaze (DC 18), destructive smite 6/day (+3 dmg), spontaneous casting (inflict spells)**Domain Spell-like Abilities** (CL 7th):6/day— *touch of evil* (melee touch +8)**Spells Prepared** (CL 7th):4th— *discern lies* (DC 17), *unholy blight*^D (DC 17)3rd— *blindness/deafness* (DC 16), *rage*^D, *searing light* (ranged touch +8), *speak with dead*2nd— *darkness*, *desecrate*, *sound burst* (DC 15), *shatter*^D (DC 15), *zone of truth* (DC 15)1st— *bane* (DC 14), *cause fear* (DC 14), *command* (DC 14), *deathwatch*, *entropic shield*, *truestrike*^D,0 (at will)— *bleed* (DC 13, x3), *detect magic***D** domain spell; **Domains** Destruction, Evil**Str** —, **Dex** 16, **Con** —, **Int** 11, **Wis** 16, **Cha** 20**Base Atk** +5; **CMB** +5; **CMD** 23**Feats** Combat Casting, Iron Will^B, Persuasive, Skill Focus (Profession [torturer]), Toughness**Skills** Bluff +12, Diplomacy +12, Fly +11, Heal +9, Intimidate +15, Knowledge (religion) +5, Perception +11, Profession (torturer) +11, Stealth +11**Languages** Common

Development: This ghost is the spirit of the cleric of Orcus/torturer slain by an escaped prisoner in Area 17 of the fortress, though nothing about his appearance reveals that fact. Corrith attempts to communicate with the party in Common. The shackles that hold him are ephemeral but are a part of his ghostly essence and thus cannot be removed unless certain conditions are met. While bound by these shackles, Corrith is under the effects of an *undetected alignment* that cannot be *dispelled* except by removal of the shackles.

Corrith claims to have been killed in the dungeons deep within the tower. He describes area 17 to the party. He claims he was a victim of that foul place's denizens and is bound to this cursed existence of undeath until the bones of the evil priest of Orcus found there have been immolated in a funeral pyre. He doesn't answer many questions stating that his bonds restrict him from much interaction. While he is not telling the truth, none of what he has said is an actual lie that can be detected by magic or Sense Motive. Corrith actually is the cleric of Orcus who was killed by the escaped prisoner in the dungeons. If his conditions are met (this room's great fireplace being a perfect place to perform such an incineration) the spectral bonds immediately melt from his wrists freeing him. At the same time, his ghostly body becomes shrouded in the black robes and prominent unholy symbol of the disciples of Orcus. His statistics reflect this state since otherwise he is essentially helpless save for his ranged abilities. He attacks his rescuers with relish, shouting praises to Orcus all the while. If destroyed, Corrith rejuvenates in 24 hours and appears back in this room. If his body is destroyed, he is no longer bound to the cell. The only way to permanently lay him to rest is to recover the mortal remains of the escaped prisoner that killed him

CHAPTER 2: KIRASH DURGAUT

(the husk-turned zombie held in the iron maiden golem in Area 17) and give him a decent burial with a *consecrate* spell. Only then can Corriith be destroyed and not rejuvenate. This method can be divined through magic or guesswork.

76. Tower Armory

This armory served the elite soldiers of the tower as well as General Myrac himself. Many of the most powerful items were carried into battle centuries ago, though some still remain upon the racks and stands as the **treasure** below.

Treasure: The wicked-looking weapons and armor that have remained in this chamber serve as back-up items for General Myrac or equipment for new elite soldiers should he ever recruit them to his cause. They include: five +1 *unholy bastard swords*, a +2 *keen battleaxe*, and a quiver holding 3 *lawful outsider slaying arrows*.

77. Seneschal's Chamber

The door to this chamber is composed of iron glowing red hot. It is under a permanent *heat metal* effect (caster level 15th). Anyone touching the door is dealt 2d4 points of fire damage per round. The door is not locked but does stick in its stone frame requiring contact and a DC 15 Str check to open.

The smell of hot iron fills this chamber. It is bare of furnishings save for a large chair of wrought iron against the south wall. The stone of the walls, floor and ceiling bear many scars and chipped as if attacked by metal weapons.

This room serves as the living quarters for General Myrac's seneschal, an iron devil, though the creature is seldom here. When it is here, it sits in its iron chair, slowly heating the metal by its presence, brooding upon its own pain and violent thoughts. Occasionally it enters a rage and batters at the stones of its own room with its great scythe. A DC 12 Perception check locates a whetstone lying beneath the chair, worn down to just a nub from many, many years of use. Small piles of iron shavings have likewise collected beneath the chair from the seneschal's obsessive sharpening of its weapon. Lying beside the whetstone is the key to the lockers at Area 67.

78. Tower Battlement

A crenellated battlement surrounds the tower's parapet at this level. The roof of the fortress is 50 feet below. Ballistae are spaced at intervals around this parapet, though none are in working order any longer, and no ammunition is present. Stone kilns are set into the battlement, one on each side of the tower, with cauldrons for holding oil. Stone horns rise from the four corners of the battlement.

Each contains a metal funnel in which boiling oil can be poured and directed out through pipes set in the base of the horns to fall on attacking troops below. There is currently no oil located up here nor any fuel with which to heat the kilns.

Anyone standing atop this parapet is subject to attack by the siege undead at Area 81 above.

79. Playroom

This chamber seems to hold every item of torture imaginable. From racks to whips to iron maidens to furnaces in two of the corners for heating tongs, pokers, water, oil or coals. Two iron-barred cages stand in the southwest corner to hold the unfortunates awaiting their fate. Throughout the room are tables and chairs with attached straps and manacles for holding unwilling participants as well as more comfortable seats for spectators. A stone cylinder in the center of the room contains the spiraling stair that appears to be the only way in or out. The entire chamber reeks of burnt flesh, death and fear.

Despite the many cruel items within, there is nothing here of particular interest otherwise. Feel free to add whatever torture device you deem appropriate. If PCs should be captured and brought here or if they happen to decide to use this equipment themselves (an act with serious alignment repercussions), see the side box for details. If torture victims are being questioned, allow a DC 15 Will save per minute of torture to avoid disclosing any information. Add +1 to the Will save DC for every one-tenth of the victim's hit points that are lost through the torturer's ministrations during that minute or for every point of ability damage sustained. On a failed save the victim tells what the torturer wants to know or possibly makes up what he thinks the torturer wants to hear (opposed Bluff check to the torturer's Sense Motive check to determine if this ruse is discovered).

The cells in this chamber are identical to the ones in Area 79 except all of them hold *dimensional shackles* that can be detached from the cell's wall plate if the correct key is used (carried by the seneschal).

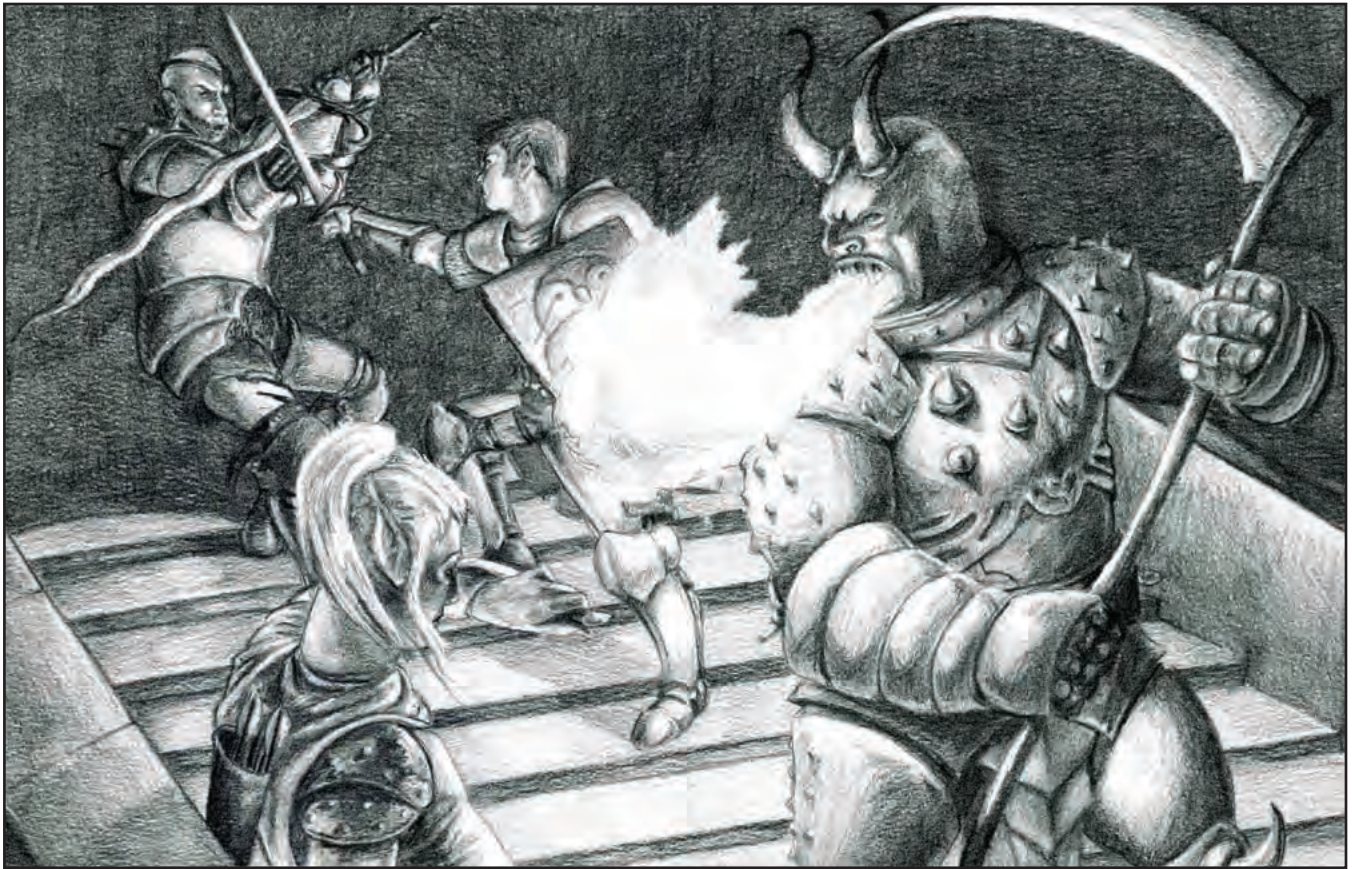
80. Chamber of Weeping Sores (CR 14)

Herein lies the dark heart of this doleful fortress. Lining the walls of the chamber are manacles from which hang still intact skeletons and withered corpses. The smell of death is strong in the air. Two figures still administer to one victim, a limply dangling troll. The two figures are a tall, muscular humanoid with iron plates riveted to its jet black skin and a horned, devil-faced helmet from which acrid fumes arise, and an evil-looking, black-bearded human in black half-plate with a large scaled patch covering his left eye as well as a portion of his face and scalp. The human holds a clay vessel in one hand.

Torture Results Table

Physical torture can take many forms, the details of which are not discussed here. However, the general levels of torture endured by a victim are included below along with the physical consequences suffered by the victim. Each of these levels of torture is assumed to be the result of one torture session that lasts anywhere from 1 minute to several hours and is included in the table below. Note that some levels cause ability damage and others permanent ability drain. Tortures can be rolled randomly or selected as you see fit. A DC 10 (+2 per level) check for Profession (torturer) allows the torturer to select the exact amount of damage given by a specific level.

Roll d6	Level	Damage
1	Stoning	10d10 hp plus 1d6 Cha drain
2	Extreme	6d6 hp plus 1d3 Str, Dex, and Con drain
3	Severe	5d6 hp plus 1d3 Str and Dex drain
4	Moderate	4d6 hp plus 1d6 Con damage
5	Mild	3d6 hp plus 1d6 Cha damage
6	Quick	1d10 hp plus 1d3 Dex damage



This chamber is where general Myrac has long held prisoners experiencing extended stays in the tower under his personal ministrations. With proper care and the application of healing magic, some prisoners have survived for years under near constant torture by the tower's sadistic denizens. When their usefulness and/or novelty wears off they are typically left to starve in their bindings.

Hidden in the ceiling (DC 20 Perception check) is a secret trapdoor. There is no ladder providing access, so PCs will have to contrive their own means of accessing it 17 feet above.

Creatures: Currently in here are **General Myrac** and his **Seneschal**, an iron devil. They are in the process of tormenting a **troll** that was captured a few weeks ago trying to enter the city. They are enjoying the trolls regenerative powers that allow it to recover quickly from the tortures it has endured. Currently it is paralyzed as the general removes sour grubs from the clay vessel and applies them to its flesh. Sour grubs are one of the tower's secrets of torture rendering their victim helpless but still able to feel every bit of the pain being inflicted as they devour the flesh and the torturers practice their own arts. These creatures are as long as a forearm and resembles a fat, maggotlike worm. The tower's supply of these creatures is getting low after all these years, so the **7 sour grubs** in the clay jar are all that is left. The troll remains paralyzed for 1d6 rounds and then struggles to escape from its manacles. If freed it maniacally attacks anyone within range.

GENERAL MYRAC
XP 38,400

Skeletal host fighter 3/rogue 2/blackguard 5 (*Creature Collection II: Dark Menagerie* 155)

NE Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +13

Aura despair (10 ft., DC -2 on saves), evil

AC 31, touch 10, flat-footed 31 (+10 armor, +11 natural)
hp 131 (7d10+20 plus 3d10 plus 2d8 plus 5d10 plus 3 plus 15 [skin]); fast healing 1 (skin only)

CR 14

Fort +11; **Ref** +9; **Will** +6 (+7 vs. fear)

Defensive Abilities absorb metal, bravery +1, dark blessing, evasion;
DR 15/magic; **Immune** construct traits, magic

Speed 30 ft.

Melee +2 *greatsword of life stealing* +25/+20/+15/+10 (2d6+11/17-20) or 2 (or 6) internal weapons +24 (1d8+8)

Special Attacks command undead (3rd), internal weapons, rogue talent (bleeding attack), smite good 2/day (+2 atk/+5 dmg), sneak attack +2d6

Spell-like Abilities (CL 5th):

At will—*detect good*

Spells Prepared (CL 5th):

1st—*inflict light wounds* (melee touch +22, DC 11)

Str 22, **Dex** 10, **Con** —, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +16; **CMB** +22; **CMD** 32

Feats Cleave, Great Cleave, Improved Critical (*greatsword*)^B, Improved Initiative, Power Attack, Skill Focus (Disguise), Weapon Focus (*greatsword*)^B

Skills Bluff +14, Climb +11, Diplomacy +12, Disable Device +10, Disguise +17, Intimidate +15, Knowledge (religion) +9, Perception +13 (+14 locate traps), Profession (torturer) +13, Stealth +2, Use Magic Device +7

Languages Abyssal, Common, Orc

SQ armor training 1, fiendish servant (none currently), poison use, skinsteal, trapfinding

Gear *mithral full plate of speed*, +2 *greatsword of life stealing*, *belt of giant strength* +4, *amulet of mighty fists* +2, *necklace of fireballs (type III)*, *wand of cure moderate wounds* (26 charges), keys to Area 59

Absorb Metal (Su) When not wearing a stolen skin, a skeletal host can absorb metal to heal itself. If it is struck by a metal weapon while not wearing a skin covering, and the weapon does minimum damage (a natural 1 is rolled on the each damage die), then the skeletal host and attacker must make opposed Strength checks. If the skeletal host

CHAPTER 2: KIRASH DURGAUT

wins, rather than taking the damage it has drawn the weapon into itself and heals a number of hit points equal to the unmodified maximum damage of that type of weapon. The weapon itself is destroyed. Magic items receive a DC 19 Reflex save to resist absorption (see the “Saving Throw” section in Chapter 9 of the Pathfinder Roleplaying Game). The save is Strength-based.

Internal Weapons (Ex) A skeletal host has at a sharp object concealed in each arm that springs forth as a free action to be available for use as a natural weapon without greatly damaging any stolen skin it is wearing. In addition, the skeletal host can also choose to deploy another 4 weaponlike objects that are mounted on prehensile mechanical limbs that deploy from its chest cavity, however, doing so destroys any stolen skin the skeletal host is wearing. All of these internal weapons resemble oddly curved knives, spiked swords, or twisted, sharp, serrated things not easily named.

Magic Immunity (Ex) A skeletal host is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance except as follows: *rusting grasp* and magic that deals electricity damage. These affect the skeletal host normally.

Skinsteal (Ex) A skeletal host has the ability to flay the skin off a freshly killed humanoid, animal, dragon, fey, monstrous humanoid, magical beast, or outsider of sizes Small, Medium, or Large. It is able to reorient its metallic frame to become the endoskeleton for the skin. Once this is done, the skeletal host looks exactly like the source of the skin, gaining any natural attacks or extraordinary abilities the creature possessed. The skeletal host gains the natural armor class of the skin in addition to its own natural armor bonus. The skeletal host even speaks in a similar tone to the deceased victim, but its speech patterns may differ.

The stolen skin worn by a skeletal host provides the skeletal host with an additional 15 hit points. These hit points are taken off first when damage is sustained. If the skin’s hit points are reduced to 0, the skin is destroyed and can no longer be used by the skeletal host. The skin itself has fast healing 1, though if the skin takes more than half of its current hit points in damage from a single attack, while it can fully heal the hit points lost through its fast healing, the skin never fully repairs, leaving gaps and scars where the construct underneath is visible (this results in the loss of the skeletal host’s racial bonus to Disguise checks while wearing the stolen skin).

Personality/Description: General Myrac (not his real name) is older than the city of Tsar. Created by a powerful race of titans, after their banishment by powerful avatars of Good, he roamed the world stealing the skins of whomever he crossed. Finally centuries ago while wearing the skin of an exotically tattooed monk, he encountered the wicked General Myrac while that leader was out on campaign subjugating lands around the city of Tsar. Curious about this powerful warrior he had witnessed in battle, the skeletal host allowed himself to be captured by Myrac’s men who, taking him for a member of an esoteric religious order, took him to their leader for sport. Myrac began the torture and interrogation of the seemingly helpless monk while alone in his tent. When the powerful construct suddenly sprouted a plethora of weapons from beneath his skin, Myrac was caught unawares and quickly slain. The skeletal host took the skin of his new kill and subsumed the identity of the taciturn and cruel commander. If General Myrac seemed quieter and more prone to violence and torture after having his underlings dispose of the skinless remains of the “monk”, none of them had the courage to point it out or ask questions. The skeletal host has maintained his deception for centuries, slowly cultivating an autonomous position of authority outside the Tsarite religious hierarchy as commander of Weeping Sores and has gone to great lengths to perfect his torturing skills on the limitless victims at his disposal.

The black dragon-hide patch covering his left eye along with the left side of his face and scalp hides damage taken from a giant’s flail long ago that tore away that portion of his skin and that his fast healing was unable to repair, thus revealing the metallic bones and plates beneath. Hidden beneath the right vambrace, couter and rerebrace of his armor, his arm is completely stripped of flesh

down to the gears and struts of his construction — likewise damage sustained in battle. In addition, under his clothing are hidden many small cuts and tears from the many battles he has fought as General Myrac, revealing his true form. Normally he would have shed a skin this badly damaged but has elected to retain this one to keep up the identity of the commander of Kirash Durgaut as long as possible.

THE SENESCHAL

CR 10

XP 9,600

Male iron devil (*Creature Collection II: Dark Menagerie* 60)

LE Large outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +17

Aura fear aura (20-ft. radius, DC 18)

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 138 (12d10+72)

Fort +10; **Ref** +8; **Will** +10

DR 10/good and magic; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

Speed 30 ft.

Melee Huge mwk scythe +20/+15/+10 (3d6+10/x4)

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

Special Attacks breath weapon (30-foot cone, 8d8 fire damage, Reflex DC 22 for half), pain transference, rage

Spell-like Abilities (CL 12th):

At will—*burning hands* (DC 13), *create undead*, *dimension door*, *desecrate*, *detect good*, *detect magic*, *fly*, *magic circle against good*, *protection from good*, *greater teleport* (self plus 50 lb. of objects only), *unholy blight* (DC 16)

1/day—*incendiary cloud* (DC 20), summon (level 5, 1 iron devil, 35%)

Str 24, **Dex** 11, **Con** 22, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +20 (+22 trip); **CMD** 30 (32 vs. trip)

Feats Cleave, Combat Expertise, Great Cleave, Improved Trip, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +12, Bluff +17, Climb +19, Intimidate +14, Knowledge (planes) +16, Perception +17, Sense Motive +17, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ heavy weapons

Gear Huge masterwork scythe

Heavy Weapons (Ex) An iron devil’s powerful hands and arms allow it to wield Huge weapons without difficulty.

Pain Transference (Su) Iron devils derive relief from their constant pain by inflicting pain on others. Each round, an iron devil receives a cumulative +1 bonus to its attack rolls for every foe that it wounded in the previous round. This bonus lasts only for 1 round, but successful attacks during that round will accumulate bonuses for the following round.

Rage (Ex) After 3d4 rounds of combat, an iron devil flies into a berserk rage as a free action. This rage gives the iron devil a +4 bonus to Strength and Constitution and a –2 penalty to AC. It lasts until the end of combat, or until the iron devil is killed. It cannot use its spell-like abilities or any ability that requires patience or concentration. After raging, an iron devil is fatigued for a number of rounds equal to 2 times the number of rounds spent in the rage. The iron devil cannot enter another rage while fatigued.

SOUR GRUBS (7)

CR 1/3

XP 135

Creature Collection Revised 182

N Tiny vermin

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

AC 14, touch 11, flat-footed 14 (–1 Dex, +3 natural, +2 size)

hp 3 (1d8–1)

Fort +2; **Ref** -1; **Will** -2**Immune** vermin traits**Speed** 5 ft.**Melee** bite +1 (1d4-4 plus paralysis)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** paralysis (1d6 rounds, DC 9)**Str** 3, **Dex** 8, **Con** 8, **Int** —, **Wis** 6, **Cha** 2**Base Atk** +0; **CMB** -6; **CMD** 3 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Perception +2, Stealth +11**PARALYZED TROLL****CR 5****XP 1,600****hp** 63, currently 5 (*Pathfinder Roleplaying Game Bestiary* "Troll")

Tactics: Even if General Myrac and the Seneschal have become aware of the party's presence in the tower, they do not respond to any alarms, assuming their guards will take care of any intruders. They are not altogether unwelcome to the idea of new torture subjects making their way up to this very chamber. When characters enter, Myrac immediately throws the clay jar at the lead character. A successful ranged touch causes no damage but deposits the sour grubs on that character. The sour grubs attack and attempt to paralyze and feed on their victim every round until all are destroyed. After throwing the jar, Myrac draws his greatsword and prepares to attack anyone who approaches. The iron devil begins combat with its fear aura and breath weapon. It follows with *unholy blight* and *incendiary cloud* (to which it and General Myrac are immune) before wading into battle with its scythe. It tries to *teleport* so that it is flanking Myrac's opponent so it can attack others while Myrac makes sneak attacks on that individual. The Seneschal attacks as many different opponents as possible each round in order to maximize its pain transference ability. If Myrac is on the verge of destruction, he foregoes his armor and greatsword instead activating all of his internal weapons to use in battle, which destroys his full plate armor as result. If possible Myrac would like to capture one or two party members to torture and question. See Area 79 for details of this. He is very interested in the state of affairs around the Desolation and would like to raise a host to conquer the surrounding territory and resume his days of glory and power as General of Tsar.

8I. Watch Post (CR 3)

Creatures: This chamber was long ago abandoned by General Myrac; he hasn't been up here since the Battle of Tsar. To this day it remains manned by an **advanced sandman** armed with a heavy crossbow, but the watcher's supply of crossbow bolts is almost exhausted — it has only 6 left — having fired upon flying creatures coming too close to the top of the tower in the last few centuries. Regardless it still keeps its vigil out the post's eight arrow slits.

SIEGE UNDEAD, ADVANCED SANDMAN**CR 3****XP 800***Creature Collection II: Dark Menagerie* 153

NE Medium undead

Init -3; **Senses** darkvision 60 ft.; Perception +2**AC** 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)**hp** 37 (5d8+10 plus 5)**Fort** +3; **Ref** +0; **Will** +6**Defensive Abilities** channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits**Speed** 20 ft.**Melee** 2 slams +8 (1d8+5)**Ranged** heavy crossbow +2 (1d10/19-20)**Special Attacks** blinding**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 14, **Cha** 14**Base Atk** +3; **CMB** +8; **CMD** 17**Feats** Toughness^B**Gear** heavy crossbow, 6 crossbow bolts

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 17 Reflex save or be blinded for 1d4 rounds. The save DC is Strength-based.

Treasure: Standing the center of this chamber is a squat statue depicting a robed priest of Orcus. This is one of the *Nine Disciples*. It was deposited after Belishan's ritual at Area P2 on the Plateau of the Demon Prince went awry (see *Part 2—The Lower City*). General Myrac is unaware that it resides here and if he knew would not understand its significance. The sandman noted its sudden appearance without comment and has merely stepped around it when moving about the room ever since.

The further secrets to be discovered in the temple-city await as the adventure expands beyond the gates and Tower of Weeping Sores into the city proper in *Slumbering Tsar: Temple-City of Orcus, Part 2—The Lower City*.

Monster Appendix

Battlehulk

A massive block of stone rolls ponderously toward you on great stone rollers. Iron plates armor this stone monstrosity, the front of which is studded with spikes of iron, adamantine and stone. Great stone clubs capped in iron sprout from loopholes in the sides like the arms of a giant. The top of this huge structure is a platform surrounded by stone merlons to provide cover for any defenders riding upon it. At the back edge of this platform extend two chains that end in great stone spheres that spin on a pivoted base and lay waste to anyone behind the mobile fortress.

BATTLEHULK

CR 13

XP 25,600

N Huge construct (good)

Init -4; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 27, touch 4, flat-footed 27 (+2 armor, -4 Dex, +21 natural, -2 size)

hp 177 (25d10+40)

Fort +8; **Ref** +4; **Will** +8

DR 15/adamantine; **Immune** acid, cold, electricity, fire, construct traits; **SR** 20

Spd 10 ft.; charge

Melee ram +38 (4d8+22) and 4 slams +38 (2d10+15)

Space 15 ft.; **Reach** 5 ft. (10 ft. with slams)

Special Attacks bull rush, charge, ram, sweep, trample (8d8+44, DC 37)

Str 40, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +42 (+46 bull rush); **CMD** 48 (52 vs. bull rush, can't be tripped)

Feats Greater Bull Rush^B, Improved Bull Rush^B

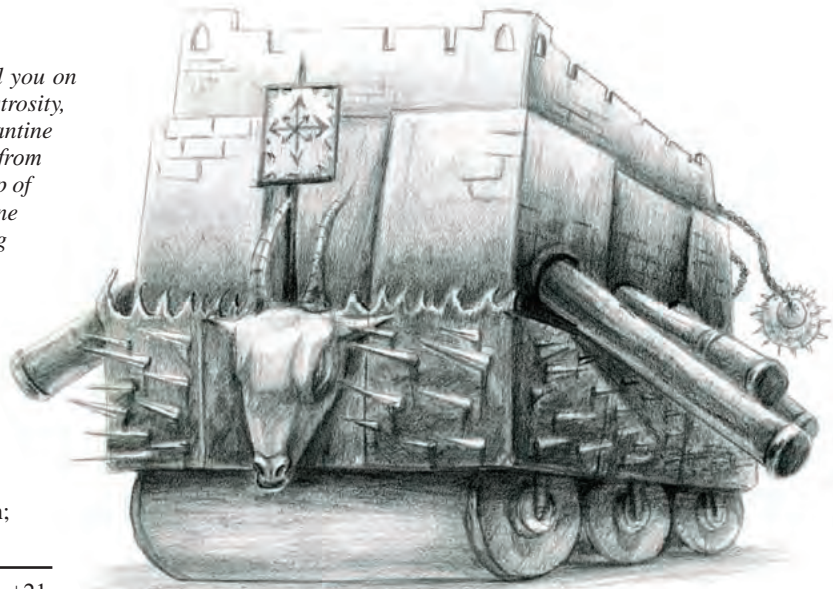
Environment any relatively flat and dry terrain

Organization solitary

Treasure none

Bull Rush (Ex): If the battlehulk is charging it can opt to make a bull rush attack without provoking an attack of opportunity. If the bull rush is successful, the defender is automatically pushed back the distance that the battlehulk moves forward past his position. The battlehulk does not require a check result of 5 or more higher than the defender's check result to determine how far back the defender can be pushed. The battlehulk can bull rush as many opponents as occupy the squares in its path of travel with the usual -4 penalty to additional combat maneuver checks.

Charge (Ex): Each round a battlehulk double moves in a straight line, it adds an additional 10 ft. to its speed as its weight and inertia propel it forward. It can reach a maximum speed of 80 feet in this way. A battlehulk can stop after charging only by striking an unyielding obstacle (like a mountain) or by gradually slowing. It can reduce its speed by 10 feet per round as it slows its momentum. A battlehulk can only turn when going at a speed of 30 feet or less. If traveling downhill on a steep slope, the battlehulk accelerates twice as fast (i.e. it goes from 10 feet, to 30 feet, to 50 feet, etc.) and decelerate twice



as slow (i.e. it takes 2 rounds to decelerate from 80 feet to 70 feet and so on). Likewise if traveling up hill on a steep slope it decelerates twice as fast and accelerates twice as slow.

Ram (Ex): The ram attack of the battlehulk is with the iron-plated and spike-studded front face. The damage this attack deals is considered both piercing and bludgeoning. Because of the different metal compositions used in the spikes and enchantments placed on this front facing, this attack is both cold iron and adamantine and is considered magic and good-aligned for the purpose of overcoming damage reduction. This attack is particularly useful against evil outsiders.

Sweep (Ex): As a full round action a battlehulk can make a bull rush attack with each of its slamming arms on targets within range without provoking attacks of opportunity. Each stone arm is considered a Large creature for this purpose and has a combat maneuver bonus of +45. The flail on the back is also capable of making this bull rush attack on any targets atop the platform (roll separately for each target). Anyone moved off the platform results in a 15-foot fall to the ground below for 1d6 points of damage.

Immunities (Ex): A battlehulk is immune to acid, cold, electricity, and fire and confers this immunity to anyone sealed within its inner compartment.

Battlehulks are constructs crafted for war. They were created by the Army of Light to roll over enemy lines, smash enemy fortifications and, if necessary, fight toe-to-toe with even the mightiest balor demon.

It resembles a squat stone building surmounting massive stone rollers that provide it mobility. From embrasures in the sides (one on each side and one in back) project long stone arms capped in iron that the construct uses for slam attacks. In addition at the upper edge of the back is a massive swivel-mounted double flail that also provides a slam attack.

The front is studded with many spikes for ramming opponents. Defenders can ride atop the platform and obtain cover from its merlons while firing down on enemy troops. Normally they would lower a rope or ladder to allow other riders on — otherwise it requires a DC 25 Climb check (DC 35 if the battlehulk is moving). The battlehulk

MONSTER APPENDIX

is able to reach those atop it with its flail slam if enemies reach that position, though not with its club slams.

In the center of the platform is a secret door (DC 25 Perception check to locate) leading to an interior chamber large enough to hold two Medium creatures. This compartment is sealed against water and air and holds enough air to supply two Medium creatures for 10 minutes before the door must be opened again or suffocation begins. Ordinarily the controller would ride here. Anyone opening this door other than the controller must make a DC 40 Strength check or deal 60 points of damage against a Hardness 8. These hit points are not deducted from the battlehulk's total. Slaying the controller does not stop the battlehulk, which continues to carry out the controller's last command.

A battlehulk is a 15-foot cube atop three 5-foot diameter stone rollers. It weighs about 50,000 pounds.

A battlehulk is nonintelligent and has no forms of communication, taking direction telepathically from its controller. It rolls with a grinding rumble, crushing anything in its path. Despite its bulk it is able to maneuver well since its rollers are able to swivel individually to some extent.

A battlehulk is a terror to behold in combat, and very few will willingly stand against one. Entire enemy formations are often routed

by the mere presence of a battlehulk on the field. Against obstacles and large masses of troops, the battlehulk usually attempts its bull rush, ram, and trample attacks, flailing with its slamming arms at any who linger near. Against smaller groups it divides its slam attacks against those within range and focuses its ram and trample attacks at those who appear to be inflicting the most damage.

Construction

A battlehulk is constructed from a single block of granite and exotic metals and processes that cost 10,000 gp. When created it is attuned to an amulet or ring that is worn by a controller who can command the battlehulk telepathically within a quarter mile.

BATTLEHULK

CL 18th; **Price** 250,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *align weapon*, creator must be caster level 18th; **Skill** Craft (sculptures) or (stonemasonry) DC 18; **Cost** 70,000 gp.

Dokkalføer

Atop this massive iron tower is an octagonal room with arrow slits looking out from each wall. Etched into the 15-foot-high iron ceiling of this chamber is a huge face with large, blank eyes and pronounced cheekbones.

DOKKALFOER

CR 15

XP 51,200

NE Colossal construct

Init -1; **Senses** darkvision 60 ft. low-light vision; Perception +37

AC 19, touch -3, flat-footed 19 (-5 Dex, +22 natural, -8 size)

hp 288 (32d10+80 plus 32)

Fort +10; **Ref** +5; **Will** +7

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Ranged force pulse +20 touch (4d8+13/19-20)

Space 40 ft.; **Reach** 0 ft.

Special Attacks force pulse, illusory defenders

Str 28, **Dex** 1, **Con** —, **Int** 10, **Wis** 1, **Cha** 18

Base Atk +32; **CMB** +49 (+51 bull rush); **CMD** 54 (56 vs. bull rush, can't be tripped)

Feats Ability Focus (illusory defenders), Alertness, Awesome Blow, Blind-Fight, Critical Focus, Improved Bull Rush, Improved Critical (force pulse), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Sense Motive), Staggering Critical, Stunning Critical, Toughness, Weapon Focus (force pulse)

Skills Perception +37, Sense Motive +37

Languages all (cannot speak)

Environment any

Organization solitary

Treasure none

Force Pulse (Ex) Against intruders in its top chamber, the focus of the Dokkalføer is able to produce a pulse of force each round as a standard action by virtue of its indomitable will. This force pulse is directed at a single target and deals 4d8+13 points of damage. It strikes as a ranged touch attack. It is similar to the force effect created by a *ring of the ram*, and like the ring subjects its target to a bull rush on a successful hit. The force pulse uses the Dokkalføer's CMB. The



Dokkalføer can use its Awesome Blow with the force pulse but is not able to make attacks of opportunity with it.

Illusory Defenders (Su) Against attackers outside the tower, the Dokkalføer creates illusory defenders who fire volleys of arrows. These defenders are equivalent to a *major image*, but they cannot be dispelled. From the exterior they appear as shadowy humanoid archer shapes concealed behind the cover of the tower's arrow slits. They appear to respond normally to attacks (arrows fired at them, *magic missiles*, etc.) but always seem to survive and continue attacking. There is one defender at each of the arrow slits (8 in all), each with a 90-degree field of fire. They attack as 7th-level fighters using a composite longbow [+2 Str bonus]: Atk +9 ranged (1d8+2/x3); Full

MONSTER APPENDIX

Atk +9/+4 ranged (1d8+2/x3), and their arrows seem real enough until someone has cause to disbelieve and makes a successful DC 32 Will save (simply being hit by an arrow is not sufficient cause to disbelieve). On a successful Will save, the attacks are recognized as illusory and any damage taken from earlier attacks disappears.

From the perspective of anyone standing in the tower's top chamber, the *major images* of the archers themselves do not exist, and the arrows fired out of the arrow slits seem to appear in midair before sailing off to their destinations. Witnessing this gives the character cause to disbelieve and provides a +15 circumstance bonus on the Will save. Anyone who arrives in the top chamber after the illusory defenders have stopped firing and finds an empty room where he expected to find archers stationed receives only a +5 circumstance bonus to the Will save.

The save DC is Charisma-based.

The Dokkalfoer is a unique entity, often referred to simply as the Iron Tower. Whether the tower was created as a construct or whether it was merely constructed as a formidable tower that later became inhabited by the possessing spirit of the Dokkalfoer is unknown. What is known is that the two are seamlessly merged now into one entity whether by accident or design — the Dokkalfoer is the Iron Tower, and the Iron Tower is the Dokkalfoer. The Dokkalfoer stands in the inner bailey of the Black Gates of Tsar and lends to the defense of that evil city.

The Iron Tower is octagonal in cross-section and stands 80 feet tall. It is 40 feet in diameter. It is comprised entirely of riveted iron plates. Its interior is hollow save for a spiral stair that climbs 65 feet to a single room with eight arrow slits at the tower's apex. Etched into

the ceiling of this room is a humanoid face that serves as the focus of the Dokkalfoer's essence. Other than the arrow slits, there are no entrances into the tower except for a trapdoor at the ground floor that leads to a tunnel running beneath the bailey.

The Dokkalfoer is completely immobile and has no moving parts save for the trapdoor in its lowest floor. It has no means to attack or defend itself except through exertions of its considerable will. Despite being a construct, the animating spirit is quite powerful and able to interact with its surroundings by thought alone. The entire tower is composed of 1-foot-thick iron plates (hardness 10, hp 270 per 10 ft.-by-10 ft. section, Break DC 60). However, damaging the tower itself has no effect on the Dokkalfoer or its abilities. Even toppling the tower over does not prevent the Dokkalfoer from continuing its attacks. The only way to destroy the Dokkalfoer is to face its focal point in the top chamber and destroy it there from the inside out. Attacks in the top chamber can be directed toward the face etching or even the surrounding walls, floor, and ceiling and still remain effective. The face and surrounding walls, etc. also gain the benefits of the construct's hardness just as the exterior walls do.

The Dokkalfoer understands the languages of all intelligent creatures that are spoken within its hearing, but it lacks the ability to communicate in any way.

The Dokkalfoer peppers foes in the bailey below it with arrows from its illusory defenders. For those that manage to infiltrate its interior, they are safe from its attacks until they reach the top chamber where it is able to use its force pulse.

Magic Item Appendix

+2 SPIKED HEAVY MACE

Aura moderate evocation; **CL** 6th

Slot none; **Price** 8,362 gp; **Weight** 8 lb.

DESCRIPTION

A +2 *spiked heavy mace* is identical to a normal +2 *heavy mace* in almost all respects. The only difference is that a spiked mace deals both piercing and bludgeoning damage and can, therefore, take enchantments normally prohibited to bludgeoning weapons (like *keen*, for example).

CONSTRUCTION

Requirements Craft Arms and Armor; **Cost** 4,181 gp

LEGAL APPENDIX

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. **Definitions:** (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game

Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Bog Mummy from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Bruce Cordell.

Bone Sucker from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Erica Balsley.

Juju Zombie from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Tome of Horrors II Copyright 2004, Necromancer Games, Inc.; Author Scott Greene; Additional Authors: Erica Balsley, Keven Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Bill Webb and Monte Cook.

Creature Collection Copyright 2000, Clark Peterson

Creature Collection II: Dark Managerie Copyright 2001, White Wolf

Creature Collection III: Savage Bestiary Copyright 2003, White Wolf Publishing, Inc.

Slumbering Tsar: The Desolation, Part 1 -The Edge of Oblivion- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

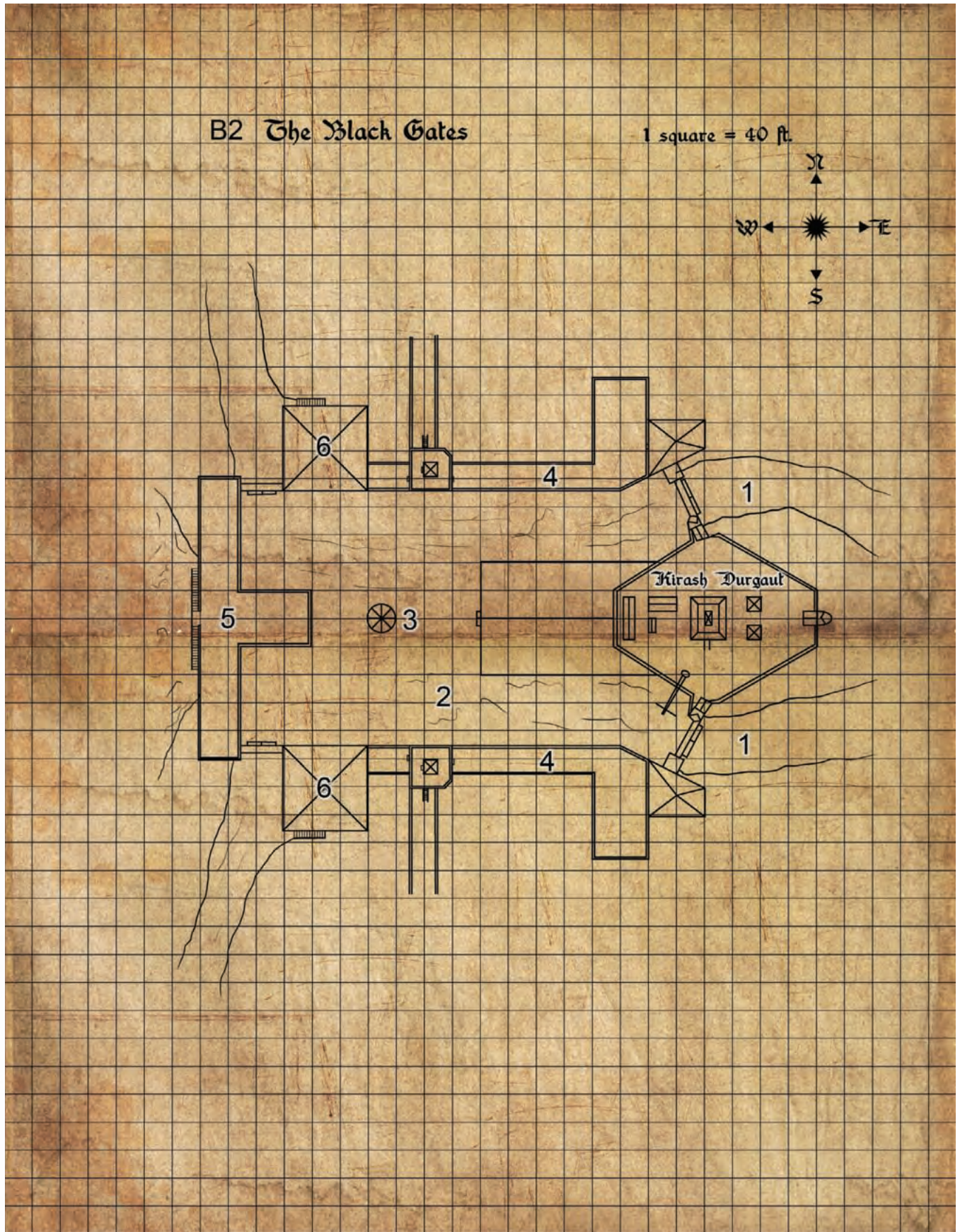
Slumbering Tsar: The Desolation, Part 2 -The Ghosts of Victory- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: The Desolation, Part 3 -The Western Front- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: The Temple-City of Orcus, Part 1 -The Tower of Weeping Sores - Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Map Appendix

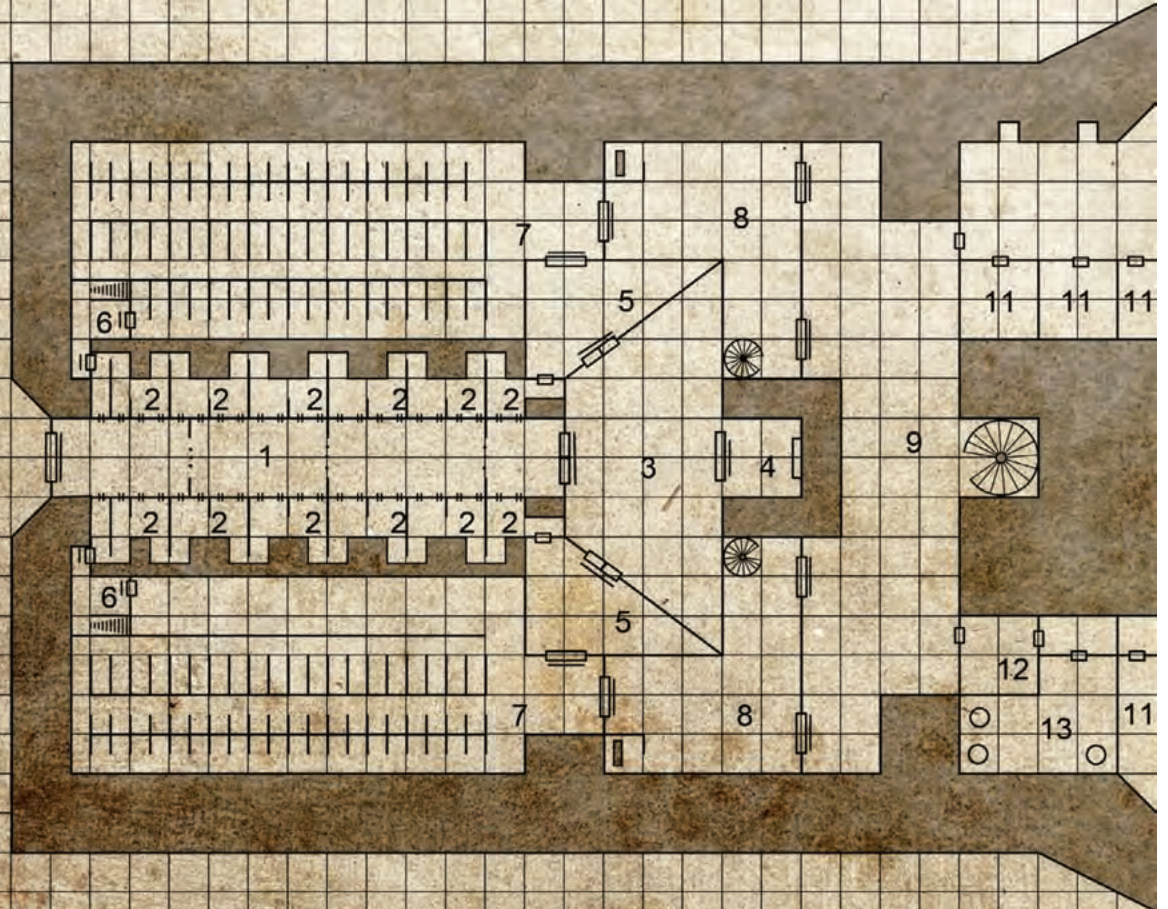




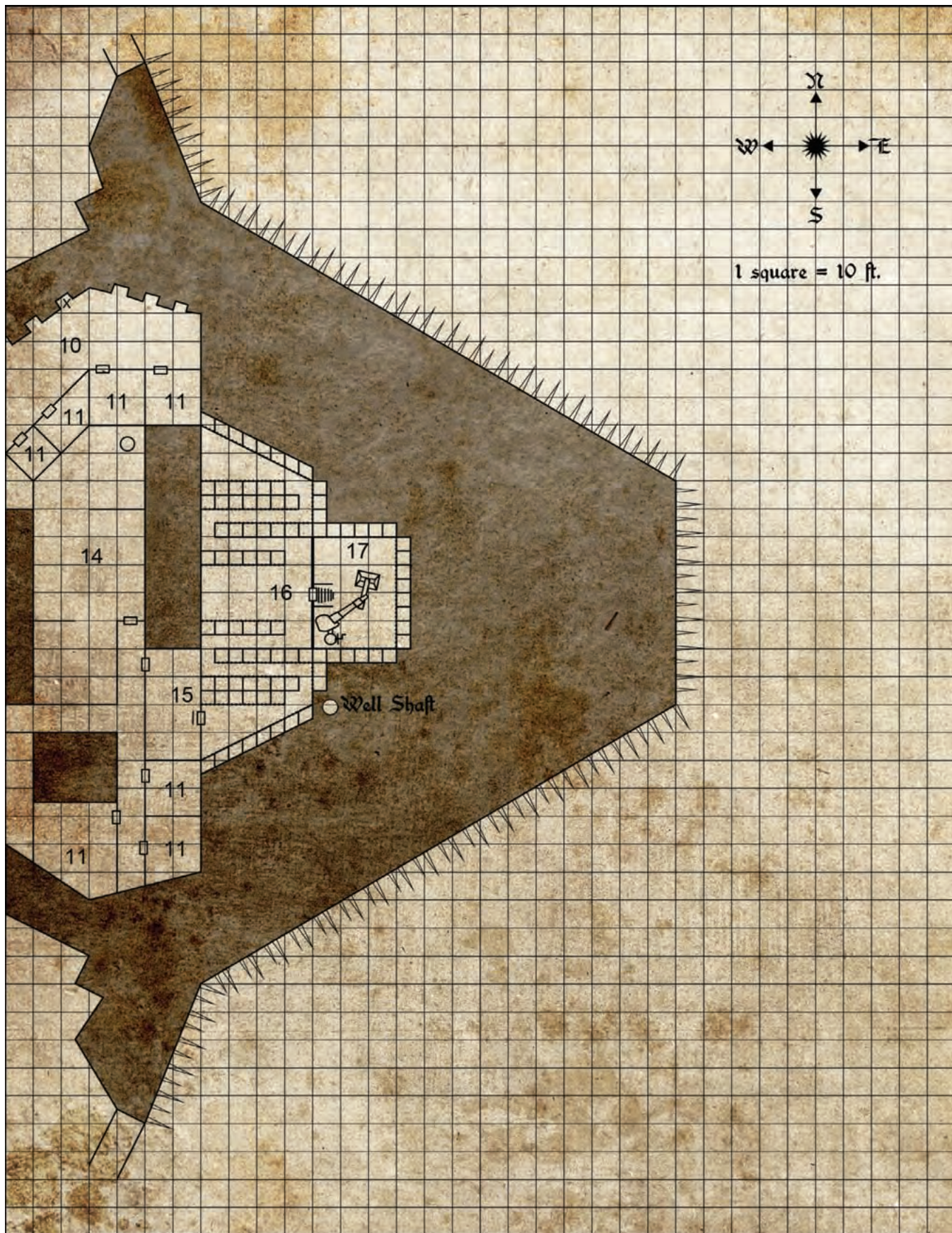


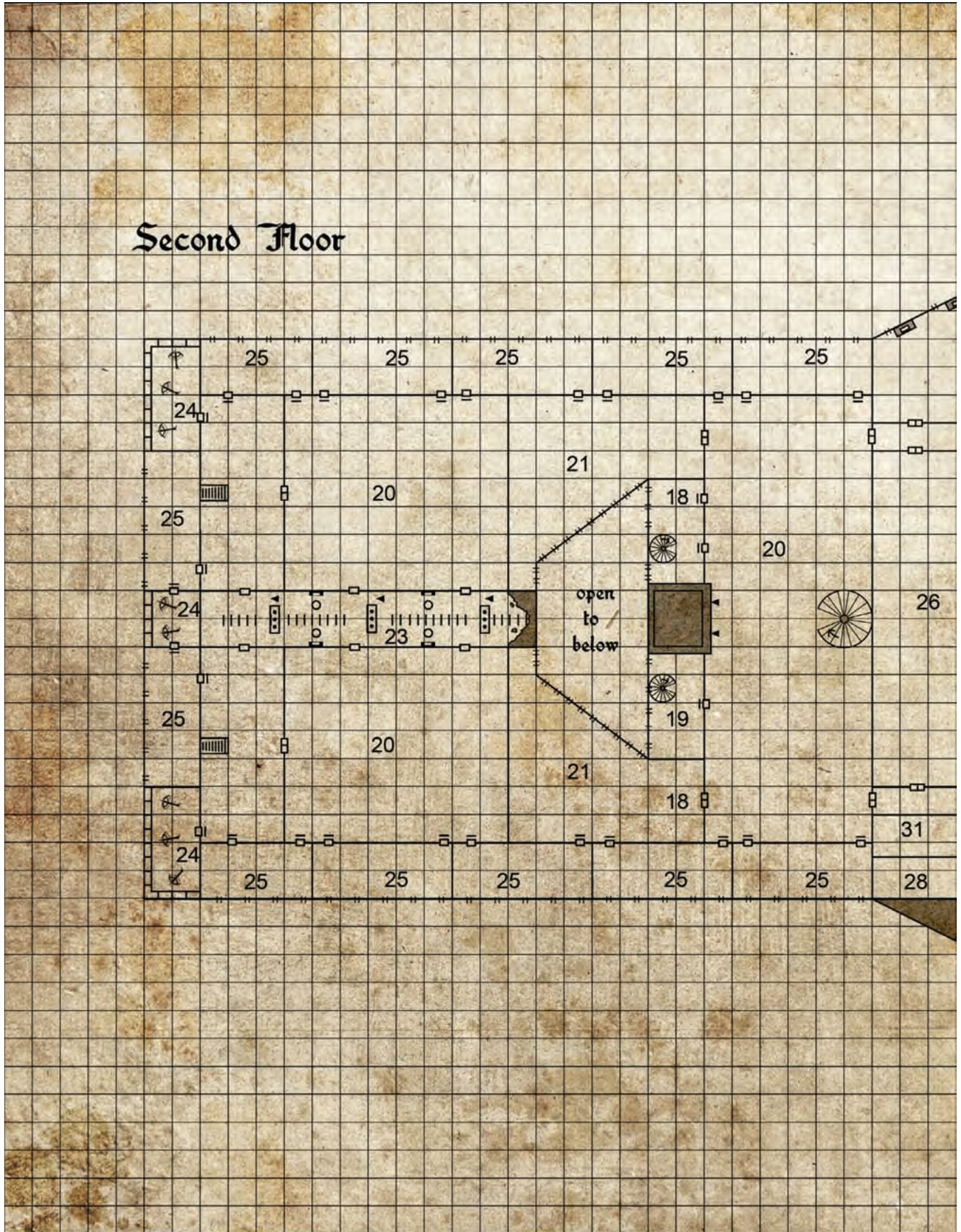
Kirgash Durgaut - Lower Fortress

First Floor



MAP APPENDIX



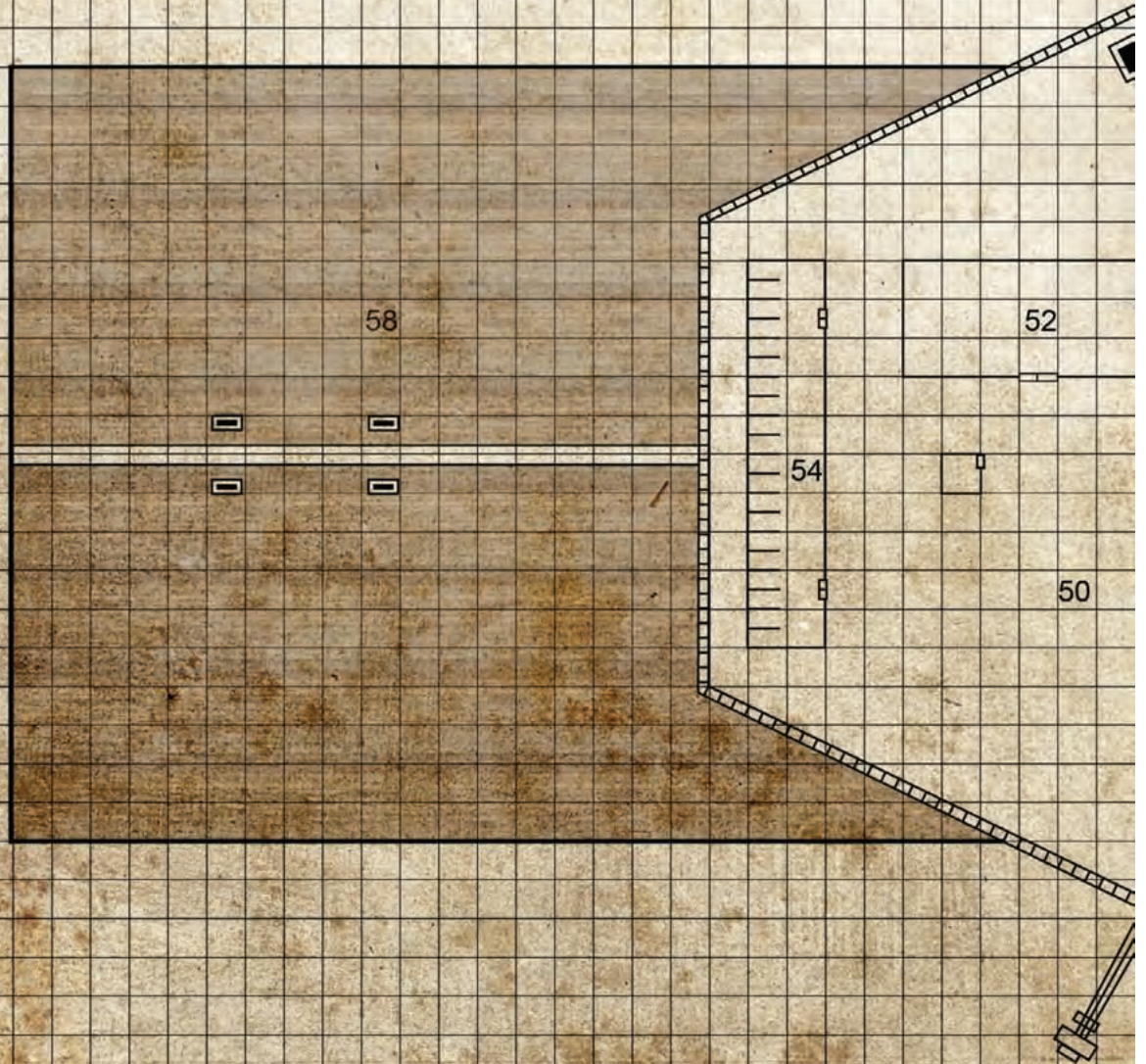


MAP APPENDIX

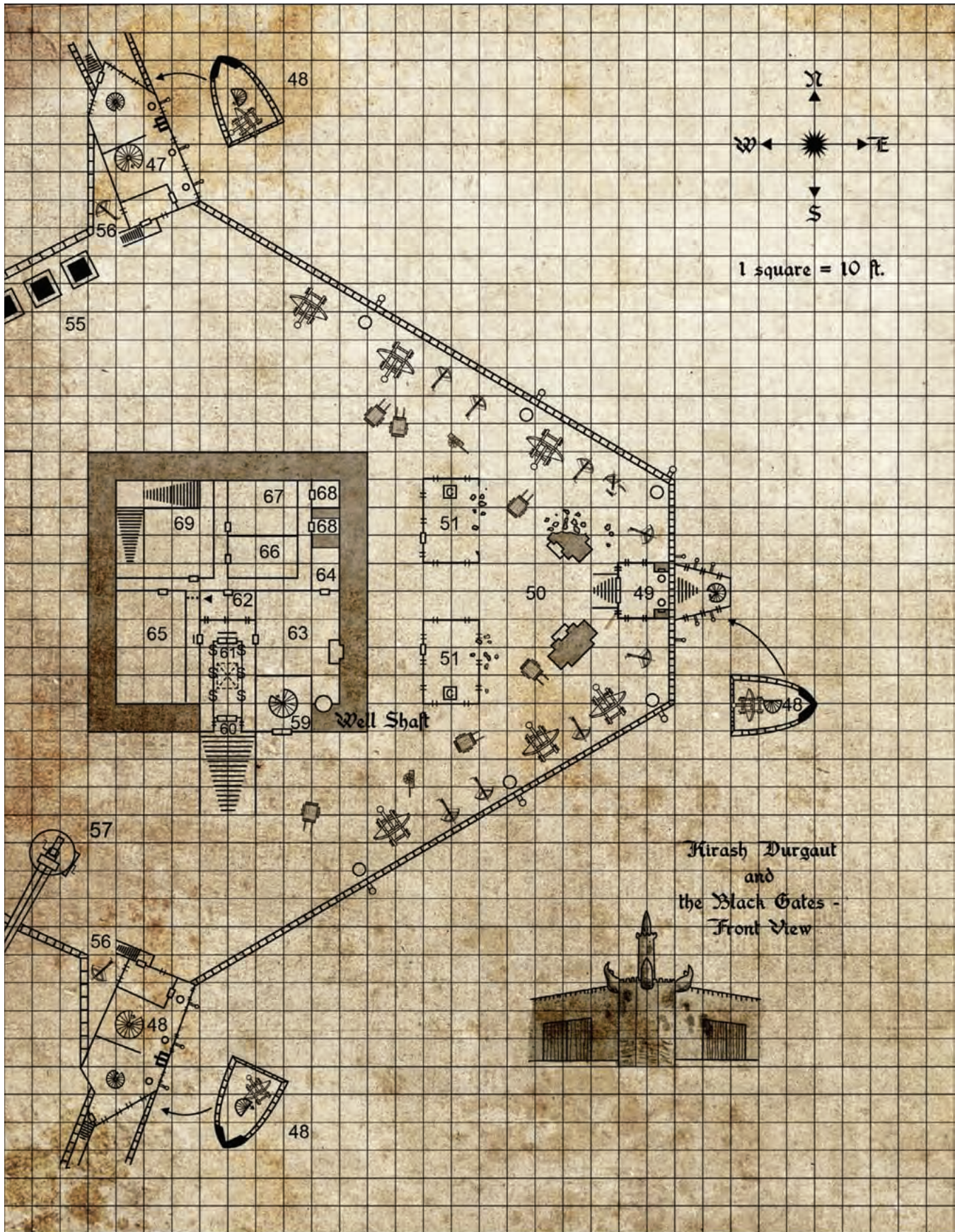


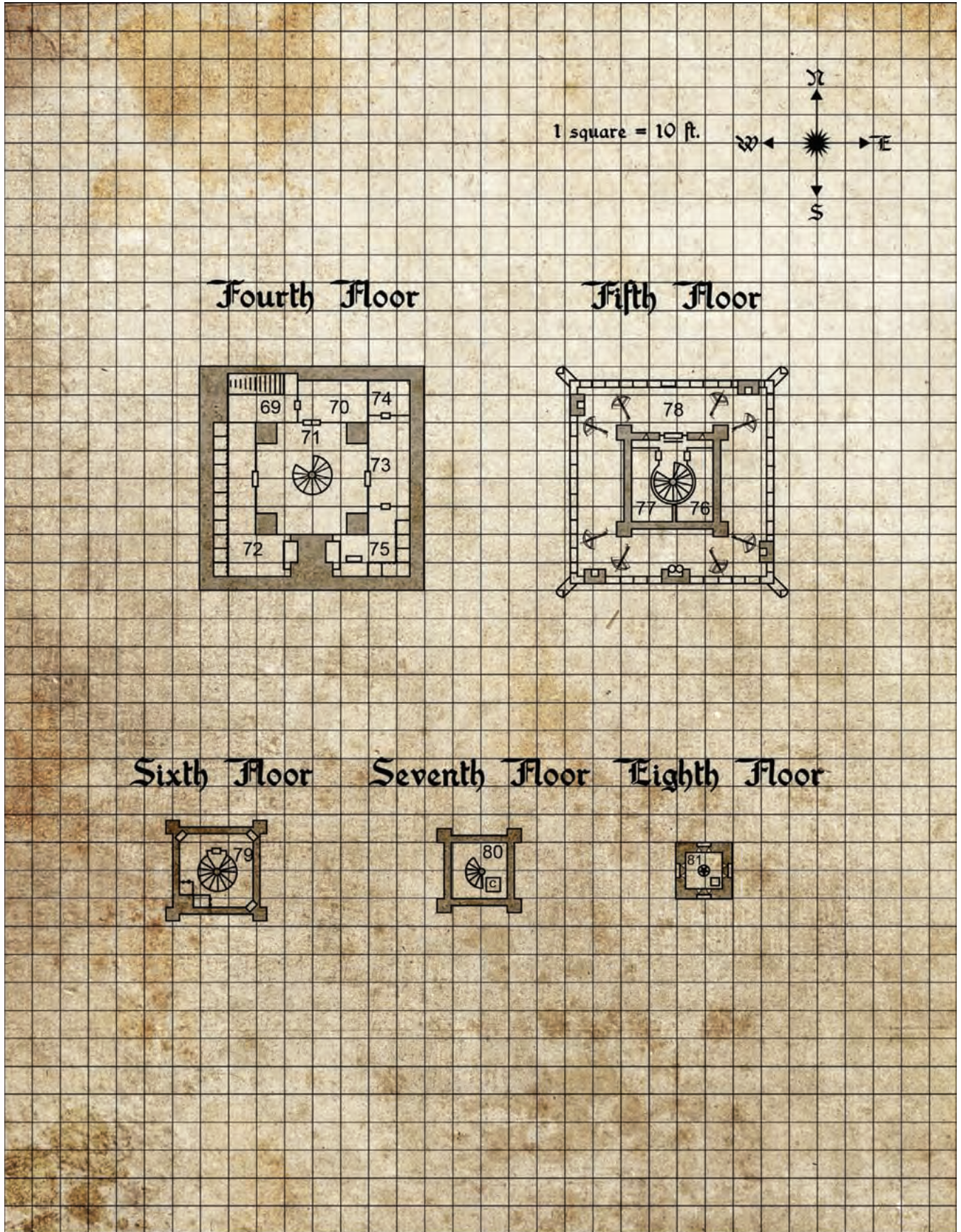
Kirgash Durgaut - Tower of Weeping Sores

Third Floor



MAP APPENDIX





slumbering TSAR

Slumbering Tsar: – Temple-City of Orcus, Part 2 – The Lower City

By Greg A. Vaughan



Crowded up against the base of the city's first terrace lie the ruined hovels of the poor and disenfranchised. The scum of society that even wicked Tsar could not stomach found its way into those wretched lanes of crowded tenements and sewage-filled gutters, where they plied their dark trades in blood and fear while the nobles and priests slept peacefully in their manses among the city's upper tiers. Nearly burned to the ground in the war and now partially flooded by a vast and fetid marsh, this first tier is known as the Grunge, the Dread Swamp, or simply the Lower City. Regardless of what it is called, what manner of terror remains lurking amidst its ruins with which even the city's own leaders dared not meddle is a question that only the bravest or most foolhardy can answer as they begin their explorations into the Temple-city of Orcus.

Chapter 3:

Overview of Tsar

Tsar has long been considered a hub of evil across the lands. For many years — since the great battle — it has been ignored and remembered as little more than a forgotten ruin devoid of profit or interest, yet always retaining a sinister reputation. However, there is much more to Tsar than meets the eye, and this “abandoned” city has a surprising population. No central government exists, but there are several powerful leaders that command individual factions within the city. The greatest of these are Belishan the Bloodmage, General Myrac, Plaguebone, the Khanjar, and Aruug the Beast-Fiend. The tar dragon, Malerix, detailed in *Slumbering Tsar: The Desolation* also holds great influence over the city by largely controlling the comings and goings of those within but is not truly one of its leaders. Finally the black dragon, Karkuune, was one of the city’s most powerful faction leaders, but he was recently murdered through the plotting of his rivals. It is possible that the player characters may have discovered his decomposing body out in the Dead Fields during the previous adventure. The rest of the city’s inhabitants are either powerful independent operators or the mindless undead and horrors

that always haunt ruined places of evil and would especially flock to a sinkhole such as Tsar.

The city of Tsar stands at the base of the Stoneheart Mountains upon a series of natural terraces. Each of these terraces rises 200 feet above the next terrace and consists of cliffs of crumbling stone, requiring a DC 25 Climb check to surmount. A fall from the top of one these cliffs results in 20d6 points of damage, as the unfortunate crashes into the rubble and ruin of the city below. Except where otherwise noted, the buildings of the city are crumbling and in poor repair but still intact. There is a great deal of rubble in the streets and alleys, and bracken chokes the lanes where scrub brush has grown up on the stony soil. In many places hardy trees have broken through the cracks in the stone pavers and rubble piles and now grow from the remains of ancient streets or houses. As a result of this, except in numbered encountered areas, movement through the city anywhere except upon the main roads is considered to be through light rubble as described in the “Desert Terrain” section in Chapter 13 of the Pathfinder Roleplaying Game. This rubble increases the DC of Acrobatics checks by 2.

The Pall Over Tsar

Perhaps it began as a result of the foul pollutants produced by the vile industries within the city combined with inadequate air currents at the cliff base to clear it away, or maybe it is some fell curse placed over the ruins because of its long association with an Abyssal lord or exacted by the vengeful gods of Good. Whatever the source, the Pall over Tsar is a very real and very dangerous facet of life in the ruins. The pall is a perpetual hazy shroud over the city that cannot be touched, tasted or smelled yet is always visible — though a little less obvious at night. It extends to a height of 500 feet above the highest terrace and out to the farthest verges of the city walls, including the protruding fortress of Kirash Durgaut. Everything within those bounds is within the Pall and is affected by it. Like a light fog, up close the Pall is virtually unnoticeable but as distances increase it becomes increasingly apparent. Anything more than 500 feet away takes on a warped, insubstantial quality, as if seen through an oily glass, and makes details and distances difficult to determine. The Pall is a manifestation of the influence of Orcus over the city and has the following effects:

- *Detect evil* spells are overloaded and read everything as evil, even the purest paladin. Only the evil-detecting portion of the spell is affected. The aura power of the detected creature still functions based on the creature’s HD, though it reveals the aura power of good and neutral creatures just as if they were evil creatures.
- The area of effect of any spell with a Good descriptor is reduced by half, if applicable.
- Blocks direct sunlight from reaching the city and decreases all natural light levels in the city by one step. This has the added effect that creatures with daylight powerlessness or light sensitivity (such as wraiths or orcs) are unaffected even if standing outside at noon. It does not block the sun enough, however, to prevent a vampire or vampire spawn from being destroyed if brought outside during daylight hours.

- Creates an insidious infection of evil in any creature that dares sleep (or enter a trance in the case of elves) while within the city’s walls. This does not include a creature being knocked unconscious or otherwise rendered asleep, only when a creature attempts to rest. Any sentient living creature of at least 4 Intelligence that sleeps within the city suffers hideous nightmares of Abyssal realms and demonic worship centered around a hideous, bloated, ram-headed demon prince. The compulsion to bow before this demon prince is strong. This requires a DC 20 Will save each time the creature so rests. If the save is failed, upon waking the creature’s alignment will slip one step closer to evil. This does not automatically turn a character against his party but could make things more difficult. If an evil alignment is reached by these means, then the next failed save results in a devotion to the worship of Orcus. At this point the character becomes an NPC under the control of the GM until such time as the alignment shift has been reversed. Reversing a shift to an evil alignment also removes any compulsion to worship Orcus.

Like a *helm of opposite alignment* this alignment shift can only be removed by a *wish* or *miracle* spell, and the affected creature will resist doing so. For characters with an alignment requirement, an *atonement* is also necessary for the curse to be fully lifted. There is one additional means of removing this alignment shift, and that is to spend the night in the garden of Tranquility’s Face (Area A6) hidden deep in the wastes of the Desolation as described in Chapter 4 of *Slumbering Tsar: The Desolation*. Being cured in this way precludes the need for an *atonement* spell.

Even if a cursed character is cured, any additional rest periods spent within the city require a new saving throw to see if the process is repeated. Unless otherwise noted, every sentient, living creature in the city is already of evil alignment, and many are fully devoted to Orcus.

CHAPTER 3: OVERVIEW OF TSAR

Beyond the city walls, Tsar is surrounded by a ring of bubbling tar pits. The near edge of these pits is a little less than half a mile from the city, and they extend out almost a mile further. Beyond the tar pits are miles and miles of broken empty lands known as the Desolation. The closest hint of civilization is the meager settlement known as The Camp some 20 miles away. The maze of broken ground threading between the stinking tar pits surrounding the city is the domain of the tar dragon, Malerix, as described in the previous adventure. Unless he has brokered a deal with an individual, he tries to prevent anyone from moving in or out of the city. By the time the party has reached this point, it is assumed that they have already dealt with the tar dragon in some way and are able to travel between the city and the surrounding Desolation.

When the party catches their first glimpse of the city beyond the Walls of Death, read the following description.

Even after all these years the city's battered and pitted walls stand strong and formidable with a dark fortress rises over the main gates. Against the backdrop of the forbidding scarp of the mountains, the city rises in a series of terraces and plateaus, each crowded with towers, houses, and ramparts crumbling into ruin. Atop the highest plateau, abutting the very base of the cliff, rise the foundations of some massive citadel. Curiously the citadel itself seems to be absent, almost as if sheared off at the foundations and removed. The shape of this formerly cyclopean fortress is still visible against the cliff face where stonework and supports once served to reinforce the edifice. This faint outline gives the vague suggestion that the building was fashioned to resemble some bloated humanoid crouching before the cliff, and from the position where the shoulders would have been gargantuan bas-reliefs in the image of huge bat wings have been carved into the native chalk itself, giving further support to the impression of symmetry.

The entire city appears to be blanketed in what you first took to be shadow from the mountainside until you realized the light was cast from the wrong angle for that to be the case. Rather it seems as though a huge smog cloud or perpetual pall shrouds the ruins, giving them a wavering, unearthly appearance from this distance. You can only imagine what foul sorceries or noxious fumes rising from cracks deep in the earth could give rise to such a gloom.

A DC 15 Knowledge (religion) check is sufficient to notice from its shape against the mountain and the added wings that whatever building once stood there had been built roughly into the shape of Orcus seated upon a throne. How it was removed is not apparent as there are no signs of rubble or destruction atop the foundations and it is too far away to make out any other details from this distance. This is discussed further in *Part 5—Foundations of Infamy* (Area P4).

The pall that covers the city is no optical illusion or naturally occurring build-up of pollution. Rather it is a supernatural effect caused by the very nature of the evil city. See "The Pall over Tsar" sidebar for details of this phenomenon.

The city of Tsar is divided into six sections, each of which has its own chapter detailing it. These sections are the Black Gates of Tsar (as described in *Part 1—The Tower of Weeping Sores*), which comprise the gates, walls, and outer defenses of the city; the Grunge, the central and southern portion of the city between the walls and the first tier; the Dread Swamp, which comprises the northern portion between the walls and the base of the first tier and was once part of the Grunge before extensive flooding occurred (both described in this work); the Harrow Lanes (as described in *Part 3—The Harrow Lanes*), which comprises the residential and commercial section atop the city's lowest tier; the High Terrace, which comprises the homes of the city's nobility and elite atop the next tier; and finally the Plateau of the Demon Prince, which sits atop the highest tier and abuts the base of the mountain wall (Both the High Terrace and Plateau of the

Demon Prince are detailed in *Part 5—Foundations of Infamy*). In addition there are individual chapters detailing the city's two largest encounter areas: the gate fortress of Kirash Durgaut (in *Part 1—The Tower of Weeping Sores*) and the tower of Belishan the Bloodmage (revealed in *Part 4—The Crooked Tower*).

Rumors of Tsar

By questioning locals and making use of Diplomacy or Knowledge (local) checks while in the Camp, the party can glean rumors about the city of Tsar based on the success of their roll. In addition, intelligent creatures that the party captures and can communicate with can provide rumors as well based on the success of an Intimidate check. Refer to the following table for both of these methods.

DC 10:

"A great dragon, as black as night, rules over the ruined city. All who call Tsar home pay the dragon fealty or die beneath its claws." False. Once partially true, but the dragon Karkuune is now dead.

"The Black Gates of the city are guarded by the Tower of Weeping Sores. None who enter there ever return alive." Slightly exaggerated.

"Don't travel the dark stair. None of those who tried have ever returned." Mostly true (see Chapter 6, Area H2).

"The ruins are pure evil, said to be saturated with the breath of Orcus himself. No one who goes into the city emerges without being touched in some way by the darkness." Partially true. See "The Pall Over Tsar" sidebar.

"When the disciples of Orcus fled the city, the gods struck down at their former bastion and ripped the citadel from its very foundations, sending into the depths of the Hells." False.

"The Green Man who lurks near the crooked tower is the last lingering vestige of a primeval nature deity. Pay homage to his Creation or face his wrath." False. This is the groundskeeper from The Crooked Tower (Chapter 7, Area 14).

DC 15:

"When the forces of Tsar disappeared, the spell that took them was so powerful that it took their citadel and even a portion of the river that ran through the city. Now the river just stops and reappears later, the magic still keeping it from becoming a complete river once again." False, though part of the river is missing (see Chapter 6, Area H5).

"An elven prince of the far city of Iskandrium seeks his daughter. She was kidnapped from her caravan by fiends. Rumor has it she was taken to Tsar. Her father offers a great reward for her safe return." False. A half-elf slave girl was captured from a northern caravan and languishes in The Crooked Tower (see Chapter 7, Area 82). Belishan's servants have spread this rumor to bring more victims into their clutches.

"The Trollstone calls to the trolls and promises them victory and fresh meat. Don't touch the Trollstone or you will soon find that the trolls seek you." Mostly true. See Chapter 8, Area T4.

"The ruler of Tsar was the most powerful priest of Orcus on earth. Called the Grand Cornu, it was this high priest who crafted the magic of the Chaos Rift, the Great Retreat, and the disappearing citadel. The Grand Cornu was so powerful, in fact, that he was able to cheat death and lives on in the city as its immortal overlord, bending all

CHAPTER 3: OVERVIEW OF TSAR

within to the will of Orcus.” The first part is true. The second part is false.

“The Bloodmage rules the city with wizardry and terror.” Mostly true.

“The Iron Tower has never fallen.” True.

“The long stair by the lower tower gate bears a horrendous curse created when a powerful priest named Mordecai was murdered upon the steps. It’s said an artifact he carried has never been recovered because none dare brave the stair.” Partially true (see Chapter 6, Area H2).

“The Citadel of Orcus remains where it once stood, only now it is invisible to the unaided eye. To find the hidden doorway, one must stand before it and call out ‘The Horned King’s Triumph’ three times.” False.

DC 20:

“In the aftermath of the ancient battle, nine disciples of Orcus escaped notice and hid themselves in the city. They remain to this day and, if found, are the keys to everything.” True, but not how it seems.

“A strange peddler wanders the Desolation and sometimes even the city. Only he can pass through the city unmolested by its denizens. They fear the bad luck that comes of trying to rob him, and he only sells to people he chooses. It’s said that good luck comes to those who buy his wares.” True.

“The evil fortress of Kirash Durgaut was ruled by the mighty General Myrac. It is said that he survived the battle and refused to join in the retreat, never accepting defeat. If so, his ghost may still haunt the halls of his impregnable tower.” True (except for the ghost part). Anyone who speaks Abyssal or makes a DC 17 Knowledge (planes) check can translate Kirash Durgaut to mean “Tower of Weeping Sores” though more frequently that translation is used only to refer to the tower atop the fortress.

“Only the giant of shadows was ever able to pass down the dark stair and live. What wonders he created in his smithy, the world may never know.” The first part is true, though the smithy was largely cleared out before the city fell (see Chapter 6, Areas H2 and H3).

“By the might of Orcus and his own magical power, the last Grand Cornu of the city ripped the Citadel of Orcus from its very foundations and hid it where it could never be found. Only by repairing what was broken in the Plaza of the Disciples can the gateway to the citadel be found and the true heart of the city be breached.” Mostly true.

“The anvil of the shadow-giant has great power. If it is stolen and taken to the high priest of Muir at Bard’s Gate, a generous reward of magic and gold is promised.” Partially true. If the anvil at Area H3-2 in Chapter 6 is returned to the Tomb of the Last Justicar (see *Slumbering Tsar: The Desolation*) the ghost of Gerrant will reward those who bring it to him. See Event 6.

“In its heyday, before it disappeared, the Citadel of Orcus stood as a massive idol to the demon prince. It was even crafted in his image to remind all of Tsar who their master was.” True.

“The White Walker comes in the night. He takes the souls of those he finds into his eternal service, leaving only an empty shell behind.” Mostly true. Belishan the Bloodmage is the White Walker and roams the city at night to feed or enslave new servants to his will.

“Beware The Stalker. When he picks up a trail, nothing can ever shake him from it.” Fairly true. See Event 2 below.

DC 25:

“The giant-king Thraestos, hero of the Army of Light, was captured during the Battle of Tsar and taken into the city. It is said that his ghost still haunts the tomb where he was buried alive, seeking vengeance on those of goodly mien for failing to rescue him.” Mostly true. See Area G1.

“Before it was a demon-ridden city, Tsar was actually a monastery of the gods of Good known as St. Harul’s Hold.” True.

“Don’t fly above the Maze. There is something, lurking there... something out of a nightmare, and it takes anything that flies above its territory. Even the demons refuse to fly above the Maze.” True. See Chapter 8, Area T7.

“Three sisters live in the Harrow Lanes. No one bothers them because they sell potions to anyone who comes to visit them. They love to have guests.” Somewhat true. See Chapter 6, Area H7.

“When Tsar fell, a single caravan tried to escape the final doom of the city. Hiding among them was one of the Nine Disciples. Because of his presence the caravan fell under the curse of Orcus and has been forced to wander the wastelands forever. Not until the rest of the disciples return home can the ninth once again enter the gates of the city.” True.

DC 30:

“The Trollstone is all that is left of the legendary troll, Three-Fang. He seeks to awaken from his age-long slumber in stone and take bloody vengeance on the smaller races.” True. See Chapter 8, Area T4.

“Both the Bloodmage and General Myrac have ruled since before the city fell. The other leaders of the city are Karkuune, Plaguebone, Aruug, and the Khanjar. They all came after and, though powerful in their own right, fear the Bloodmage and the General.” True.

“Beware the arrows of the Dokkalfoer in his tower of iron. They pierce the mind as much as the body.” True. They are illusions. See Chapter 1, Area B2-3.

“If you can learn the secret of the Three Gods, Tsar is yours.” See *Slumbering Tsar: The Hidden Citadel* for further details.

Events in Tsar

The ruins of Tsar are not a static dungeon, and life (or unlife) goes on for its inhabitants while the party is conducting its explorations. Other than Event 1, which should occur the night before the party actually enters the ruined city, Event 7, which occurs only after the party has recovered eight of the *Nine Disciples*, and the final event, which occurs only at the conclusion of the adventure when all of the *Nine Disciples* have been returned to Area P2 (see *Part 5—Foundations of Infamy*), these events can be run at any time that you deem appropriate. Some of them are related to specific areas within the city, and their occurrence can have consequences that must be considered if that area is later visited. Time them in such a way as to produce maximum excitement during the party’s forays.

Event 1: Whispers in the Dark Redux (CR 6)

This first occurs on the night before the party enters the ruined city of Tsar. It can then occur repeatedly after at opportune times. It

CHAPTER 3: OVERVIEW OF TSAR

always occurs at the darkest watches of the night whether the party is camped out on the Desolation, barricaded in one of the city's ruined buildings for the night or while resting for the night in The Camp. Have the characters make a DC 12 Perception check and proceed with the boxed text when one is successful, making any necessary changes depending on the PCs' camping arrangements. Modify the text as necessary for subsequent visits by the midnight peddler.

In the still of the darkest watch, you detect a faint squeaking coming from out in the night. As you strain to listen, the squeaking becomes louder and is clearly the creaking of some wooden conveyance. Whatever it is, it is steadily approaching.

Allow the PCs to wake their comrades, prepare their weapons and spells, or whatever. Other than the party members no one else has been woken, and no one can hear the squeaking noise. Proceed with the following if anyone goes out to discover the source of the noise.

Looking into the darkness you can make out little in the pitch black. Then as the squeaking grows louder, you see through the thin night mists the silhouette of a dark figure pushing a handcart. The wheels of the cart produce the squeaking sound. As it approaches directly toward you, you can see that the figure is swathed in a long, hooded robe of coarse, gray cloth. His face is not visible, though you can just make out the shape of a protruding lower jaw. The cart appears to be full of all sorts of mundane items and junk, certainly nothing that appears to be threatening. If you were in any other place in any other time, you would think this is a rather ordinary traveling peddler.

The cart stops before you, and the dark figure begins rummaging through it saying only one word in a low, gravelly voice, "Buy?"

Creature: This strange figure is a **midnight peddler**, the same the visited the party in the previous adventure. He is an outsider that only appears at certain times to certain people. No one else heard his approach whether in the city, Camp or Desolation because, once again, it is the party he is coming to see. His motivations remain his own, but in exchange for buying his wares he provides important information or clues for the successful completion of these adventures. If attacked he uses his death chill once and then *plane shifts* away. He can be encountered again later, however, despite how the initial meeting goes.

MIDNIGHT PEDDLER

XP 2,400

The Tome of Horrors Revised 264

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +16

AC 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)

hp 52 (7d10+14)

Fort +6; **Ref** +6; **Will** +9

Spd 20 ft.

Melee touch +7 (death chill)

Special Attacks death chill

Str 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15

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

Feats Alertness, Dodge, Great Fortitude, Improved Initiative

Skills Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16,

Survival +10

Languages Common, Celestial, Abyssal, Terran

SQ divination, plane shift

Death Chill (Su) The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.

Divination (Su) The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a *divination* spell (caster level 12th).

Plane Shift (Su) The midnight peddler can plane shift to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

On this, his first visit, he pulls out an old set of false teeth from his cart. He demands 50 gp for this item. He does not haggle and does not allow any other items to be purchased. If refused, he leaves, quickly disappearing into the darkness. If the purchase is made, the buyer finds nothing special about the teeth—they are old and cracked and will not fit anyone's mouth comfortably—but in addition to the purchase, the peddler relates the following cryptic information:

"Sleep not in the city or to darkness awake. Not light to the eye but to the soul at stake."

This refers to the effects of the Pall Over Tsar on anyone who sleeps within the city's ruins (detailed above).

Development: Why the midnight peddler continues to make contact with the party and assist them is unknown. Whatever the reason, it continues to do so throughout the adventure. Stage additional encounters with him whenever you choose, though they should always occur after dark when the party has stopped for the night. Each time select some worthless trinket such as a stuffed owl missing most of its feathers, a clay pipe with a cracked bowl, a 10-foot-pole that has been sawed into 10 equal 1-foot lengths of wood, a frayed crossbow string, or a pan flute stuffed with moldy cheese, that the peddler offers to sell for 50 gp in exchange for another cryptic clue. Select from the clues provided below and make up new ones if you like. Use the clues that reference an area before the party actually travels there in order to keep them relevant and useful to the party. The midnight peddler should remain a mysterious benefactor with unfathomable motives, who appears to the party at seemingly random intervals.

"Ten little blackbirds sitting on a hill, nine want to fly away, one stands still. Reunite nine with one and return their home will."

This refers to the *Nine Disciples*, statues of disciples of Orcus, known for their black ceremonial robes. The clue provides a hint of how returning the *Nine Disciples* to the Plaza of the Disciples (Chapter 9, Area P2) will recall the Citadel of Orcus back to this plane.

"Neither life, nor death, nor unlife claim he that reigns in metal and sinew from the seat of painful art. Crafted in forges immortal before days of Men, seek to slay with Beast-Fiend's dart."

This refers to the true nature of General Myrac who rules from the Tower of Weeping Sores (Chapter 2, Area 80), created an age ago by a race of now extinct titans. It further points the party to retrieving Aruug's *construct-slaying arrow* (see Chapter 6, Area H4-12) in dealing with the dread General.

"If lost from light do souls repine, to reclaim needs pinnacles arcane or divine. Or seeking aid to this woe erase, by a rest with

CHAPTER 3: OVERVIEW OF TSAR

those 'neath tranquility's face."

The peddler's words speak of the methods to remove the ill effects of the Pall Over Tsar by application of the mightiest arcane or divine magic in the form of a *wish* or *miracle*. If these are not available, the clue further directs victims to the special property found in the memorial garden of the trumpet archon Azarkites hidden deep in the Desolation (see Area A6 of *Slumbering Tsar: The Desolation*). If the party has visited the small cemetery and forgotten, allow a DC 20 Intelligence check to recall the archon's statue and its strangely peaceful expression, so out of place in the midst of the wasteland's destruction.

"Smith's companion, paladin-lord's bane, last of the relics unfound to remain. Seek the ghost's vengeance under shadow giant's dome. Bring peace to the Justicar, his soul to its home. When deeds of great might and valor are done, the boon of the gods will the righteous have won."

This clue refers to the location of anvil of Larach-Umbriol (Chapter 6, Area H3) sought by the ghost of the Justicar, Gerrant of Gilboath, in *Slumbering Tsar: The Desolation*. See *Part 3—The Harrow Lanes* for further details.

If the players are having a difficult time locating all of the *Nine Disciples* allow the midnight peddler to provide some or all of the following clues to their locations:

"On angel's seat, now empty, stands a bishop of disaster." (Chapter 8, Area T8-16.)

"Blood trophy of the blood-taker, unravels the plans of the Horned Priest." (Chapter 7, Area 77; also hints at Belishan's interference ruining the Grand Cornu's plans for the citadel)

"Where waters seek to hide from day, the sightless see and hide away." (Area Chapter 6, H6-7)

"Cowl'd patriarch of feathered matriarch stands within the broken stones of Karkuune's heart." (Chapter 9, Area P3-2)

"Lost 'neath memories of Surter's child, before the Master's eyes unseeing, rests the sleeper in robes of stone unseen." (Chapter 7, Area 57; a DC 25 Knowledge [religion] identifies Surter as an obscure fire deity revered by giants, a DC 20 Intelligence check confirms the "memories of his child" to be ash.)

"The Broken One hides in shame and disgrace, the stone priest lies with tar on his face." (Area D3)

"Atop the halls of oozing wounds, guarded by minions of death and steel, the disciple keeps watch over the faithful." (Chapter 2, Area 81)

"Caller of trolls and seeker of souls stand together in the ox's bow." (Chapter 8, Area T4)

"Long lost but ever toiling, on barren roads ever boiling. Nine come home, but where's the ten? Open gates wide to bring him in." (see Event 7 below)

Event 2: The Stalker (CR 15)

Called from another plane for reasons yet to be revealed, a hidden creature known as The Stalker now walks the broken streets of Tsar. The Stalker is a consummate hunter, never giving up a pursuit before bringing his quarry to bay and destroying it. For some recent deed unbeknownst to a member of the party, he or she has been designated the quarry of The Stalker. Select one of the party members to be

this marked victim. The Stalker will begin tracking this character throughout the city, making sniping attacks, setting simple deadfall traps, luring wandering monsters into the character's vicinity, and ultimately attempting to use ongoing battles as a distraction to come in and make sneak attacks.

Creature: The Stalker is, appropriately enough, an **invisible stalker** rogue. He lairs at Area H8 (see *Part 3—The Harrow Lanes*) and is described there. Initially the PC will be subject to long range arrow fire. With his +3 *longbow of distance* and Far Shot feat, The Stalker can fire at targets as far away as 3,000 ft. His initial attacks from Area H8 occur anytime the party is in the Grunge or the Harrow Lanes anywhere as far north as Area H3 and as far south as H11. Since the characters are unsuspecting, they are flat-footed, and he waits until they are not behind any cover to fire. The Stalker uses its full round action to fire and then stops and awaits another opportunity when the party is unsuspecting. Only a DC 30 Perception check can catch a glimpse of the arrows coming from Area H8. Otherwise the party has only a general idea of the direction from which they came. As The Stalker makes more of these sniper attacks, clever players might begin using the general direction of arrow fire to triangulate The Stalker's position in his tower.

Make The Stalker an ongoing nemesis throughout the adventure, avoiding confrontations until he is tracked to his lair and forced to fight. He does make attacks outside of his hideout as mentioned above, but always returns there, fleeing from any protracted battles to rest and await a new opportunity.

THE STALKER

CR 15

XP 51,200

Invisible stalker rogue 8 (*Pathfinder Roleplaying Game Bestiary* "Invisible Stalker")

N Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +20

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +6 natural)

hp 198 (7d10+56 plus 8d8+64)

Fort +17; **Ref** +19 (+21 vs. traps); **Will** +6

Defensive Abilities evasion, improved uncanny dodge, natural invisibility, trap sense +2, uncanny dodge; **Immune** elemental traits

Spd 30 ft., fly 30 ft. (perfect)

Melee 2 slams +19 (2d6+5)

Ranged +3 *longbow of distance* +23/+18+13 (1d8+3/19–20/x3)

Special Attacks rogue talent (bleeding attack, surprise attack), sneak attack +4d6

Str 20, **Dex** 23, **Con** 26, **Int** 16, **Wis** 15, **Cha** 9

Base Atk +13; **CMB** +18; **CMD** 34

Feats Combat Reflexes, Far Shot, Improved Critical (longbow), Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Vital Strike^B, Weapon Focus (longbow)^B, Weapon Focus (slam)

Skills Acrobatics +24, Bluff +17, Craft (traps) +15, Diplomacy +17, Disable Device +21, Escape Artist +17, Fly +24, Knowledge (local) +14, Knowledge (planes) +13, Perception +20 (+24 locate traps), Sense Motive +12, Stealth +24, Survival +20, Use Magic Device +17

Languages Auran, Common

SQ improved tracking, rogue talents (combat trick, weapon training), trapfinding

Gear *bracers of armor* +2, +3 *longbow of distance*, *belt of incredible dexterity* +2, 20 arrows, 3 *greater slaying arrows* (Humanoids [human]), *greater slaying arrow* (Humanoids [elf]), 2 *greater slaying arrows* (Outsiders [good]) *bag of holding* (type II) containing supplies, 200 arrows, 400 pp, 3 small diamonds (100 gp each), and a crystal statuette of a djinni woman worth 1,000 gp.

Event 3: The Wicker Man (CR 9)

This event occurs at night, preferably before the party has explored Area H4 in *Part 3—The Harrow Lanes*. Whenever the party is in position to be able to see Area H4, whether while departing the city to camp, setting up camp in the city, or campaigning in the darkness, read the following:

Night has fallen over this horrid waste of broken stone and shattered lives. The strange sounds of the day — clatters of stone, distant howls, shouts of battle — are replaced by more menacing sounds in the night — the crunch of footsteps sounding ominously close, deep breathing of something large passing by in the darkness, and now added to this, distant drum beats and chanting of many feral voices. Somewhere to the [insert direction] a plume of fire suddenly rises into the night sky from the edge of the city's first terrace. Above the drums and chanting you can almost imagine that you can hear the crackling flames of this conflagration...and perhaps tortured screaming as well? In a few moments the fire begins to die down and fade away, the night wind's giving it the illusion of movement. Soon the drums have stopped and only a faint glow remains where once the inferno raged.

Creature: The party has just remotely witnessed the lighting of the wicker man at Area H4-10 (detailed in *Part 3—The Harrow Lanes*). Placed in with the captured denizens of the city used as sacrifices for this ceremony was a single human, a simple merchant from the northern lands whose caravan was attacked and destroyed during an ambush out on the Desolation some weeks ago. This starving and sun-baked refugee somehow escaped and made his way to Tsar thinking it to be an outpost of civilization where he could get help. The yesh found this half-mad survivor and locked him up with the rest of their prisoners. When he was condemned and executed in the burning wicker man with the others in sacrifice to the gnoll's dark god, his innocent spirit rose up in outrage and gave the burning statue a terrible animation. The gnoll druid presiding over the ritual immediately fled into the benighted ruins, and the **wicker man** ran in pursuit of vengeance for his death (giving the impression that the flame was dying down and moving in the wind as described above), left alone by the rest of the cowering gnoll tribe as he climbed out of the rubble walls encircling their encampment.

Unfortunately for the vengeful spirit, the fleeing gnoll soon met an unfortunate accident in the dark; tripping as he ran along the terrace's edge and falling into the waters of the Dread Swamp where his body was sucked beneath the muck and hidden (do not subtract a druid from Area H4). Now the wicker man wanders the ruins vainly searching for its killer and slaying anyone it finds. Of course, at some point of your choosing, the party runs afoul of this burning construct and must either destroy it or become its latest victims. When encountered, the wicker man looks like a 30-foot-tall hollow statue of wicker lashed together into a rough humanoid shape. Within this wicker cage have been stuffed dozens of once-living humanoids and then the entire construction was set alight into a massive living pyre. Now the spirits of the immolated victims can still be seen struggling within their fiery cage. A nimbus of fire surrounds the construct, and the wails of the doomed mingle with the crackle of the flames.

WICKER MAN XP 6,400

CR 9

Creature Collection II: Dark Menagerie 210

N(E) Huge construct (fire)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 13, touch 7, flat-footed 13 (-1 Dex, +6 natural, -2 size)

hp 106 (12d10+40)

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

DR 10/magic; **Immune** construct traits, fire; **SR** 20
Weaknesses vulnerability to fire and water

Spd 30 ft.

Melee 2 slams +29 (2d6+9 plus 1d6 fire)

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

Special Attacks fireball, trample (2d6+13 plus 2d6 fire)

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +12; **CMB** +23; **CMD** 32

Fireball (Su) Three times per day, as a standard action, the fiery nimbus around a wickerman can coalesce and launch itself into a *fireball* as the spell (caster level 14th) that deals 10d6 points of fire damage (DC 16 Reflex, half). This ability can only be used once every 1d4+1 rounds. The save DC is Charisma-based.

Vulnerability to Water (Ex) A wickerman takes 1d6 points of damage per round of exposure to 10 or more gallons of water. Total immersion deals 10d6 points of damage per round.

Event 4: Return of the Giant-King (CR 17)

Run this event at anytime the party is passing near Area G1 after they already been there once or immediately if they discover the true nature of the iron colossus there.

With a great rending and shrieking of stressed metal, the iron colossus in the pentacle-plaza begins to fall — no, not fall but lean. In fact it seems to be bending into a crouch, huge plates of black iron sheering off and tumbling to the flagstones. As the iron falls away, it reveals an emaciated and twisted body of real flesh and bone within. The massive naked body has mottled, decaying flesh, still covered in some places by clinging sections of iron plate. The lower portion of the molded iron face has broken away revealing a slackly-hanging jaw lined with sharp teeth and a containing a long, razor-edged tongue. Glowing eyes frown out of the remaining upper portion of the iron face.

Creature: The **storm giant dread ghast**, Thraestos, has finally managed to break his way free from his iron prison and now seeks to feed upon whatever living creatures he can find. The clinging sections of black iron provide this beast with an improved armor class. Having starved within his prison for centuries, he pursues a potential meal anywhere within the city and even out into the Desolation. If Thraestos survives the encounter, he soon becomes a powerful faction leader within the city gathering hordes of ghouls and other undead to his cause as he takes the Blood Pit (Area G3) as his court to begin a reign of undeath and eternal hunger.

KING THRAESTOS XP 102,400

CR 17

Male advanced-HD storm giant dread ghast (*Pathfinder Roleplaying Game Bestiary* "Giant, Storm," *Advanced Bestiary* 70)

CE Huge undead (augmented humanoid, giant)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +34

Aura stench (40-ft. radius, Fort DC 27 negates, sickened 1d6+4 minutes), unnatural aura (30-ft. radius)

AC 32, touch 10, flat-footed 30 (+6 armor, +2 Dex, +16 natural, -2 size)

hp 252 (24d8+120 plus 24)

Fort +19; **Ref** +13; **Will** +17

CHAPTER 3: OVERVIEW OF TSAR

Defensive Abilities channel resistance +4, rock catching; **Immune** electricity, undead traits

Spd 35 ft., climb 35 ft., swim 30 ft.

Melee 2 claws +32 (2d6+16 plus paralysis), bite +32 (2d8+16 plus disease and paralysis)

Ranged rock +22 (2d6+24)

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

Special Attacks command ghosts and ghouls, create spawn, disease (ghoul fever, DC 27), paralysis (1d4+1 rounds, DC 27), rock throwing (140 ft.)

Spell-like Abilities (CL 15th):

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*call lightning* (DC 21), *chain lightning* (DC 24)

Str 43, **Dex** 20, **Con** —, **Int** 18, **Wis** 24, **Cha** 21

Base Atk +18; **CMB** +36 (+38 bull rush and sunder); **CMD** 51 (53 vs. bull rush and sunder)

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Toughness, Vital Strike

Skills Acrobatics +35, Climb +32, Craft (weapons) +13, Intimidate +22, Perception +34, Perform (oratory) +14, Sense Motive +31, Swim +22

Languages Auran, Common, Draconic, Giant

SQ militant, water breathing

Gear iron plating (equal to breastplate)

Command Ghosts and Ghouls (Su) Thraestos can automatically command all normal ghosts and ghouls within 30 feet as a free action. Normal ghosts and ghouls never attack Thraestos unless compelled.

Unnatural Aura (Su) Any creature of the animal type within 30 feet of Thraestos automatically becomes panicked and remains so until the distance between it and Thraestos is at least 30 feet.

Event 5: Troll Moot (CR varies)

This event occurs if the party has removed the *Nine Disciples* statue from Area T4 in Chapter 8 (see *Part 5—Foundations of Infamy*). As a result of this theft, the telepathic call from the Trollstone subtly changes. Not only does it now summon all trollkin to the city, it gives them a telepathic description of the thieves who took the statue away from the Trollstone. Thus every trollkin in or near the city is now searching for the PCs to recover the statuette and replace it at its position beside the Trollstone. If the party gives up the statuette, they will no longer be hunted, but eventually they must take it back if they wish to summon the Citadel of Orcus.

Creatures: While the party is being hunted by the trolls, every time a random encounter is rolled there is a 30% chance that it will be trolls hunting the PCs rather than the monsters indicated on the random encounter tables. Roll or choose from the troll encounters below to replace the random encounter if a troll encounter is called for. These trolls will all fight to the death to recover the statuette

d8	Encounter
1	Troll Raiders (CR varies)
2	Hunters of the Stone (CR 13)
3	From the Depths (CR varies)
4	Return of the Brothers (CR 8)
5	From Beyond (CR 9)
6	Dread Trolls (CR varies)
7	Searchers (CR varies)
8	War Party (CR varies)

in service to the Trollstone. Other than the Return of the Brothers — which can only be encountered once if they are killed — these encounters can be used as many times as you like.

Troll Raiders: This group consists of 2d4 trolls led by 1d2 two-headed trolls, ghastly beasts resembling a cross between a troll and an ettin.

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

TWO-HEADED TROLL **CR 7**
XP 3,200

The Tome of Horrors Revised 353

CE Large humanoid (giant)

Init +0; **Senses** darkvision 90 ft., low-light vision, scent; Perception +21

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

Spd 30 ft.

Melee longsword +12/+7 (2d6+6), longsword +12/+7 (2d6+6), and 2 bites +7 (1d8+3) or 2 claws +12 (1d6+6) and 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 +21

Languages Giant

Gear 2 longswords

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.

Hunters of the Stone: This group consists of 2 troll hunters (troll 6th-level rangers).

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

Male or female troll ranger 6 (*Pathfinder Roleplaying Game Bestiary* “Troll”)

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

AC 22, touch 10, flat-footed 21 (+5 armor, +1 Dex, +7 natural, –1 size)

hp 142 (6d8+36 plus 6d10+36 plus 6); regeneration 5 (acid or fire)

Fort +16; **Ref** +8; **Will** +7

Spd 30 ft.

Melee +1 *battleaxe* +15/+10 (2d6+7/x3) and claw +13 (1d6+3) and bite +10 (1d8+3), or 2 claws +15 (1d6+6) and bite +15 (1d8+6)

Ranged javelin +10/+5 (1d8+6)

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

Special Attacks favored enemy (humanoid [elf] +4, humanoid [human] +2), rend (2 claws, 1d6+9), two-weapon combat style

Spells Prepared (CL 3rd):

1st—*entangle* (DC 12), *resist energy*

CHAPTER 3: OVERVIEW OF TSAR

Str 23, Dex 12, Con 23, Int 10, Wis 13, Cha 8
Base Atk +10; CMB +17; CMD 26
Feats Endurance^B, Improved Natural Armor (2), Intimidating Prowess, Iron Will, Quick Draw^B, Skill Focus (Perception), Two-Weapon Fighting^B, Weapon Focus (battleaxe)
Skills Intimidate +20, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Perception +22, Stealth +5, Survival +10 (+13 tracking), Swim +14
Languages Giant
SQ favored terrain (mountain +2), hunter's bond (companions), wild empathy +2
Gear +1 chain shirt, +1 battleaxe, 5 javelins

From the Depths: This group consists of 1d10 cave trolls, shorter trolls with dark-gray leathery hide, simian arms, and tall, pointed batlike ears. They move with an unnatural speed and agility.

CAVE TROLL

XP 1,200

The Tome of Horrors Revised 348

CE Medium humanoid (giant)

Init +6; **Senses** darkvision 90 ft., low-light vision, scent; Perception +10

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

Spd 60 ft.; spider climb

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 Perception +10

Languages Giant

SQ haste



CR 4

Haste (Su) A cave troll is affected by a permanent haste spell (caster level 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 although 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.

Return of the Brothers: These 2 rock troll brothers are the same as those the party may have encountered at the Chaos Rift in *Slumbering Tsar: The Desolation*. Even if that encounter was friendly, the brothers will still attack the party to regain the stolen *Disciple*. They cannot be encountered during daylight unless inside a building due to their vulnerability to sunlight, which even the Pall does not adequately block. Rock trolls stand nearly twice as tall as a human with earth-colored hides and sharpened talons on hands and feet.

OTIS and LORTIS, ROCK TROLL BROTHERS

CR 6

XP 2,400

Male rock troll (*The Tome of Horrors Revised* 351)

CN Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 92 (8d8+56); fast healing 5 (while underground)

Fort +13; **Ref** +3; **Will** +1

Weaknesses vulnerability to sunlight

Spd 30 ft., burrow 20 ft.

Melee 2 claws +12 (1d6+7) and bite +12 (1d6+7)

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

Special Attacks rend (2 claws, 2d6+10)

Str 25, Dex 12, Con 25, Int 6, Wis 9, Cha 6

Base Atk +6; **CMB** +14; **CMD** 25

Feats Alertness, Intimidating prowess, Power Attack, Skill Focus (Craft [carpentry])

Skills Craft (carpentry) +4, Intimidate +8, Linguistics -2, Perception +7, Sense Motive +3

Languages Common, Giant

Fast Healing (Ex) A rock troll heals only if it is underground and touching dirt or earth.

Vulnerability to Sunlight (Ex) A rock troll exposed to sunlight (not merely a daylight spell) can only take a single move or attack action and is instantly turned to stone (as if by a flesh to stone spell) in the next round if its fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and stone to flesh is cast on it. A rock troll must make a new saving throw each round it remains in sunlight.

From Beyond: This encounter is with 2 spectral trolls. These undead creatures are jet black in color but otherwise resemble ordinary trolls. The Pall Over Tsar prevents them from vanishing during the day while in the city.

SPECTRAL TROLL

CR 7

XP 3,200

CE Large undead (augmented humanoid, giant, incorporeal)

CHAPTER 3: OVERVIEW OF TSAR

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +16

AC 13, touch 13, flat-footed 11 (+2 deflection, +2 Dex, -1 size)
hp 39 (6d8+12)

Fort +7; **Ref** +4; **Will** +3

Defensive Abilities channel resistance +4, incorporeal, rejuvenation

Spd 30 ft., fly 30 ft. (perfect)

Melee corrupting touch +5 (7d6, DC 15 half)

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

Special Attacks create spawn

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 9, **Cha** 14

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

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

Skills Fly +8, Intimidate +9, Perception +16, Stealth +6

Languages Giant

SQ vanish

Corrupting Touch (Su) A spectral troll has an incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the spectral troll 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. The save DC is Charisma-based.

Create Spawn (Su) Any humanoid killed by a spectral troll rises 1d3 days later as a free-willed spectre unless a cleric of the victim's religion casts *bleed* on the corpse before such time.

Rejuvenation (Su) In most cases, it's difficult to destroy a spectral troll 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 spectral troll is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spectral troll and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Vanish (Su) Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Spectral trolls that are held, restrained, confined, or imprisoned (including magical means such as temporal stasis) vanish in direct sunlight. Once night has fallen, a spectral troll reappears. (If the spectral troll was magically held or restrained, the magic does not resume when it reappears.)

Dread Trolls: Out of the Dread Swamp, this group consists of 2d4 swamp trolls, hulking brutes with thick arms and legs, mosses and fresh mud coating their hides, and huge fangs jutting upward from their lower jaws. They are led by a Gaurak troll, a 12-foot misshapen monstrosity of grotesquely swollen muscles, arms hanging below its knees, and an emaciated shrunken belly that can never get its fill.

SWAMP TROLL

XP 800

The Tome of Horrors Revised 352

CE Large humanoid (giant)

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

Perception +6

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

hp 38 (4d8+20); regeneration 3 (acid or fire)

Fort +9; **Ref** +3; **Will** +2

Weaknesses swamp dependent

Spd 30 ft., swim 30 ft.

Melee bite +6 (1d8+4), 2 claws +6 (1d6+4)

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

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

Str 18, **Dex** 14, **Con** 20, **Int** 6, **Wis** 9, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Perception +6, Stealth +4 (+8 swampy or forested areas), Survival +3, Swim +12

Languages Giant

Swamp Dependent (Ex) Swamp trolls keep their bodies covered in a thick coating of mud and swamp water. Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in Chapter 13 of the *Pathfinder Roleplaying Game*. They cannot regenerate while subject to suffocation from being away from their swamp for too long.

GAURAK TROLL

CR 8

XP 4,800

Creature Collection II; Dark Menagerie 80

CE Huge humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +8

AC 17, touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size)

hp 114 (12d8+48 plus 12); regeneration 5 (acid or fire)

Fort +14; **Ref** +3; **Will** +5

Defensive Abilities rock catching

Spd 40 ft.

Melee bite +15 (2d6+8), 2 claws +15 (1d8+8 plus grab)

Ranged rock +7 (2d8+12)

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

Special Attacks damage armor, rend (grapple, 1d8+12), rock throwing (120 ft.)

Str 24, **Dex** 9, **Con** 19, **Int** 6, **Wis** 9, **Cha** 15

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 27

Feats Cleave, Great Fortitude, Intimidating Prowess, Iron Will, Power Attack, Toughness

Skills Intimidate +19, Perception +8

Languages Giant

Damage Armor (Ex) A Gaurak troll's immense strength and frenzied attacks are capable of tearing an opponent's armor apart so the troll can get to the meaty interior of its intended meal. If the opponent has both armor and shield, roll 1d6: a roll of 1-4 affects the shield and a roll of 5-6 affects the armor. Whenever a Gaurak troll makes a grab attack, make a grapple check, adding any magical bonus for the armor or shield in question to the opponent's CMD. If the grapple is successful, the affected armor or shield is torn away and thrown 30 feet in a random direction as the troll makes its rend attack. Armor damaged in this way provides no AC bonus until such time as it has been repaired. A DC 8 Craft (armor) check is required to repair the straps of such torn away armor before it can be used again, taking 20 minutes to repair for armor or 5 minutes to repair for shields. Magical force armor (such as a *mage armor* or *shield* spell is not affected by this attack).

Searchers: These groups consist of either 1d6 trolls or 1d10 swamp trolls (your choice).

TROLL

CR 5

XP 1,600

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

SWAMP TROLL
XP 800
hp 38 (See above)

CR 3

War Party: This war party consists of 2d6 troblins, misshapen troll/goblin crossbreeds with imperfect regeneration so that their bodies consist of many masses of scar tissue and thickened skin, branching limbs, or asymmetrical skeletal frames. They are accompanied by 1d3 trolls and 1d2 two-headed trolls, and are led by a troll hunter.

TROBLIN
XP 600

CR 2

The Tome of Horrors II 164

CE Medium humanoid (goblinoid)

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

AC 13, **touch** 11, **flat-footed** 12 (+1 Dex, +2 natural)

hp 22 (3d8+6 plus 3); **regeneration** 2 (acid or fire)

Fort +5; **Ref** +4; **Will** +1

Spd 30 ft.

Melee greatclub +5 (1d10+4) and bite +0 (1d6+1), or 2 claws +5 (1d4+3) and bite +5 (1d6+3)

Str 16, **Dex** 12, **Con** 15, **Int** 8, **Wis** 11, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 16

Feats Great Fortitude, Toughness

Skills Perception +2, Stealth +5

Languages Giant

SQ mutation

Gear greatclub

Mutation (Ex) The regenerative ability of a troblin does not function as well as those of its trollish parent. Sometimes when an injured troblin regenerates, its body warps in an inexplicable fashion. A severed arm may regrow as two arms, or a scar may grow to cover the troblin's entire body in thick skin. Further, if a troblin suffers a critical hit in melee, it has a 25% chance of gaining a mutation once it is fully healed. See the sidebar for random mutations.



Troblin Mutations

Each troblin has the potential to possess 1d2 random mutations brought about by its bizarre regeneration. Roll on the table below for each mutation.

d20 **Mutation**

- 1-2 Dual forearm; claw damage increased by one die type (claw damage 1d6+3) and it gains the benefits of wielding a two-handed weapon with that arm.
- 3-4 Dual foreleg; +2 racial bonus to Acrobatics checks, +2 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground.
- 5-6 Massive scarring; natural armor bonus increases by +1.
- 7 Multiple muscles; +2 Strength.
- 8 Shortened tendons; +2 Dexterity.
- 9 Redundant vital organs; +2 Constitution.
- 10 Third leg; +4 racial bonus to Acrobatics checks, +4 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground, +10 to Speed.
- 11 Two arms on one side; gains an additional claw attack when making a full attack and gains the benefits of wielding a two-handed weapon with that arm.
- 12 Two heads; Gains Superior Two-Weapon Fighting ability (see below) and a +2 racial bonus on Perception checks.
- 13-20 No mutation.

Superior Two-Weapon Fighting (Ex) Troblins with two heads automatically gain this ability. Because each of its two heads controls an arm, a troblin does not take a penalty on attack or damage rolls for attacking with two weapons.

TROLL

CR 5

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* “Troll”)

TWO-HEADED TROLL

CR 7

XP 3,200

hp 95 (See above)

TROLL HUNTER

CR 11

XP 12,800

hp 142 (See above)

Event 6: Redeeming the Anvil

If the anvil of Larach-Umbriol is recovered from Area H3-2 and carried across the Desolation into the depths of the Chaos Rift to the Sepulcher of the Last Justicar (see *Slumbering Tsar: The Desolation*), proceed with the following text. If the party battled the ghost of Gerrant and robbed his tomb, then this encounter does not occur and they gain no boon for recovering the anvil.

CHAPTER 3: OVERVIEW OF TSAR

The sanctimony of the hidden sepulcher remains as inviolate as when you left it last. The perfectly preserved body of the last Justicar, Gerrant of Gilboath, slain by treachery during the Battle of Tsar, still lies upon its crystal bier. Placing the heavy anvil upon the pedestal before the altar beside the broken and corroded spear point, cloven skull, and fractured smith's hammer, you feel a sense of completion. A soundless sigh seems to fill the chamber, as if a long held breath were finally released. In seconds the glowing figure of the knight's ghost appears above the bier once again.

"Thank you, my friends," says the ghostly knight. "At long last my soul is freed of its imprisonment on this plane. My murder is avenged and Muir calls me home to serve at her feet. You have done much to remove the stain from these lands, and think not that your actions have gone unnoticed. Continue in your quest and fulfill the will of the Three Gods; that which the demon-prince ever seeks to undo. Go with the blessings of Thy and Muir, and She that is forgotten. To reward you for your deeds thus far, take up my sword and harness and carry it once more into the glorious battle for which it was intended.

The ghost pauses and seems to begin to fade slightly. "Now I must return to the hall of my brothers, but I grant you one final boon. For your sakes I will leave the halls of the immortal Justicars one more time at your call. When you are in need or sorely pressed from all about you, call my name three times, and I shall return to your side and lend you aid. Use this boon wisely, for only once shall my mistress allow my departure from her service. Go, and stand against the darkness." With these final words he fades completely away, and the room is dark once more illuminated only by the sword resting upon the knight's corpse.

Gerrant has granted the party the right to claim the equipment interred with his corpse. The knight's armor is ruined due to the horrible wound that caused his death. However, the Sword of Gerrant is a +2 *holy brilliant energy bastard sword*. Hidden beneath his breastplate (DC 21 Search check) is an *amulet of natural armor* +3 and silver holy symbol of Muir worth 25 gp that can rightfully be claimed by the members of the party.

The ghost's final boon can be used by anyone who was present in the room during the knight's pronouncement. At any point, as a free action, a character can call Gerrant's name three times (unless in magical *silence* or otherwise prevented from speech). By doing so, in the next round the ghost of Gerrant appears much like a summoned creature. He still carries the ethereal versions of his magic items even if they have been lost or destroyed since then, and a party in possession of them can use them in battle alongside the knight and his ghostly versions. In its ghostly form, Gerrant's armor is undamaged and his sword functions as a *ghost touch* sword rather than a *brilliant energy* weapon. Gerrant remains free willed but will fight or otherwise assist the summoner to the best of his ability. Gerrant will remain for 10 minutes and can only be called once. See the **Prestige Class Appendix** for information on the Justicar prestige class by **Necromancer Games**.

GERRANT OF GILBOATH XP 153,600

CR 18

Male human ghost paladin 10 /Justicar of Muir 7 (see **Prestige Class Appendix**)

LG Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +25

Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex) (vs. ethereal) **AC** 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural)

hp 227 (10d10+70 plus 7d10+49 plus 10)

Fort +25; **Ref** +15; **Will** +23

Defensive Abilities channel resistance +4, divine grace, incorporeal, rejuvenation; **Immune** charm, disease, fear, illusions, undead traits

Spd fly 30 ft. (perfect)

Melee +2 *holy ghost touch sword* +24/+19/+14/+9 (1d10+6/19–20) or corrupting touch +20 (18d6, Fort DC 25 half)

Special Attacks channel positive energy (DC 22, 5d6), enemy of evil, mark of justice, scourge of evil, smite evil 4/day (+7 Atk/+10 dmg), sword of courage, telekinesis

Spell-like Abilities:

At will—*detect evil* (CL 10th)

2/day—*zone of truth* (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—*break enchantment, neutralize poison*

3rd—*daylight, dispel magic, magic circle against evil, remove blindness/deafness*

2nd—*eagle's splendor, owl's wisdom, remove paralysis, resist energy, shield other*

1st—*bless, bless water, cure light wounds* (x2), *lesser restoration, protection from evil*

Str — (19 ethereal), **Dex** 16, **Con** —, **Int** 15, **Wis** 18, **Cha** 24

Base Atk +17; **CMB** +20 (+21 vs. ethereal); **CMD** 37 (34 vs. ethereal)

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)

^B, Improved Bull Rush, Improved Initiative^B, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Unseat, Weapon Focus (bastard sword)

Skills Diplomacy +20, Fly +6, Handle Animal +18, Heal +17, Knowledge (nobility) +15, Knowledge (religion) +15, Perception +25, Ride +18, Sense Motive +17

Languages Celestial, Common, Giant

SQ celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing

Gear +4 *full plate armor, amulet of natural armor* +3, +2 *holy ghost touch bastard sword, silver holy symbol of Muir* (25 gp)

Event 7: Return of the Lost Caravan (CR 16)

This event occurs only after the first eight of the *Nine Disciples* have been recovered and placed in the Plaza of the Disciples (Chapter 9, Area P2 detailed in **Part 5—Foundations of Infamy**) alongside the tenth statue that was never removed. Only when this is accomplished can the last of the *Nine Disciples* be recovered as described in the adventure's conclusion. When the eighth of the *Nine Disciples* has been fused into place read the following:

The idol fuses seamlessly onto its plinth alongside the others, leaving only a single pedestal unoccupied. One more of these enigmatic statuettes still remains, though you have found no trace of it in the city.

No sooner has the statue been affixed in place when rising faintly over the city comes the sound of distant horns at the gates, as if some monarch gone abroad has returned to his seat. A hush remains over the city as the echoes of the horns die away. As their last notes are carried away by the winds, the everyday sounds of the ruined city slowly return.

The return of the first eight *Disciples* has summoned the bearers of the ninth and last *Disciple* to the city. Waiting at the Black Gates of Tsar is the legendary Lost Caravan. On the eve of the Battle of Tsar centuries ago, the Grand Cornu made preparations knowing that

CHAPTER 3: OVERVIEW OF TSAR

Tsar was doomed to fall and working it into his plans and those of his Abyssal master. To this end, as the Army of Light slowly fought its way through the outermost fortifications of the Tsarite sphere of influence, the Grand Cornu dispatched his seneschal to travel to the distant eastern port and there serve a special purpose. The Grand Cornu had already prepared the great spell that would seal the Citadel of Orcus away from the invaders and preserve the great secret ensconced within. The Grand Cornu told his seneschal, a Disciple of Orcus named Vrrius, to wait in the port city until he received a special item. He was then to take ship with this item and sail for the holy city of Tircople, sacred to the gods Thyr and Muir. The Grand Cornu predicted that the holy city would fall to barbarians, and, when the seneschal arrived, he was to place the item on the high altar and there establish a new Citadel of Orcus.

The Grand Cornu had known that Tsar would be lost and the citadel sealed away beyond use. He knew that the disciples would establish a new hidden temple at Rappan Athuk, but he knew his master did not wish to lose his center of worship in the world just because Tsar would fall. The wicked Orcus thought there would be no sweeter irony than to once again usurp a place of worship from his greatest rivals and so set into motion a plan conceived an age ago to cause the downfall of Tircople, eliminate the nagging irritation that had long been the Holy Order of the Justicars, and create an even greater city of worship than had been at Tsar. All of this would further draw attention away from the ruins of Tsar and prevent curious investigations before the greater plan (to be revealed in *Slumbering Tsar: The Hidden Citadel*) he had concocted could be completed.

The keys to this plan were the statues now known as the *Nine Disciples*. Using the latent power of the souls trapped within the *Nine Disciples* would allow the Citadel of Orcus to completely vanish from Tsar until Orcus should call it back in its proper time. Nine of the ten statues would be scattered across the planes never to be found. The last of the statues would be magically transported to the waiting Vrrius. With this he would take ship to Tircople and establish the new temple-city of Orcus and become the new Grand Cornu.

Unfortunately, the Grand Cornu had underestimated the length of time that the Battle of Tsar would last while Seneschal Vrrius anxiously awaited in the port city. As the months dragged into a year, Vrrius's impatience overcame his loyalty. Using his magic he duped a caravan master into traveling with him back into the very battle zone of Tsar to discover what the delay was.

In addition to this minor betrayal, after making all the preparations for the great spell to transport the citadel away, the Grand Cornu was forced to leave the activation of the great spell in the hands of the less-than-faithful Belishan the Bloodmage. When the Bloodmage's avarice overcame his loyalty and he sought to ensnare one of the *Disciples* and thus a portion of the now-deceased Grand Cornu's power, the entire spell went awry. When the spell was activated, Vrrius's caravan was out on the Desolation near the great crossroads—well within the massive spell's area of effect and much too close for the way the spell had been designed.

Had only one thing gone wrong — Belishan's attempt to twist the spell or Vrrius being too close — all might still have been well. As it was the spell was twisted, Belishan snared not one but two of the *Disciples*, another of the statues was anchored in place and prevented from leaving, and the final *Disciple* arrived in Vrrius's possession so close to the city that a magical echo rebounded back shattering the spell's intent. Because of the remaining anchor the citadel was sent across the planes but with easy means for it to be called back if the errant *Disciples* could be gathered once again, the first eight *Disciples* remained within the bounds of the city (rather than being scattered across the planes as intended), and the rebounding magical burst that arrived with the final *Disciple* at Vrrius, blasted the caravan almost entirely from its physical existence.

Now known as the Lost Caravan, anchored forever to the Material Plane by the presence of one of the *Disciples*, the remains of this doomed troop have wandered the benighted roads of the Desolation ever since. Only the pack handlers appeared to remain as **23 human zombies** forever carrying packs and crates of dust — all that remains of the original cargo. However, with them could be heard the sounds

of drovers, animals and caravan masters, though these could never be seen. But now, with the return of the first eight *Disciples*, the Lost Caravan has finally been able to reach its destination — all of its members, not just the pack handlers.

Creatures: The caravan remains in its immaterial and invisible state save for the zombies outside the gates of the city until the party, harbingers of the caravan's arrival, returns to the Black Gates. Until that time, every hour the horns of the caravan blow once again to announce their presence. Once the PCs are near the gates and able to see them again, the north gate swings open of its own volition to admit the missing caravan, which fantastically becomes visible as it passes through the gates and into the bailey. Ideally the party should encounter the materializing caravan within that bailey (Area B2-2 of *Part 1—The Tower of Weeping Sores*), but the encounter can be modified as necessary for other locations. Entering the bailey are the above-mentioned zombies, **16 shadow drovers**, **7 wraith caravan guards**, **4 shadow mastiff guard dogs**, **12 mule zombies**, **2 elephant skeletons**, the **dread wraith caravan master** in a howdah atop one elephant and Vrrius, now a **huecuva**, in the howdah atop the other. The huecuva is a walking corpse, still wearing its tattered vestments as a priest of Orcus whose eyes glow with unholy light. See the **Prestige Class Appendix** for information on the Disciple of Orcus prestige class by **Necromancer Games**.

HUMAN ZOMBIES (23) CR 1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* “Zombie”)

SHADOWS (16) CR 3

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* “Shadow”)

WRAITHS (7) CR 5

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* “Wraith”)

SHADOW MASTIFFS (4) CR 5

XP 1,600

Pathfinder Roleplaying Game Bonus Bestiary “Shadow Mastiff”

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, **touch** 12, **flat-footed** 15 (+2 Dex, +5 natural)

hp 51 (6d10+18)

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

Defensive Abilities shadow blend

Spd 50 ft.

Melee bite +10 (1d6+6 plus trip)

Special Attacks bay

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear affect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. 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 total concealment. Artificial illumination, even a *light* or *continual*

CHAPTER 3: OVERVIEW OF TSAR

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.

MULE ZOMBIES (12) XP 600

CR 2

Pathfinder Roleplaying Game Bestiary "Zombie"
NE Large undead
Init +0; **Senses** darkvision 60 ft.; Perception +0

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)
hp 27 (5d8 plus 5)
Fort +1; **Ref** +1; **Will** +4
DR 5/slashing; **Immune** undead traits

Spd 30 ft.
Melee 2 hooves +6 (1d4+4) or slam +6 (1d8+6)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +8; **CMD** 18
Feats Toughness^B
SQ staggered

ELEPHANT SKELETONS (2) XP 1,600

CR 5

Pathfinder Roleplaying Game Bestiary "Elephant, Skeleton"
N Huge undead
Init +5; **Senses** darkvision 60 ft.; Perception +0

AC 12, touch 9, flat-footed 11 (+1 Dex, +3 natural, -2 size)
hp 49 (11d8)
Fort +3; **Ref** +4; **Will** +7
DR 5/bludgeoning; **Immune** cold, undead traits

Spd 40 ft.
Melee gore +16 (2d8+15)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (2d8+15, DC 25)

Str 30, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +8; **CMB** +20; **CMD** 31 (35 vs. trip)
Feats Improved Initiative^B

DREAD WRAITH XP 12,800

CR 11

LE Large undead (incorporeal)
Init +13; **Senses** darkvision 60 ft., lifestense 60 ft.; **Perception** +23
Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)
hp 184 (16d8+112)
Fort +12; **Ref** +14; **Will** +14
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits
Weakness sunlight powerlessness

Spd fly 60 ft. (good)
Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24
Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

Create Spawn (Su) A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifestense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

VRRRIUS XP 25,600

CR 13

Male huecuva cleric of Orcus 8/Disciple of Orcus 3 (*Pathfinder Roleplaying Game Bonus Bestiary* "Huecuva")
CE Medium undead

Init +5; **Senses** darkvision 120 ft.; Perception +11
Aura chaotic, evil, faithless (30 ft.)

AC 28, touch 11, flat-footed 27 (+9 armor, +1 Dex, +5 natural, +3 shield)
hp 130 (3d8+12 plus 8d8+32 plus 3d8+12 plus 8)
Fort +16; **Ref** +5; **Will** +18
DR 5/magic or silver; **Immune** undead traits

Spd 20 ft.
Melee +1 *heavv mace* +14/+9 (1d8+4) or 2 claws +14 (1d6+3)



plus disease)

Special Attacks channel negative energy 7/day (DC 19, 6d6), chaos blade 1/day (4 rounds), spontaneous casting (inflict spells)

Spell-like Abilities (CL 11th):

1/day—*animate dead, speak with dead* (DC 17)

3/day—*disguise self*

Domain Spell-like Abilities (CL 11th, melee touch +13)

9/day—*bleeding touch, touch of chaos*

Spells Prepared (CL 11th, melee touch +13, ranged touch +11):

6th—*blade barrier* (DC 22), *create undead^P*, *harm* (DC 22)

5th—*flame strike* (DC 21, x2), *righteous might, slay living^D* (DC 21)

4th—*chaos hammer^D* (DC 20), *air walk, divine power, poison* (DC 20), *spell immunity*

3rd—*bestow curse* (DC 19), *contagion* (DC 19), *dispel magic, magic circle against law^D, searing light* (x2)

2nd—*align weapon, darkness, death knell^D* (DC 18), *desecrate, resist energy, sound burst* (DC 18), *spiritual weapon* (melee +16/+11, 1d8+3)

1st—*bane* (DC 17), *command* (DC 17), *deathwatch, magic stone* (ranged +12, 1d6+4), *protection from law^D, sanctuary* (DC 17), *shield of faith*

0 (at will)—*detect magic, guidance, resistance* (x2)

D domain spell; **Domains** Chaos, Death

Str 16, **Dex** 13, **Con** —, **Int** 9, **Wis** 22, **Cha** 19

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

Feats Blind-Fight, Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Diplomacy +9, Knowledge (religion) +8, Perception +11, Spellcraft +7, Stealth +3

Languages Common

SQ death's embrace, necromantic power

Combat Gear *wand of chaos hammer* (CL 8: 19 charges), *potion of bull's strength*; **Other Gear** +2 banded mail, +1 heavy wooden shield, +1 heavy mace, bejeweled holy symbol of Orcus (125 gp), pouch with pebbles for *magic stone* and 28 pp

Disease (Ex) *Filth fever*: Claw—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Faithless (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any side effects based off that ability. This bonus stacks with channel resistance.

Treasure: The physical goods once carried by the caravan have long since been reduced to dust. However, in the howdah atop the elephant that Vrrius rides sits the last of the *Nine Disciples* (see **Magic items Appendix**).

Character Resources

The temple-city of Orcus is not intended for the party to necessarily attack it and complete their quest in a single foray. At the very least, they will want to remove themselves from the ruins to camp in order to avoid the effects of the Pall Over Tsar. The clearing of the ruins and recovery of all of the *Nine Disciples* could, in fact, take several weeks or even months of game time. If they so choose, the party has opportunity to retreat to civilization for healing or help, so don't discourage them from doing so.

The nearest settlement to Tsar is the drifter colony of riff-raff and thugs known as The Camp, about 20 miles to the southwest across the Desolation. The settlement is detailed in *Slumbering Tsar: The Desolation* but a short summary is provided here if you do not have access to that resource. If the actions of the players in the previous adventure have changed the power structure or population of the settlement, modify the following as necessary.

The Camp

The Camp (Hamlet): Nonstandard (Modified Anarchy); AL CN; 100 gp limit; Assets 1,750 gp; Population 355; Mixed (68% human, 10% orc or half-orc, 6% dwarf, 5% goblinoid, 3% halfling, 3% gnome, 2% elf or half-elf, 2% other races, 1% giant).

Authority Figure: The Usurer, male lich Wiz11/Exp5 (moneychanger and blacksmith).

Important Characters: The Bender Brothers, male gnomes Rog6/Asn3 (landlords); Clantock, male half-orc Ftr8/Rog3 (mercenary captain); Father Death, male hobgoblin Clr8 (Nergal); Fimmelaus, male elf Bbn6 (livery master); Griswald, male ghast (undertaker); Lucky Bjorc Balsam, male orc Exp10 (tavern keeper); Mama Grim, swamp hag (apothecary); Sammar, male human Brd4/Ari1 (diplomatic agent of Bard's Gate); Simon, male half-elf Mnk7 (hermit); Skeribar, male human Rgr10 (guide).

Others: Rgr5 (x7); Clr3 (x2); Ftr1 (x5); Rog4 (x3); War5 (x3); War4 (x18); War2 (x3); War1 (x21); Adp1 (x4); Exp3 (x10); Exp2 (x12); Exp1 (x36); Com3 (x16); Com2 (x41); Com1 (x161).

Notes: The economy of The Camp is based on "iron bits" that are provided by the Usurer. Citizens exchange their gold to the Usurer for iron bits on a one-for-one basis. Visitors, however, must exchange their gold through the Usurer at a rate of 5 gp for 1 ib. The Usurer shares the profits off of this with the rest of the town, so the local merchants refuse to accept any form of currency other than the Usurer's iron bits. This artificial inflation helps to keep an otherwise stagnant economy alive to some extent. Visitors must maintain a permanent residence in The Camp for 30 days in order to be counted as citizens and gain the more favorable exchange rate.

If the party needs healing, they can purchase spells or scrolls from Father Death, the unusually friendly priest of Nergal who keeps a small temple in the settlement, or can purchase potions from the swamp hag apothecary. They can also have magic items made by the Usurer who is an 11th-level wizard with the Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, and Scribe Scroll feats. The Usurer admits to being a spellcaster but hides his existence as a lich under powerful illusions. The emporium and tavern in The Camp can sell mundane supplies and equipment. Furthermore, though Bard's Gate is several weeks or months travel distance (depending upon your campaign world), at the party's level even that metropolis is not out of reach of *teleport* spells or similar magic.

For the time spent by the party camping or traveling through the Desolation outside the city, roll on the following encounter tables twice a day and twice a night.

Acid Rain: These torrential downpours rise suddenly in the moisture-laden clouds of the northwestern portion of the Desolation known as the Boiling Lands and blow over the surrounding areas. The wind currents coming down from the mountain slopes keep them from drifting over the city itself, and they usually die out before reaching The Camp. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so adequate shelter

The Desolation Daytime Random Encounter Table

d%	Encounter
01–04	Acid Rain
05	Bane Cloud
06–07	Geyser
08–15	1d6+6 Ghoul Wolves
16–19	1d6 Toxic Mudmen
20–26	2d6 Dread Ravens
27–29	Nabasu Demon
30–34	1d2 Will-O'-Wisps
35	Clay Golem
36–40	1d4 Poisonbearer Ghouls
41–44	1d2 Mohrgs
45–50	2d6 Zombies
51–00	No Encounter

The Desolation Nighttime Random Encounter Table

d%	Encounter
01–03	Acid Rain
04–06	Bane Cloud
07–12	1d6+6 Ghoul Wolves
13–16	1d12 Toxic Mudmen
17–21	1d4 Babau Demons
22–26	1d12 Ghosts
27–30	1d6 Will-O'-Wisps
31–36	2d6 Poisonbearer Ghouls
37–41	Nabasu Demon
42–48	2d20 Skeletons
49–52	2d4 Allips
53–59	2d12 Zombies
60–62	1d6+5 Vargouilles
63–64	Dread Wraith
65–00	No Encounter

can prevent the party members from being exposed to the damage-causing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that it is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc. if they are exposed to the downpour. Metal and wood are undamaged.

Allips: These foul undead are the remains of those soldiers who cracked under the constant strain of battle and ended up taking their own lives. They now come forth seeking revenge upon the living. They resemble a cloud of boiling shadows with a vaguely humanoid shape and gaping skeletal maw.

ALLIP CR 3
XP 800
Pathfinder Roleplaying Game Bonus Bestiary "Allip"
 CE Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; **Perception** +7
Aura babble (60 ft., DC 15)

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)
hp 30 (4d8+12)
Fort +4; **Ref** +4; **Will** +4
Defensive Abilities incorporeal, channel resistance +2; **Immune**

undead traits

Spd fly 30 ft. (perfect)
Melee incorporeal touch +4 (1d4 Wisdom damage)
Special Attacks touch of insanity

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16
Base Atk +3; **CMB** +3; **CMD** 17
Feats Improved Initiative, Lightning Reflexes
Skills Fly +16, Intimidate +10, Perception +7, Stealth +8
Languages Common
SQ madness

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

Babau Demons: These vicious brutes sally forth from the ruins of Tsar (see Area G4). At night they cloak themselves in *darkness* in order to creep close to the party in order to attack with surprise and make sneak attacks.

BABAU DEMON CR 6
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

Bane Cloud: The poisonous vapors and twisted nature of the Boiling Lands created these warped monstrosities out of air elementals *summoned* to fight in the Battle of Tsar. Now they roam the region in a perpetual rage, railing against what they have become and what they have lost. They appear as a low-hanging fog moving sluggishly over the earth with noxious greenish-yellow color, though this often resembles the normal exhalations of the Boiling Lands. The omnipresent fog protects it from the sun's harmful rays.

BANE CLOUD CR 4
XP 1,200

Creature Collection II: Dark Menagerie 14
 CE Medium outsider (air, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 10, flat-footed 17 (+7 natural)
hp 26 (4d10+4)
Fort +2; **Ref** +4; **Will** +6
Immune acid, elemental traits, weapon damage
Weaknesses vulnerability to sunlight

Spd fly 20 ft., (poor)
Melee slam +5 (1d6+1)
Special Attacks poison cloud

Str 12, **Dex** 11, **Con** 13, **Int** 9, **Wis** 15, **Cha** 9
Base Atk +4; **CMB** +5; **CMD** 15
Feats Improved Initiative, Skill Focus (Stealth)
Skills Fly +3, Knowledge (planes) +6, Perception +9, Sense Motive

CHAPTER 3: OVERVIEW OF TSAR

+9, Stealth +10
Languages Auran

Poison Cloud (Ex) As a standard action a bane cloud can create a highly poisonous cloud in a 5-foot radius that lasts for 1d6 rounds. Victims caught in the cloud must succeed on a DC 14 Fortitude save each round or take 1d6 points of damage and 1d2 points of Dexterity and Constitution damage (half damage on a successful save). The save DC is Constitution-based and includes a +1 racial bonus.

Vulnerability to Sunlight (Ex) The bane cloud takes 1d4 points of damage per round of exposure to direct sunlight (not a *daylight* spell).

Clay Golem: A single berserk clay golem, a siege construct whose master died in battle, wanders the Desolation looking for something to smash. It attacks anything that moves without hesitation. Strangely, at night it lies dormant until dawn.

CLAY GOLEM CR 10
XP 9,600
hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

Dread Ravens: These malevolent carrion birds fly over the Desolation in search of new flesh to feast upon. Anything that is lively is subjected to a barrage of spells from a safe height. Near the city any flock encountered is serving as spies for Belishan the Bloodmage (see *Part 4—The Crooked Tower*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

DREAD RAVEN CR 2
XP 600
Creature Collection 58
NE Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 13 (2d10+2)
Fort +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average)
Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2)
Spells Known (CL 3rd, ranged touch +6):
1st (5/day)—*grease* (DC 11), *magic missile*, *shield*
0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost*

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11
Base Atk +2; **CMB** –1; **CMD** 12
Feats Eschew Materials^B, Weapon Finesse
Skills Fly +7, **Perception** +10, **Stealth** +8
Languages Auran

Dread Wraith: Thousands of evil soldiers of Tsar fell in battle with the Army of Light and later returned as undead monstrosities forever seeking revenge upon the living. However, the dread wraiths are the remnants of powerful champions of evil who fell on the field of battle. These dark figures vaguely resemble armored ogres, trolls, or even less identifiable beasts. They emerge only at night to satiate their lust for death.

DREAD WRAITH CR 11
XP 12,800
LE Large undead (incorporeal)
Init +13; **Senses** darkvision 60 ft., **lifesense** 60 ft.; **Perception** +23
Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, –1 size)
hp 184 (16d8+112)
Fort +12; **Ref** +14; **Will** +14
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits
Weakness sunlight powerlessness

Spd fly 60 ft. (good)
Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24
Base Atk +12; **CMB** +13; **CMD** 40
Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up
Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24
Languages Common, Giant, Infernal

Create Spawn (Su) A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a dread wraith’s touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Geysers: Geysers abound in the active earth of the Desolation. Most are obvious, but some spout sporadically from hidden fissures and are difficult to detect by casual observation. When this encounter is rolled, it indicates that one of these hidden geysers has spouted while a character or characters are within 2d10–2 feet. The eruptions last for 1d3 rounds and extend their plumes 100 feet into the air, creating damaging fallout from their scalding waters within a 20-foot-radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Ghosts: These undead travel in packs and try to ambush potential meals in their existence of eternal hunger. A former ghost of the Desolation now serves as the undertaker of The Camp, but most are not that civilized and don’t wait for their prey to die before trying to make a meal of them.

GHAST CR 2
XP 600
Pathfinder Roleplaying Game Bestiary “Ghoul”
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 17 (2d8+8)
Fort +4; **Ref** +4; **Will** +7
Defensive Abilities all channel resistance +2; **Immune** undead traits

CHAPTER 3: OVERVIEW OF TSAR

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) The overwhelming stink of death surrounds a ghast in a 10-foot radius. Anyone within that area must make a DC 15 Fort save or be sickened for 1d6+4 minutes. The save DC is Charisma-based.

Ghoul Wolves: These undead predators roam the Desolation in packs seeking carrion or fresher fare to consume. They are a persistent problem that can quickly become more than a nuisance to wounded and exhausted travelers whom they attack in preference to others. They resemble wolves with matted fur that is torn away from their putrid flesh in patches. Stark white eyes look out above broken, yellowed fangs.

GHOUL WOLF

CR 2

XP 600

The Tome of Horrors Revised 370

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9

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

hp 18 (4d8)

Fort +1; **Ref** +3; **Will** +6

Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 50 ft.

Melee bite +7 (1d6+4 plus paralysis)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

Nabasu Demon: These creatures appear through an Abyssal gate formed in the Desolation deep in a terrain feature known as the Chaos Rift. They come forth to hunt the Desolation for humanoids to feed upon. They are malign and pursue potential game for days, even into Tsar, if necessary choosing the best moment to attack. They do not enter The Camp, sensing the Usurer's powerful presence and not wishing to raise his ire.

NABASU DEMON

CR 8

XP 4,800

hp 103 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nabasu")

Mohrgs: Some of the vilest offenders who died upon the plain have

come back as mohrgs. They hide among the many skeletons that line the fields, remaining stationary upon the ground until someone wanders by within striking distance or stops to rest nearby. They try to blend in with the many bones that lie exposed in the dust. A successful DC 15 Perception check notices their unusual visceral growths from a distance of 20 feet alerting the traveler that all is not as it seems.

MOHRG

CR 8

XP 4,800

hp 91 (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

Poisonbearer Ghouls: Many undead have risen upon the fields of the Desolation as a result of the titanic battles fought here. Of all of them, however, only the poisonbearer ghouls actually carry the poisons of this tainted land within them. Now packs of these feral beasts roam the Desolation seeking to destroy and devour all they find. They resemble ordinary ghouls with a greenish cast to their skin oozing sores and pustules erupting from their flesh. There is not a ghoul on the hollow column.

POISONBEARER GHOUL

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 93

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits

Spd 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2

claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

Str 15, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11

Languages Common, Infernal

Death Spray (Su) The instant a poisonbearer ghoul is killed or destroyed, pustules on its skin all burst simultaneously, so that all creatures within 5 feet are exposed to its ghoul fever.

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a poisonbearer ghoul.

Poison (Su) Spit (20 ft. range)—contact or bite—injury; *save* DC 15; *frequency* 1/round 6 rounds; *effect* 1d4 Constitution damage and ghoul fever; *cure* 2 consecutive saves, magical means must overcome SR 19. The save DC is Charisma-based.

Skeletons: These creatures seem to spontaneously generate from among the countless number of unburied dead that still lie on the field, bones bleaching in the sun.

HUMAN SKELETON

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

CHAPTER 3: OVERVIEW OF TSAR

Toxic Mudmen: Created by the leakage of the magical forces brought to bear upon the Desolation and the poisons that remain as a result, these creatures came into being and remain to this day. They dwell in the boggiest parts of the Desolation and are highly territorial of their lairs seeking to destroy or drive away all intruders.

TOXIC MUDMAN
XP 600
hp 22 (See **Monster Appendix**)

Vargouilles: Swarms of these revolting creatures roam the benighted plain in search of prey to subject to their incapacitating shrieks and terrible kisses.

VARGOUILLE
XP 600
hp 19 (*Pathfinder Roleplaying Game Bestiary* “Vargouille”)

Will-O’-Wisps: These strange, sadistic creatures venture out upon the Desolation and seek to lead travelers to their doom. They try to lure them toward the nearest lair of another creature so they can hover nearby and enjoy the suffering of their victims. If they catch someone alone, they attack and attempt to slay him.

WILL-O’-WISP
XP 2,400
hp 40 (*Pathfinder Roleplaying Game Bestiary* “Will-O’-Wisp”)

Zombies: Not all who died in the Desolation and arose as undead absorbed the poisons of the place and transformed into poisonbearer ghouls. Many bodies just fell unheeded into the mud and were forgotten. In many cases, the mud acted as a preservative, so when restless unlife came, wrinkled and black-stained cadavers rose rather than just skeletal remains. Many now haunt the Boiling Lands following their orders as soldiers in life: Slay the enemy. Just about any living creature looks like the enemy to a zombie.

PLAGUE ZOMBIE

CR 1/2

XP 200
Pathfinder Roleplaying Game Bestiary “Zombie”
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
Immune undead traits

Spd 30 ft.
Melee slam +4 (1d6+4 plus disease)
Special Attacks death burst

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 14
Feats Toughness^B
SQ staggered

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

Zombie rot: slam; save DC 11; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Chapter 4: The Grunge

The lowest and oldest portion of the city sprang up around the base of the terrace in the vicinity of several natural springs. As the city grew, the affluent moved up the terraces to be nearer the heart of the city's power in the citadel. Those without influence, or the money to buy it, continued to dwell in the ever more-crowded tenements and hovels crammed between the base of the terrace and the city walls. In a city devoted to evil and the worship of a demon prince, a certain amount of crime is expected, but in the old city that became known as the Grunge, incidents of rapine and murder reached unimaginable heights. The ne'er-do-wells, castoffs, and criminally insane who called the Grunge home huddled away from the fortresses of the city gates and remained largely ignored by the garrisons and patrols that maintained the main thoroughfares. Eventually, the disciples of Orcus were forced to impose harsh laws governing open flames and arson as they realized the terrible ramifications that an out-of-control

blaze spawned in the Grunge could have for the entire city. However, other than the constant fire patrols — little more than groups of ogre thugs bent on destruction — which the residents took great pains to avoid, they were otherwise largely left to their vices.

During the final stages of the Battle of Tsar, the Army of Light managed to move in fairly close to the walls of the city and bombard them with siege engines. Much of the Grunge suffered destruction from the many projectiles lobbed over the walls, and several areas were incinerated as the fires, so long feared by the disciples of Orcus, broke out as a result of these bombardments. Fortunately for the city, adequate cisterns and magical protections had been prepared, so the fires remained localized and did not spread to the greater city.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds.



The Grunge Daytime Random Encounter Table

d%	Encounter
01–05	1d12 Skeletons
06–09	2d4 Yesh, gnoll ranger 4
10–19	1d10 Meatmen and 1d10 Bonemen
20–25	1d3 Harpy Archers, harpy fighter 7
26–31	1d4 Babau Demons
32	Skeletal Swarm
33–36	1d8 Hobgoblin Infantry, hobgoblin warrior 6
37–42	1d4 Trolls
43–50	2d6 Dread Ravens
51–00	No Encounter

The Grunge Nighttime Random Encounter Table

d%	Encounter
01–10	1d12 Skeletons
11–14	3d12 Yesh, gnoll ranger 4
15–24	1d10 Meatmen and 1d10 Bonemen
25–30	2d4 Babau Demons
31–35	1d2 Vampire Spawn
36	The White Walker, human vampire wizard 15
37–38	Skeletal Swarm
39–45	1d6+1 Screamers
46–51	1d2 Ogres and 1 Ogre Enforcer, ogre barbarian 4
52–57	3d18 Troglodytes, warrior 4 and 1d6 Monitor Lizards
58–64	1d4 Trolls
65–00	No Encounter

Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

Babau Demons: These demonic assassins sally forth from Area G4 to search for victims to kill and bring back to their leader to feed on. At night they cloak themselves in *darkness* in order to creep close to the party in order to attack with surprise and make sneak attacks.

BABAU DEMON CR 6
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”)

Dread Ravens: These malevolent carrion birds fly over the city serving as spies for Belishan the Bloodmage (see *Part 4—The Crooked Tower*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

DREAD RAVEN CR 2
XP 600
Creature Collection 58
NE Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 13 (2d10+2)

Fort +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average)
Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2)
Spells Known (CL 3rd, ranged touch +6):
1st (5/day)—*grease* (DC 11), *magic missile*, *shield*
0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost*

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** –1; **CMD** 12

Feats Eschew Materials^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Harpy Archers: These servants of Karkuune (see Area P3, *Part 5—Foundations of Infamy*) sweep low over the ruins searching for their missing master. If they spot anyone they sing and attempt to captivate their victims in order to examine them for signs of combat involving their master (acid burns, huge bite or claw marks, splattered dragon blood, etc.) After examining their victims they have a 50% chance of cutting their throats and a 50% chance of just robbing them. If most of the party remains uncaptured, they will engage in a ranged battle for only 1d4 rounds before retreating.

HARPY ARCHER CR 11
XP 12,800

Female harpy fighter 7 (*Pathfinder Roleplaying Game Bestiary* “Harpy”)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 24, touch 17, flat-footed 18 (+6 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 116 (7d10+14 plus 7d10+14 plus 7)

Fort +13; **Ref** +14; **Will** +9 (+11 vs. fear)

Defensive Abilities bravery +2

Spd 20 ft., fly 80 ft. (average)

Melee 2 talons +15 (1d6+1)

Ranged +1 *frost composite bow* [+1 Str] +21/+21/+16/+11 (1d8+3/19–20/x3 plus 1d6 cold)

Special Attacks captivating song (DC 17), weapon training (bows +1)

Str 12, **Dex** 20, **Con** 14, **Int** 6, **Wis** 11, **Cha** 19

Base Atk +14; **CMB** +15; **CMD** 32

Feats Dodge, Flyby Attack, Great Fortitude, Improved Critical (composite longbow)^B, Manyshot, Point Blank Shot^B, Rapid Shot, Skill Focus (Bluff), Skill Focus (Perception), Weapon Focus (composite longbow)^B, Weapon Specialization (composite longbow)^B
Skills Bluff +8, Fly +16, Intimidate +11, Perception +9, Perform (song) +6

Languages Common

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of cat's grace*; **Other Gear** +3 *studded leather armor*, +1 *frost composite bow* [+1 Str], 10 cold iron arrows, 10 silvered arrows, 5 +2 *arrows*, *lesser bracers of archery*, *cloak of resistance* +2, *ring of protection* +1

Hobgoblin Infantry: These hobgoblins patrol from their lair at Area G5. They attempt to observe the party from hiding, gauging its strength. If the party appears to be weak or badly wounded, they attack and attempt to capture them. Captives are stripped and held in their lair until they can turn them over to the White Walker for a reward. They make an orderly retreat before any organized resistance.

HOBGOBLIN INFANTRY CR 4
XP 1,200
hp 61 (See Area G5)

CHAPTER 4: THE GRUNGE

Meatmen and Bonemen: These siege undead are on patrol from the towers along the walls of Tsar. They travel the streets lanes of the Grunge between their various posts. They attack any living creatures they see on sight and fight until destroyed.

SIEGE UNDEAD, MEATMAN **CR 2**
XP 600
hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

SIEGE UNDEAD, BONEMAN **CR 1**
XP 400
hp 13 (See Area B2-2, *Part 1—The Tower of Weeping Sores*)

Ogres: These brutes wander the city at night taking out their aggression on anything they find after staying hidden in their cave (Area G5) every day to avoid the trolls wandering the city.

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

OGRE ENFORCER **CR 7**
XP 3,200
hp 93 (See Area G5)

Screamers: These insidious undead are all that remains of defenders of the city who were slain in the relentless bombardments from the Army of Light. They attack in a shrieking wave and attempt to possess characters with their malevolence attacks and provoke them into suicidal actions.

SCREAMER **CR 4**
XP 1,200
hp 34 (See **Monster Appendix**)

Skeletal Swarm: This creature is a minor experiment of Ferrin the Bonewright’s that he forgot about and that subsequently escaped. It mindlessly attacks anyone it meets.

SKELETAL SWARM **CR 8**
XP 4,800
hp 66 (See **Monster Appendix**)

Skeletons: These human warrior skeletons are servitors of Ferrin the Bonewright at Area G2. They are tasked with recovering corpses within the ruins and returning with them to their master’s workshop to be used as raw materials for his creations. If there are any dead or badly wounded creatures near the party when these skeletons are encountered, half of the skeletons attack while the rest attempt drag the dead or wounded creature back to the Bonewright.

HUMAN SKELETON **CR 1/3**
XP 135
hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton”)

The White Walker: This individual is none other than Belishan the Bloodmage (see Chapter 7, Area 77 in *Part 4—The Crooked Tower*). He watches the party from a short distance in the dark, noting any visible strengths and weaknesses (opposed Perception check for the PCs to notice). If spotted he merely turns to *gaseous form* and disappears. Either way he directs a maximum strength patrol of hobgoblin infantry to attack them a half hour later in order to take them captive. He does not engage the party under any circumstances,



preferring to meet them in a place of strength for him.

Troglodyte Warriors: These creatures emerge from their cavern at Area G5 in search of fresh meat to bring back to their band. If three-quarters are killed, they retreat back to their caves to prepare an ambush in one of their flooded, leech-infested chambers.

TROGLODYTE WARRIOR **CR 5**
XP 1,600
hp 51 (See Area G5)

Trolls: These giants are on their way to the Trollstone (Area T4 in *Part 5—Foundations of Infamy*). They are willing to pause in their quest to enjoy a few choice morsels.

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

Vampire Spawn: These beasts are the offspring of Belishan the Bloodmage (see *Part 4—The Crooked Tower*). They descend from his dark tower at night to feed upon any living creatures they can find in the city. Their master does not keep them well fed, so they are desperate to feed. If necessary, they will retreat only long enough to regroup and stalk their prey.

VAMPIRE SPAWN **CR 4**
XP 1,200
Pathfinder Roleplaying Game Bestiary “Vampire”
 LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

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

Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks blood drain, create spawn, 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

Languages Common

SQ gaseous form, shadowless, spider climb

Yesh: These beast-fiends descend the cliffs on ropes from Area H4 (*Part 3—The Harrow Lanes*) to scour the city for prisoners to be taken back to their encampment as sacrifices. They attempt to render their foes unconscious and then drag them back to the cages at Area H4-8 to await sacrifice in the wicker man. They retreat and attempt to lose any pursuers in the Dread Swamp if half of their number is killed.

YESH CR 5

XP 1,600

Male gnoll ranger 4 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

CE Medium humanoid (gnoll)

Init +4; **Senses** darkvision 60 ft.; Perception +10

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield)

hp 57 (2d8+6 plus 4d10+12 plus 4)

Fort +10; **Ref** +6; **Will** +0

Spd 30 ft.

Melee mwk battleaxe +9 (1d8+3/x3)

Ranged longbow +5/+5 (1d8/x3)

Special Attacks archery combat style, favored enemy (Humanoid [orc] +2)

Str 17, **Dex** 15, **Con** 17, **Int** 8, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Endurance^B, Far Shot, Point Blank Shot^B, Power Attack, Rapid Shot

Skills Climb +12, Knowledge (geography) +6, Perception +10, Stealth +11, Survival +8 (+10 tracking)

Languages Gnoll

SQ favored terrain (urban +2*), hunter’s bond (companions), wild empathy +4

*Included in stat block

Gear masterwork studded leather armor, +1 light wooden shield, masterwork battleaxe, longbow, 30 arrows, 50-ft. hempen rope, pouch with 3d4 assorted gems worth 10 gp each

The encounter areas of the Grunge begin with a “G” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the “G” and the numeral. For example the Hanging Room is identified as G2-6.

G1. The Pentacle (CR 17)

A sweeping area surfaced in wide, black flagstones stretches in five directions to form a star-shaped plaza. The flagstones are of some extremely hard stone fitted seamlessly together and have weathered the years extremely well, with very few cracks in the stones. This surface seems to almost absorb the light that touches it. Standing in the center of this massive pentacle is a 25-foot-tall colossus of black iron. It depicts a muscular, naked man, its proportions just slightly off to give it a vaguely disturbing appearance. Added to this is the masklike face of the statue, a wrinkled visage of woe, with mouth agape in a forlorn wail. As if giving life to the image, a low moaning carries across the plaza from the blowing of the wind.

The Pentacle served as the marshalling area and staging ground for the armies of the city before their march out the Black Gates. Likewise caravans gathered at the Pentacle before beginning their journeys, and newly arrived caravans stopped here first. As a result numerous taverns, brothels, inns, hostels, custom houses, and caravansarai once opened onto this plaza. These were largely abandoned when the Army of Light cut off access to the city, and these buildings have since fallen into ruin.

In the waning days of the Battle of Tsar, the forces of the city made a great coup. They were able to capture the storm giant king, Thraestos, leader of all the giant forces allied with the Army of Light. The battered giant king was brought before the most powerful Disciples of Orcus who placed him in a magical sleep and then infected him with an extremely virulent form of ghoulish fever. He was then transported to the city foundry where he was encased in an iron shell molded into the form of a statue that was subsequently erected in the Pentacle as a cruel irony. Shortly thereafter the forces of Orcus abandoned the city and, other than a small token force that went straight to the Citadel of Orcus, the Army of Light gave chase without securing and searching the city. Such a search would have likely discovered the trapped giant and allowed them the opportunity to rescue this hero to their cause. Instead, abandoned and helpless, Thraestos slowly succumbed to the ravages of the Disciples’ evil.

Creature: Thraestos has become a **storm giant ghast**, still encased in his iron prison. The moaning noise is actually the inarticulate groans of the cursed giant. A careful examination of the statue’s head reveals that its gaping mouth actually opens upon the hidden giant within. The ghast’s foul stench is contained within the iron shell, but if examined this closely the odor affects the examiner normally. Likewise the iron casing nullifies all of his special abilities, special qualities, and spell-like abilities while he is encased. Thraestos remains trapped and unresponsive unless he is attacked or attempts are made to pierce his armored coating. Otherwise he does not emerge until Event 4 described in Chapter 1.

KING THRAESTOS

CR 17

XP 102,400

hp 252 (See Chapter 3, Event 4)

G2. The Cobbler’s Shop

This building is one of the few on the Pentacle that is still largely intact. Here the chief engineer of the city’s final defenses continues to ply his trade to this day, making ingress past the city’s walls a dangerous proposition. When the siege of the city began taking a toll on the fighting power of the city, a mysterious creature calling himself Ferrin the Bonewright emerged from the Grunge, approached the Disciples, and revealed to them the secret of creating siege undead. It was unknown if this strange creature had lived in the city for years or had just appeared

CHAPTER 4: THE GRUNGE

at an opportune moment. Regardless, the Disciples immediately saw the value of the services he offered. They converted a large warehouse on the Pentacle into a workshop and put him to work at producing siege undead from the fallen soldiers recovered from both sides in the conflict. His creations eventually took over the primary wall guard duties as the depleted living troops were redeployed in the offensives outside the city. When the city's inhabitants fled, Ferrin gladly remained behind, happy to work with all of the raw materials left to him.

From the outside the workshop still resembles a warehouse, its walls in poor repair and beginning to crumble in places, but fleeting movements can be detected in the upper floor windows, thin streamers of smoke still emerge from the buildings chimneys, and the muted clatter of construction sporadically sounds from within.

G2-1. Entry (CR 6)

This wide chamber has a heavy wooden double door leading outside and two doors leading farther into the building. The room has been stripped of furnishings but harbors four hideous guardians, walking corpses that have been stripped of their flesh exposing raw sinews and bladed weapons that have been attached in place of their hands.

Creatures: This entrance to the building is guarded by **4 siege undead** of the Bonewright. They remain in this room at all times with the sole purpose of preventing uninvited creatures from entering. They fight until destroyed.

SIEGE UNDEAD, MEATMEN (4) CR 2
XP 600
hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

G2-2. Stairwell

A spiral staircase climbs through the ceiling to Area G2-8 above.

G2-3. Waiting Room (CR 9)

This room is empty of furnishings, but has rank upon rank of terrible, disfigured undead creations standing silently. The room is filled with the stench of rot.

Creatures: This room holds Ferrin's completed siege undead waiting to be sent to their posts on the city walls or at Kirash Durgaut. There are **4 meatmen**, **3 sandmen**, and **6 bonemen**. They attack anyone who opens the door other than Ferrin, however, in the crowded conditions they have difficulty fighting and try to charge forward to take the battle outside the room.

SIEGE UNDEAD, MEATMEN (4) CR 2
XP 600
hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

SIEGE UNDEAD, SANDMEN (3) CR 2
XP 600
hp 27 (See Chapter 2, Area 23, *Part 1—The Tower of Weeping Sores*)

SIEGE UNDEAD, BONEMEN (6) CR 1
XP 400
hp 13 (See Area B2-2, *Part 1—The Tower of Weeping Sores*)

G2-4. Assembly Floor (CR 5)

The wooden double door leading outside from this room is barred from the inside (Hardness 5; hp 20; Break DC 25).

This cavernous warehouse floor reeks of cooked flesh and fetid decay. Thick brick columns support the roof 40 feet above, and filth-caked windows high on the wall allow a few feeble rays of light to illuminate the area. One corner of the room holds a tall pile of sand and pebbles, and opposite it are two tall copper vats. Between these stand tables upon which lie corpses in various stages of dismemberment. Working among these are several animated skeletons. A handcart stands in front of a pair of double doors.

Creatures: This room is where corpses brought to the Bonewright are prepared for eventual construction as siege undead. A total of **14 skeletons** work at the various tasks involved at this process. Stoking the furnaces and stirring the vats at Area G2-5, stripping the skin and muscle from corpses and dismembering them at the tables, shoveling sand and pebbles into skin sacks that have been prepared by Grytner in Area G2-8, and bringing more raw materials from Area G2-7 for processing. These skeletons respond immediately to intruders, attempting to surround them and cut them down for more raw materials.

HUMAN SKELETONS (14) CR 1/3
XP 135
hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

G2-5. Rendering Vats

These two copper vats stand 15 feet tall and are nearly 20 feet in diameter. A furnace between them with a smokestack rising to the roof keeps the water in these vats at a boil. Stacked to the east of them is a large pile of broken timbers and brush scavenged from the city for fuel. The skeletons at Area G2-4 use scaffolds to dump cadavers into the boiling vats and then stir them with long wooden paddles. They then use hooked poles to drag the bodies from the vats once their tissues have been suitably softened and loosened by the boiling process, so that they can more easily be removed.

G2-6. Hanging Room

Opening the door of this charnel house raises bile in your throats. Hooks dangle on chains from the ceiling. Hanging on these are completed corpses assembled from bits of bone, muscle and wood bound together with nails and twisted pieces of wire. From others hang complete humanoid skins stitched into man-shaped sacks and stuffed with sand. Thin streamers of leaking sand form small piles on the floor beneath these constructions.

Here Ferrin stores his completed constructions that he has not yet animated as siege undead. There are a total of 5 sandmen, 3 bonemen and 2 meatmen awaiting animation here. All are inert and completely harmless. Not every cadaver provides three complete siege undead, depending upon the condition of the various component parts.

G2-7. Meat Locker (CR 2)

The door to this room feels cold to the touch. Within are stacked

CHAPTER 4: THE GRUNGE

piles of corpses in various stages of decomposition. All are vaguely humanoid and include examples of orcs, hobgoblins and gnolls found in the city or the surrounding Desolation. At the back wall is a patch of **brown mold** that keeps the room chilled and preserves the cadavers.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

G2-8. Balcony (CR 4)

This balcony overlooks the assembly floor 20 feet below. A bridge connects it to the door of Area G2-10. A spiral stair descends to Area G2-2 below.

Creatures: There are 2 **siege undead** standing guard here. They attack anyone other than Ferrin, Grytner, or one of the undead who attempts to pass through here or climb onto the bridge to enter Area G2-10. They stand back against the west wall and are not visible from the floor below.

SIEGE UNDEAD, SANDMEN (2)
XP 600

CR 2

hp 27 (See Chapter 2, Area 23, *Part 1—The Tower of Weeping Sores*)

G2-9. Office (CR 7)

A long table occupies this chamber. Upon it lie wrinkled mounds of what appear to be flesh. Hanging from wires suspended from the ceiling is a nearly completed suit made entirely of skin. A basket beside the table holds spools of thread, needles of wood and bone, cutting shears, and what look like crinkled up sewing patterns.

Creature: This room is occupied by one of the few living creatures that can stand to be in Ferrin's presence for long. It is an **advanced four-armed gargoyle** named Grytner that, strangely, has a strong talent for sewing. When not out hunting the ruins for food or stray corpses, Grytner spends his time in this room sewing the empty skins brought to him from the assembly floor into humanoid flesh sacks that can be filled with sand for animation as sandmen. He attacks intruders on sight and attempts to flee to Area G2-11 to join up with Ferrin.

GRYTNER
XP 3,200

CR 7

Advanced-HD four-armed gargoyle (*The Tome of Horrors Revised* 212)

CE Large monstrous humanoid (earth)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 112 (9d10+63)

Fort +10; **Ref** +9; **Will** +5

DR 10/magic

Speed 40 ft., fly 60 ft. (average)

Melee 4 claws +17 (1d6+8), bite +17 (1d6+8), gore +17 (1d6+8)

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

Str 26, **Dex** 16, **Con** 24, **Int** 11, **Wis** 8, **Cha** 6

Base Atk +9; **CMB** +18; **CMD** 31

Feats Combat Reflexes, Hover, Improved Initiative, Skill Focus



(Fly), Weapon Focus (claw)

Skills Craft (sewing) +12, Fly +16, Perception +13, Stealth +13 (+17 stony environs)

Languages Common, Terran

SQ freeze

Freeze (Ex) A four-armed gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Treasure: Over the years Grytner has amassed a decent hoard from rifling through the pockets of cadavers that have been brought in. Hidden in his sewing basket are 85 gp, 30 pp, 120 sp, 70 cp, three small diamonds (100 gp each), a ruby ring (100 gp), and the jeweled pommel of a broken sword (75 gp).

G2-10. Guard Room (CR 6)

Creatures: This room is bare save for 3 **advanced necrophidiuses** that Ferrin constructed long ago to serve as guards for his workshop. They immediately attack anyone who tries to enter other than Grytner or one of the skeletons. They resemble the skeletons of giant snakes with fanged humanoid skulls.

ADVANCED NECROPHIDIUSES (3)
XP 800

CR 3

The Tome of Horrors Revised 275

N Large construct

Init +5; **Senses** low-light vision, darkvision 60 ft.; Perception +1

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

hp 46 (3d10+30)

Fort +1, **Ref** +6, **Will** +2

DR 5/bludgeoning; **Immune** construct traits

Speed 30 ft.

Melee bite +7 (1d8+5 plus paralysis)

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

Special Attacks dance of death, paralysis (1d6 minutes, DC 14)

Str 20, **Dex** 21, **Con** —, **Int** —, **Wis** 15, **Cha** 16



Base Atk +3; **CMB** +9; **CMD** 24 (can't be tripped)
Skills Stealth +13

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 14 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

G2-II. Cobbler's Shop (CR 8)

This room smells strongly of death. Bones of various shapes and sizes dangle on strings from the ceiling like ornaments. Scattered around the room are spare bones of all sorts as well as baskets of what appear to be muscle tissue. Tools, nails, screws, and metal wire likewise abound in what is obviously some sort of macabre workshop. In the center of all of this debris sits a short, three-legged stool.

Creatures: This shop is where the **bone cobbler**, Ferrin the Bonewright, does his cobbling. He is currently in here at work on his creations unless he has become aware of the party's presence, in which case he stands behind the door ready to attack with surprise with his breath weapon and hammers. He appears to an emaciated, almost skeletal, humanoid with hollow eye sockets and his gray flesh drawn tight over his bones. The various tidbits of bone and partially constructed skeletons on the floor actually comprise a **skeletal swarm**. Once Ferrin attacks, these small assemblages spring to life and scuttle across the floor to attack Ferrin's foes. They do not harm Ferrin even if they occupy his square.

Ferrin is unusual for a bone cobbler in that he carries within him the secret to making siege undead as well as typical skeletons. His powers also manifest in that he created the skeletal swarm from his unintentional "doodlings" with leftover bone bits, and he was able to construct the advanced necrophidiuses. He uses the corpses of all sorts of creatures that are recovered in and around the city, but after he has constructed and modified them, all of his siege undead resemble the humanlike form typical for their kind. His natural affinity with all these forms of corpse construction has propelled him farther than others of his kind and allowed him to attain his vital position with the disciples of Orcus. Where he came by this atypical knowledge is unknown as are any additional abilities that he may not have yet exhibited.

FERRIN THE BONEWRIGHT
XP 1,200

CR 4

Male bone cobbler (*The Tome of Horrors Revised* 45)

CE Medium aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +10

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

hp 32 (5d8+10)

Fort +3; **Ref** +3; **Will** +6

Spd 30 ft.

Melee 2 light hammers +7 (1d4+3) or 2 claws +6 (1d3+3)

Special Attacks animate bones, bonestripping, breath weapon (60-ft. radius, *slow* for 1 minute, Fort DC 14, usable every 1d4+1 rounds)

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

Base Atk +3; **CMB** +6; **CMD** 19

Feats Dodge, Two-Weapon Fighting, Weapon Focus (light hammer)

Skills Climb +11, Perception +10, Stealth +10, Survival +10

Languages Abyssal, Common

Gear 2 light hammers

Animate Bones (Su) Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 feet as a standard action. These creatures fight as skeletons (see *Pathfinder Roleplaying Game Bestiary*), though their forms and structures do not necessarily have to resemble humanoid (or anything remotely humanoid). This ability otherwise functions similar to an *animate dead* spell (caster level 7th).

Bonestripping (Ex) A bone cobbler can rapidly strip all the flesh from a Medium creature in 3 minutes using its claws and hammers. For each size category larger than Medium a corpse is, add 1 minute to the time it takes the bone cobbler to strip the corpse. For each size category smaller than Medium a corpse is, reduce the time by 1 minute (to a minimum of 1 minute). Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures".

A creature slain in this manner can only be brought back to life by a *miracle*, *wish*, or *true resurrection* spell.

Two-Weapon Fighting (Ex) In combination with its natural abilities, a bone cobbler's Two-Weapon Fighting feat allows it to attack with both of its weapons at no penalty to attack or damage.



nameless gods of war and combat. Atop the plinth is a wide bronze bowl where offerings were left, which contains the **treasure**. Characters will likely not have time to examine this closely, as 5 rounds after any living creature steps foot on the arena floor, blood begins to well up through the cracks in the broken earth. The blood fills the entire pit to the level of the lowest seats (10 feet deep) in 2 rounds. Characters caught in the middle of the arena floor when this strange phenomenon occurs can seek safety atop the central plinth. Anyone remaining in the blood must make Swim checks to avoid drowning.

The blood is a manifestation of all the deaths that occurred within the pit over the centuries of its existence. It is real enough, but when every living creature has left the arena the blood disappears without a trace, leaving only the dried, cracked earth floor once again. Those who were covered with blood from swimming in it find that their clothing and equipment bear no traces of the substance. However, they find that any bodies left behind of characters who drowned in the blood or were slain by the arena's inhabitants (see below) have disappeared without a trace, forever absorbed by the Blood Pit and contributing their own life force to the spectral blood that floods the Pit whenever trespassers come once again. The bodies of those who have disappeared in this way can only be recovered by use of *wish*, *miracle* or similar magic.

Creatures: While the blood itself is fairly harmless other than as a drowning hazard, the creatures that inhabit it prove to be much more of a threat. Once the arena floor has filled with blood, **4 blood golems** appear in its depths, formed from the life force as well as life's blood of the Blood Pit's many victims. They look like hideous, blood-red bloated slugs with two armlike appendages near their mouths. These creatures attack anyone within the pit blood pool or upon the plinth. They do not leave the arena floor area. When one is slain, it dissolves into a heap of coagulating blood that drains back into the pool. As long as the Blood Pit remains filled, slain blood golems reform and resume their attacks after 2 rounds. This includes new blood golems that have been created through cell division.

Lying in the sacrificial bowl atop the plinth are the remains of Tsar's last gladiatorial champion. Each champion retained his position and control of the Blood Pit until defeated in combat by a challenger. This last champion refused to relinquish his post as the Pit's champion when the rest of the populace fled the city. Instead he took up position upon the arena's plinth preparing to battle the invasion force that never came. He died of thirst sprawled upon the sacrificial bowl for which he gave his life in defense. His dying prayer to the gods of battle was that he might be able forever guard the Blood Pit from intrusion. His prayer was answered by the curse of blood that now lies over the arena.

SKELETAL SWARM

XP 4,800

hp 66 (See **Monster Appendix**)

CR 8

Treasure: On one finger of his left hand, Ferrin wears a *ring of sustenance*, which prevents him from consuming the flesh of the cadavers that are brought to him. In addition, scattered on the floor are a few items of treasure that Grytner failed to find on the bodies. They include a platinum necklace worth 1,000 gp, 5 gold teeth (2 gp each) and a short mithral rod that is actually a *wand of color spray* (10 charges).

G3. The Blood Pit (CR 9)

A low wall surrounds this vast open bowl. Amphitheater seats descend to the arena floor 70 feet below. A small building on either side of the amphitheater provides entry to the seats. The arena floor itself is cracked and broken earth. At one end a box seat provided viewing for important visitors. In the center of the arena floor stands a wide stone plinth with a large bowl on it. Light reflects from something shiny in the bowl.

Lethal combat between gladiators, prisoners and monsters was one of the main forms of entertainment for the city's lower classes. Rather than build an expensive coliseum, the city leaders enlarged a natural depression in the ground and created the Blood Pit. Here thousands of the innocent and guilty alike died in brutal slaughter or mortal combat. Most of the neighborhoods around the Pit were reduced to rubble by the bombardments during the Battle of Tsar, but the arena's structures remain intact. The entry buildings are empty and lead to stairways and aisles that access the amphitheater seats. However, the surrounding stone wall is only 7 feet high and is fairly easily surmounted (DC 12 Climb check).

There is nothing of interest within the arena seats, but on the pit floor in the very center stands a 10-foot-wide-by-10-foot-tall stone plinth (DC 15 Climb check). The sides are decorated in bas-relief and dedicated to

BLOOD GOLEMS (4)

XP 1,600

The Tome of Horrors Revised 218

N Large aberration

Init +5; **Senses** tremorsense 60 ft.; Perception +13

CR 5

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 38 (7d8 plus 7); fast healing 3

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

CHAPTER 4: THE GRUNGE

DR 10/magic and bludgeoning; **Immune** mind-affecting effects;
Resist fire 10
Weaknesses vulnerability to magic

Spd 30 ft., swim 30 ft.
Melee 2 slams +7 (1d8+3 plus blood consumption)
Space 10 ft.; **Reach** 5 ft.

Str 17, **Dex** 12, **Con** 10, **Int** 2, **Wis** 11, **Cha** 1
Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +13; Swim +11
SQ cell division

Blood Consumption (Su) Each time a blood golem hits a living opponent with a slam attack, it gains a number of temporary hit points equal to the damage dealt. These bonus hit points are added to the blood golem's total even if the addition takes it above its current maximum hit points. A blood golem cannot gain more hit points than the maximum hit points allowed by its HD (not including any bonus hit points it may have from its Con score). For example, a 7-HD blood golem cannot gain more than 56 hit points.

If a blood golem successfully hits an opponent with both of its slam attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 2d4 points of Constitution damage (DC 15 Fortitude save for half). A blood golem gains 5 hit points per point of Constitution damage it deals. The save DC is Constitution-based and includes a +2 racial bonus.

When a blood golem reaches its maximum hit points for its Hit Dice, it divides (see cell division, below).

Cell Division (Ex) When a blood golem absorbs enough blood to raise its hit points to the maximum for its HD, it splits into two identical blood golems, each with half the original's hit points. For example, a 7-HD blood golem that reaches 56 hit points splits into two 7-HD blood golems with 28 hit points each.

Vulnerability to Magic (Ex) A blood golem is *slowed* (as the spell) for 1d4 rounds by any cold-based attacks or effects.

A *purify food and water* spell deals 1d6 points of damage per caster level (maximum 10d6) to a blood golem. A blood golem can attempt a Fortitude saving throw (DC 10 + caster's ability score modifier) to reduce the damage by half.

Treasure: The skeletal remains slumped over the bronze bowl wear the corroded remnants of gladiatorial helm and breastplate. Clutched in one bony grip is a shiny warhammer, actually a +1 *throwing warhammer*. Around its waist is a wide leather belt studded with gold and precious stones worth 1,200 gp. This item was the Blood Pit's championship belt and functions as an *amulet of natural armor* +3 for any fighter, paladin, monk, ranger, barbarian, cavalier, or warrior that wears it.

G4. The Tunnel

This hidden way is accessed by a set of iron gates at the base of the lowest tier. It provided access directly from the city gates to the High Terrace for the city's important individuals who did not have to travel through the various security gates between the terraces. The iron gates were once heavily warded by magic, but were blown asunder by the magic carried by Lord Bishou and his company as they made their way to the Citadel of Orcus. Today the Tunnel serves as lair for



CHAPTER 4: THE GRUNGE

a band of demons as well as providing subterranean access to the Missing River (Area H6, in *Part 3—The Harrow Lanes*).

Unless otherwise noted, the chambers in this area are unlit. Areas G4-2 through G4-11 have 20-foot ceilings. The ceilings of Areas G4-12 through G4-17 have irregular ceilings averaging 10 feet in height.

G4-1. Broken Gates

The road leads to a gaping tunnel bored into the base of the cliff. Iron gates once barred entry, but they now lay bent inward and broken open where some massive force hammered into them. Beyond, the darkness of a smooth-floored passage disappears into the cliff.

At one time, this passage was heavily guarded against incursion to the High Terrace, but like the city, it was abandoned when the Disciples took flight. One of Lord Bishu's knights used a *ring of the ram* to blast these gates open, and the company rode on unmolested. It was not until later that the Tunnel's current inhabitants took up occupancy.

G4-2. Ambush Point (CR 11)

This tunnel has been carved through the native rock. It is 15 feet wide with a 20-foot ceiling. Walls, floor and ceiling are worked smooth. An iron portcullis bars the way ahead, and three arrow slits hewn through the stone look out into the passage here.

Creatures: Currently using this portion of the Tunnel as a lair is a gang of babau demons under the leadership of a foul hezrou. The 7 babaus in Area G4-9 always keep a watch on this hall through the arrow slits using their *see invisibility*. If they notice the party entering the gates, they prefer to wait until they are occupied with the portcullis before one cloaks the hall in *darkness*. During this surprise round the other 6 babau *teleport* into the party's darkened midst in flanking positions of the most formidable-looking characters. They then make sneak attacks as they are able. The last babau *teleports* to Area G4-8 to report the presence of intruders.

BABAU DEMONS (7)

CR 6

XP 2,400

hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

Iron Portcullis: 2-in.-thick bars; Hardness 10; hp 60; Lift DC 25; Break DC 28.

G4-3. Corridor Trap (CR 14)

This section of the corridor bears a deadly **trap**. The trap had been allowed to fall into disrepair before Lord Bishou and his knights rode through. However, when the babau took up residence here, they repaired the trap and it is active once again. Anyone making a DC 30 Perception check detects a faint whirring noise coming from behind the eastern wall. This is the trap's roller spinning in Area G2-7.

Trap: Whenever someone enters one of the squares marked on the map, the hydraulic mechanism attached to the roller releases, causing the telescoping arm to spring forward with the roller. The wall is only 2 inches thick between these areas and is smashed asunder instantly. The



CHAPTER 4: THE GRUNGE

spiked roller of the trap comes whirling out into the hall, all the way across, hitting anyone standing in any of the 9 squares immediately in front of it. Likewise the explosion of the stone wall sends rubble flying into all of those spaces as well as those immediately adjacent to them dealing 3d6 points of bludgeoning damage (DC 17 Reflex half). Once activated, the spiked roller embeds in the far wall and ceases its spinning, but if reset from Area G4-7 resumes its spinning as it retracts.

Spiked Roller Trap: CR 14; mechanical; location trigger; manual reset; no attack roll required (9d6, crush and 9d6, slashing); multiple targets (all targets in a 15-ft.-by-15-ft. section of corridor); DC 23 Reflex save for half of each type of damage; Search DC 30 (DC 22 if Listen check is made as described above); Disable Device DC 26.

SPIKED ROLLER TRAP

CR 14

Type mechanical; **Perception** DC 30 to hear water (DC 22 if the Perception check is made as described above); **Disable Device** DC 26

Trigger location; **Reset** manual

Effect no attack roll required (9d6, crush and 9d6, slashing, DC 23 Reflex half for each); multiple targets (all targets in a 15-ft.-by-15-ft. section of corridor)

G4-4. The Long Stair

This long stair consists of short, deep steps ascending at a moderate 22-degree slope, so that even horses can traverse it safely. It rises a total of 400 feet over its 800-foot length before exiting at Area G4-18. Traveling this route is an eerie, echoing, claustrophobic experience punctuated only by the occasional drip of water from the thousands of tiny stalactites that have formed in the last several centuries. The stairs remain clear of stalagmites except near the walls because of their use over the centuries. The creatures of the city avoid this route because of the babau dwelling at its lower end. The denizens are unaware of the grimlock colony that has sprung up past Area G4-12.

G4-5. Garrison Entrance (CR 8)

A locked wooden door opens off of the Tunnel here. The key is lost, but the door can be unlocked from the inside.

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Disable Device DC 25; Break DC 25.

This chamber is bare and dusty. Two doors open off of it in the northwest corner.

Creatures: There are 2 **babau** lurking in here. They listen for intruders in the corridor taking 10 on their Perception checks. If the trap at Area G4-3 is activated, they hear it and will be actively listening at the door instead. If one of them hears intruders approaching, they each drink their *potion of invisibility* and take up flanking positions in order to sneak attack the second character to enter the room before *teleporting* out into the hall to flank and sneak attack the last character in line. If hard pressed, they *teleport* to Area G4-11 to warn the other demons.

BABAU DEMONS (2)
XP 2,400

CR 6

hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”)
Combat Gear *potion of invisibility*

G4-6. Storage

Dusty sacks and clay vessels occupy the corners of this room. A pair of warped longswords leans against the wall.

This chamber once held supplies and weapons for the garrison of the Tunnel. Most of this was taken when the city was abandoned. The few sacks and amphorae hold only the weevil-ridden remnants of ancient grain. The babau never come here and have essentially forgotten that it exists, since they *teleport* rather than actually walk the halls of their lair. The party could use this room as a base to rest and recuperate and not be discovered for several hours.

G4-7. Trap Mechanism

This room holds the workings for the spiked roller trap described at Area G2-3. If the trap has not been activated, then the roller spins in this room mounted on the end of its arm. Anyone approaching within a foot of the spinning roller is hit by the spikes for 9d6 points of slashing damage. If the trap has been activated, then the arm has telescoped out and there is a massive hole in the south wall with the roller embedded in the far wall of the hallway. A large steel wheel mounted on the side of the arm's base can be turned to retract the arm and reset the trap. This requires a DC 20 Str check and takes 2 minutes.

The entire mechanism is powered by hydraulic pressure from the fountain at Area G4-8. If 100 points of damage is dealt to the mechanism (Hardness 10), a powerful jet of water begins spewing out, and the roller stops spinning, the trap deactivated until repaired. Likewise a DC 15 Disable Device in this room can accomplish the same result.

G4-8. Fountain Chamber (CR 11)

Blue tiles cover the floor of this chamber, and the northern portion is dominated by a similarly blue-tiled pool. From the back edge of this pool a water spout shoots towards the domed ceiling 40 feet overhead before falling back into the pool. The roar of this spout fills the chamber as does a cool mist.

The powerful water jet here provides the hydraulic pressure to operate the trap mechanism in Area G4-8. The pool likewise served as the water supply for the Tunnel's garrison.

Creature: Now the chamber serves as the abode for the leader of the gang of babau demons. This **hezrou demon** lurks in the bottom of the 20-foot-deep pool. It can hold its breath for 58 rounds, while remaining inactive, without requiring a Con check. If the party passed through Area G4-2 then it is probable that one of the babau demons retreated here to warn its boss and remains here waiting to battle the intruders.

HEZROU DEMON
XP 12,800

CR 11

hp 145 (*Pathfinder Roleplaying Game Bestiary* “Demon, Hezrou”)

Tactics: The hezrou has total concealment from anyone not approaching the edge of the pool. Even then it still gains a +10 bonus to Stealth checks while it remains at the bottom of the pool. Once the hezrou notices someone entering the room, it tries to summon another hezrou with a 35% chance of success, to distract the party. It follows

CHAPTER 4: THE GRUNGE

this with a *blasphemy* — which is unlikely to affect characters of the party's level — and then a *chaos hammer*. It then *teleports* into the middle of the party, trying to affect as many as possible with its stench during combat.

Treasure: At the bottom of the pool is the skull of a green dragon, noticed with a DC 14 Perception check. Hidden in the skull's mouth (DC 15 Perception check if the party swims down to examine it) is a sack holding an entire human skeleton tied in a fetal position with cords and encased in a coating of gold worth 2,000 gp and five aquamarines (500 gp each).

G4-9. Archer Post (CR 9 or 10)

Each of these rooms has three arrow slits looking out into Area G4-2.

Creatures: Currently babau demons stand guard herein. There are 4 babaus in the northern archer post and 3 babaus in the southern archer post. Their tactics are described under Area G4-2. The southern archer post has a winch that controls the portcullis outside. The winch is locked in position and requires a DC 20 Disable Device check or DC 23 Break check before it can be used. The key is in Area G2-11.

BABAU DEMONS (7) CR 6
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

G4-10. Guard Room (CR 8)

This room is empty of furnishings. It used as a guard post to watch the passage that passes underneath the Tunnel.

Creatures: There are 2 babau demons here at all times. One hides on either side of the stairway, waiting to sneak attack the first character that climbs into the room.

BABAU DEMONS (2) CR 6
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

G4-11. Garrison Hall (CR 10)

Two rows of stone columns support the ceiling of this long hall. The broken remains of tables and benches have been pushed back against the walls and into the corners. A couple dozen bunks appear to remain in useable condition, though they all bear stains from a dry, reddish substance that seems to have dissolved portions of the wood and linens. A large clay pot rests in the center of the room.

Creatures: Formerly the barracks and mess hall of the Tunnel garrison, this room now serves as the quarters for the gang of babau demons that has taken up residence in Tsar. At any given time there are 5 babaus in here resting, squabbling or planning their next raids, though there are bunks for four times that many. The rest are either on guard duty elsewhere in the garrison complex or out hunting in the city or the Desolation. They use the vessel in the center of their room as a privy. Its contents are foul and reddish in color. It also has the same properties as the demons' protective slime. When

combat ensues, one of the babaus lifts the clay pot and throws it at a character. It hits with a ranged touch attack and drenches the target, dealing 1d6 points of bludgeoning damage and 4d8 points of acid damage. Anyone within 5 feet of where it lands is splashed with the excrement and takes 1d8 points of acid damage. If the babau are aware of intruders, their first act is try and summon additional babau demons. They then use their *darkness* and *teleport* abilities to confuse and flank their opponents.

Hidden under some of the debris (DC 14 Perception check) is a flayed humanoid, its head completely stripped of skin and partially eaten. A DC 25 Knowledge (nature) or Knowledge (dungeoneering) identifies it as a morlock. It was captured in the Tunnel by the babaus and has only been dead for a few days. Tucked in one of the slime-crusted beds is the key to the winch in Area G4-9 (DC 28 Perception to locate).

BABAU DEMONS (5) CR 6
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

Treasure: A secret panel in one of the pillars (DC 20 Perception to locate) holds the accumulated treasures of the babau demons. It contains a chest holding 2,200 gp, 3,800 cp, an ivory rod set with small emeralds (3,000 gp) and two *potions of rage*.

G4-12. Secret Side Tunnel (CR 5)

The entrance to this chamber is little more than a wide crack in the wall. It is easily missed and requires a DC 17 Perception check to notice it. The passage is only 4 feet high at its beginning but increases to 7 feet high by the time it enters the chamber.

This small, natural side tunnel widens into a chamber. Two side passages lead out of the chamber in opposite directions. A faint glow comes from the eastern passage.

Occupying the center of this chamber is a **trap**.

Covered Pit: A dirty blanket and a thin layer of dust cover a jagged pit in the center of the floor. The morlocks living in these tunnels have cultivated a patch of green slime at the bottom of this 10-foot-deep pit.

CAMOUFLAGED PIT TRAP CR 5
Type mechanical; Perception DC X18; Disable Device DC NA (cannot be disabled but easily avoided once discovered)

Trigger location; **Reset** manual
Effect 10-ft.-deep pit (1d6, fall plus green slime, Reflex DC 20 avoids)

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of 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, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

G4-13. Dead End Tunnel

This narrow tunnel has a ceiling only 5 feet high. A glow is visible from somewhere ahead. At the point marked with a T is an alarm device set up by the grimlocks. It is a tripwire at ankle height (DC 20 Perception check locate without tripping it) attached to a sack of rocks hanging around the bend in the passage. If tripped, the bags dump the rocks on a crude drum created from morlock skin stretched taut over a giant cave cricket carapace. The drumming is clearly audible throughout this tunnel system.

At the far end of this dead end tunnel is a glowing fungus that resembles a shrubbery. It is this that provided the glow visible from Area G4-12.

Phosphorescent Fungus: This strange underground fungus gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

G4-14. Alarm

This tunnel has a 5-foot ceiling. Strung across the passage at ankle height at the point marked T is a tripwire (DC 20 Perception check to locate without tripping it). The tripwire is connected to an old chain shirt that hangs just around the bend in the passage. If the wire is tripped, the chain shirt shakes and gives off a slight metallic rattling. This noise is not loud, but extremely audible to the sensitive ears of the morlocks.

G4-15. Communal Chamber (CR 13)

The ceiling rises to a 10-foot dome over this roughly round chamber. Dark tunnel openings lead off in all directions. Several bedrolls composed of poorly-cured, unidentifiable hides, clumps of fur, and bits of discarded rag lie in wads on the floor. An upended tortoise shell lying on the floor holds a whitish paste. Around it lie several beads and crude stone tools.

Creatures: This chamber serves as the residence of a wandering morlock tribe that has colonized this area. There are ordinarily **4 morlock barbarians** occupying this chamber, 3 males and 1 female. They automatically hear if either of the alarms is set off or if anyone approaches within 40 feet without masking the sound of their approach. Once they have detected the approach of outsiders they scatter into the four side passages. They remain hidden there until party members begin taking one of the passages. Then one of them leads them on by firing his bow from the darkness, while the others circle around behind to attack from the rear. If two are killed, the rest flee to Area G4-16.

Note: These morlocks are blind from their long generations spent in the Under Realms, and can only fire their bows at targets within 40 ft., as that is the extent of their blindsight.

The whitish paste is made from Under Realm fungi and serves the morlocks as food. Any other creature that tastes some of it must make a DC 21 Fortitude save to avoid becoming nauseated for 1d4 rounds.

MORLOCK BARBARIANS (4)

CR 9

XP 6,400

Male or female morlock barbarian 7 (*Pathfinder Roleplaying Game Bestiary* "Morlock")

CE Medium monstrous humanoid

Init +8; **Senses** blindsight 40 ft., scent; Perception +12**AC** 21, touch 13, flat-footed 21 (+7 armor, +3 Dex, +1 natural)**hp** 94 (3d10+6 plus 7d12+14 plus 7)**Fort** +8; **Ref** +11 (+13 vs. traps); **Will** +4**Defensive Abilities** improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—; **Immune** disease, poison, vision-affecting effects**Spd** 40 ft., climb 20 ft.**Melee** +1 *battleaxe* +14/+9 (1d8+4/x3), bite +8 (1d4+1)**Ranged** mwk shortbow +15/+10 (1d6/x3)**Special Attacks** leap attack, rage (18 rounds/day), rage powers (no escape, raging leaper, strength surge), sneak attack +1d6, swarming**Str** 16, **Dex** 19, **Con** 15, **Int** 10, **Wis** 8, **Cha** 6**Base Atk** +10; **CMB** +13; **CMD** 27**Feats** Improved Initiative, Lightning Reflexes, Point Blank Shot, Skill Focus (Perception), Stealthy**Skills** Acrobatics +20, Climb +26, Escape Artist +10, Perception +12, Stealth +17 (+21 in caverns)**Languages** Undercommon**SQ** expert climber, fast movement**Gear** +1 *breastplate*, +1 *battleaxe*, masterwork shortbow, 40 arrows, 10 +1 arrows

Treasure: The items on the floor are the treasures of these morlocks. Some of them belonged to a fifth tribal member who was recently captured by the babau demons, and the other morlocks are trying to decide how to split it. These treasures consist of ten gray Under Realm freshwater pearls (100 gp each), a clump of greenish mushroom that functions as a *potion of cure light wounds* if eaten, six giant beetle antennae (no value), and a gold nugget (35 gp).

G4-16. Chief's Chamber (CR 13)

This small cyst in the earth is lit by a flickering campfire contained within a ring of stones. A slender, broken stalactite propped on this ring of stones supports a severed giant cave lizard's head above the fire. The stench of burning reptile flesh fills the chamber, and the smoke collects at the 12-foot ceiling overhead. A pallet composed of some pebbly hide is spread out before the fire.

Creatures: This chamber serves as the quarters of **Tatak**, chief of this small morlock tribe. He resides here with his mate, another **morlock barbarian**. They hear if there is fighting in G4-15 and withdraw into the far passage to await the intruders. Tatak's mate and any surviving morlocks immediately rage if anyone enters this chamber while the chief hangs back and plays his *pipes of pain* before firing his bow. The other tribe members are immune to these particular pipes due to their long exposure to their chief's musical excesses. If his mate is killed, Tatak greater rages and enters melee with his greataxe.

TATAK

XP 25,600

Male morlock barbarian 11 (*Pathfinder Roleplaying Game Bestiary* "Morlock")

CE Medium monstrous humanoid

CR 13

Init +8; **Senses** blindsight 40 ft., scent; **Perception** +12

AC 22, touch 14, flat-footed 22 (+5 armor, +4 Dex, +3 natural)

hp 132 (3d10+6 plus 11d12+22 plus 11)

Fort +10; **Ref** +12 (+15 vs. traps); **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +3, uncanny dodge; **DR** 2/—; **Immune** disease, poison, vision-affecting effects; **Resist** cold 10

Spd 50 ft., climb 30 ft.

Melee +2 *greataxe* +20/+15/+10 (1d12+8/x3), bite +13 (1d4+2)

Ranged mwk shortbow +19/+14/+9 (1d6/x3)

Special Attacks greater rage, leap attack, rage (18 rounds/day), rage powers (no escape, raging leaper, roused anger, strength surge, unexpected strike), sneak attack +1d6, swarming

Str 19, **Dex** 19, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +14; **CMB** +18; **CMD** 32

Feats Improved Initiative, Improved Natural Armor (2), Lightning Reflexes, Point Blank Shot, Skill Focus (Perception), Stealthy

Skills Acrobatics +22, Climb +29, Escape Artist +12, Knowledge (dungeoneering) +12, Perception +12, Perform (wind instruments) +11, Stealth +21 (+25 in caverns), Survival +10

Languages Common, Undercommon

SQ expert climber, fast movement

Combat Gear *pipes of pain*; **Other Gear** +1 cold resistance chain shirt, +2 *greataxe*, masterwork shortbow, 30 arrows, 20 +1 arrows

MORLOCK BARBARIAN

CR 9

XP 6,400

hp 94 (See Area G4-15)

Treasure: The chief's treasure is gathered beneath his xorn-hide pallet. Hidden there are 14 uncut diamonds worth 150 gp each (5 times as much if a DC 20 Craft [jewelry] is made).

G4-17. Crevice (CR 12)

After a short natural stair, the passage opens into cavern with a 20-foot ceiling. Bisecting the cavern is a 10-foot wide crevice that disappears into darkness. The sound of running water can be heard from the depths of the crevice. Beyond the crevice another tunnel winds away to the north. After a mile of meandering tunnels it connects with the Missing River (Area H6 in *Part 3—The Harrow Lanes*). The wandering morlocks came from this direction. The crevice drops 40 feet before opening onto a tributary of the Missing River. This tributary likewise travels northward before connecting with that watercourse. There are very few air pockets, so traveling down this rushing stream is extremely hazardous. Upstream the tributary heads into the Under Realms tunnels beneath the Stoneheart Mountains.

Creatures: Occupying the western side of this crevice is an **elder black pudding**. This ooze recently climbed up from the river below and has been in a semi-hibernative state for the past few days. It becomes fully alert when someone enters the chamber. It would've woken in a few more days and likely wiped out the entire morlock colony.

ELDER BLACK PUDDING

CR 12

XP 3,200

Advanced-HD black pudding (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

N Gargantuan ooze

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

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

Pipes of Pain

Aura faint enchantment and evocation; **CL** 6th

Slot —; **Price** 12,000 gp; **Weight** 3 lb.

DESCRIPTION

These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestiw curse* spell).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have bardic music class feature *sound burst*; **Cost** 6,000 gp

hp 229 (17d8+153)

Fort +14; **Ref** +0; **Will** +0

Defensive Abilities split; **Immune** ooze traits

Spd 20 ft., climb 20 ft.

Melee slam +18 (3d6+12 plus 3d6 acid plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks acid (DC 27), constrict (3d6+12 plus 3d6 acid), corrosion

Str 26, **Dex** 1, **Con** 28, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 29 (39 vs. bull rush, can't be tripped)

Skills Climb +16

SQ suction

G4-18. Upper Entrance

This building's stone doors are barred from the inside. This building is empty of all save a wide staircase descending into darkness. This is the upper end of the Tunnel.

Stone Double Doors: 4 in. thick; **Hardness** 8; **hp** 60; **Break DC** 30.

G5. Cliff Warrens (CR varies)

The lower cliffs of the natural terrace that forms the western boundary of the Grunge are honeycombed with caves and tunnels. These served as dwellings for those outcasts and undesirables too low on the social scale even to warrant a real apartment in the tenements of the Grunge. The caves can be naturally formed or hewn from the native stone and range in quality from simple rock shelters to small systems of tunnels or connected caverns. Most are at ground level, though some are higher on the cliff face and accessible only



by treacherous stairs, handholds and ledges, or had ladders that were removed long ago (DC 25 Climb check to access). There are literally hundreds of these caves — far more than can be explored — so a few sample maps are provided that can be used and modified as necessary as layouts for those that are entered.

Most of these dwellings are abandoned, though some have been occupied temporarily or permanently by new residents. Consult the list below for some of the specific inhabitants that now occupy these former residences. Roll randomly or select from the list whichever works best for your purposes. Use one of the maps or create your own as you see fit.

Hobgoblin Mercenaries

This band of mercenaries has been bivouacking in a cavern system 20 feet above the ground and accessible only by crude hand and footholds cut into the rock face (Climb DC 7). If any are captured and successfully questioned or bribed, they admit they have been employed by an individual they know only as the White Walker who seeks to use them as a personal army of conquest. They describe the White Walker as a mysterious pale-faced, silver-bearded human with no color other than the blood on his robes, who walks among them whenever they least expect it — they never notice when he arrives, he is simply suddenly there.

This individual is none other than the vampire lord, Belishan the Bloodmage (see *Part 4—The Crooked Tower*). He intends to use these mercenaries as his own personal enforcers in his nefarious schemes as soon as they have attained suitable strength. They are unaware of his plans, his location, or his true undead nature. A successful DC 20 Intimidate check while questioning one of these creatures causes it to reveal information that a young elf maiden was given to the White Walker a month or so ago as spoils from a caravan that he ordered raided out on the Desolation (this refers to Shilarra, Chapter 7, Area 82 of *Part 4—The Crooked Tower*). A DC 25 Intimidate check reveals the speculation that the White Walker comes from the crooked tower on the edge of the cliff (Area H12).

- **Vermer, Mercenary Leader, hobgoblin ranger 11**
- **Hobgoblin Sergeants (2), See below**
- **Hobgoblin Bodyguards, hobgoblin barbarian 7 (3)**
- **Hobgoblin Shamans, hobgoblin cleric of Set 7 (2)**
- **Hobgoblin Scouts, hobgoblin rogue 6 (8)**
- **Hobgoblin Archers, hobgoblin ranger 6 (12)**
- **Hobgoblin Infantry, hobgoblin warrior 6 (38)**

VERMER, MERCENARY LEADER

CR 10

XP 9,600

Male hobgoblin ranger 11 (*Pathfinder Roleplaying Game Bestiary* “Hobgoblin”)

LE Medium humanoid (goblinoid)

Init +12; **Senses** darkvision 60 ft.; Perception +23

AC 22, touch 14, flat-footed 18 (+8 armor, +4 Dex)

hp 61 (11d10+22 plus 22)

Fort +9; **Ref** +11; **Will** +4

Defensive Abilities evasion

Spd 30 ft.; woodland stride

Melee +1 *short sword* +14/+9/+4 (1d6+3/19–20) and +1 *punching dagger* +14/+9/+4 (1d4+2/x3)

Ranged mwk heavy crossbow +16 (1d10/19–20)

Special Attacks favored enemy (humanoid [human] +6, undead +4, outsider [evil] +2), quarry

Spells Prepared (CL 8th):

2nd—*barkskin*

1st—*alarm, resist energy, summon nature's ally I*

Str 14, **Dex** 18, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +11; **CMB** +13; **CMD** 27

Feats Alertness, Endurance^B, Greater Two-Weapon Fighting^B, Improved Initiative, Improved Two-Weapon Fighting^B, Power Attack, Quick Draw, Toughness, Two-Weapon Fighting^B, Weapon Finesse

Skills Climb +15, Diplomacy +7, Knowledge (geography) +19,

CHAPTER 4: THE GRUNGE

Knowledge (nature) +15, Perception +23, Sense Motive +9, Stealth +25, Survival +19 (+24 tracking)

Languages Common, Goblin, Orc

SQ favored terrain (urban +4*, plains +2), hunter's bond (companions), swift tracker, two-weapon combat style, wild empathy +13

*Included in stat block

Gear +2 *elven chain*, +1 *short sword*, +1 *punching dagger*, masterwork heavy crossbow, 20 crossbow bolts, gold crossbow bolt (10 gp), pouch with 45 gp

FIRST HOBGOBLIN SERGEANT XP 3,200

CR 7

Male hobgoblin fighter 8 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +7

AC 25, touch 13, flat-footed 22 (+9 armor, +2 Dex, +1 dodge, +3 shield)

hp 88 (8d10+24 plus 16)

Fort +9; **Ref** +6; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2

Spd 30 ft.

Melee +1 *trident* +15/+10 (1d8+7) or +1 *club* +12/+7 (1d6+4)

Ranged +1 *trident* +14 (1d8+7) or +1 *club* +11 (1d6+4)

Special Attacks weapon training (spears +1)

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 24

Feats Alertness, Dodge, Greater Weapon Focus (trident)^B,

Improved Initiative^B, Lightning Reflexes, Quick Draw^B, Toughness,

Weapon Focus (trident)^B, Weapon Specialization^B

Skills Climb +5, Intimidate +6, Perception +7, Sense Motive +3, Stealth +5

Languages Common, Goblin

SQ armor training 2

Combat Gear 2 thunderstones; **Other Gear** +1 *half-plate*, +1 *heavy steel shield*, +1 *trident*, +1 *club*, jade comb (25 gp), silver scroll tube (35 gp) filled with fine sand

SECOND HOBGOBLIN SERGEANT XP 6,400

CR 9

Female hobgoblin ranger 4/rogue 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid)

Init +10; **Senses** darkvision 60 ft.; Perception +17

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

hp 78 (4d10+8 plus 6d8+6 plus 12)

Fort +7; **Ref** +13 (+15 vs. traps); **Will** +5

Defensive Abilities evasion, trap sense +2, uncanny dodge

Spd 30 ft.

Melee mwk scimitar +13/+8 (1d6+1/18–20)

Ranged +1 *light crossbow* +13/+8 (1d8+1/19–20)

Special Attacks favored enemy (outsider [evil] +2), rogue talent (surprise attack), sneak attack +3d6

Spells Prepared (CL 1st):

1st—*entangle* (DC 13)

Str 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +9; **CMD** 23

Feats Endurance^B, Improved Initiative, Point Blank Shot^B, Precise Shot, Rapid Reload (light crossbow), Stealthy, Toughness, Weapon Finesse^B

Skills Acrobatics +13, Climb +14, Disable Device +16, Escape

Artist +15, Handle Animal +8, Knowledge (local) +13, Perception +17 (+20 find traps), Stealth +25, Survival +9 (+11 tracking), Swim +10

Languages Common, Goblin

SQ archery combat style, favored terrain (urban +2*), hunter's bond (animal companion—viper named Chyss), rogue talent (fast stealth, finesse rogue), trapfinding, wild empathy +5

*Factored into stat block

Combat Gear 4 applications of Medium spider venom (Injury; *save* Fort DC 14; *onset* —; *frequency* 1/rd. for 4 rds.; *effect* 1d2 Str; *cure* 1 save); **Other Gear** *bracers of armor* +3, +1 *buckler*, masterwork scimitar, +1 *light crossbow*, 20 crossbow bolts, 100-ft. silk rope, pouch with 38 sp and 9 pp

CHYSS, ANIMAL COMPANION XP —

CR —

Female viper (*Pathfinder Roleplaying Game Bestiary* "Familiar, Viper")

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 7 (2d8–2)

Fort +2; **Ref** +6; **Will** +1

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 9 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11

Languages link with master

SQ share spells

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

HOBGOBLIN BODYGUARDS (3) XP 2,400

CR 6

Male hobgoblin barbarian 7 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)

hp 100 (7d12+35 plus 14)

Fort +10; **Ref** +2 (+4 vs. traps); **Will** +1

Defensive Abilities improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—

Spd 30 ft.

Melee +1 *heavy flail* +13/+8 (1d10+7/19–20)

Ranged mwk throwing axe +8/+3 (1d6+4)

Special Attacks rage (21 rounds/day), rage powers (animal fury, intimidating glare, roused anger)

Str 19, **Dex** 10, **Con** 20, **Int** 7, **Wis** 9, **Cha** 4

Base Atk +7; **CMB** +11; **CMD** 21

Feats Quick Draw, Toughness, Skill Focus (Perception), Weapon Focus (heavy flail)

Skills Climb +9, Perception +9, Stealth +5, Survival +5

Languages Common, Goblin

SQ fast movement

Gear masterwork hide armor, *amulet of natural armor* +2, +1 *heavy flail*, 3 masterwork throwing axes, necklace of jade and polished bone (100 gp)

CHAPTER 4: THE GRUNGE

HOBGOBLIN SHAMANS (2)

CR 6

XP 2,400

Female hobgoblin cleric of Set 7 (*Pathfinder Roleplaying Game Bestiary* “Hobgoblin”)

LE Medium humanoid (goblinoid)

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

Aura lawful, good

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

hp 42 (7d8–7 plus 14)

Fort +4; **Ref** +4; **Will** +8

Spd 20 ft.

Melee +1 *spear* +7 (1d8+2/x3)

Ranged +1 *spear* +8 (1d8+2/x3)

Special Attacks channel negative energy 6/day (DC 16, 4d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 7th, melee touch +6):

6/day—*touch of evil* (3 rounds), *touch of law*

Spells Prepared (CL 7th, melee touch +6):

4th—*order's wrath*^D (DC 17), *poison* (DC 17)

3rd—*glyph of warding* (DC 16), *invisibility purge*, *magic circle against chaos*^D, *magic vestment*

2nd—*align weapon* (evil only)^D, *augury*, *chant**, *death knell* (DC 15), *summon monster II*

1st—*bane* (DC 14), *cause fear* (DC 14), *command* (DC 14), *cure light wounds* (DC 14), *detect undead*, *protection from good*^D

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

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

Str 12, **Dex** 15, **Con** 9, **Int** 10, **Wis** 16, **Cha** 17

Base Atk +5; **CMB** +6; **CMD** 18

Feats Alertness, Rapid Reload (heavy crossbow), Toughness, Weapon Focus (spear)

Skills Knowledge (religion) +6, Perception +8, Sense Motive +12, Stealth +3

Languages Common, Goblin

Combat Gear *divine scroll* (CL 7: *bull's strength*), *divine scroll* (CL 7: *cure critical wounds*), *divine scroll* (CL 7: *dispel magic*), 4 applications of Medium spider venom (Injury; *save* Fort DC 14; *onset* —; *frequency* 1/rd. for 4 rds.; *effect* 1d2 Str; *cure* 1 save);

Other Gear masterwork chainmail, +1 *spear*, copper unholy symbol of Set (15 gp), pouch with 3d6 gp

*See sidebar

HOBGOBLIN SCOUTS (8)

CR 5

XP 1,600

Male hobgoblin rogue 6 (*Pathfinder Roleplaying Game Bestiary* “Hobgoblin”)

LE Medium humanoid (goblinoid)

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

AC 17, touch 14, flat-footed 17 (+3 armor, +4 Dex)

hp 48 (6d8+6 plus 12)

Fort +3; **Ref** +9 (+11 vs. traps); **Will** +1

Defensive Abilities evasion, trap sense +2, uncanny dodge

Spd 30 ft.

Melee mwk short sword +9 (1d6+1/19–20)

Ranged light crossbow +8 (1d8/19–20)

Special Attacks rogue talent (surprise attack), sneak attack +3d6

Str 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 9

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

Feats Improved Initiative, Stealthy, Toughness, Weapon Finesse^B

Skills Acrobatics +13, Climb +10, Disable Device +18, Escape Artist +15, Knowledge (local) +9, Perception +8 (+11 find traps), Stealth +24, Swim +10

Languages Common, Goblin

New Spell

The spell *chant* was detailed in the “Gods and Demons From the World of Necromancer Games” download under the *Free Stuff* tab at necromancergames.com. It is included here for your convenience.

CHANT

School conjuration (creation); **Level** cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range 40 ft.

Area all allies and foes within a 40-ft. burst centered on you

Duration concentration; maximum 5 minutes per 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 all attack rolls, saves, and skill checks while your foes suffer 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 your speaking or casting another spell, ends the effect. 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 the same deity and alignment during your chanting.

SQ rogue talent (fast stealth, finesse rogue), trapfinding
Combat Gear *potion of cat's grace*, 2 applications of Medium spider venom (Injury; *save* Fort DC 14; *onset* —; *frequency* 1/rd. for 4 rds.; *effect* 1d2 Str; *cure* 1 save); **Other Gear** +1 *shadow leather armor*, masterwork short sword, light crossbow, 20 crossbow bolts, pouch with masterwork thieves' tools and 2d10 gp

HOBGOBLIN ARCHERS (12)

CR 5

XP 1,600

Male or female hobgoblin ranger 6 (*Pathfinder Roleplaying Game Bestiary* “Hobgoblin”)

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +10

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 61 (6d10+12 plus 12)

Fort +7; **Ref** +7; **Will** +3

Spd 30 ft.

Melee dagger +7/+2 (1d4+1/19–20)

Ranged mwk composite longbow [+1 Str] +7/+7/+2 (1d8+1/x3)

Special Attacks favored enemy (humanoid [human] +4, undead +2)

Spells Prepared (CL 3rd):

1st—*detect snares and pits*, *resist energy*

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +7; **CMD** 19

Feats Endurance^B, Improved Initiative, Manyshot^B, Rapid Shot^B, Toughness, Weapon Focus (composite longbow)

Skills Climb +10, Heal +10, Knowledge (geography) +9, Perception +10, Stealth +15, Survival +10 (+13 tracking)

Languages Common, Goblin

SQ archery combat style, favored terrain (plains +2), hunter's bond (companions), wild empathy +4

Combat Gear tanglefoot bag; **Other Gear** +1 *studded leather armor*, +1 *buckler*, masterwork composite longbow [+1 Str], 40 arrows, dagger, pouch with 1d10+2 gp and 2d6 sp

HOBGOBLIN INFANTRY (38)**CR 4****XP 1,200**Male or female hobgoblin warrior 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +2**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 shield)**hp** 61 (6d10+12 plus 12)**Fort** +7; **Ref** +3; **Will** +1**Spd** 30 ft.**Melee** mwk longsword +10/+5 (1d8+2/19–20)**Ranged** mwk heavy crossbow +8 (1d10/19–20)**Str** 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +6; **CMB** +8; **CMD** 19**Feats** Rapid Reload (heavy crossbow), Toughness, Weapon Focus (longsword)**Skills** Perception +5, Stealth +11**Languages** Common, Goblin**Gear** +1 studded leather armor, +1 heavy steel shield, masterwork longsword, masterwork heavy crossbow, 25 crossbow bolts, pouch with 3d6 gp

Treasure: The warband's accumulated treasures are stashed in the leader's room. These include the following: 212 gp, 380 sp, 1,665 cp, assorted gems worth a total of 2,700 gp, 5 *potions of cure light wounds*, and a vial of *universal solvent*.

Ogre Thugs

A small group of ogre thugs led by barbarians occupies a small series of caves at ground level. They are laying low during the Troll Moot (see Event 5) and attempt to slay any who approach their hideout.

- **Garfig, ogre barbarian 8**
- **Ogre Enforcers, ogre barbarian 4 (3)**
- **Ogres (5)**

GARFIG**CR 11****XP 12,800**Female ogre barbarian 8 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5**AC** 22, touch 11, flat-footed 22 (+6 armor, +2 deflection, +5 natural, –1 size)**hp** 155 (4d8+20 plus 8d12+40 plus 20)**Fort** +15; **Ref** +3 (+5 vs. traps); **Will** +5**Defensive Abilities** improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—**Spd** 40 ft.**Melee** Huge +2 warhammer +20/+15/+10 (3d6+11/x3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rage (23 rounds/day), rage powers (animal fury, knockback, no escape, scent)**Str** 28, **Dex** 11, **Con** 20, **Int** 8, **Wis** 11, **Cha** 7**Base Atk** +11; **CMB** +21; **CMD** 33**Feats** Cleave, Great Cleave, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)**Skills** Acrobatics +5, Climb +16, Intimidate +5, Perception +5, Stealth –2, Swim +11**Languages** Giant**SQ** fast movement

Set, God of Evil And the Night

Set appeared in *Bard's Gate* by **Necromancer Games**. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Evil**Domains:** Law, Evil, Knowledge, Death**Symbol:** Black Ankh of Set**Garb:** Kilt, sandals, and ceremonial head-dress (beast mask), Black Ankh of Set**Favored Weapon:** Quarterstaff, spear, poisoned weapons**Typical Worshipers:** Evil power-seeking humanoids, evil monks, assassins

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. He makes his home in the Nine Hells.

Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra. The cobra head is often tipped with steel fangs coated with poison. His clerics often carry a stylized black spear, representing the *Spear of Darkness* he carries. Many of his worshippers tattoo themselves with serpents or cobras. An evil sect of monks dedicated to Set and led by a vampire is detailed in the **Necromancer Games** module **L2: Vampires and Liches**.

Gear +2 hide armor, ring of protection +2, Huge +2 warhammer, gold ingot (250 gp)

OGRE ENFORCERS (3)**CR 7****XP 3,200**Male ogre barbarian 4 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5**AC** 20, touch 10, flat-footed 20 (+5 armor, +1 deflection, +5 natural, –1 size)**hp** 93 (4d8+16 plus 4d12+16 plus 12)**Fort** +12; **Ref** +2 (+3 vs. traps); **Will** +4**Defensive Abilities** trap sense +1, uncanny dodge**Spd** 40 ft.**Melee** +1 greatclub +16/+11 (2d8+13)**Ranged** javelin +6 (1d8+8)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rage (16 rounds/day), rage powers (animal fury, knockback)**Str** 26, **Dex** 11, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4**Base Atk** +7; **CMB** +16; **CMD** 27**Feats** Iron Will, Power Attack, Toughness, Weapon Focus (greatclub)**Skills** Acrobatics +5, Climb +15, Perception +5, Stealth –2**Languages** Giant**SQ** fast movement**Gear** +1 hide armor, ring of protection +1, +1 greatclub, 4 javelins

CHAPTER 4: THE GRUNGE

OGRES (5)

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* “Ogre”)

Treasure: The ogres carry their treasures in hide sacks. These treasures total 800 gp, 750 sp, a decorative fan (now ruined), and a set of masterwork manacles.

Prehistoric Holdover

What hole or magical gate this creature emerged from is a mystery, but it has wandered the cliff base for many years, terrorizing all who dare approach it. The triceratops dwells in a simple cave and charges any that encroach upon its claimed territory. It has no treasure.

TRICERATOPS

XP 4,800

hp 119 (*Pathfinder Roleplaying Game Bestiary* “Dinosaur, Triceratops”)

Ettin Colony

A colony ruled by ettins has inhabited a simple rock shelter. Eight-foot walls of rubble have been stacked across the shallow cave’s opening, providing cover for the inhabitants and leaving only a short mazelike passage as an entrance. These ettins and their minions are at war with the ogre thugs and attack anyone of ogre blood on sight. Others receive only a single volley of javelins to warn them away. If an approaching party can persevere under this volley and then succeed at a DC 25 Diplomacy check, the ettin colony welcomes them and attempts to enlist them into attacking the ogre caves.

- **Ettins (5)**
- **Grizzly Bears (2)**
- **Orc Servants, orc warrior 5 (12)**

ETTINS (5)

XP 2,400

hp 65 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

GRIZZLY BEARS (2)

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* “Bear, Grizzly”)

ORC SERVANTS (12)

XP 800

Male orc warrior 5 (*Pathfinder Roleplaying Game Bestiary* “Orc”)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 47 (5d10+5 plus 10)

Fort +5; **Ref** +2; **Will** +0

Defensive Abilities ferocity

Spd 20 ft.

Melee mwk longspear +10 (1d8+4/x3) or handaxe +8 (1d6+3/x3)

Ranged javelin +6 (1d6+3)

Str 17, **Dex** 12, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 19

Feats Skill Focus (Perception), Toughness, Weapon Focus (longspear)

Skills Climb –1, Intimidate +2, Perception +2

Languages Common, Orc

Gear chainmail, masterwork longspear, handaxe, 5 javelins, pouch with 2d12 sp

Treasures: The ettins keep the treasures of this group concealed in their bedding. This treasure consists of 550 gp, a Large suit of masterwork full plate armor (it only has one neck opening and is, therefore, useless to the ettins), 19 chrysoberyls (50 gp each), and 7 +1 seeking arrows.

CR 3

Cave Dwellers

Up from secret passages to the Under Realms, a band of vile troglodytes has set up its camp in a complex cave system that has a single opening at ground level. This cavern system rises and descends through a series of stinking caves, the lowest of which are half-flooded and inhabited by giant leeches that ignore the cold-blooded troglodytes. Crude alarms consisting of tripwires under the water are attached to chimes composed of bits of bone, iron and glass that hang in dark corners of the caves (DC 18 Perception check, DC 30 if in combat with leeches). The troglodytes respond to these alarms by gathering at a central flooded cave where they ambush intruders who become engaged with the guard leeches. In the rearmost room is the band’s clutch of 18 young, noncombatant troglodytes.

- **Priest-Chief, troglodyte fighter 4/cleric of Tsathogga 4**
- **Priest-Chief’s Mates, troglodyte fighter 3/cleric of Tsathogga 2 (5)**
- **Troglodyte Warrior, warrior 4 (43)**
- **Monitor Lizards (25)**
- **Giant Leeches (2d4 per flooded room)**

PRIEST-CHIEF

XP 6,400

Male troglodyte fighter 4/cleric of Tsathogga 4 (*Pathfinder Roleplaying Game Bestiary* “Troglodyte”)

CE Medium humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; **Perception** +6

Aura chaos, evil, stench (30 ft., DC 14, 10 rounds)

AC 25, touch 11, flat-footed 24 (+7 armor, +1 Dex, +6 natural, +1 shield)

hp 97 (2d8+8 plus 4d10+16 plus 4d8+16 plus 4)

Fort +16; **Ref** +3; **Will** +7 (+8 vs. fear)

Defensive Abilities bravery +1

Spd 30 ft.

Melee +2 *shocking burst shortspear* +14/+9 (1d6+7 plus 1d6 electricity), bite +6 (1d4+1) or 2 claws +11 (1d4+3), bite +11 (1d4+3)

Ranged mwk shortspear +11 (1d6+5)

Special Attacks channel negative energy 4/day (DC 13, 2d6), destructive smite 5/day, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 4th):

5/day—*icicle* (ranged touch +6, 1d6+2)

Spells Prepared (CL 4th):

2nd—*aid*, *hold person* (DC 14), *shatter*^D (DC 14), *summon monster II*

1st—*comprehend languages*, *detect undead*, *divine favor*, *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

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

Str 16, **Dex** 12, **Con** 19, **Int** 11, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11; **CMD** 22

Feats Blind-Fight^B, Brew Potion, Combat Casting, Great Fortitude, Improved Initiative^B, Power Attack, Weapon Focus (shortspear), weapon Specialization (shortspear)^B

Skills Climb +8, Craft (alchemy) +7, Heal +7, Knowledge

(religion) +4, Perception +6, Stealth +8 (+12 in rocky areas)

Languages Draconic

SQ armor training 1

Combat Gear *potion of hide from undead*, 2 *potions of cure light*

wounds, *potions of owl’s wisdom*; **Other Gear** +2 *scale mail*,

masterwork buckler, +2 *shocking burst shortspear*, 3 masterwork

shortspears, stone unholy symbol of Tsathogga (crude frog-shaped idol)

PRIEST-CHIEF’S MATES (5)

XP 2,400

Female troglodyte fighter 3/cleric of Tsathogga 2 (*Pathfinder Roleplaying Game Bestiary* “Troglodyte”)

CE Medium humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; **Perception** +6

Aura chaos, evil, stench (30 ft., DC 14, 10 rounds)



AC 24, touch 12, flat-footed 23 (+5 armor, +1 deflection, +1 Dex, +6 natural, +1 shield)

hp 62 (2d8+6 plus 3d10+9 plus 2d8+6 plus 2)

Fort +14; Ref +4; Will +6 (+7 vs. fear)

Defensive Abilities bravery +1

Spd 30 ft.

Melee +1 shock shortspear +10 (1d6+4 plus 1d6 electricity), bite +3 (1d4+1) or 2 claws +8 (1d4+3), bite +8 (1d4+3)

Ranged mwk shortspear +7 (1d6+3)

Special Attacks channel negative energy 4/day (DC 12, 1d6), destructive smite 5/day, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 2nd):

5/day—*icicle* (ranged touch +6, 1d6+1)

Spells Prepared (CL 2nd):

1st—*bane* (DC 13), *cure light wounds* (DC 13), *entropic shield*, *obscuring mist*^P

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

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

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

Base Atk +5; CMB +8; CMD 20

Feats Blind-Fight^B, Combat Casting, Great Fortitude, Improved Initiative^B, Lightning Reflexes, Weapon Focus (shortspear)

Skills Climb +7, Heal +7, Perception +6, Stealth +8 (+12 in rocky areas)

Languages Draconic

SQ armor training 1

Combat Gear *potion of bull's strength*, *elixir of fire breath*; **Other Gear** masterwork scale mail, masterwork buckler, *ring of protection* +1, +1 shock shortspear, 3 masterwork shortspears, stone unholy symbol of Tsathogga (crude frog-shaped idol)

TROGLODYTE WARRIORS (43)

CR 5

XP 1,600

Male or female troglodyte warrior 4 (*Pathfinder Roleplaying Game Bestiary* “Troglodyte”)

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Perception +4

Aura stench (30 ft., DC 13, 10 rounds)

AC 22, touch 10, flat-footed 22 (+6 armor, +6 natural)

hp 51 (2d8+4 plus 4d10+8 plus 4)

Fort +11; Ref +1; Will +1

Spd 30 ft.

Melee mwk greatclub +7 (1d10+1), bite +1 (1d4) or 2 claws +6 (1d4+1), bite +6 (1d4+1)

Ranged javelin +6 (1d6+1)

Str 12, Dex 10, Con 14, Int 8, Wis 11, Cha 11

Base Atk +5; CMB +6; CMD 16

Feats Great Fortitude, Point Blank Shot, Weapon Focus (javelin)

Skills Perception +4, Stealth +6 (+10 in rocky areas)

Languages Draconic

Tsathogga, Demon Frog God

Tsathogga appeared in *Bard's Gate* by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Water

Symbol: Likeness of the Frog God, carved in soapstone

Garb: Green and violet robes, if any

Favored Weapon: Any that slash, cut, and are wickedly curved, as well as, ropes or nets

Form of Worship and Holidays: Too gruesome and perverse to describe even by Necromancer Games standards

Typical Worshipers: Aberrations, tsathar, sentient frogs, evil water monsters, The Violet Brotherhood

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga's main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul humors and fluids that leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking.

Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar (detailed in the *Necromancer Games* module *DI: The Tomb of Abythor*). Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshippers (though there are a few notable exceptions) mean that he is little known to surface races. He has had few organized centers of worship and no standardized holy symbol — each worshipper choosing its own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are prized as holy relics.

Gear breastplate, masterwork greatclub, 5 javelins, pouch with 1d12 sp, 3d6 cp, and 1d4+1 precious stones worth 10 gp each

MONITOR LIZARDS (25)

CR 2

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary* “Lizard, Monitor”)

GIANT LEECHES (2d4 per flooded room)

CR 2

XP 600

hp 19 (*Pathfinder Roleplaying Game Bestiary* “Leech, Giant”)

Treasures: Hidden in a shallow pool at the back of the rearmost cave are 6 skulls of various Under Realms humanoid races. Each one has a different potion or unguent in powder form that must be added to water before it can be used. These powdered potions are as follows: #1 *endure elements*, #2 *aid*, #3 *barkskin* +2 (2 doses), #4 ordinary dust hiding three gray Under Realms pearls (250 gp each), #5 *unguent of timelessness*, #6 *remove paralysis*. There is also a leather bag holding 600 sp.

Chapter 5: The Dread Swamp

The northern portion of the Grunge, where the Lower Falls empties into its collection pool, was always a humid and damp locale, more so after the fall of the city. With the abandonment of the city and the end of its maintenance of the collection pool drains and a shift in the water table, this section became downright sodden. Over the years the saturated ground grew softer and softer. Sections of ground receded and mires appeared. The foundations of buildings began to sink into the soft earth. Lush growths of water plants began to appear in the newly forming environment, further contributing to the deterioration of structures. When a century had passed, this entire section of the Grunge had been swallowed beneath a stagnant lake and its surrounding marsh. Virtually all of the area's buildings had crumbled to ruin beneath a carpet of overgrowth and sunken into the sucking mire. Strange creatures began to appear and make their lairs within this morass, and it became exceedingly dangerous for the other denizens of the city. It became known as the Dread Swamp. Residents of the ruined city speak in whispers of the fearsome King of the Swamp or the dread inhabitants of the Isle of Tar.

So firmly anchored are the foundations of the Walls of Death, that

the city's defensive barrier has not been undermined by the flooding in their vicinity. In fact, the walls serve as a dike along portions of the swamp lake's edge. Only at the northeastern gate have the flood waters expanded from the city forming an exterior pool. And only at these gates has the swampy ground undermined the wall foundations, such that the gate towers themselves have begun to sink and tilt.

Movement in the swamp is considered shallow bog unless otherwise noted. The swamp lake's edges are considered deep bog and it is as much as 80 feet deep in places, with most of its lowest depths bottoming out at about 60 feet. The water is stagnant and silty providing only 5 feet of visibility.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

Dire Crocodiles: These vicious creatures quietly glide through the waters of the swamp looking like floating logs until they can get close enough to suddenly lunge up and attack. They prefer to grapple their opponents and drag them down to the bottom of the swamp to drown.

DIRE CROCODILE **CR 9**
XP 6,400
hp 138 (*Pathfinder Roleplaying Game Bestiary* "Crocodile, Dire")

Dread Ravens: See The Grunge (Chapter 4).

Giant Constrictor Snake: These beasts prefer to dwell hidden among the tops of the mangrove trees that have sprung up throughout the swamp, dropping on potential prey that passes below. Anyone constricted is dragged up to the top of the tree where it can consume its prey without being bothered by pesky party members.

GIANT CONSTRICTOR SNAKE **CR 5**
XP 1,600

Advanced-HD constrictor snake (*Pathfinder Roleplaying Game Bestiary* "Snake, Constrictor")

N Large animal

Init +6; **Senses** scent; Perception +13

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

hp 59 (7d8+21 plus 7)

Fort +8; **Ref** +7; **Will** +3

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +11 (1d6+10 plus grab)

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

Special Attacks constrict (1d6+10)

Str 25, **Dex** 15, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 25 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus

The Dread Swamp Daytime Random Encounter Table

d%	Encounter
01–05	1d12 Skeletons
06–12	2d4 Yesh, gnoll ranger 4
13–20	1d10 Meatmen and 1d10 Bonemen
21–26	1d3 Harpy Archers, harpy fighter 7
27–34	1d6 Dire Crocodiles
35–42	2d4 Swamp Trolls
43–46	Giant Constrictor Snake
47–54	1d4 Trolls
55–64	2d6 Dread Ravens
65–00	No Encounter

The Dread Swamp Nighttime Random Encounter Table

d%	Encounter
01–10	1d12 Skeletons
11–19	3d12 Yesh, gnoll ranger 4
20–26	1d10 Meatmen and 1d10 Bonemen
27–35	1d6 Dire Crocodiles
36–40	1d2 Vampire Spawn
41–46	2d4 Swamp Trolls
47–53	3d18 Troglydtes, warrior 4 and 1d6 Monitor Lizards
54–55	1d3 Vrock Demons
56–64	1d4 Trolls
65–00	No Encounter

CHAPTER 5: THE DREAD SWAMP

(Stealth), Toughness

Skills Acrobatics +15, Climb +15, Perception +13, Stealth +11, Swim +15



Harpy Archers: See The Grunge (Chapter 4).

Meatmen and Bonemen: See The Grunge (Chapter 4).

Skeletons: See The Grunge (Chapter 4).

Swamp Trolls: These giants are indigenous to the Dread Swamp and wander their habitat constantly in search of food. They have heard the call of the Trollstone but have managed to resist it thus far preferring their comfortable moist existence to the lure of the drier high terraces. This will change when the Trollstone's call becomes more demanding and sends them to hunt down the party (see Event 5).

SWAMP TROLL

CR 3

XP 800

hp 38 (See Chapter 3, Event 5)

Troglodyte Warriors: See The Grunge (Chapter 4).

Trolls: See The Grunge (Chapter 4).

Vampire Spawn: See The Grunge (Chapter 4).

Vrock Demons: These beasts set forth from the High Church (Area T8 in *Part 5—Foundations of Infamy*) to hunt in the lower reaches of the city. They consider their hunt a grand sport and attempt to bring back trophies (to be duly eaten, of course). If any of their quarry proves to be too challenging (having killed one of their number, for instance), they retreat and return later with 1d3 more vrocks for vengeance. If 6 vrocks are slain in this manner, any killed in the



CHAPTER 5: THE DREAD SWAMP

future should be subtracted from those at Area T8-5.

VROCK DEMON

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

CR 9

Yesh: See The Grunge (Chapter 4).

The encounter areas of the Dread Swamp begin with a “D” and are followed by a numeral designating the specific encounter. For example the Kingdom of the Tyrant is identified as D2.

Dr. Lower Falls (CR 12)

The craggy cliffs, slick with moisture rise from the dark lake at its base. High on this cliff a cave opens from which pours a torrent of water. This waterfall plummets a full 70 feet before crashing into the inky pool. Perversely a picturesque rainbow hangs in the mists above the dour tarn.

The Missing River (the lower portion of the Darken River) emerges here in the Lower Falls finishing its journey to the Dread Swamp. Climbing up the slippery, moss-laden rocks of the cliff to reach the cave mouth from which the waterfall issues requires a DC 30 Climb check. However, anyone doing so and making a DC 15 Perception check upon reaching the cave mouth is rewarded by locating a narrow path and the top steps of a crumbled stair that travels alongside the underground river and disappears back into darkness. See Area H6 in

Part 3—The Harrow Lanes for details on the Missing River. Where the stair once descended along the cliff face has long since crumbled and disappeared.

Creature: Living in the depths of the swampy pool beneath the falls is a **giant bog turtle**. It attempts to capsize any boat that enters its territory. It then tries to draw as many victims into its mouth as possible before submerging back to its lair.

GIANT BOG TURTLE

CR 12

XP 19,200

The Tome of Horrors II 166

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +15

AC 26, touch 8, flat-footed 26 (+18 natural, –2 size)

hp 184 (16d10+80 plus 16)

Fort +15; **Ref** +10; **Will** +6

Spd 30 ft., swim 40 ft.

Melee bite +27 (3d8+18/19–2 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsize, current, swallow whole (3d8+18 crushing damage plus 8 acid damage, AC 19, 18 hp)

Str 34, **Dex** 10, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 40 (44 vs. trip)

Feats Endurance, Improved Critical (bite), Improved Initiative,

Improved Natural Attack (bite), Power Attack, Skill Focus

(Perception), Toughness, Weapon Focus (bite)

Skills Perception +15, Swim +31

Capsize (Ex): A submerged giant bog turtle that surfaces under



VALPOLE '05



a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long, and a 20% chance to capsize one over 60 feet long.

Current (Ex): As a full round action, a giant bog turtle can induce a strong current by opening its mouth and inhaling large quantities of water. This strong rush of water lasts for 5 rounds and affects all in a cone-shaped area to a range of 100 feet. Creatures and objects of up to Large size are pulled toward the bog turtle at the rate of 20 feet per round. Affected creatures can make a Swim check (DC 30) to resist the current. A swimming creature cannot take 10 on its Swim check. The check DC is Strength-based.

Treasure: The bog turtle's muddy nest is 60 feet below the surface of the water in a weedy clump (DC 38 Perception check). Amidst the bones of past victims are a suit of masterwork half-plate, 2 large emeralds (500 gp each), and a *staff of swarming insects* (10 charges).

D2. Kingdom of the Tyrant (CR 15)

Creatures: Deep in the Dread Swamp reigns the creature that holds all others within under a pall of fear. At the darkest part of the swamp, where the mangroves grow thickest, is a watery hollow. At its heart is a pile of overgrown bracken and debris. Lurking in the shallow pool at this thicket's heart are **5 dire crocodiles**. They move to attack, imitating floating logs with only their eyes and nostrils showing as they drift closer (+10 bonus to Stealth checks). Hiding in the branches of one of the trees is a **spirit naga** (only a DC 10

Climb check among the prolific branches) that attacks with its spells if the party notices the crocodiles. These creatures, however, are just the cover for their true master. The naga and crocodiles attempt to subtly maneuver their opponents toward the center of pool and into the grasp of the **advanced swamp tyrant** pretending to be the pile of debris. The swamp tyrant, towering 20 feet high, looks like a mottled greenish sphere with a maw of jagged teeth capable of swallowing a horse whole. It is supported by a network of ropy tentacles that snake out beneath the shallow waters to catch the unwary. It has managed to advance and grow huge in the corrupted waters of the Dread Swamp.

DIRE CROCODILES (5) CR 9
XP 6,400
hp 138 (*Pathfinder Roleplaying Game Bestiary* "Crocodile, Dire")

SPIRIT NAGA CR 9
XP 6,400
hp 95 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

ADVANCED SWAMP TYRANT CR 13
XP 25,600
Creature Collection II: Dark Menagerie 184
 N Gargantuan aberration (aquatic)
Init +0; **Senses** darkvision 60 ft.; Perception +28

AC 21, touch 6, flat-footed 21 (+15 natural, -4 size)
hp 237 (19d8+133 plus 19); fast healing 6
Fort +13; **Ref** +8; **Will** +11

Spd 20 ft., swim 40 ft.

CHAPTER 5: THE DREAD SWAMP

Melee bite +21 (3d8+11), 4 tentacles +21 (2d6+11 plus grab)
Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)
Special Attacks constrict (2d6+11), swallow whole (2d6+11 crushing plus 1d8 acid, AC 17, 23 hp)

Str 32, **Dex** 11, **Con** 24, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +14; **CMB** +29 (+31 bull rush and overrun, +33 grapple); **CMD** 39 (41 vs. bull rush and overrun; can't be tripped)
Feats Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Skill Focus (Survival), Toughness
Skills Linguistics +0, Perception +28, Stealth +16 (+24 in swampy surroundings), Survival +27, Swim +19
Languages Aklo, Common

Treasure: Buried beneath the bulk of the swamp tyrant is a hollow log capped with mud that holds 5,000 gp and a scattering of 16 spinels worth 50 gp each, that can be found by dredging the shallow pool's bottom and making a DC 23 Perception check. The naga keeps her treasures hidden in a thicket atop one of the mangrove trees. This can be found by a DC 35 Perception check by anyone looking in the tops of the trees. Her small hoard consists of a *wand of cure light wounds* (CL 1: 40 charges) and an ornate silver pectoral set with moonstones (4,500 gp).

D3. Tar Island (CR 16)

At the heart of this inky swamp lake rises an equally dark hillock. The water in the vicinity is especially tenebrous and has an oily sheen. Near the small island it seems to thicken and bubble occasionally. The island itself is a craggy prominence of tarry rock from which rises a miasma of foul vapors.

The island is composed of rock and tar that have thrust up from the depths of the lake, where a geologic vent releases pressures and effluence from deep in the earth. The water around the island is slightly warmer than elsewhere, and anyone diving the full 80 feet finds waters at near boiling temperatures (3d6 points of fire damage per round while below a depth of 70 feet.). The island itself seems slightly warm to the touch and never collects snows during the occasional winter storm.

The island stretches only 100 feet from end to end and is 70 feet wide at its thickest. Its highest prominence rises only 40 feet above the waterline. It has sparse vegetation and despite its small size is very difficult to move around on because of its very treacherous and broken surface. It is considered dense rubble for movement purposes (see the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game).

Creatures: Living in a self-imposed exile upon this island is the Broken One, a **half-dragon demodand**. Sharing this forlorn creature's isolation is a cast-off **advanced tar golem**. How it arrived upon the island is unknown, but it follows the Broken One's commands. They dwell in a hidden crevice on one side of the island's height and watch intruders for awhile before approaching and attempting to drive them away.

THE BROKEN ONE XP 25,600

CR 13

Male half-black dragon tarry demodand warrior 2 (*The Tome of Horrors Revised* 97, *Pathfinder Roleplaying Game Bestiary* "Half-Dragon")

CN Medium dragon (chaotic, extraplanar)

Init +9; **Senses** darkvision 120 ft., low-light vision, scent; Perception +16



AC 36, touch 12, flat-footed 36 (+8 armor, +2 deflection, +16 natural)

hp 192 (13d10+91 plus 2d10+14)

Fort +16; **Ref** +13; **Will** +9

Defensive Abilities adhesive; **DR** 10/good and magic; **Immune** acid, poison, mind-affecting effects, paralysis, sleep; **Resist** cold 10, fire 20 (with sword); **SR** 21

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

Melee +3 *frost greatsword* +29/+24/+19 (2d6+19/19–20 plus 1d6 cold), bite +21 (1d8+5) or 2 claws +27 (1d6+11 plus grab), bite +26 (1d8+11)

Ranged mwk heavy crossbow +21 (1d10/19–20)

Special Attacks adhesive, breath weapon 1/day (60-ft. line, 13d6 acid, Reflex DC 23 half), rage

Spell-like Abilities (CL 13th):

At will—*detect good*, *detect magic*, *detect thoughts* (DC 16), *fear* (DC 18), *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisibility*, *tongues*

3/day—*dispel magic*, *fog cloud*, *ray of enfeeblement* (ranged touch +20)

1/day—*chaos hammer* (DC 18)

Str 32, **Dex** 20, **Con** 25, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +15; **CMB** +26 (+34 grapple); **CMD** 43

Feats Cleave, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Rapid Reload (heavy crossbow), Staggering Critical, Weapon Focus (claw)

Skills Bluff +17, Climb +23, Fly +12, Intimidate +19, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +16, Sense Motive +14, Stealth +17, Survival +14

Languages Abyssal, Common

Gear +2 *half-plate*, *ring of protection* +2, *frost brand*, masterwork heavy crossbow, 12 +1 anarchic crossbow bolts, 20 crossbow bolts

Adhesive (Ex) A tarry demodand exudes a thick tar-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it. A tarry demodand automatically grapples any creature it hits with a claw attack. Opponents so grappled cannot get free while

CHAPTER 5: THE DREAD SWAMP

the tarry demodand is alive without removing the adhesive first. A tarry demodand has a +4 racial bonus on grapple checks due to its tarry secretions (already included in the CMB line in the statistics block).

A weapon that strikes a tarry demodand is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry it off. The save DC and check DC are Constitution-based.

Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the tarry demodand can still grapple normally. A tarry demodand can dissolve its adhesive at will, and the substance breaks down 1 minute after the creature dies.

Rage (Ex) A tarry demodand that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its rage voluntarily.

Personality: This enigmatic creature resembles a tall, lumpy humanoid with tarry secretions and patches of grayish-black scales covering its hide. Its head is a conglomeration of bulging-eyed amphibiousness with a bony dragon snout and serrated horns. Batlike wings spring from its shoulders. The Broken One (his true name is unknown) is a strange by-blow from a liaison in the Outer Planes. When the disciples of Orcus began calling Lower Planar servitors to swell the ranks of their army for the coming battle, the Broken One reluctantly answered the summons as a mercenary. He served in the Battle of Tsar as reticent combatant and abandoned his masters when they chose to leave the city. His entire life has been spent in a state of disgrace over his unnatural existence, and he has always existed as a scorned loner. Because of his outcast status, he is unable to *summon* other demodands.

ADVANCED TAR GOLEM

CR 6

XP 2,400

Advanced-HD tar golem (*Creature Collection II: Dark Menagerie* 85)
N Large construct

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

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 74 (8d10+30)

Fort +2; **Ref** +2; **Will** +2

DR 20/magic vs. bludgeoning, 15/magic vs. slashing, 10/magic vs. piercing; **Immune** construct traits, magic

Spd 20 ft.

Melee 2 slams +13 (1d8+6 plus immobilizing attack)

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

Special Attacks flaming pitch

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +15; **CMD** 25

Skills Stealth +1

Flaming Pitch (Ex) If a tar golem is ignited (see Immunity to Magic below) any successful attack by the construct that leaves its victim covered in tar from failing the Reflex save against its immobilizing attack now leaves the victim covered in flaming pitch. Unless scraped off (see Immobilizing Attack below), the pitch deals 1d6 points of fire damage for 3 rounds or until extinguished. Damage from multiple globs of flaming pitch is cumulative. Note the victim still suffers the effects of immobilization in addition to the flames, even after the flames die out. Submersion in water or similar suffocation is the only way to extinguish the flame other than using magic.

Immobilizing Attack (Ex) When a tar golem makes a successful attack, the victim must make a DC 14 Reflex save or lose 2 Dexterity points due to the golem's clinging tar. It takes a full-round action of scraping to remove enough tar to regain 1 Dexterity point. If a victim's Dexterity reaches 0, he is immobilized. The save DC is Dexterity-based.

Immunity to Magic (Ex) A tar golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold damage slows a tar golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

- A magical attack that deals fire damage deals no fire damage but breaks any *slow* effect on the golem. Additionally, any fire attack that would have dealt 10 or more points of fire damage to the tar golem ignites it. The resulting fire deals 2 points of damage per round to the golem, and submersion in water or similar suffocation is necessary to extinguish it.

- *Transmute rock to mud*, some rocks, and a DC 10 Heal check can be used to heal the golem back to its full health when damaged.

Development: The Broken One has existed as loner for so long, he automatically expects the worst from everyone he sees. His initial attacks are to merely drive the party from his island, but attempts at parley and a successful DC 25 Diplomacy or Intimidate check can end the battle and allow talks to begin. If left in peace, the Broken One will not pursue a fight. If invited he would even consider joining the party. He is included here as a potential adversary or a powerful ally for the party. In fact he can be used as a replacement character if one of your players has lost his own. Strangely, the tar golem will not leave the island with the Broken One, instead staying behind to answer whatever unknown call brought it there to begin with.

Treasure: Hidden within the Broken One's crevice and mostly concealed beneath a layer of hardened tar (DC 18 Perception check to locate) is a squat stone statue depicting a robed man with sinister, hooded eyes. This statue is one of the *Nine Disciples* (see **Magic Items Appendix**). The Broken One knows of its presence, though not its significance. He does not know how it arrived on the island, but he found it and hid it in the crevice on some inner compulsion. If he is befriended he willingly retrieves it and turns it over to his new allies.

Monster Appendix

Screamer

Racing toward you is a ghostly form like the tattered shreds of a translucent pennant. It retains a vaguely humanoid form trailing behind its forward-facing head. Hollows mark its eyes above its most distinguishing feature, a gaping mouth locked in a perpetual scream—like a maw opening into eternal darkness.

SCREAMER

CR 4

XP 1,200

CE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +6

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 34 (4d8+16)

Fort +5; Ref +4; Will +4

Defensive Abilities channel resistance +2, incorporeal, rejuvenation; Immune undead traits

Spd fly 80 ft. (perfect)

Melee incorporeal touch +6 (1d4 Charisma drain)

Special Attacks Charisma drain, malevolence, scream of hopelessness, suicidal frenzy

Str —, Dex 16, Con —, Int 6, Wis 11, Cha 18

Base Atk +3; CMB +6; CMD 20

Feats Flyby Attack, Improved Initiative

Skills Fly +16, Perception +6, Stealth +9

Environment any

Organization solitary, gang (2–4), or swarm (6–11)

Treasure none

Charisma Drain (Su) A screamer causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points.

Malevolence (Su) Once per round, a screamer can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the screamer's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability the screamer must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 16 Will save, but the target adds (or subtracts) its Charisma modifier to this saving throw roll. A creature that successfully saves is immune to that same screamer's malevolence for 24 hours, and the screamer cannot enter the target's space. If the save fails, the screamer vanishes into the target's body. Screamers prefer to use this attack after having made several Charisma drain attacks to weaken a target's resistance. The save DC is Charisma-based.

Rejuvenation (Su) A screamer cannot be killed through simple combat. If reduced to 0 hit points it disappears only to reform 24 hours later. The only way for a screamer to be truly laid to rest is for it to die while possessing a host body with its malevolence ability. When the body dies, the screamer spirit ceases to exist.

Scream of Hopelessness (Su) Once every hour, a screamer can loose a horrific, mournful scream. Any living creature within hearing distance of this scream (it can carry up to a mile outdoors) must succeed on a DC 16 Will save or become shaken for 2d4 rounds. This is a sonic, mind-affecting fear attack. Creatures that

successfully save cannot be affected by the same screamer's scream of hopelessness for 24 hours. The effects of multiple screamers' screams cannot stack. The save DC is Charisma-based.

Suicidal Frenzy (Su) If a screamer succeeds in possessing a target with its malevolence ability, it immediately begins to make suicidal attacks on the possessed body with the body's own weaponry. Each round, the screamer uses the body's full attacks to direct its weaponry against itself. It uses the possessed victim's attack and damage modifiers and must only succeed on an attack against the body's flat-footed armor class. Damage, including the possibility of critical hits, is rolled normally. Due to the inhabiting spirit, the possessed body continues its attacks even between –1 and –9 hit points, though only single attacks can be made at this point. If the possessed body is made helpless the screamer departs to find another target. If the possessed body dies, the screamer's spirit is destroyed as it goes to its final rest.

These terrible undead are the remnant of soldiers who have fallen to the horrors of mass conflict and warfare. Whether each of these creatures is the remains of a single fallen soldier or a conglomerate of the scarred psyches of several such casualties remains up for debate, however what is known is that all of these creatures harbor an unending hatred of the living and an unceasing quest for the release of death. These mutual drives combine to create a horrifying fate for all those unfortunate enough to encounter a screamer.

A screamer retains no language.

In combat a screamer emits a continual piercing keening which rises in volume and pitch to become its scream attack. It uses this in conjunction with its charisma-draining touch to wear down its victim and make them susceptible to its malevolence attack. A screamer attack that is completely successful always ends in the creature's own destruction.



Skeletal Swarm

A clattering mass of dismembered skeletal hands, claws and assorted limbs scuttles across the ground like a moving bony carpet.

SKELETAL SWARM

XP 4,800

NE Tiny undead (swarm)

Init +8; **Senses** darkvision 60 ft.; Perception +0

<RULE>

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

hp 66 (12d8 plus 12)

Fort +4; **Ref** +4; **Will** +8

Defensive Abilities half damage slashing or piercing; **Immune** cold, swarm traits, undead traits

<RULE>

Spd 20 ft., climb 20 ft.

Melee swarm (3d6+6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16)

<RULE>

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

Base Atk +9; **CMB** —; **CMD** —

Feats Improved Initiative^B, Toughness^B

Skills Climb +12

<RULE>

Environment any

Organization solitary or pack (2–14 swarms)

Treasure none

Skeletal swarms are the remains of pieces cast off of whole skeletons collected together and animated en masse. They scuttle about mindlessly, often lying inert until something passes nearby for them to attack.

A skeletal swarm can be encountered anywhere that necromancers or other practitioners of the dark arts who participate in grave robbing and undead creation are found.

A skeletal swarm attacks as a massive bony wave moving to engulf whatever living creatures are closest and not moving on until they have been reduced to bloody shreds. Due to its unique composition of animated hand and claw bones, the swarm gets its strength bonus added to its swarm attacks.

Toxic Mudman

A 4-foot-tall, stocky, humanoid-shaped being rises from the foul pool of mud before you. It has long, thick arms, bandy legs, and a round featureless head. Its body appears to be composed of mud and debris. The stench rising from this creature is enough to make your eyes water.

TOXIC MUDMAN

CR 2

XP 600

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., tremorsense 120 ft.;

Perception +7

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 22 (4d10)

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities dormant state; **DR** 10/magic;

Immune elemental traits, mind-affecting spells and effects

Weaknesses dispel magic, transmute mud to rock

Spd 10 ft.

Melee slam +6 (1d4+3 plus poison)

Ranged ranged touch +5 (mud glob plus poison)

Special Attacks engulf

Str 14, **Dex** 10, **Con** 11, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Power Attack, Weapon Focus (mud glob)

Skills Perception +7

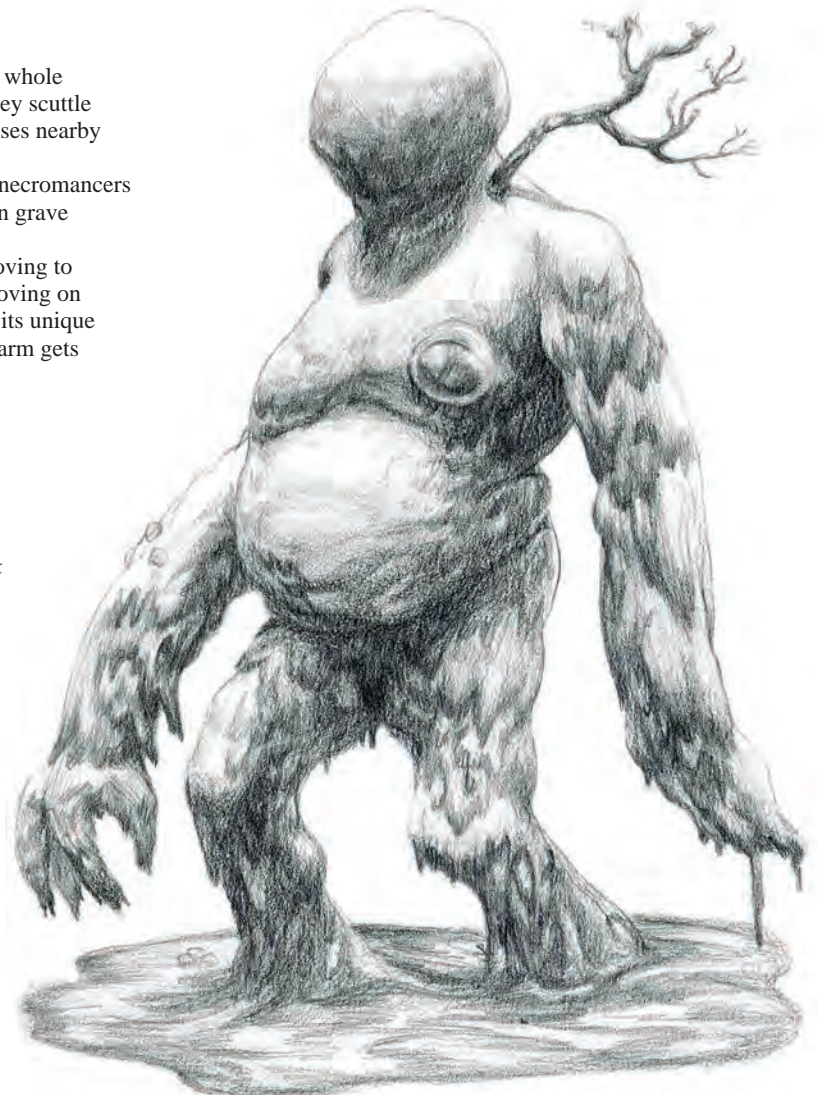
Environment temperate and warm water, and underground

Organization solitary, gang (3–6), or pack (7–12)

Treasure none

Dormant State (Ex) In their natural form, toxic mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

Engulf (Ex) A toxic mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner begins to suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game) and suffers from the mudman's poison. The hardened mud is AC 2 and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. Also the hardened



MONSTER APPENDIX

mud can be pried off by making two successful DC 25 Strength checks. A toxic mudman that misses with its attack assumes its natural state and must spend 1 full round reforming.

Mud Glob (Ex) A toxic mudman attacks by hurling globs of mud at its opponent. These globs deal no damage, other than the effects of the mudman's poison, and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a –2 circumstance penalty to its attack rolls and a –4 circumstance penalty to effective Dexterity. The creature must succeed at a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful DC 22 Strength check or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon (AC 2). Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and crumbles away after 20 minutes, ending all movement and other penalties.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Poison (Ex) Any hit by a toxic mudman with either a slam

attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; *save* DC 14; *frequency* 1/round of contact; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Strength-based.

Tremorsense (Ex) A toxic mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

Vulnerabilities (Ex) *Dispel magic* acts similar to a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all toxic mudmen in a 30-foot radius (save half). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all toxic mudmen in the area of effect.

Toxic mudmen are creatures of the Elemental Planes of Earth and Water. They form where these Elemental Planes commingle in the multiverse at a point where poisons and corruption have wracked the land. In their natural form they resemble a 5-foot-diameter pool of polluted mud indistinguishable from normal debris-choked mud. Though not evil, toxic mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

Magic Item Appendix

Minor Artifact

THE NINE DISCIPLES

Aura overwhelming (all schools); **CL** 30th
Slot none; **Weight** 80–150 lb.

DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric — Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female — no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of *Part 5—Foundations of Infamy*) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the *Nine Disciples* were originally Disciples of Orcus — eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these

eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord — though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unyielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.



Prestige Class Appendix

The following prestige classes originally appeared in association with *R1-3: Rappan Athuk—The Dungeon of Graves* and *D1: The Tomb of Abysthor* by Necromancer Games. They are updated and included here for your convenience.

The Disciple of Orcus A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the Disciples become closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Role: Clerics most often become Disciples of Orcus. As a matter of fact, no class without at least some divine spellcasting ability can ever hope to follow the path of the Disciple. Fighters, bards, wizards, sorcerers, and druids sometimes become Disciples of Orcus. Barbarians, monks, rangers, and rogues generally do not. A paladin can never become a Disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC Disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (something the Disciples hope to change in the near future). Their last known high altar was located in the lost city of Tsar, though many suspect a new center of worship was erected in the infamous Dungeon of Graves after Tsar's fall (see *The Slumbering Tsar Saga* by Frog God Games and *Rappan Athuk Reloaded* by Necromancer Games respectively).

Alignment: Chaotic evil.
Hit Die: d8.

Requirements

To qualify to become a Disciple of Orcus, a character must meet the following criteria:

Spellcasting: A Disciple must be able to cast divine spells of at least 3rd level.

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

Special: The Disciple must be a worshiper of Orcus, the demon-lord of the Undead, and must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The Disciple must seek out this demon on his or her own. Potential Disciples deemed unworthy by the demon are normally devoured.

Class Skills

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Disciple of Orcus prestige class.

Weapon and Armor Proficiency: Justicar's gain no proficiency with any weapon or armor.

Channel Energy/Spells per Day: When a Disciple of Orcus level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class. In addition he grows more powerful in his channel energy ability as if he had gained a level if he has the channel energy ability from a class he had before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional

Disciple of Orcus

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Channel Energy/ Spells per Day
1	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 lvl of existing class
2	+1	+3	+0	+3	Speak with dead	+1 lvl of existing class
3	+2	+3	+1	+3	Necromantic power	+1 lvl of existing class
4	+3	+4	+1	+4	Summon undead	+1 lvl of existing class
5	+3	+4	+1	+4	Cloak of Orcus	+1 lvl of existing class
6	+4	+5	+2	+5	Improved animation	+1 lvl of existing class
7	+5	+5	+2	+5	Friend of death	+1 lvl of existing class
8	+6	+6	+2	+6	Touch of the Death God	+1 lvl of existing class
9	+6	+6	+3	+6	Greater summoning	+1 lvl of existing class
10	+7	+7	+3	+7	Shroud of Orcus	+1 lvl of existing class



spells per day, spells known (if he is a spontaneous caster), an increased effective level of spellcasting, and a greater ability to channel energy. If a character had more than one spellcasting class before becoming a Disciple, he must decide to which class he adds the new spell level for purposes of determining spells per day. This choice does not affect his channel energy ability even if it is derived from a different class than the spellcasting class chosen by the Disciple. He will still increase in that class's channel energy ability regardless. If he has multiple classes that can channel energy, his ability increases by a level in only one of the classes of his choice.

Animate Dead (Sp): Once per day at 1st level and an additional time per day every four Disciple levels, the Disciple of Orcus can *animate dead* as the spell cast by a character equal to the Disciple's total divine spellcaster levels (Disciple class level plus any other divine spellcasting class levels).

Darkvision 60 feet (Ex): The Disciple gains darkvision to a range of 60 feet. If the Disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): At 2nd level, a Disciple of Orcus can *speak with dead* as the spell once per day and an additional time per day for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Disciple's total divine spellcaster character levels.

Necromantic Power (Ex): At 3rd level, when a Disciple uses channel negative energy to heal undead (or others who can benefit from negative energy in this way, such as a cleric with the Death domain and death's embrace ability), the recipients receive an additional 2d6 points of negative-energy healing. This increases by 1d6 for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). This does not apply when channel negative energy is used to harm the living.

Summon Undead (Su): At 4th level, a Disciple can summon undead. He can use this ability multiple times per day but can

only summon a number of undead whose total HD do not exceed double his total divine spellcasting levels per day. The undead are commanded and controlled and remain for 1 round per divine spellcaster level.

Cloak of Orcus (Su): All undead commanded or controlled by the Disciple gain channel resistance equal to one-half the Disciple's class level so long as they remain within 30 feet of the Disciple.

Improved Animation (Su): Undead animated by the Disciple by spell or spell-like ability have maximum hit points per Hit Die.

Friend of Death (Su): Mindless undead will not attack the Disciple of Orcus unless provoked or attacked first. They simply ignore the Disciple so long as he takes no action against them. Intelligent undead must make a Will save (DC 10 + Disciple level + Disciple's Charisma modifier) each round in which they attempt to attack the Disciple.

Touch of the Death God (Su): At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

Greater Summoning (Su): At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

Shroud of Orcus (Su): At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

Justicar of Muir

A Justicar of Muir is the living embodiment of the first and most important of the triune virtues of Muir — Truth. As an embodiment of truth, and in keeping with the strictness of Muir, a Justicar of Muir must follow an extremely strict moral code beyond that required of a common paladin. The benefit of this purity and stricture is awe-inspiring — eventually allowing the Justicar of Muir to become an avatar of Muir herself.

Role: Justicars of Muir are the elite paladins in the worship of Muir. While there may be many paladins of Muir, there can never be more than 13 Justicars of Muir alive at any one time. The leader of the Justicars of Muir is known as the Grandmaster. The grandmaster must be a Justicar of at least 8th level.

Because the worship of Muir has waned substantially, it would be appropriate if there were no current Justicars in your game world and no priests of the necessary level to ordain a Justicar — thus requiring the PCs to find Flail's spirit or free Abysthor to locate a priest capable of ordaining a Justicar (see *DI: The Tomb of Abysthor* by *Necromancer Games*).

Alignment: Lawful good.

Hit Die: d10.

Requirements

To qualify to become a Justicar of Muir, a character must fulfill all of the following criteria.

Class: A Justicar must have at least 3 paladin levels and may not be an ex-paladin. In addition, the PC must have taken his last level as a paladin prior to becoming a Justicar. Thus a person who takes 3 levels of paladin and then 7 levels of cleric cannot be a Justicar, though a person who has taken 7 levels of cleric and then 3 levels of paladin could be a Justicar.

Deity: Muir.

Skills: Knowledge (religion) 8 ranks, Sense Motive 2 ranks, Diplomacy 2 ranks.

Quest: A Justicar-to-be must complete an arduous *quest* of some significance to Muir to demonstrate his worth to Muir before he may be ordained (see below).

Ordination: This is the most difficult of the requirements to become a Justicar. A Justicar of Muir must be ordained by a person with the power to ordain Justicars. This power is only held by clerics of Muir of 13th level or higher and clerics of Thyr of 16th level or higher. Once the Justicar-to-be proves himself worthy by a *quest* (see above), the ordaining priest must cast *bless*, *zone of truth*, *prayer*, *discern lies*, *mark of justice*, *righteous might*, and *holy word* upon the Justicar-to-be. This ordination ritual also requires the presence of a holy relic of Muir, such as the *Stone of Tircople*, the *Holy Sword of Karith*, or the *Sword of Gerrant*. Ordination should be a difficult and arduous process. A PC should not be allowed to become a Justicar of Muir simply because he meets the other prerequisites.

Class Limitations

Justicars must follow a strict and rather unforgiving moral code. Failure to follow these rules may result in the PC becoming an ex-Justicar.

Alignment: A Justicar must be lawful good. In addition to the

Justicars in the Necromancer

Games/Frog God Games World

The world in which *The Slumbering Tsar Saga* and the modules of *Necromancer Games* are set, depicts a time when newer gods have replaced the older gods, such as Thyr and Muir. Their powers are on the decline. There are currently no living Justicars of Muir in the world, nor were there any when Canaara came to visit the priests of Thyr and Muir and captured the famed *Holy Sword of Karith* (see module *LI: Demons and Devils* by *Necromancer Games* for more details). The heyday of the Justicars was the time of the rule of the Second and Third High Lords, who ruled from the holy city of Tircople before its downfall during the time of the Battle of Tsar. The ordination of a Justicar of Muir should be an event for the world to notice — symbolizing the resurrection of the power of the older gods and a warning sign to all creatures of evil. Most current religions believe Justicars are but exaggerated myths. Using a similar theme of decline and redemption in your campaign would serve to highlight even further the PC's quest to become a Justicar. Certainly, recovering the *Holy Sword of Karith* (*LI: Demons and Devils*), freeing Abysthor from his imprisonment (*DI: The Tomb of Abysthor*), or resolving the ancient mystery of the slumbering city of Tsar (*The Slumbering Tsar Saga*) would justify ordination as a Justicar.

strictures placed on a paladin, a Justicar must live by the following additional limitations:

Reject Cohorts and Henchmen: A Justicar may never gain followers, cohorts, henchmen, or hirelings. If, at the time of becoming a Justicar, the character has followers, cohorts, henchmen, or hirelings, he must renounce them and free them of their bonds of fealty or obligation. In addition, a Justicar may not hire men-at-arms. A Justicar may retain his special mount, if gained while a paladin. Once slain, however, a Justicar may not call a new mount. The only exception to this limitation is that a Justicar may retain his falcon familiar (see below) as long as he remains a Justicar. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (accidentally obtaining a cohort because the cohort was enchanted to follow you, for example) requires *atonement* and the Justicar must break the enchantment and rid himself of the cohort as quickly as possible. A simple offer by a prospective follower or cohort to follow you, if rejected, does not constitute disobedience. This requirement does not prevent a Justicar from traveling with companions.

Reject Property: A Justicar may not own real property — land, buildings or other holdings, nor may he circumvent this by having agents or friends hold such property in his name. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inherited land, for example) requires *atonement*. A gift of land, if rejected, does not constitute disobedience.

Reject Wealth: A Justicar may not possess more material wealth than is required to feed, clothe, and house his person in a modest fashion (usually no more than 100 gp). Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inherited wealth, for example) requires *atonement*. A gift of money or wealth, if rejected, does not constitute disobedience.

Reject Material Property and Magic: A Justicar may not carry more than his arms and armor, a pack with simple equipment, equipment for his mount, simple religious items, and simple clothes. He may not possess ornamental items. He may not possess

Justicar of Muir

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
<RULE>						
1	+1	+1	+0	+2	Resist illusions, zone of truth, enemy of evil, celestial companion	+1 lvl of existing class
2	+2	+2	+0	+3	Discern lies	+1 lvl of existing class
3	+3	+2	+1	+3	Shield of truth	+1 lvl of existing class
4	+4	+3	+1	+4	Mark of justice	+1 lvl of existing class
5	+5	+3	+1	+4	Immunity to illusions	+1 lvl of existing class
6	+6	+4	+2	+5	Sword of courage	+1 lvl of existing class
7	+7	+4	+2	+5	True seeing	+1 lvl of existing class
8	+8	+5	+2	+6	Armor of honor	+1 lvl of existing class
9	+9	+5	+3	+6	Holy word	+1 lvl of existing class
10	+10	+6	+3	+7	Avatar, demon-bane	+1 lvl of existing class

magic items other than his arms and armor. He may, however, carry and use potions and scrolls created by priests of Thyr and Muir. Aside from arms and armor, all a Justicar need possess is faith in Muir. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience requires *atonement*. Having a barred item hidden on you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately rejects the item once discovered.

Reject Disguise: As an embodiment of Truth, a Justicar may not thwart truth, regardless how noble the goal. Though he may tolerate it in others, a Justicar will not willingly disguise himself, accept magic intended to conceal or disguise his person or qualities, nor may he use protective magic based on disguise or hidden appearance. He will counsel against his companions using such tactics, though he will not split with persons who are otherwise good-aligned as a result of their use of such tactics. The Justicar simply will not take part in them. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (having a disguising spell cast upon you by a friend against your will) requires *atonement*. Having a disguise or concealment spell cast upon you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately seeks to undo the disguise.

Reject Falsehood: A Justicar may not lie, regardless of how noble the goal. Lying means active deception. Standing silent or failing to answer a question is not lying. However, if a Justicar fails to answer a question because of an intent to deceive, he must do *atonement*. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being magically compelled or otherwise forced to lie against your will, for example) requires *atonement*. Because a Justicar embodies Truth, the GM is encouraged to demand the strictest compliance to this principle.

Ex-Justicars: If a Justicar violates any of the strictures above, he becomes an ex-Justicar. He loses all Justicar spells and class features (including the service of the Justicar's falcon familiar, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a Justicar, nor can he ever regain his status as a Justicar. Muir is a strict and demanding goddess.

Torment: The above rules allow evil NPCs (or characters) to torment Justicars — attempting to give them wealth, magically disguising them against their will, etc. An evil creature can never cause a Justicar to become an ex-Justicar by such torment unless the Justicar willingly joins or fails to reject the evil character. At worst, such actions may require the Justicar to do *atonement*. Note that in the case of such torment, a Justicar is free to attempt to slay the tormenting evil NPC prior to attempting to undo the source of the torment (breaking the spell on a charmed cohort, dismissing the *obscuring mist* spell placed upon him, giving away treasure, etc.). The only exception is lying. If a Justicar willfully lies, even to an evil opponent, he becomes an ex-Justicar.

Class Skills

The Justicar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). The following skills are prohibited to the Justicar: Bluff, Disguise, Intimidate, Sleight of Hand, and Stealth.

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Justicar of Muir prestige class.

Weapon and Armor Proficiency: Justicar's gain proficiency in the bastard sword as an exotic weapon per the feat Exotic Weapon Proficiency (bastard sword).

Spells per Day: When a Justicar of Muir level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Justicar, he must decide to which class he adds the new spell level for purposes of determining spells per day.

Resist Illusions (Su): A Justicar gains a +4 divine bonus on Will saves against illusion magic. In addition, Justicars are allowed to save to disbelieve illusions without having to interact with the illusion, even if that is normally required to disbelieve the illusion.

Zone of Truth (Sp): Once per day for every three Justicar levels, a Justicar can cast the spell *zone of truth* as a spell-like ability. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

Enemy of Evil (Su): A Justicar gains a +2 divine bonus to attack and damage rolls against evil-aligned undead and outsiders.

Celestial Companion (Su): A Justicar gains a celestial falcon — the holy animal of Muir — as a companion per the druid animal companion rules (see "Druid" in Chapter 3 of the Pathfinder Roleplaying Game).

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 10; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes);

PRESTIGE CLASS APPENDIX



smite persists until the target is dead or the celestial falcon rests);

Special Qualities darkvision 60 ft., low-light vision, DR and energy resistance per *Pathfinder Roleplaying Game Bestiary* “Celestial Creature”, SR equal to class level +5

4th-Level Advancement: Ability Scores Str +2, Con +2.

Discern Lies (Su): At 2nd level, a Justicar can *discern lies* as the spell once per day and an additional time per day for every 3 Justicar levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Justicar’s total character level.

Shield of Truth (Su): Beginning at 3rd level, a Justicar can invoke Muir’s shield of truth once per day. Invoking this ability either enhances the Justicar’s current shield or temporarily creates a supernatural shield for the Justicar to use. The shield has the following abilities: +2 divine truth bonus (if the shield is created, this is the only armor benefit it provides) and becomes a *blinding shield* (see the “Magic Items” section in Chapter 15 of the *Pathfinder Roleplaying Game*), except the blinding effect only affects evil creatures. In addition, the shield radiates the effects of a *prayer* spell for its duration. This ability lasts for 30 minutes. Shield of truth cannot be used in combination with either sword of courage or armor of honor until the Justicar gains the avatar ability.

Mark of Justice (Su): Beginning at 4th level, the Justicar gains the ability to pass holy judgment on others once per day and place a *mark of justice* on persons so judged as the spell (but as a standard

action). The ability functions as if cast by a caster of a level equal to the Justicar’s total character level.

Immunity to Illusions (Su): Beginning at 5th level, a Justicar is immune to all illusions. A Justicar notes the presence of illusions but recognizes them for what they are and disbelieves them immediately and automatically.

Sword of Courage (Su): Beginning at 6th level, a Justicar can invoke Muir’s sword of courage once per day. Invoking this ability either enhances the Justicar’s current sword or temporarily creates a supernatural magical bastard sword for the Justicar to use. The sword gains a +2 divine courage bonus to attack and damage rolls. The sword also becomes a *holy* weapon (see the “Magic Items” section in Chapter 15 of the *Pathfinder Roleplaying Game*) for its duration. In addition, the sword radiates *remove fear* in a 30-foot radius for its duration (caster level equal to the Justicar’s total character level). The ability lasts for 30 minutes. Sword of courage cannot be used in combination with either shield of truth or armor of honor until the Justicar gains the avatar ability.

Scourge of Evil (Su): At 6th level, a Justicar gains an additional +1 divine bonus to attack and damage rolls and double the normal critical threat range against all evil-aligned creatures (of all types). This ability stacks with the enemy of evil ability and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.

True Seeing (Su): Beginning at 7th level, a Justicar can use *true seeing* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar’s total character level.

Armor of Honor (Su): Beginning at 8th level, a Justicar can invoke Muir’s armor of honor once per day. Invoking this ability either enhances the Justicar’s current armor or temporarily creates a suit of magical chainmail around the Justicar. The armor gains a +2 divine honor bonus to AC. The armor also has the qualities of *moderate fortification*, *invulnerability*, and *spell resistance (15)* (see the “Magic Items” section in Chapter 15 of the *Pathfinder Roleplaying Game*) for its duration. This ability lasts for 30 minutes. Armor of honor cannot be used in combination with either shield of truth or sword of courage until the Justicar gains the avatar ability.

Holy Word (Su): Beginning at 9th level, a Justicar can speak a *holy word* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar’s total character level.

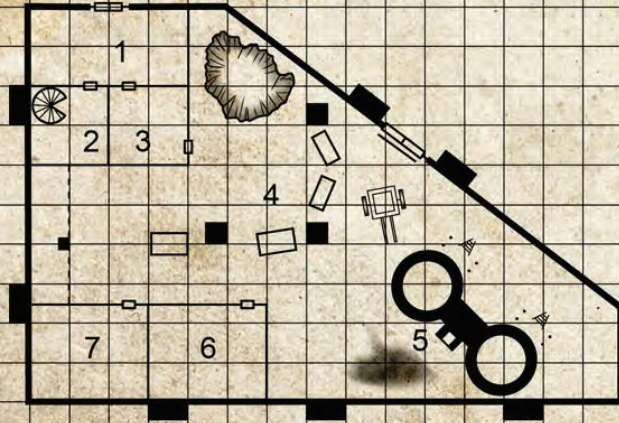
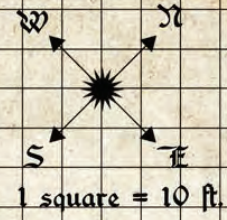
Avatar (Su): At 10th level, a Justicar can use shield of truth, sword of courage, and armor of honor at the same time up to once per week. When all three powers are invoked at the same time it seems as if a spectral figure of Muir herself overlaps the body of the Justicar and mimics his every movement. In combat against evil creatures the figure of Muir becomes even more apparent. In addition to allowing all three powers to operate in unison, when a Justicar becomes an Avatar of Muir he is treated as if under the effects of a *greater heroism* spell (caster level equal to the Justicar’s total character level) for the duration of the ability. The avatar ability lasts only so long as all three abilities — shield of truth, sword of courage, and armor of honor — are in effect at the same time.

Demon-bane (Su): At 10th level, a Justicar becomes an evil-killing machine. His critical threat range is doubled against evil undead and outsiders. This ability stacks with both the scourge of evil ability (see above) and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.

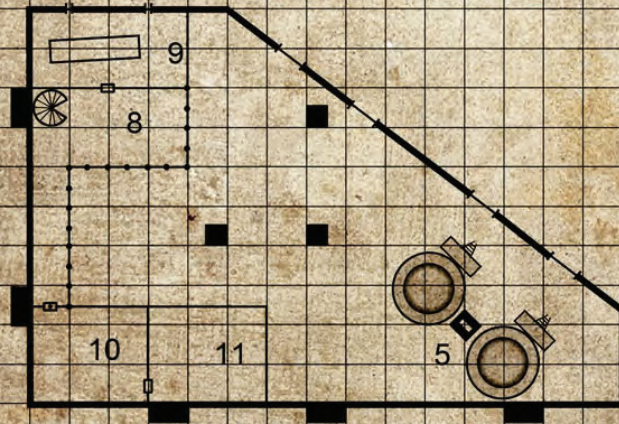
MAP APPENDIX



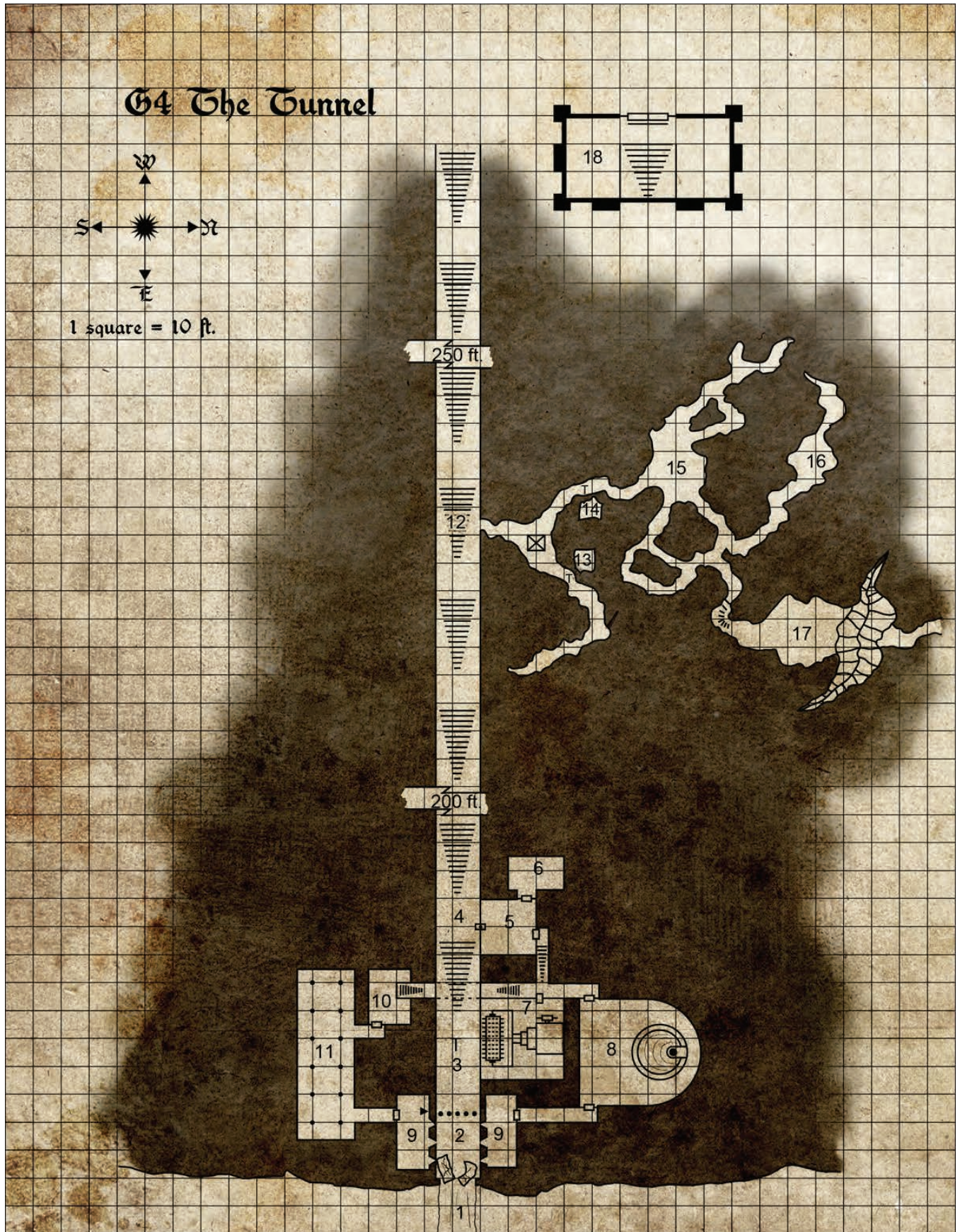
G2 The Cobbler's Shop



First Floor



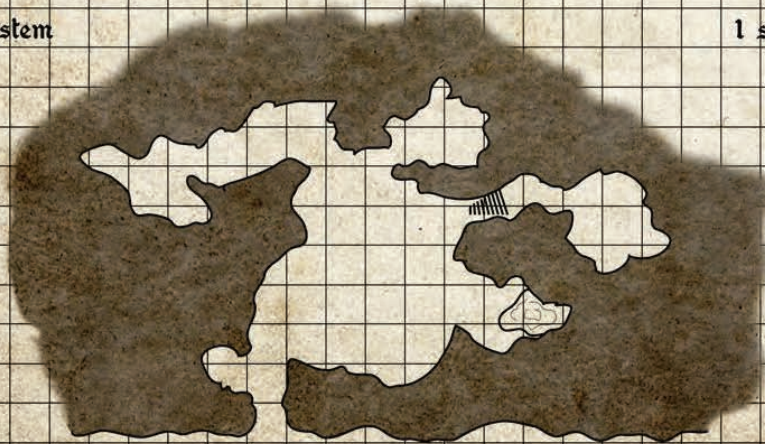
Second Floor



G5 Cliff Warrens

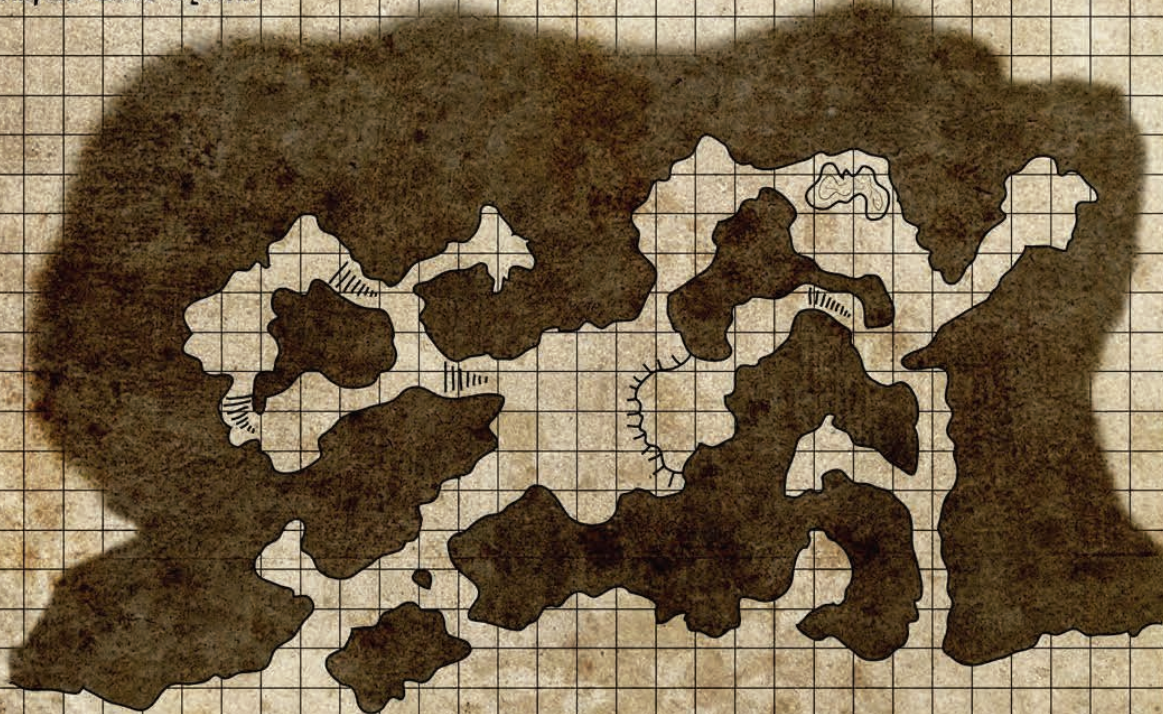
Sample Warrens

Simple Cave System



1 square = 10 ft.

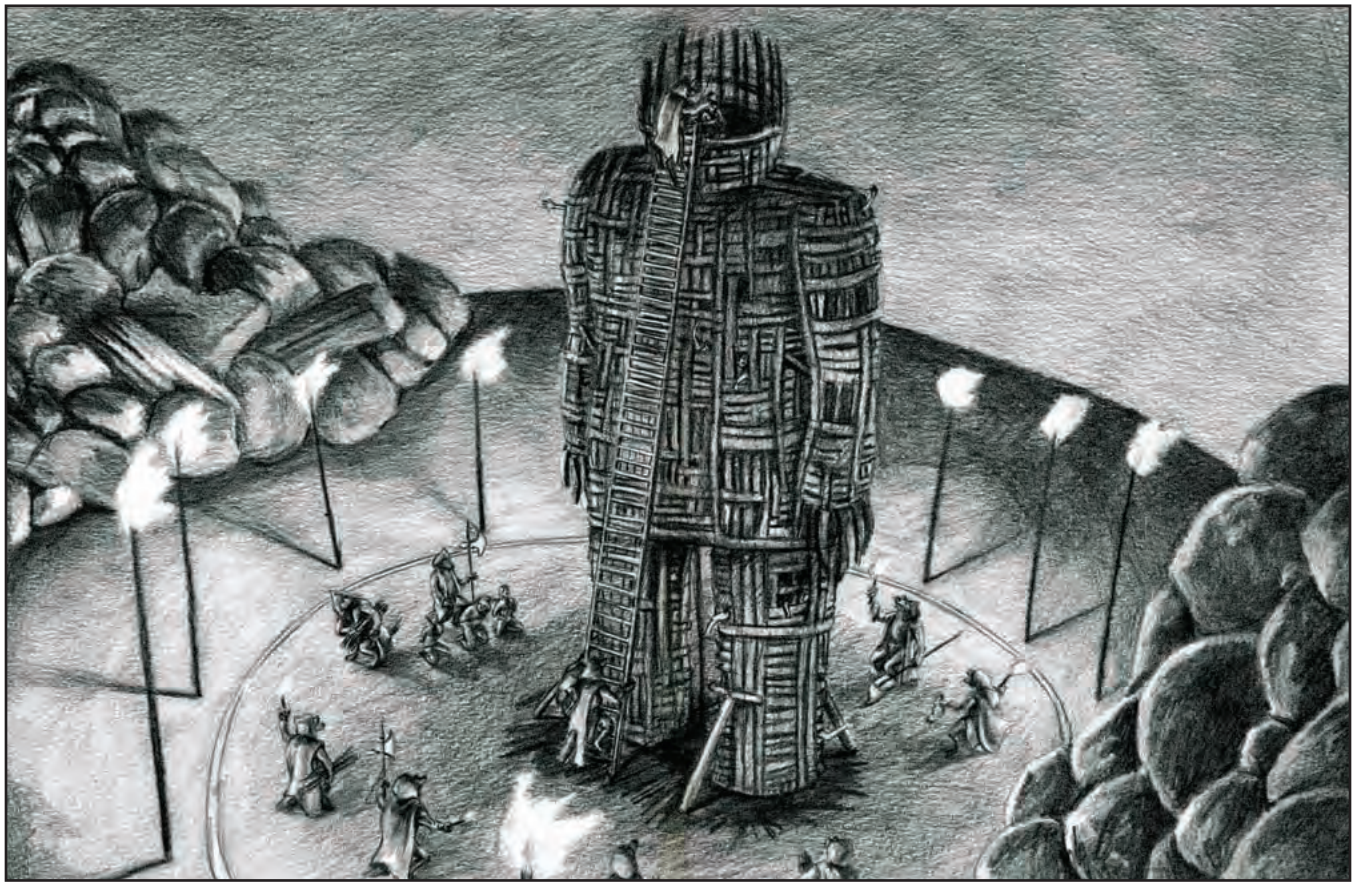
Complex Cave System



slumbering TSAR

Slumbering Tsar: – Temple-City of Orcus, Part 3 – The Harrow Lanes

By Greg A. Vaughan



Above the crowded tenements of the Grunge, clinging precariously to the cliffs below the High Terrace huddle the twisting and winding streets of the Harrow Lanes, avenues so dense and befuddling as to be a danger even to their own inhabitants. With the Fall of the city, the dangers of this terrace have not lessened, only taken on new forms and faces: be they bestial and bloodthirsty demon worshipers, magic-wielding crones, living curses from ages past, or dragons literally formed from death and destruction. The followers of Orcus have abandoned the city, but what has claimed the ruins in their place make no less aptly named these Harrow Lanes.

Chapter 6:

The Harrow Lanes

The Harrow Lanes compose the lowest terrace of the city of Tsar. It stands atop 200-foot-tall cliffs of dark, crumbling rock that glower over the Grunge below. A peninsular outcrop projects from the southern portion of the terrace upon which sits a rickety-looking tower. To the north there extends another protrusion from the terrace, this one larger in area but lower than the terrace itself. Behind the Harrow Lanes rise the cliffs of the next terrace.

The Harrow Lanes comprised the dwellings for the middle class of Tsar. The roads and lanes thread between tightly packed buildings and houses and cut at extreme angles. The many blind curves and dead-end alleys provided fertile grounds for muggers, pickpockets, rapists and other less-savory characters. While enjoying better security than the filthy squalor of the Grunge, the residents of this terrace lived in constant fear of these threats, thus earning the area its moniker.

The structures of the Harrow Lanes are in better condition than those below, being built of sterner stuff and not having been subjected

to the bombardments of the siege. Nevertheless, these buildings are dilapidated structures of wood and stucco — more rarely stone or brick. Roofs have caved in and blank windows stare out like vacant eyes. The lanes themselves are a muddy mixture of broken cobbles and earth. Most of the buildings are shops or businesses that had residences in the back or on upper floors.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

Ashborn Arachnae: These horrid arachnids emerge from the Cathedral of Pain (Area H11) to hunt. They do not retreat from battle. Creatures that are killed or incapacitated by them are dragged back to their brood mother for feeding.

The Harrow Lanes Daytime Random Encounter Table

d%	Encounter
01–09	2d4 Yesh, gnoll ranger 4 and 1d6 Hyaenodons
10–15	1d10 Meatmen and 1d10 Bonemen
16	Daraka Demon
17–23	1d3 Harpy Archers harpy fighter 7
24–29	1d4 Babau Demons
30–35	1d3 Morlocks barbarian 7
36–42	1d4 Trolls
43–45	1d2 Gallows Tree Zombies
46–50	1d6 Dire Baboons
51–57	2d6 Dread Ravens
58–60	Bramble Golem
61–00	No Encounter

The Harrow Lanes Nighttime Random Encounter Table

d%	Encounter
01–14	3d12 Yesh, gnoll ranger 4 and 1d8 Hyaenodons
15–19	1d10 Meatmen and 1d10 Bonemen
20–22	Daraka Demon
23–27	1d4 Cave Leeches
28–34	1d6 Ashborn Arachnae
35–39	2d4 Babau Demons
40–41	The Khanjar, Woodwrack Dragon
42–47	1d4 Morlocks barbarian 7
48–52	1d2 Vampire Spawn
53–54	The White Walker, human vampire wizard 15
55–57	1d2 Gallows Tree Zombies
58–61	1d3 Vrock Demons
62–66	1d4 Trolls
67–70	Bramble Golem
71–00	No Encounter

ASHBORN ARACHNAE CR 6
XP 2,400
hp 76 (See Area H11-2)

Babau Demons: See The Grunge in *Part 2—The Lower City*.

Bramble Golem: This construct was created by the covey of hags at Area H7 who then released it on the city to wreak havoc as their own little joke. It looks like a towering mannish shape covered by vines, leaves, and branches. If encountered, the golem is in its plant form. When the party passes by, it uses its entangle ability and then assumes its humanoid form to lurch to the attack.

BRAMBLE GOLEM CR 8
XP 4,800
Creature Collection III: Savage Bestiary 99
 N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 22, touch 9, flat-footed 22 (–1 Dex, +13 natural)
hp 85 (10d10+30)
Fort +3; **Ref** +3; **Will** +3
Defensive Abilities camouflage; **DR** 5/adamantine; **Immune** construct traits, magic

Spd 30 ft.
Melee 2 slams +15 (2d8+6 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (2d8+6), entangle

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 27
SQ plant form

Camouflage (Ex) An observer must make a DC 30 Knowledge (nature) or Survival check to recognize a bramble golem in plant form. In its humanoid form, a bramble golem is easier to see, although a DC 20 Perception check is still required to notice it among natural vegetation.

Entangle (Ex) As a standard action, a bramble golem can cause a

CHAPTER 6: THE HARROW LANES

20-foot radius area of plants within 60 feet to be affected as if by an *entangle* spell (Reflex DC 15). The golem can use this ability while in plant form and is itself immune to the *entangle* effects. The save DC is Wisdom-based.

Immunity to Magic (Ex) A bramble golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Antiplant shell and *repel wood* work normally against the golem, but only for half the usual durations.

Control plants causes a bramble golem to be stunned for 1d6 rounds, with no saving throw.

Plant growth and *diminish plants* affect a bramble golem as *enlarge person* and *reduce person* affect humanoids, respectively, with no saving throw.

Plant Form (Ex) A bramble golem can assume the form of a patch of mundane vegetation at will as a standard action. This ability functions as a *plant shape II* spell cast on itself (caster level 10th).

Cave Leeches: These hideous monsters creep up from the Missing River at night and haunt the Harrow Lanes in search of a meal. They do not retreat from battle.

CAVE LEECH CR 6
XP 2,400
hp 76 (See Area H6-6)

Daraka Demon: This demon is the guardian of the Cathedral of Pain (Area H11). It occasionally emerges from its lair to hunt in the city invisibly. It does not fight to the death and will retreat invisibly back to the cathedral to recover if hard pressed.

DARAKA DEMON CR 12
XP 19,200
hp 162 (See Area H11-4)

Dire Baboons: These are foragers from Area H9. They only attack if a party is very small or sorely wounded. Otherwise they just screech and make threatening gestures from a distance, fleeing if approached.

DIRE BABOON CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* “Ape, Dire”)

Dread Ravens: See The Grunge in *Part 2—The Lower City*.

Gallows Tree Zombies: These plant creatures have wandered away from the gallows tree at Area H9 and lost their tether-vine connections. They attempt to gang up on a single individual. If successful in killing someone, they drag the corpse back to the gallows tree.

GALLOWS TREE ZOMBIE CR 4
XP 1,200
hp 33 (See Area H9-1)

Harpy Archers: See The Grunge in *Part 2—The Lower City*.

Meatmen and Bonemen: These siege undead are on patrol from the towers along the walls of Tsar. They travel the streets lanes of the Harrow Lanes between their various posts. They attack any living creatures they see on sight and fight until destroyed.

SIEGE UNDEAD, MEATMAN CR 2
XP 600
hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

SIEGE UNDEAD, BONEMAN CR 1
XP 400
hp 13 (See Area B2-2, *Part 1—The Tower of Weeping Sores*)

Morlocks: These scavengers have emerged from the tunnels beneath the city and scout out the upper ruins seeking treasure and potential threats to their band. They retreat to the Missing River through the Swill Hole (Area H5) if half are killed.

MORLOCK BARBARIAN CR 9
XP 6,400
hp 94 (See Area H6-7)

The Khanjar: The Khanjar likes to take leisurely flights over the city at night. If he spots adventurers, he will swoop down to make a breath weapon attack or two but will not engage in a serious battle.

THE KHANJAR CR 15
XP 51,200
hp 225 (See Area H9-5)

The White Walker: This individual is none other than Belishan the Bloodmage (see Chapter 7, Area 77 in *Part 4—The Crooked Tower*). He watches the party from a short distance in the dark, noting any visible strengths and weaknesses (opposed Perception check for the PCs to notice). If spotted he merely turns to *gaseous form* and disappears. Either way he directs a maximum strength patrol of hobgoblin infantry to attack them a half hour later in order to take them captive. He does not engage the party under any circumstances, preferring to meet them in a place of strength for him.

Trolls: See The Grunge in *Part 2—The Lower City*.

Vampire Spawn: See The Grunge in *Part 2—The Lower City*.

Vrock Demons: These beasts set forth from the High Church (Area



CHAPTER 6: THE HARROW LANES

T8 in *Part 5—Foundations of Infamy*) to hunt in the lower reaches of the city. They consider their hunt a grand sport and attempt to bring back trophies (to be duly eaten, of course). If any of their quarry proves to be too challenging (having killed one of their number, for instance), they retreat and return later with 1d3 more vrock for vengeance. If 6 vrock are slain in this manner, any killed after this should be subtracted from those at Area T8-5.

YROCK DEMON
XP 6,400

CR 9

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

Yesh: These beast-fiends emerge from Area H4 to scour the city for prisoners to be taken back to their encampment as sacrifices. They attempt to render their foes unconscious and then drag them back to the cages at Area H4-8 to await sacrifice on the wicker man. They retreat and attempt to lose any pursuers in the Dread Swamp if half of their number is killed. There is a 50% chance that they are led by a **yensheeli, fiendish gnoll ranger 6**. Any yensheeli that are killed should be subtracted from Area H4-12.

YESH
XP 1,600

CR 5

hp 57 (See Area H4-1)

YENSHEELI
XP 4,800

CR 8

hp 76 (See Area H4-1)

The encounter areas of the Harrow Lanes begin with an “H” and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the “H” and the numeral. For example the Ritual Circle is identified as H4-10.

H1. Lower Tower Gate

The first of a series of towers protecting access to the city terraces, this octagonal structure has smooth slate-gray walls that rise 50 feet to a conical roof of stone. Arrow slits look down on the approaching path that hugs the cliff wall. Gate guards once stopped traffic trying to reach the higher terraces to check credentials and ensure that they in fact belonged there, turning the riffraff away. Now a company of undead guardians continues in this role admitting only those they recognize as members of the city’s former hierarchy. All others must sneak or fight their way through or find some way to circumvent the gate tower. These undead have a prepared ambush but are intelligent enough to change their tactics as circumstances warrant.

The first and second floors of the tower each have 15-foot ceilings. The ceiling of the third floor peaks at 20 feet high. The rooms of the tower are unlit unless otherwise noted.

H1-1. Gate Entrance

The cliff-hugging roadway ends at a gaping entrance at this gray tower’s base. Dark arrow slits stare down and give the impression of hidden watchers. To attain the terrace above requires either climbing, flight, or passage through the tower it would seem.

The short entry tunnel ends at a set of heavy, iron-banded gates. However it is easily discerned that these gates are not locked and swing open easily, providing entrance into the entryway. The portcullis beyond the gates is up. DC 25 Perception checks can locate secret doors in the walls to either side of the tunnel. These sliding

doors are made of stone and are locked from the inside.

Stone Secret Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28; Disable Device 25.

H1-2. Entryway (CR 13)

This bare corridor ends at another iron-banded gate. Darkened arrow slits look out from the side walls. The ceiling is shrouded in dusty cobwebs. Lying at the base of the east wall is an iron bar used to secure the outer gates.

Creatures: The **black skeletons** that guard this tower use this chamber to spring a deadly ambush on intruders. This ambush is explained in **Tactics** below. Anyone looking through the arrow slits and able to see in the dark beyond them can see the black skeletons standing within, though they will have to do this quickly or the ambush will have already sprung. A DC 20 Perception check notices murder holes in the ceiling hidden by the cobwebs. A DC 27 Perception check notices the aperture in the ceiling through which the portcullis descends. The northern gate is not locked or barred.

Tactics: Two rounds after the party enters this chamber the northern gates slam open. The 6 black skeletons in Area H1-3 immediately march through and begin their attack. The clang of this gate is the signal for the black skeletons in Areas H1-5 to march out through the secret doors to catch the party in a pincer movement. These hateful undead fight to the death. If the party tries to fight their way back out the entrance, the black skeleton at Area H1-9 releases the portcullis to try and split the party; the skeletons in Area H1-7 then move to reinforce their comrades.

Wooden Portcullis: 3 in. thick; Hardness 5; hp 30; Break DC 25.

H1-3. Waiting Area (CR 10)

Formerly travelers were detained in this area so the gate assessor could collect tolls and taxes.

Creatures: Now this area serves as a marshalling area for **6 black skeletons**. One keeps watch through a small crack in the gate for intruders to enter Area H1-2, at which point they spring their ambush as described in the **Tactics** of that area. While these undead are not mindless, they are creatures of habit and tend to focus their attention to the south. They could be successfully surprised from the north if not previously alerted. Black skeletons resemble ordinary human skeletons except the foul necromancy that animated them has rendered their bones a glossy, metallic black color and given them a malevolent intelligence as evidenced by the red pinpoints of light burning in their eye sockets.

BLACK SKELETONS (6)
XP 1,600

CR 5

The Tome of Horrors II 146
CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +10

Aura frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 45 (7d8+14)

Fort +4; **Ref** +6; **Will** +5

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits

Spd 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)
Special attacks superior two-weapon fighting

Str 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +5; **CMB** +5; **CMD** 9
Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14
Languages Abyssal, Common
Gear 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.



H1-4. Stables

Meager shafts of light from the arrow slits provide what illumination there is in this stuffy chamber. Wooden stalls partition off parts of the room's southern portion, and rotten straw coats the floor and decomposes in stacks, providing the room with its cloying odor of decay.

This once served as stables for the inhabitants of the gate tower. It has not been used by anything except vermin for many years.

H1-5. Access Corridor (CR 10)

These narrow corridors provided access to the arrow slits overlooking the entryway as well as the secret doors leading to the entry tunnel.

Creatures: Each of these dark corridors harbors **6 black skeletons**. They stand silently waiting for the signal from Area H1-2 or for someone to peak through an arrow slit or enter the corridor before attacking as described under **Tactics** at Area H1-2.

BLACK SKELETONS (6)
XP 1,600
hp 45 (See Area H1-3)

CR 5

H1-6. Assessor's Office

The walls of this room have a coating of cracked plaster. A roll top desk, faded and warped with age, stands under the arrow slits. Its chair is missing. Beside the desk are three heavy iron chests, their lids open to reveal their empty interiors. Fragments of parchment, still hanging from tacks in the walls, show pieces of ancient tables and charts.

This chamber once served as the office of the gate assessor. The chests once contained the tolls collected from those passing through. The roll top desk opens with a successful DC 13 Str check and squeaks loudly. Pigeonholes hold rolled sheets of parchment, most are cracked and crumbling beyond legibility. The few that can be read hold descriptions of various conveyances and goods and the charge to move them through the gate tower. They also hold descriptions of wanted criminals and suspected spies. A leather-bound ledger still holds the clearly legible tables showing the tolls and taxes levied by the assessors at this gate over the years. If battle has not yet occurred in the gate tower, the skeletons in Area H1-7 are taking 10 on their Perception checks and charge into the room to attack intruders if they hear anyone moving about.

Treasure: Though the coffers were emptied prior to the retreat from the city, one stash was left behind in a small pouch hidden in one of the pigeon holes (DC 17 Perception check to locate). This pouch contains a dozen tourmalines worth 100 gp each.

H1-7. Guard Room (CR 11)

Whatever furnishings may have once existed in this guard room, they are long-since removed save for the empty iron sconces set in the walls.

Creatures: Now it serves as a gathering area for **9 black skeletons**. They wait in this room until summoned as reinforcements by the skeleton in Area H1-9, or until they hear sounds of intrusion in Area H1-6. If no battle has occurred in the tower, they are taking 10 on their Perception checks. Otherwise they are actively listening for sounds of interlopers.

BLACK SKELETONS (9)
XP 1,600
hp 45 (See Area H1-3)

CR 5

H1-8. Tower Stores

This room once held stores and weapons for those assigned to the gate tower. Its contents were taken when the city was abandoned.

H1-9. Upper Gate Chamber (CR 5)

This shadowy chamber has a stone floor interrupted by murder holes. Near the south wall is a slot allowing a heavy wooden portcullis to be lowered, and beside it is a winch. The entire chamber is wreathed in cobwebs and dust.

Creature: A single **black skeleton** occupies this room. It crouches on the floor peering through the murder holes. It has cut cleverly concealed viewing holes through the cobweb layer, so it has an unimpeded view of Area H1-2 below. The skeletons tactics are described in Area H1-2.

BLACK SKELETON
XP 1,600
hp 45 (See Area H1-3)

CR 5

Treasure: Hidden beneath the dust of this chamber is an adamantite longspear recovered by the black skeletons long ago. It is easily found in a concerted search (DC 13 Perception check) but was never located because the skeleton's fellows never come to this chamber.

H1-10. Holding Cell

The web-shrouded arrow slits allow a minimum of light into this chamber. Sets of manacles dangle from the walls, and two of them are occupied by dried, bony corpses.

This room served as a holding cell for those detained by the tower guards. Two skeletons, one human and one dwarven, remain here from long ago — abandoned when the city was left. A DC 20 Heal check is able to determine from gouges in the taut, cracked flesh of their throats that they had been slit long ago, while the prisoners were still living.

H1-11. Billets

Broken wooden bunks and straw mattresses, their seams split open and contents scattered about, occupy this disheveled room. Iron sconces are affixed to the walls, though they bear many chips and dents and a few have been broken completely off.

This room served as quarters for the soldiers assigned to the tower. The black skeletons only come here occasionally to vent their anger and hatred upon the trappings of the living.

H1-12. Stairwell

This dusty room is empty save for a stair climbing to the top floor of the tower. It rises into a small room that opens out into Area H1-13.

H1-13. Watch Post (CR 9)

This large room comprises the entire top of the tower. The roof rises in octagonal sections to a peak 20 feet above and is supported by heavy columns. The floor is thick with black guano and tiny insects feeding off of it. Arrow slits peak out from this upper chamber in all directions providing a fantastic view of the lower city.

Creatures: The black skeletons never come here anymore. Instead it has become the lair of **11 bat swarms**. At night they are out hunting, but during the day they dangle from the ceiling asleep in a writhing mass. Any light source brought in here awakens 1d4 swarms per round. Combat or flashy spells awakens all of the swarms. Each swarm fights for 1d3 rounds before finally managing to retreat out through the arrow slits in a black cloud. If the party disturbs the bat swarms during the day, double the frequency of random encounter rolls for the next 3 hours as the creatures of the surrounding areas are alerted by the untimely egress of the swarming bats.

BAT SWARMS (11)
XP 600

CR 2

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Bat Swarm”)

H2. Mordecai's Stair (CR 17)

A wide, steep stair cuts into the bluff and descends between stone embankments to a lesser plateau over 100 feet below the terrace. These steps are covered by red tiles of cracked clay embossed with tiny images. At either end of each step, next to the climbing walls of rock, are small stone statuettes depicting robed men in postures of prayer or penance. Many of these are cracked or broken off altogether.

The robed statues seem to depict simple priests or pilgrims; their features seem benign, though they are worn beyond recognition and are obviously of extremely ancient make. The small images on the tiles are of three alternating patterns, also worn with age almost to the point illegibility, each requiring a DC 20 Perception check to discern. The patterns are framed in elaborate scrollwork, and the first two depict a longsword and a cross, respectively. The third pattern is merely blank within its curling frame. The first two patterns are recognizable as the symbols of the deities Thyr and Muir with DC 10 Knowledge (religion) checks. There are thousands of these tiles upon the giant stair, each depicting one of these three images.

This forlorn stair is avoided by the denizens of the ruins and, even in the days of the city in its prime, was braved only by the strange giant known as Larach-Umbriol (see Area H3). For on this stair, more than a thousand years ago, before even the foundations of the great city of Tsar were laid, there occurred a tragedy of monumental proportions. So great was this tragedy, that its author lingers still, guarding the stair from all who would dare pass. Only Larach-Umbriol was spared its enmity, though none could say why.

In the final days of St. Harul's Hold the last high priest to be a cleric of both Thyr and Muir, an aged patriarch named Mordecai, descended these stairs alone to the small shrine that served as his personal sanctum, in order to observe a private midnight vigil for an ancient holy day sacred to both Thyr and Muir. Unbeknownst to Mordecai, Orcus had not forgotten this little-known sacred night and had sent a powerful servant to await the patriarch and ambush him

CHAPTER 6: THE HARROW LANES

while alone. The powerful devourer appeared on the steps before Mordecai and attacked. At its feet lay the bloodied corpses of some of the Hold's faithful parishioners that the beast and stolen from their beds and dismembered while awaiting the priest's arrival. Mordecai could have used his magic to retreat back into the safety of the Hold to rally its clerics and Justicar guardians, but he knew in the precious moments lost, more of his faithful flock dwelling in scattered cottages on the terraces nearby would likely be slaughtered. Instead he drew forth his enchanted weapon, the *Hammer of the Three Gods*, passed down as the symbol of office to each patriarch of the Hold since its founding a millennium earlier, and bravely faced the beast.

The battle raged for some time, and by its end warriors and priests had descended from the Hold and reached the top of the stair. From there they saw their beloved patriarch, bloodied and exhausted standing triumphantly over the creature, one hammer stroke away from victory. But Mordecai and his ilk did not know what the battered devourer knew, that when the *Hammer of the Three Gods* had been forged those many centuries before, Orcus, in the throes of defeat, had foreseen a day of victory over his hated foes and had spent some of his precious divine energy to bind a powerful curse upon the hammer—a curse hidden from the eyes of all save the followers of Orcus. The devourer knew that the time of the curse had come to pass, and the essence of the demon prince was ready to come forth at its master's call. As the hammer stroke fell the curse was unleashed. The devourer was restored to its full strength and Mordecai was struck down by the curse's unholy backlash. The minions of St. Harul's Hold watched in horror as the renewed undead monstrosity took their helpless patriarch and devoured him alive before their eyes.

With the surge of strength brought on by the absorption of the high priest's soul, the devourer faced down the paladins and clerics that charged toward it. The battle lasted a full day and spent the main strength of the Hold's garrison. Ultimately they evacuated the surrounding dwellings and withdrew. A blockade was created at the top of the stair while the surviving priests summoned more help. The devourer continued to haunt the stair and slew every group of heroes that was sent down to destroy it but, strangely, seemed content to remain upon the stair and not threaten the surrounding settlement. A guard was placed on the stair, which over the years became an embarrassing canker on the face of St. Harul's, but the evil presence could never be rooted out. The hammer was left where it had fallen, but the wrathful priests of the Hold that had witnessed its betrayal of their patriarch renamed it the *Hammer of Mordecai's Doom* and considered it an ill omen and symbolic of the corruption that had gained a foothold within their settlement. Further details on this confrontation, the hidden reasons behind it, and the secret history of Tsar and its predecessor St. Harul's Hold will be revealed in *Slumbering Tsar: The Hidden Citadel* by Frog God Games Games.

Creature: On the lower portion of the stair, where the adjacent walls rise high overhead blocking the light of day, in a section of perpetual shadow there rests a large ornate hammer—unless it has been previously retrieved by the dweller at the crossroads (see Chapter 8 of *Slumbering Tsar: The Desolation, Part 3—The Western Front*). This weapon is the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**). And guarding the stair and its hammer is the **advanced devourer** known as Mordecai's Doom that brought about the beginning of the end of the days before evil Tsar existed. The devourer waits in its ethereal state for foolish adventurers to approach before materializing and attacking. It does not pursue beyond the stairs.

This advanced devourer is unlike a traditional devourer in that it continues to hold onto the soul of Patriarch Mordecai to this day. The special symbiosis it has formed with Mordecai allows it to continually consume the patriarch's soul in perpetual torment, but it never completely devours the soul all the way. Each day the soul regenerates back to be consumed again. The game result of this is that the devourer has 60 essence points each day for spell use. When this has been exhausted, the devourer avoids casting spells in order to prevent the soul from being completely consumed. If the creature is able to trap the essence of a PC during the battle, it can store that victim's soul as well — appearing as a second tiny figure alongside

Mordecai — and uses that PC's soul to fuel more essence points. It does not hesitate to consume other souls trapped in this way, but can hold no more than two essences at once (Mordecai's and one other). Other souls can be released from the devourer through spell deflection, but Mordecai's soul can only be released through the devourer's destruction.

MORDECAI'S DOOM

CR 17

XP 102,400

Advanced-HD devourer (*Pathfinder Roleplaying Game Bestiary* "Devourer")

NE Huge undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +32

AC 27, touch 121, flat-footed 24 (+3 Dex, +16 natural, –2 size)

hp 273 (26d8+156)

Fort +14; **Ref** +13; **Will** +18

Defensive Abilities spell deflection; **Immune** undead traits; **SR** 37

Spd 30 ft., fly 20 ft. (perfect)

Melee 2 claws +32 (2d8+14/19–20 plus energy drain)

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

Special Attacks devour soul (DC 29), energy drain (2 levels, DC 29)

Spell-like Abilities (CL 30th):

At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 20), *confusion*^{4th} (DC 20), *control undead*^{7th} (DC 23), *death knell*^{2nd} (DC 18), *ghoul touch*^{2nd} (DC 18), *greater spectral hand*^{4th*}, *inflict serious wounds*^{3rd} (DC 19), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *slay living*^{5th} (DC 21), *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 19), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 19)

3/day—quicken *spectral hand*^{2nd}

Str 38, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 22

Base Atk +19; **CMB** +35 (+37 sunder); **CMD** 48 (50 vs. sunder)

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise,

Improved Critical (claw), Improved Initiative, Improved Natural

Attack (claw), Improved Sunder, Lightning Reflexes, Power Attack,

Quicken Spell-like Ability (*spectral hand*), Spell Penetration,

Weapon Focus (claw)

Skills Bluff +32, Diplomacy +22, Fly +25, Intimidate +25,

Knowledge (arcana) +33, Knowledge (planes) +18, Perception +32,

Sense Motive +22, Spellcraft +33, Stealth +13

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

* See sidebar

Development: It is possible that the party obtained the *Hammer of Mordecai's Doom* in the previous adventure or may endeavor to recover and use it in this battle. The curse on the hammer was detailed in *Slumbering Tsar: The Desolation* and is included in the **Magic Item Appendix** of this adventure as well. However, if used against this devourer, for which the curse was originally attuned, an additional aspect manifests that laid low Patriarch Mordecai so long ago. Any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described in the appendix and also effects the wielder with a *blasphemy* at caster level 15.

If the essence of Mordecai is freed, it transforms into a brightly-glowing dove of pure white light. A sense of peace comes over the accursed stair and the glowing soul flutters about the characters' heads. A whisper comes to their minds telepathically saying "Use the hammer to awaken the shield and put the sleeper to rest." It then flutters away and disappears into the sky. A faint crackling sound is heard on the steps, and anyone examining the tiles (DC 20 Perception check) notices that the ones that had merely framed a blank space now have the image of a kite shield etched into their surface. Finally, the *Hammer of Mordecai's Doom* retains its curse, but the *blasphemy* effect will never function again. The significance of these occurrences is revealed in the next adventure in the series, *Slumbering Tsar: The Hidden Citadel*.

Ad Hoc XP Award: Award 10,000 XP to a party that frees Mordecai's soul from the devourer.

New Spell

This spell known by Mordecai's Doom originally appeared in *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. It is included here for your convenience.

GREATER SPECTRAL HAND

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect one greater spectral hand

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell functions in all ways like *spectral hand*, with the following exceptions. Upon casting the spell, the caster loses 1d8 hit points that return when the spell ends, but not if the hand is destroyed. Any ranged touch range spell of 6th-level or lower that can be cast by the spellcaster can be delivered by *greater spectral hand*. The hand has the spellcaster's save bonuses +2, AC 24 plus the caster's Intelligence modifier. The hand has as many hit points as are lost during the casting.

From this great monument Larach-Umbriol once forged his masterpieces of terror, his hammer clanging on anvil through all hours of day and night. No other beings ever visited his plateau and from a distance, as the last rays of the sun would slant through the smithy's archways, residents of the city would swear that a cyclopean giant toiled at the forge.

Anyone making a DC 27 Knowledge (history) or (local) or a bardic knowledge check recognizes the statue atop the dome as a rendering of the legendary Shadow Giant, Larach-Umbriol. Tales state that he sought to create a weapon capable of extinguishing the hated light of the sun and could not die until he had done so. Reveal the history of Larach-Umbriol as described above to anyone making one of these checks successfully.

Climbing the smooth iron dome requires a DC 30 Climb check.

Trap: The statue on the roof is trapped, though the trap does not activate until someone removes the anvil at Area H3-2 from the building. The trap is activated by the ending of the building's shadowy curse and cannot, therefore, be detected by mundane means. Magical means of checking for the trap can reveal its existence, however. When the trap is activated, the 20-foot iron statue teeters from its perch and falls, tumbling down the sheer dome toward whoever bears the anvil outside the building, even if it is being carried in an extradimensional space like a *bag of holding*. Everyone within 10 feet of that character is likewise subjected to the effects of the trap.

FALLING IRON STATUE

CR 12

Type mechanical; Perception DC 28; Disable Device DC 28

Trigger proximity; **Reset** none

Effect no attack roll required (18d6 crush damage, DC 23 Reflex save for half damage); multiple targets (all targets in a 20 ft.-by-20-ft. area)

H3. The Cursed Smithy of Larach-Umbriol

On this unhallowed ground stands the point of origin for many of the most evil of weapons crafted over the past few centuries, for here once toiled the enigmatic blacksmith known as Larach-Umbriol. Who or what Larach-Umbriol was remains open to speculation. He was often called the Shadow Giant for his dusky skin and prodigious size, though many reports often described him as human-sized rather than a towering giant as claimed by others. In fact, many tales state that he appeared larger the farther away the viewer stood. What is fact and what is mere legend none can tell, for Umbriol disappeared when the disciples of Orcus decided to flee the city. Where he might have gone remains a mystery, for he has not been seen since and the stream of powerful and foul weapons that he created ended with his disappearance.

This lower plateau stands 120 feet lower than the Harrow Lanes, 80 feet above the Dread Swamp below. The entire structure hangs under a shrouding shadow reducing all vision by half. This is an effect resulting from the shadow giant's curse and can only be dispelled by removing the infamous anvil from the edifice.

H3-1. Outside the Smithy (CR 12)

A steel gray dome rises 60 feet above this building. Atop it stands a massive iron statue of a man clad only in loin cloth, revealing the knotted muscles of his physique, skewering the sun on a spear of blackest steel. Beneath the dome stand tall lancet arches opening onto the building's dark interior. Two tall steps lead up to these openings. Squat stone wings protrude from opposite sides of the building. The whole seems to hang under a perpetual saturnine pall, noticeable even in the gloom of this city.

H3-2. Smithy Floor (CR 15)

The wide archways look out over a spectacular view of the lower city. The omnipresent shadow prevents vision from reaching the apex of the iron dome above. In the center of the room stands a forge crafted to resemble a squat, oddly horned toad. From its open mouth can still be seen the glowing furnace of its interior. Atop its flat head rests an ornate anvil of some black metal that seems to drink the light. The stone of the floor before this strange forge and anvil is a worn depression as of heavy feet standing and scraping across that same spot for ages of time. Two dark doorways open into the wings of the building. Before each stands a 12-foot statue of black iron fashioned to resemble the same muscular, near-naked giant that stands atop the building's dome, though these lack the spear and sun emblems.

Here, on the worn depression in the floor, Larach-Umbriol labored away at his forge for countless years crafting weapons and items of immeasurable evil. Long has it been since he last stood before his anvil, but the smithy has remained inviolate these many years. If the characters are pursuing the quest of Gerrant the Last Justicar, they are likely to recognize the anvil as that which is necessary to break that ghost knight's curse. See *Slumbering Tsar: The Desolation*.

Creatures: The statues fashioned to resemble Larach-Umbriol himself are actually **2 iron golems**. They move to attack as soon as anyone enters the smithy. The toadlike forge upon which the anvil rests is an **advanced forge beast** held in stasis. Once someone enters the smithy, the forge beast tilts its head forward and swallows the anvil that rests atop it. It then attacks with its breath weapon and assists the iron golems. Only if slain will its smoldering innards cool allowing someone to fish the anvil out. The anvil itself is about 3-foot-square,

CHAPTER 6: THE HARROW LANES

is fashioned out of a strange meteoritic iron, and weighs 500 lb.

Removing the anvil from the building ends the shadowy curse that encompasses the smithy but also activates the trap as described under Area H3-1. If the anvil is returned to the tomb of Gerrant of Gilboath as described at Area C8-6 in Chapter 5 of *Slumbering Tsar, The Desolation: Part 2—The Ghosts of Victory*, refer to Event 6 in Chapter 3 of *Slumbering Tsar, Temple-City of Orcus: Part 2—The Lower City*.

IRON GOLEMS (2) **CR 13**
XP 25,600
hp 129 (*Pathfinder Roleplaying Game Bestiary* “Golem, Iron”)

ADVANCED FORGE BEAST **CR 12**
XP 19,200

Advanced-HD forge beast (*Creature Collection III: Savage Bestiary* 83)

CN Medium aberration (fire)

Init +4; **Senses** darkvision 60 ft.; Perception +8

AC 22, touch 10, flat-footed 22 (+12 natural)

hp 195 (17d8+102 plus 17)

Fort +13; **Ref** +5; **Will** +10

Defensive Abilities stability; **DR** 5/bludgeoning; **Immune** fire

Weaknesses vulnerability to cold

Spd 15 ft.

Melee bite +18 (2d6+5/19–20 plus 2d4 fire and grab), gore +17 (1d8+5)

Special Attacks breath weapon (30-ft. cone, 4d6 fire and 4d6 bludgeoning, Reflex DC 24 for half, usable every 1d4 rounds), powerful charge (gore, 2d8+7)

Str 20, **Dex** 10, **Con** 23, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +17 (+21 grapple); **CMD** 27 (37 vs. bull rush, 41 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

Skills Acrobatics +9 (+17 jump), Perception +8, Stealth +13 (+19 in desert terrain)

Languages Ignan

Breath Weapon (Su) Half of the forge beast’s breath weapon is fire damage, while the other half is bludgeoning damage from metallic particles and fragments expelled from the beast’s furnace-mouth.

Stability (Ex) Forge beasts are incredibly solid on their feet. A forge beast has a +10 racial bonus on their CMD to resist being bull rushed, tripped, or otherwise knocked over or moved when standing on the ground.

H3-3. Ore Storage

Each of these cavernous rooms has a 30-foot ceiling and a thick layer of soot, and dust covers the floor and wide stone bins that occupy them. In here were stored the various ores, metals and precious stones used by Larach-Umbriol in his creations. Most of these materials were removed when the Shadow Giant disappeared.

Treasure: Between these two areas there remain some of the more valuable materials used in the legendary smith’s craft. These include a total of 16 ingots of adamantine worth 1,000 gp each, 4 ingots of mithral worth 1,000 gp, 7 ingots of cold iron worth 50 gp each, 4 ingots of silver worth 200 gp each, a crate containing the complete, folded hide of a Huge black dragon, a stretching rack with a complete Large red dragon hide, and 145 ingots of refined steel worth 30 gp each of sufficient quality to create masterwork weapon and armor. The dragon hides are extremely bulky and each of the ingots weighs

around 5 pounds. A DC 29 Search check reveals in a dirty corner beneath a layer of dust a huge flawless ruby worth 8,000 gp.

H4. Encampment of the Beast-Fiends

<n>At this location, the buildings of the Harrow Lanes have collapsed and been pushed aside to create a large, rubble-strewn lot. Using this area as their camp is a tribe of feral beasts of various sorts but all claiming a common lineage to a single balor that once served in the court of Yughooragh, the Demon-Lord of Gnolls. These barbaric creatures have no historic connection with the city of Tsar, having only discovered it as an excellent home a century ago after being forced from their former tribal home. Now they reside in their fortified encampment in the ruins, despised by all and constantly on the defensive against the other inhabitants of the city, while they continue to practice their abhorrent rituals in homage to their alleged pater.

The entire encampment lies in an area of rubble piles and crumbling ruins on the edge of the cliff overlooking the Dread Swamp. The rubble piles surrounding the camp are composed of the broken remains of an indoor bazaar for religious goods and trinkets. The piles reach a height of 30 feet unless otherwise indicated. The debris they are composed of is unstable for moving about on and requires a DC 20 Climb check to surmount. Attempts at Stealth on this scree have a –2 penalty. Anyone falling on these rubble mounds slides to the bottom for normal falling damage as well as another 1d6 points of crushing damage from dislodged stones that rain upon them. Anyone approaching these rubble walls must make Stealth checks against the Perception checks of the guards at Areas H4-2.

Though claiming descent from the Abyss, this band expresses its allegiance to its masters through a feral form of Nature worship invoking the cruelty and evil found in the natural world. This worship has been further warped and twisted by the Orcus-venerating effects of the Pall on the tribe. The gnolls are divided into a hierarchy of three castes: the yesh, common gnolls lacking any discernable connection to their supposed Abyssal forebears but claiming to be plane-touched nonetheless; the yensheeli, who show their heritage in the form of the fiendish template; and the yeenok, half-fiend gnolls claiming to be direct descendants of the demon prince. The yesh are the lowest caste and comprise the common defenders of the tribe. Males are trained as rangers and females serve as warriors in the band’s defense against threats too great for the rangers to handle alone. The yensheeli is also comprised of rangers, males and females alike, but also from this caste comes the band’s druidic religious leaders who lead their bloody rituals. Finally, the tribe is led by the yeenok who holds the power of life and death over the band members (though even the yeenok tread lightly around the mystical yensheeli druids).

H4-I. Guarded Entrance (CR 11)

There is a break in the high rubble mounds that comprise this area of the ruins. Blocking this narrow pass is a wall composed of wooden poles lashed together horizontally and vertically to create a set of bars 30 feet high. Set into the center of these bars is a large gate, likewise composed of wooden bars lashed together and held shut by a heavy padlock. Beyond the gate of bars the passage through the rubble continues to another set of bars some distance further in.

Creatures: This entryway is guarded at all times by 4 **yesh rangers**, a **yensheeli ranger** and 2 **hyaenodons**, prehistoric holdovers of the common hyena that the beast-fiends have been breeding for years to recapture the truly monstrous proportions once possessed by the species thousands of years ago. The hyaenodons use their scent abilities to detect the approach of interlopers. Determine the wind direction at the time of the party’s approach at your discretion. They are also actively making Perception checks. If the hyaenodons detect

CHAPTER 6: THE HARROW LANES

the approach of strangers, they growl and alert their keepers, who then raise the alarm in the camp (see Area H4-3 for details of the alarm). The yensheeli carries the key to the gate's lock. The exit to Area H4-3 is barred by a similar wall and gate. The key to that gate's lock is carried one of the guards in the tower at Area H4-2a.

YESH RANGERS (4) CR 5

XP 1,600

Male gnoll ranger 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (gnoll)

Init +4; **Senses** darkvision 60 ft.; Perception +10

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield)

hp 57 (2d8+6 plus 4d10+12 plus 4)

Fort +10; **Ref** +6; **Will** +0

Spd 30 ft.

Melee mwk battleaxe +9 (1d8+3/x3)

Ranged longbow +5/+5 (1d8/x3)

Special Attacks archery combat style, favored enemy (Humanoid [orc] +2)

Str 17, **Dex** 15, **Con** 17, **Int** 8, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Endurance^B, Far Shot, Point Blank Shot^B, Power Attack, Rapid Shot

Skills Climb +12, Knowledge (geography) +6, Perception +10, Stealth +11, Survival +8 (+10 tracking)

Languages Gnoll

SQ favored terrain (urban +2*), hunter's bond (companions), wild empathy +4

*Included in stat block

Gear masterwork studded leather armor, +1 *light wooden shield*, masterwork battleaxe, longbow, 30 arrows, 50-ft. hempen rope, pouch with 3d4 assorted gems worth 10 gp each

YENSHEELI RANGER CR 8

XP 4,800

Male fiendish gnoll ranger 6 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (extraplanar, gnoll)

Init +9; **Senses** darkvision 60 ft.; Perception +13

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 76 (2d8+6 plus 6d10+18 plus 6)

Fort +11; **Ref** +8; **Will** +2

DR 5/magic; **Resist** cold 10, fire 10; **SR** 13

Spd 30 ft.

Melee mwk scimitar +8/+3 (1d6+3/18–20), mwk scimitar +8/+3 (1d6+1/18–20)

Ranged mwk longbow +11/+6 (1d8/x3)

Special Attacks favored enemy (Humanoid [orc] +4, Humanoid [human] +2), smite good 1/day (+8 damage), two-weapon combat style

Ranger Spells Prepared (CL 3rd):

1st—*speak with animals*

Str 17, **Dex** 16, **Con** 17, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 23

Feats Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Power Attack, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (scimitar)

Skills Climb +14, Knowledge (geography) +6, Perception +13, Stealth +16, Survival +11 (+14 tracking)

Languages Gnoll

SQ favored terrain (urban +2*), hunter's bond (companions), wild empathy +7

*Included in stat block

Gear +2 *studded leather armor*, 2 masterwork scimitars, masterwork longbow, 30 arrows, pouch with 2d4 gems worth 50 gp each

HYAENODONS (2) CR 4

XP 1,200

The Tome of Horrors II 182

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

Spd 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)

Wooden Bars and Gates: 3 in. thick bars; Hardness 5; hp 30; Break DC 25; Disable Device 22.

H4-2 Lookouts (CR 7)

Each of these towers consists of a raised wooden platform supported atop four wooden poles planted into the ground or surface of the rubble piles at various heights. Atop each is a covered shelter providing a clear view of the surrounding area. These platforms are accessed by rope ladders that can be pulled up by the lookouts as a full-round action.

Creatures: Occupying each of these platforms at all times are 2 **yesh rangers**. They are taking 10 on their Perception checks and sound the alarm if they spot anyone approaching (see Area H4-3 for details).

The separate towers are detailed below.

2a. Gate Tower

This tower stands 50 feet high and has a clear view over Area H4-1. One of the guards carries the key to gate to Area H4-1.

2b. North Tower

A crude stair of stacked rubble climbs 30 feet from Area H4-10 to the top of the rubble pile. The tower is erected atop this and stands another 70 feet high. It provides a clear view over the whole camp and surrounding approaches.

2c. Cliff Tower

A hole in the roof of Area H4-6 provides access to a path and stair on the rubble pile leading to its 30-foot peak. The tower standing there rises another 30 feet, providing an excellent view of the camp's southern portion as well as the lower sections of the city.

YESH RANGERS (2) CR 5

XP 1,600

hp 57 (See Area H4-1)

H4-3. Commons (CR varies)

A large, dusty yard stretches between the crumbling piles of rubble. Numerous hide tents stand throughout it, and in some places portions of the ruins have been repaired or shored up and turned into additional hovels. A wall composed of wooden bars blocks the yard's southern entry, and a similar wall bars egress to the north. A watchtower stands above the entry gate with another atop a rubble pile to the east. Beneath the east tower stands a large cage composed of wooden bars. Smoldering fire rings are spaced throughout the open area. Garbage and all sorts of refuse litter this dismal camp, and a few young hyena cubs wrestle over scrap bones in the dust.

This area is the main encampment of the beast-fiend band. The residents are described under Areas H4-4, H4-5 and H4-6.

Tactics: If an alarm has sounded, the denizens of this area immediately assemble among the tents to determine the location of the threat. Most of the female yesh warriors begin a barrage of arrows while the male yesh rangers use the distraction to attempt to flank the enemy and engage in melee. The kennel master releases the hyenas at Area H4-7 which join those in the camp in charging towards intruders. Meanwhile one of the female yesh heads to Area H4-9 to summon the trolls (only to be disappointed), and one runs to the gate going to Area H4-10 and makes sure the residents have received the alert. Their tactics are described under that area.

H4-4. Yesh Hovels (CR varies)

Each of these locations is either a crude hide tent or a shelter

constructed in the midst of the rubble. These are filthy affairs that smell of urine, garbage, poorly tanned skins and wet dog. Their interiors are a mixture of ragged cushions of hyena hide, straw pallets, assorted odds and ends, and copious amounts of shed hair.

Creatures: Each hovel holds **1d3 male yesh rangers**, **1d6 yesh females**, **1d2 yesh young** (noncombatant), a 30% chance of **1d2 hyaenodons**, and a couple hyaenodon pups (noncombatant).

YESH RANGER **CR 5**

XP 1,600

hp 57 (See Area H4-1)

YESH FEMALE **CR 1**

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

HYAENODON **CR 4**

XP 1,200

hp 47 (See Area H4-1)

Treasure: Each hovel holds assorted coins, small gems, and random valuables worth a total of 3d10 gp.

H4-5. Communal Tent (CR 10)

This long tent is constructed just as the others, though it is more than twice as large as any other. It is here that the yesh gather to cook, talk, or hold councils during inclement weather.

Creatures: There are always **5 yesh rangers** in this tent and **2 dire hyenas**. These brutish creatures are the truly successful results of the gnolls' breeding attempts, being even fiercer and larger beasts than their hyaenodon cousins.



CHAPTER 6: THE HARROW LANES

YESH RANGERS (5)
XP 1,600
hp 57 (See Area H4-1)

CR 5

DIRE HYENAS (2)
XP 1,600

Creature Collection III: Savage Bestiary 69

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +12

AC 19, **touch** 11, **flat-footed** 17 (+2 Dex, +8 natural, -1 size)

hp 66 (7d8+28 plus 7)

Fort +9; **Ref** +7; **Will** +3

Spd 40 ft.

Melee bite +14 (2d6+13 plus trip and grab)

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

Str 30, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +15 (+19 grapple); **CMD** 27 (31 vs. trip)

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +12, Stealth +3 (+5 in tall grass or undergrowth), Survival +3 (+5 tracking by scent)

CR 5

Creatures: This area serves as the kennel for the band's hyaenodon and dire hyena pets. Those not on guard duty or with one of the yesh families reside here. There are **7 dire hyenas** and **3 hyaenodons** here. They are led by the **alpha-male dire hyena**. They are fiercely loyal to the kennel master and if they see him in trouble will attempt Climb checks to get out over the rubble and come to his aid.

HYAENODONS (3)

CR 4

XP 1,200

hp 47 (See Area H4-1)

DIRE HYENAS (7)

CR 5

XP 1,600

hp 66 (See Area H4-5)

ALPHA-MALE DIRE HYENA

CR 7

XP 3,200

Advanced giant dire hyena (*Creature Collection III: Savage Bestiary 69*)

N Huge animal

Init +3; **Senses** low-light vision, scent; **Perception** +14

AC 24, **touch** 11, **flat-footed** 21 (+3 Dex, +13 natural, -2 size)

hp 94 (7d8+56 plus 7)

Fort +13; **Ref** +8; **Will** +5

Spd 40 ft.

Melee bite +18 (2d8+21 plus trip and grab)

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

Str 38, **Dex** 17, **Con** 27, **Int** 2, **Wis** 17, **Cha** 12

Base Atk +5; **CMB** +21 (+25 grapple); **CMD** 34 (38 vs. trip)

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +14, Stealth +0 (+2 in tall grass or undergrowth), Survival +5 (+7 tracking by scent)

H4-6. Kennel Master's Hovel (CR 9)

The walls of this small building are mostly intact except where the rubble pile has fallen through in one corner. A roof of limbs lashed together covers the building except for an opening at the back wall where a wooden ladder climbs 10 feet out through the roof opening and onto the rubble pile. There a path (allows normal movement) leads to one of the watch towers. A wooden door still covers the doorway. The interior of this single-room structure smells strongly of decay and holds dozens of hyena skins, stretched and dried, hanging from the walls and roof. Large hyena skulls and more than a few bones also litter the chamber.

Creatures: The occupant of the hovel is the kennel master, a **yesh ranger** with a special affinity for the hyenas. With him at all times are **3 dire hyenas** who obey his commands. If attacked, he tries to retreat to Area H4-7 to make his stand.

YESH RANGER

CR 5

XP 1,600

hp 57 (See Area H4-1)

DIRE HYENAS (3)

CR 5

XP 1,600

hp 66 (See Area H4-5)

Treasure: Concealed beneath a hyaenodon skin rug (DC 13 Perception to locate) is a small sack partially buried in the floor. It contains 35 gp, a jeweled anklet worth 450 gp, and an electrum ring worth 200 gp.

H4-7. Kennels (CR 11)

Another row of wooden bars blocks this portion of the encampment, extending between two tall rubble mounds. A single gate opens in it and is held shut by a crossbar tied in place on the outside. Beyond are the debris, scraps, and dung of a dog kennel.



H4-8. Cages (CR 7)

A cage composed of wooden bars lashed together blocks off a corner of the yard here. More wooden bars set into the rubble pile form a 10-foot-high ceiling. Another wall of bars forms a partition in the center creating two cages. Within these cages sit dirty and listless prisoners. Padlocked doors provide access to the cages.

These prisoners are all trespassers who came too close to the encampment or were picked up in raids by the beast-fiends. The bars and padlocks of the cages are like those at Area H4-1. The keys to the padlocks are held by the yensheeli at Area H4-12.

Creatures: This cage is guarded at all times by the **2 largest dire hyenas**. They allow no one to approach other than a member of the band and have been known to snap at prisoners who get too close to the bars. The prisoners within the cage consist of 3 hobgoblins and 2 troglodytes in one cage and 4 orcs, 2 hobgoblins and an ogre in the other. All are exhausted and malnourished and fearful of being sacrificed to the foul pagan demon that the beast-fiends worship. However, all of these creatures are evil and will not assist their rescuers, seeking only to flee instead.

LARGEST DIRE HYENAS (2)
XP 1,600
hp 91 (See Area H4-5)

CR 5

HOBGOBLIN INFANTRY (5)
XP 1,200
hp 61, currently 12 (See Area G5 in *Part 2—The Lower City*)

CR 4

TROGLODYTE WARRIORS (2)
XP 1,600
hp 51, currently 9 (See Area G5 in *Part 2—The Lower City*)

CR 5

ORC SERVANTS (4) CR 3
XP 800
hp 47 currently 6 (See Area G5 in *Part 2—The Lower City*)

OGRE CR 3
XP 800
hp 30, currently 3 (*Pathfinder Roleplaying Game Bestiary* “Ogre”)

H4-9. Troll Cave (CR 7)

A bonfire blazes outside a stinking cave mouth formed from several large pieces of a stone building that have fallen together to form a crude arch. The tunnel seems to extend back into a large chamber, and all manner of filth and gnawed bones are visible at the threshold.

This cave serves as the lair of 3 trolls that are allied with the beast-fiend band. Normally they stay to themselves within their cave except when called out in defense of the camp or to join in raids. The bonfire serves to further discourage them from wandering into the main encampment and perhaps borrowing a few gnoll cubs to snack on. However, the band's trolls have gone missing, apparently having recently clambered over the rubble wall and departed (see Event 5 in Chapter 3 of *Part 2—The Lower City*).

Creatures: Currently **2 yesh rangers** stand at the mouth of the cave scratching their heads and wondering why the trolls have not come forth at their calls. Neither has summoned the courage to enter the cave in search of the trolls, and they are considering reporting the disappearance to the yensheeli.

YESH RANGERS (2) CR 5
XP 1,600
hp 57 (See Area H4-1)



CHAPTER 6: THE HARROW LANES

Treasure: Anyone daring to brave the fetor of the troll cave finds only a few small side caverns littered the remains of their past meals. All those entering must make a DC 16 Fortitude or contract cackle fever as described in the “Diseases” section in Appendix 1 of the Pathfinder Roleplaying Game. Easily located in the debris is a gold statuette of a shedu worth 500 gp.

H4-10. Ritual Circle (CR varies)

The entrance to this portion of the camp is blocked by a wooden gate identical to the one at Area H4-1. The key to this gate’s padlock is kept by one of the yensheeli.

This wide area is partially surrounded by rubble mounds and partially hemmed in by the sheer drop-off of the terrace. The center of the area is dominated by a wide chalk ring inscribed in the dirt. Tall torches planted in the ground surround this ring. Standing at the center of the ring is a 30-foot-tall hollow statue of wicker lashed together into a rough humanoid shape. A ladder leans against the side of the statue rising to the open top of the construction’s head. Around the wicker structure is a patch of scorched ground. To the west a low plateau on the mounded rubble and dirt holds a large pavilion tent. To the north a higher ruined prominence holds a crudely-built wooden hut surrounded by a railed balcony.

This area is the religious center for the band. Here they gather under their yensheeli druids to conduct savage, bloodthirsty rituals to the twisted demonic version of what they call Nature. Prisoners of the band are locked inside the wicker manikin, which is then set alight as a sacrifice. This occurrence is described at Event 3 in Chapter 3 of *Part 2—The Lower City*. If that event has already occurred before the party arrives here, then the prisoner cages at Area H4-8 are empty, and the wicker man here is still under construction.

The ritual yard is currently empty, but if the party manages to arrive here without raising an alarm, then there is a cumulative 25% chance each round of one of the lookouts at Area H4-2b is looking into the yard. If the party members are not actively hiding, then they are considered to be taking 0 on their Stealth checks. Anyone spotted in the ritual area causes the alarm to be raised.

Tactics: If the alarm is raised, half of the ranger yensheeli at Area H4-12 respond immediately; the other half are caught unprepared and take 3 rounds to gather arms and armor. The ranger yensheeli take up positions around their plateau and pepper intruders with bow fire along with the lookouts at Area H4-2b. The yensheeli druids stay upon the plateau and cast *barkskin* (+3 natural armor enhancement) and *resistance* on themselves before emerging. If they have witnessed any major magical attacks other than cold or fire, they cast *resist energy* on themselves for that energy type. Half of them have prepared *ice storm* and the other half *flamestrike*, which they use to open up their attacks. They follow these with *call lightning*, *produce flame*, or *flaming sphere*. When the rest of the yensheeli are prepared, the rangers come down from the plateau to engage the intruders in melee while one attempts to open the gate to Area H4-3 and let in the yesh and hyenas that begin massing there once the alarm has been sounded. The yeenok remain in their dwelling firing arrows or spells into the fray as they see the opportunity. They retreat into their dwelling if pressed. When the battle is fully joined below, the druids descend using *spider climb* and cast *greater magic fang* on dire hyenas and hyaenodons involved in the melee, before retreating to their plateau once again. They defend the rocky soil forming their plateau with *spike growth* if necessary.

H4-11. Ash Pile

A corner of broken wall creates a small alcove here. It is nearly filled with ash and bits of burnt bone, the remnants of past wicker

man burnings. A wooden cart with three shovels in it stands nearby ready to remove the debris from the next wicker man ritual.

Treasure: A DC 30 Perception check through the ash pile reveals a scorched *ring of protection* +2 missed by the victim’s captors.

H4-12. Yensheeli Sanctum (CR 16)

Atop this 25 foot plateau stands a large pavilion tent stitched together from multiple gorgon hides.

Creatures: Within dwells the yensheeli caste of the beast-fiend band. There are normally **11 yensheeli rangers** (male and female) and **4 yensheeli druids** in here at any given time with a few out patrolling the city. If an alarm is raised, their tactics are described at Area H4-10.

YENSHEELI RANGERS (11) **CR 8**
XP 4,800
hp 76 (See Area H4-1)

YENSHEELI DRUIDS (4) **CR 9**
XP 6,400
Male or female fiendish gnoll druid 7 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)
NE Medium humanoid (extraplanar, gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +11

AC 16, touch 11, flat-footed 15 (+1 Dex, +3 natural, +2 shield)
hp 60 (2d8+2 plus 7d8+7 plus 7)
Fort +9; **Ref** +3; **Will** +7; +4 vs. fey magic and plant spells
Defensive Abilities resist nature’s lure; **DR** 5/magic; **Resist** cold 10, fire 10; **SR** 14

Spd 30 ft.; woodland stride
Melee mwk shortspear +7 (1d6)
Ranged mwk shortspear +8 (1d6)
Special Attacks smite good 1/day (+9 damage), spontaneous casting (*summon nature’s ally*), wild shape 2/day
Domain Spell-like Abilities (CL 7th):
6/day—*fire bolt* (ranged touch +7, 1d6+3 fire damage)
Spells Prepared (CL 7th):
4th—*flame strike* (DC 17) or *ice storm*, *wall of fire*^D
3rd—*call lightning* (DC 16), *fireball*^D (DC 16), *greater magic fang*, *spike growth* (DC 16)
2nd—*barkskin*, *flaming sphere* (DC 15), *produce flame*^D (melee touch +6, ranged touch +7), *resist energy*, *spider climb*
1st—*burning hands*^D (DC 14), *charm animals* (DC 14), *cure light wounds* (DC 14, x2), *longstrider*, *speak with animals*
0 (at will)—*create water*, *flare* (DC 13), *mending*, *stabilize* (DC 13)
D domain spell; **Domain** Fire

Str 11, **Dex** 12, **Con** 13, **Int** 14, **Wis** 17, **Cha** 15
Base Atk +6; **CMB** +6; **CMD** 17
Feats Combat Casting, Improved Natural Armor (2), Natural Spell, Power Attack
Skills Craft (wicker) +13, Handle Animal +13, Heal +15, Knowledge (nature) +16, Perception +11, Survival +16
Languages Abyssal, Druidic, Gnoll, Sylvan
SQ nature bond (Fire domain), nature sense, wild empathy +9, trackless step, woodland stride
Combat Gear 2 smokesticks, 3 tindertwigs, thunderstone; **Other Gear** +1 *light wooden shield*, masterwork shortspear, healer’s kit, pouch with holly and mistletoe and 1d6 diamonds worth 100 gp each

Treasure: Pallets composed of thick rugs and pillows of hyaenodon hide lie upon the floor while small tables and stools are used as furniture within the tent. Other rugs hang from the walls as insulation

CHAPTER 6: THE HARROW LANES

and wind breaks. Scattered among these “luxurious” surroundings are the collected treasures of the yensheeli. This consists of 6,800 sp, 5,000 cp, various art objects pillaged from caravans totaling 10,500 gp in value, and a *periapt of wound closure*.

H4-13. Yeenok Hut (CR 15)

A crudely built hut stands atop a 40-foot crag of ancient rubble with no obvious means of access short of flight. The hut itself is 5 feet higher atop squat wooden pilings that have been sunk deep into the pile to provide a solid foundation. The steeper rubble of this massif requires a DC 25 Climb check. It is built with wooden beams and poles scavenged from the ruins of the cities, has 10-foot ceilings, and walls and floors 6 inches thick.

Creatures: Occupying this prominence is the highest caste of the beast-fiends, the yeenok. The yeenok are **Aruug** and his pregnant mate **Keiliar**. If they hear the sounds of battle in the camp below, they emerge onto the hut’s balcony where Aruug rains arrows and Keiliar casts spells upon their enemies. If threatened they retreat inside the hut and play a game of cat-and-mouse with intruders. Aruug will die in defense of his band, but Keiliar flees the city if Aruug is killed or she is reduced below 20 hp.

ARUUG XP 51,200

CR 15

Male half-fiend gnoll ranger 11 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

CE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Perception +20

AC 23, touch 14, flat-footed 169 (+7 armor, +4 Dex, +2 natural)
hp 137 (2d8+8 plus 11d10+44 plus 11)

Fort +14; **Ref** +12; **Will** +4

Defensive Abilities evasion; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

Spd 30 ft., fly 60 ft. (good); woodland stride

Melee +1 *flaming burst dire flail* +18/+13/+8 (1d8+7 plus 1d6 fire), +1 *frost dire flail* +18/+13/+8 (1d8+7 plus 1d6 cold), bite +13 (1d6+3) or 2 claws +18 (1d4+6), bite +18 (1d6+6)

Ranged +2 *composite longbow* [+5 Str] +19/+14/+9 (1d8+7/x3)

Special Attacks favored enemy (humanoid [human] +6, undead +4, humanoid [orc] +2), quarry, smite good 1/day (+13 damage), two-weapon combat style

Spell-like Abilities (CL 13th, melee touch +18):

3/day—*darkness*, *poison* (DC 16), *unholy aura* (DC 20)

1/day—*blasphemy* (DC 19), *contagion* (DC 16), *desecrate*, *unhallow* (DC 17), *unholy blight* (DC 16)

Ranger Spells Prepared (CL 8th):

2nd—*cure light wounds* (DC 13)

1st—*entangle* (DC 12), *magic fang*, *resist energy*

Str 22, **Dex** 20, **Con** 19, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +12; **CMB** +18; **CMD** 33

Feats Cleave, Dazzling Display, Double Slice, Endurance^B, Exotic Weapon Proficiency (dire flail), Greater Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Power Attack, Step Up, Two-Weapon Fighting^B, Weapon Focus (dire flail)

Skills Craft (bows) +17, Fly +19, Heal +16, Knowledge (dungeoneering) +17, Knowledge (geography) +21, Knowledge (nature) +17, Perception +20, Stealth +23, Survival +20 (+25 tracking)

Languages Abyssal, Gnoll, Orc

SQ favored terrain (urban +4*, desert +2), hunter’s bond (companions), swift tracker, wild empathy +13, woodland stride

*Included in stat block

Combat Gear *greater construct-slaying arrow*, *potion of blur*, *potion of cure moderate wounds*; **Other Gear** +3 *chain shirt*, +1

flaming burst+1 *frost dire flail*, +2 *composite longbow* [+5 Str], 40 arrows, pouch with 85 gp, 20 sp, and a sapphire and platinum medallion (3,500 gp)

KEILIAR XP 19,200

CR 12

Female disguised gnoll sorcerer 12 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

NE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Perception +7

AC 21, touch 16, flat-footed 18 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +1 natural)

hp 79 (2d8+2 plus 12d6+12 plus 12)

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

Resist fire 20

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

Melee mwk dagger +9/+4 (1d4+1/19–20 plus poison)

Ranged mwk dagger +10 (1d4+1/19–20 plus poison)

Spells Known (CL 12th, melee touch +7, ranged touch +9):

6th (3/day)—*forceful hand*

5th (5/day)—*contact other plane*, *dismissal* (DC 20), *overland flight*, *waves of fatigue* (DC 20)

4th (6/day)—*dimension door*, *phantasmal killer* (DC 19), *scrying* (DC 19), *summon monster IV*

3rd (6/day)—*dispel magic*, *displacement*, *greater magic weapon*, *magic circle against good*, *protection from energy*

2nd (6/day)—*acid arrow*, *detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *invisibility*, *scorching ray*, *see invisibility*

1st (6/day)—*chill touch*, *identify*, *magic missile*, *shield*, *shocking grasp*, *summon monster I*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *disrupt undead*, *message*, *ray of frost*, *read magic*, *resistance*

Bloodline arcane

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +8; **CMD** 24

Feats Alertness (with familiar), Brew Potion, Combat Casting, Dodge, Empower Spell, Eschew Materials^B, Improved Counterspell, Improved Initiative^B, Lightning Reflexes, Scribe Scroll

Skills Appraise +10, Bluff +20, Diplomacy +17, Disguise +17, Fly +11, Knowledge (arcana) +18, Knowledge (planes) +15, Linguistics +5, Perception +9, Sense Motive +4, Spellcraft +7

Languages Abyssal, Common, Draconic, Elven, Gnoll, Infernal; empathic link and speak with familiar

SQ Arcane bloodline, arcane bond (familiar), bloodline arcana (+1 DC to metamagic spells), metamagic adept 3/day, new arcana

Combat Gear *staff of evocation* (10 charges), *potion of aid*, 2 *potions of cure light wounds*, *arcane scroll* (CL 13: *planar binding*, *wall of fire*), *arcane scroll* (CL 10: *see invisibility*, *magic circle against good*, *summon monster IV*), 3 vials of deathblade poison (DC 20, onset immediate, 1/rd. for 6 rds., 1d3 Con, 2 saves), 2 vials of black lotus extract (DC 20, onset 1 min., 1/rd. for 6 rds., 1d6 Con, 2 saves); **Other Gear** *bracers of armor* +4, *ring of protection* +3, *major ring of fire resistance*, *masterwork dagger*, *wings of flying*, *hat of disguise*

KROKUN, FAMILIAR XP —

CR —

Male raven familiar (*Pathfinder Roleplaying Game Bestiary* “Familiar, Raven”)

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision; Perception +13

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 39 (12 HD)

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

Defensive Abilities improved evasion; **SR** 17

Spd 10 ft., fly 40 ft. (average)

CHAPTER 6: THE HARROW LANES

Melee bite +11 (1d3–1)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks deliver touch spells

Str 2, **Dex** 15, **Con** 8, **Int** 11, **Wis** 15, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 6
Feats Skill Focus (Perception), Weapon Finesse^B
Skills Appraise +1, Bluff +10, Diplomacy +10, Fly +10, Knowledge (arcana) +12, Knowledge (planes) +12, Linguistics +2, Perception +13, Spellcraft +1
Languages Infernal; empathic link and speak with master, speak with birds
SQ share spells

Personality: These are the last two yeenok of the band, or so they believe. Aruug claims direct descent from his demon lineage and looks the part with black-scaled skin beneath his sparse fur, iron-hard black claws, and great batlike wings. Keiliar, however, is new to the band having only joined a year ago. Aruug found her on the Desolation claiming to be the last remnant of a splinter faction of the tribe that was isolated from the others long ago. She had heard of the beast-fiends in Tsar and had come to join them. Overjoyed at the chance to propagate the bloodline, Aruug immediately took her as his mate. Unbeknownst to Aruug or the band, Keiliar is not really of fiendish descent. Rather she is a powerful gnoll sorcerer, much more sophisticated than the wild beast-fiends, who tracked the band down in order gain a child of Abyssal blood for her own foul deal with a diabolic lord of the Nine Hells. She maintains her charade with a *hat of disguise*, appearing as a lip plug, and batlike *wings of flying*. She is now pregnant and only a few months from delivery, but she does not wish to leave the band yet in case, humanoid-outsider relations being what they are, she has complications and loses her baby, forcing her to try again. She is patient; her devil patron has promised her great rewards for bringing her the child. Unless subjected to a powerful *dispel magic*, Keiliar retains her disguise as a feral half-fiend gnoll matron who is obviously several months pregnant.

The rooms of the hut are described below.

13a. Balcony

This creaking balcony hangs 5 feet above the peak of the rubble pile and 45 feet above the ground below. The noise of walking on the warped boards imposes a –10 circumstance penalty to Stealth checks. A 3-foot railing surrounds the balcony, and an open doorway leads into the interior.

13b. Foyer

Masks and effigies of crude construction stand in the corners of this room and dangle from hooks set in the ceiling. Moving through the room without setting these many ornaments to rattling requires a DC 18 Dex check.

13c. Hallway (CR 7)

Numerous crude masks depicting animalistic faces hang on the walls of this hall. One mask hangs over a secret door (DC 20 Perception check to locate) and hides spy holes that can look out from Area 13e through the mask's eyeholes (DC 30 Perception to notice).

Creature: This hall serves as the abode of an **alpha-male dire hyena** personally loyal to the yeenok. It attacks all intruders.

ALPHA-MALE DIRE HYENA
XP 3,200
hp 94 (See Area H4-7)

CR 7

13d. Cooking Area

A steel tower shield lying on the floor serves as a cooking pit in the center of this room's floor. A smoke hole cut overhead provides ventilation. Crude shelves hold cracked and broken, but still usable,

clay vessels for cooking and holding foodstuffs (rancid cuts of meat, coarse tubers, strange, musky spices, and jars of foul wine). A moth-eaten tapestry of ancient Tsar serves as a curtain over the bedchamber's doorway.

13e. Bedchamber (CR 3)

This serves as the boudoir of the yeenok. Garishly-colored wall hangings, crudely woven by the yesh, cover the walls of this chamber. There is a large, heavy bed constructed of wooden crates scavenged from warehouses in the city and mounds of hyena-hide blankets. The whole is a smelly mess covered in gnoll hair.

Creature: Hiding within the mounded blankets is Keiliar's pet trained **cockatrice**. Beneath the bed is a secret door in the floor leading to the 5-foot space between the hut's floor and the peak of the rubble pile. It can be located with a DC 20 Perception check from either side.

COCKATRICE
XP 800

CR 3

hp 27 (*Pathfinder Roleplaying Game Bestiary* "Cockatrice")

Treasure: Deposited in a bronze box beside the bed is the treasure of the yeenok. The box holds 3,400 gp and a *cube of frost resistance*.

H5. The Swill Hole (CR 9)

A roaring waterfall tumbles over the cliff high above and rumbles into a stone basin at its base, nearly obscured by the constant mist blowing from the falls. The waters of this basin are contained by a low stone lip set with small stone gargoyles every few feet. The water level within the basin never rises and no channels exit the basin to continue the river falling from above, so there must be a subterranean outflow for this watercourse.

Known as the Swill Hole in the heyday of the city, this is the source of Tsar's infamous Missing River. The basin here is approximately 300 feet across with a 4-foot lip running along its perimeter. Visibility within 30 feet of the basin is obscured, providing concealment to anything within 15 feet and total concealment to anything beyond that range. The basin has a slippery floor that is 10 feet deep at the edges sinking to 30 feet deep at the center.

Creature: Lurking within the tumultuous waters of the basin is an albino, subterranean **giant squid**. Anyone coming within 10 feet of the pool's edge has a cumulative 10% chance per round of being attacked by this beast that attempts to drag its quarry back into the water to feed upon at its leisure.

At the very bottom of the basin is a 20-foot-wide shaft that travels straight down 40 feet before pouring into the Missing River (see Area H6). Any swimmers coming within 80 feet of this drain must make a DC 20 Swim check or be swept towards it at a rate of 40 feet per round. Other than the dangers of drowning, creatures swept down to the Missing River cavern below are also dealt 5d6 points of bludgeoning damage from the buffeting and fall. Another way to reach the Missing River is a secret door hidden in the ground just outside the basin's stone lip on the northwestern edge. It can be located by a DC 28 Perception check and opened by twisting the nearest gargoyle in its setting (requiring another DC 20 Perception check to recognize as the trigger). The secret door is a stone paver that slides back to reveal a stair descending into the ground. It leads to Area H6-1.

GIANT SQUID
XP 6,400

CR 9

hp 102 (*Pathfinder Roleplaying Game Bestiary* "Squid, Giant")

H6. The Missing River (Not shown on City Map)

The Missing River runs from the Swill Hole, down a subterranean channel to the Lower Falls and out into the Dread Swamp below. After pouring into Area H6-1, the subterranean river winds northward beneath the Harrow Lanes until exiting from the lower cliff face. The initial drop from Area H5 to the caverns below is 40 feet. From there the river drops another 60 feet over the length of its course before reaching the Lower Falls. The river is rough and swift in its course (traveling 60 feet per round) requiring a DC 15 Swim check. The river varies from 10 to 15 feet deep. For its entire length, the tunnel's ceiling averages a height of 20 feet above the water. Even with the stalactites that hang prominently throughout, there is plenty of headroom for up to Large creatures attempting to float the river on some sort of raft.

All along the river a stone walkway, carved from the native rock, follows its course. This walkway is 5 feet wide and 3 feet above the level of the water. It is damp and slick requiring a DC 12 Acrobatics check to balance if running or charging.

H6-1. Collection Pool

A constant torrent of water of falls through the roof of this cavern into a wide pool with a continuous hollow boom. A stair rises from a rough-hewn ledge to the north of the pool through an opening in the cavern roof 30 feet above. The ledge follows the cavern's wall and then arches in a natural bridge to the south. A river exits the cavern beneath this bridge and disappears into a tunnel. The ledge continues following the cavern's southern wall into the tunnel as well.

The pool here is 20 feet deep. The stairwell climbs another 40 feet through the rock before ending at the underside of a sliding stone

door. The activating lever is easily located on the wall nearby. This door opens at the basin's edge at Area H5.

H6-2. Fishing Net

A net of crudely fashioned rope has been stretched across the tunnel from a heavy iron spike driven into the walkway on one side and fastened to a low-hanging stalactite on the opposite. The net disappears down into the frothing current of the river snaring whatever fish and flotsam happen to find their way down here. Next to the net's iron anchor, a dripping side passage opens in the wall.

The net is weighted along its bottom edge and attached to iron spikes driven into the walls below the waterline. The net only reaches down 5 feet below the water's surface, so it possible to avoid it by diving below it. However, anything at surface level or any creature actually attempting to grab the net can automatically allow themselves to be caught in it and use it to climb out of the river if they so choose. Many cave fish and interesting bits of debris are caught in the net and recovered by the vermin host, but currently it has nothing in it.

H6-3. Dripping Cavern (CR 9)

A wide cavern branches off from the tunnel here. It is flooded with a still pool rippling beneath a forest of dripping stalactites. A narrow ledge runs along only a few inches above the edge of the pool and exits through an opening in the far wall. The bloody, half-eaten carcass of some kind of humanoid lies slumped in the far tunnel mouth.



Creature: The ceiling here is 15 feet high. The pool here is 40 feet deep is connected to the river by a few small vents deep below its surface, but the main connecting passage collapsed long ago trapping the subterranean, albino **giant squid** residing here. The squid does not attack the vermin host, recognizing that it often brings food. The half-eaten creature is a hobgoblin that had discovered the secret door at Area H5 and located the entrance to this area before falling to the vermin host's sneak attack. It took all of the hobgoblin's equipment and left the body here for the squid to feed on. The ledge running along the side of the pool is only 6 inches wide and slick with moisture. It requires a DC 17 Acrobatics check to successfully navigate by balancing.

GIANT SQUID CR 9

XP 6,400

hp 102 (*Pathfinder Roleplaying Game Bestiary* "Squid, Giant")

Treasure: Anyone diving to the pool's bottom can locate the scattered treasures of the squid's past victims. These include 87 sp, 49 pp, a silver holy symbol of Orcus (25 gp), and a +1 dagger.

H6-4. Squirming Pool (CR 9)

The floor of this small chamber is partially covered by another cavern pool fed by dripping stalactites above. A tunnel exits across from the pool in a series of natural descending terraces.

Creature: The ceiling of this chamber is a mere 8 feet high. The pool here is fairly shallow — only 6 feet deep. Anyone making a DC 18 Perception check notices that the pool is filled with a swarm of squirring leeches. This is actually a **leech vermin host** in swarm form. A DC 30 Perception check notices the vermin host's equipment deposited in a hollow at the bottom of the pool. The vermin host does not reveal itself or disturb the party unless the pool is entered. Anyone entering the pool is subjected to the leech swarm's attacks. If the swarm is in danger of being destroyed, the leeches retreat through tiny crevices in the pool floor which eventually lead to the river where they can resume their vermin host form. In his humanoid form, the leech hoist resembles a bedraggled human beggar with the pocks of disease and malnutrition. A DC 25 Perception check, however, notices the movement of the leeches beneath his skin.



CHAPTER 6: THE HARROW LANES

LEECH VERMIN HOST

CR 9

XP 6,400

Male leech vermin host rogue 7 (*Creature Collection II: Dark Menagerie* 206)

CE Medium vermin (aquatic, shapechanger, swarm)

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

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 95 (3d8+12 plus 7d8+28 plus 7); rogue talent (resiliency)

Fort +9; **Ref** +10 (+12 vs. traps); **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge;

Immune vermin traits

Spd 30 ft., swim 20 ft.

Melee +1 rapier +12/+7 (1d6+5/18–20), bite +6 (2d4+4 plus grab)

Ranged mwk dagger +12/+5 (1d4+4/19–20)

Special Attacks blood drain, parasite, rogue talent (bleeding attack, slow reactions), sneak attack +4d6

Str 18, **Dex** 18, **Con** 18, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 25

Feats Improved Initiative, Quick Draw, Skill Focus (Acrobatics),

Skill Focus (Stealth), Toughness

Skills Acrobatics +20 (+25 jumping), Climb +17, Craft (traps) +11, Disable Device +17, Knowledge (local) +14, Perception +13 (+16 locate traps), Stealth +20, Swim +23

Languages Common, Undercommon; empathy with leeches

SQ alternate form (human, giant leech, *polymorph*), amphibious, split, trapfinding

Gear +1 leather armor, +1 rapier, 2 masterwork daggers, ring of jumping

Blood Drain (Ex) A leech host drains blood with its bite on a successful grapple check. It deals 2d4 points of Constitution damage per round.

Change Shape (Su) A leech vermin host has two forms—a humanoid form and a giant leech form. Equipment melds between the human and leech form. The leech host can shift between these forms as standard action. The use of this ability is the equivalent of a *beast shape I* spell except it functions for vermin.

Parasite (Su) The leech host can infect others with its curse by attaching a leech to the victim with a successful touch attack. The parasitic leech attempts to burrow into the victim and nest. This attack is successful if the victim fails a DC 15 Fortitude save. This attack by a parasitic leech is painless, and often there is no sensation at all. The victim must make a DC 15 Perception check to even notice that the parasite attack has occurred.

Once the leech has successfully infested the victim, the victim finds that it gains species empathy with leeches. In addition, the victim takes 1d4 Constitution damage per day of the infestation until the parasite is removed or the leech swarm is summoned (see below). The parasite can be removed by either a *remove curse* followed by a *cure disease* or by a *heal*. If the infested victim attempts to use his species empathy ability with a leech, then a swarm of leeches appears within 1d4 rounds to complete the infestation of the host. The leech swarm does not attack the victim, but if he spends 2 rounds within the swarm's area they infest his body and he becomes a leech vermin host, retaining all class levels and abilities but also gaining the amphibious, blood drain, change shape, parasite, scent, and split special abilities. The victim also gains a bite attack and his type changes to vermin (in which he gains 3 HD) with the aquatic, shapechanger, and swarm subtypes. His alignment changes to chaotic evil as he seeks to infect others with his curse.

The save DC is Constitution-based.

Species Empathy (Su) The leech host can communicate and empathize with both giant and normal leeches. This enables them to hold simple conversations and influence the behavior of leeches similar to *Speak with Animals* and *charm animal*, except the effects work only on leeches (even though leeches are vermin).

Split (Su) As a standard action, a leech vermin host can separate

into the thousands of leeches that constitute its physical form. This results in the formation of a leech swarm. Equipment does meld with the leech swarm. It can resume its humanoid or giant leech form as a standard action. The resulting swarm is identical in all respects to a normal leech swarm except that it possesses the vermin host's hit points, saving throws, Intelligence, Wisdom, and Charisma scores, its feats, and its skills (though it may not be able to use these).

LEECH SWARM

CR 9

XP 6,400

hp 95 (*Pathfinder Roleplaying Game Bestiary* "Leech Swarm")

H6-5. Court of the River King (CR 10 or 11)

The passage descends a total of 15 feet over its contours, though the roof remains at its original height until it is 22 feet above the floor. The slope of the floor becomes more gradual as it enters a large, roughly triangular chamber. Stalagmites and stalactites flank the chamber giving it the illusion of a columned hall. Flow stone formations on the walls resemble hanging curtains. The moisture and detritus of the floor has gathered in a shallow pool of muck occupying the cavern's far end. A single lumpy stalagmite rises from the center of this noxious stew like some sort of misshapen throne.

Creature: This chamber serves as the abode of the self-styled King of the Missing River, a hideous **tentacled horror**. It resembles a misshapen stalagmite with four whip-like tentacles extending from its torso and a single, unblinking eye above a slaving maw. Above this is a single black horn. This creature dragged itself from the nethermost deeps of the Under Realms before eventually locating these side caverns. Its only subject is a leech vermin host it has managed to bully into bringing it food and any treasures it finds. The vermin host failed its Will save versus the creature's aura of insanity prior to gaining its rogue levels. Now the vermin host believes the aberration is its own personal deity of the cave and serves it slavishly. The muck is slick and equal to a *grease* spell (Reflex save DC 15) for anyone stepping in it other than the sure-footed tentacled horror who is accustomed to it.

TENTACLED HORROR

CR 10

XP 9,600

The Tome of Horrors II 161

CE Huge aberration

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +21

Aura aura of insanity (DC 23)

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 142 (15d8+75); regeneration 5 (cold, fire)

Fort +10; **Ref** +7; **Will** +14

Defensive Abilities horn; **Resist** acid 10; **SR** 19

Spd 30 ft.

Melee 4 tentacles +16 (1d8+7/19–20 plus grab), bite +16 (3d6+7)

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

Special Attacks constrict (1d8+7)

Str 24, **Dex** 10, **Con** 21, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 30 (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

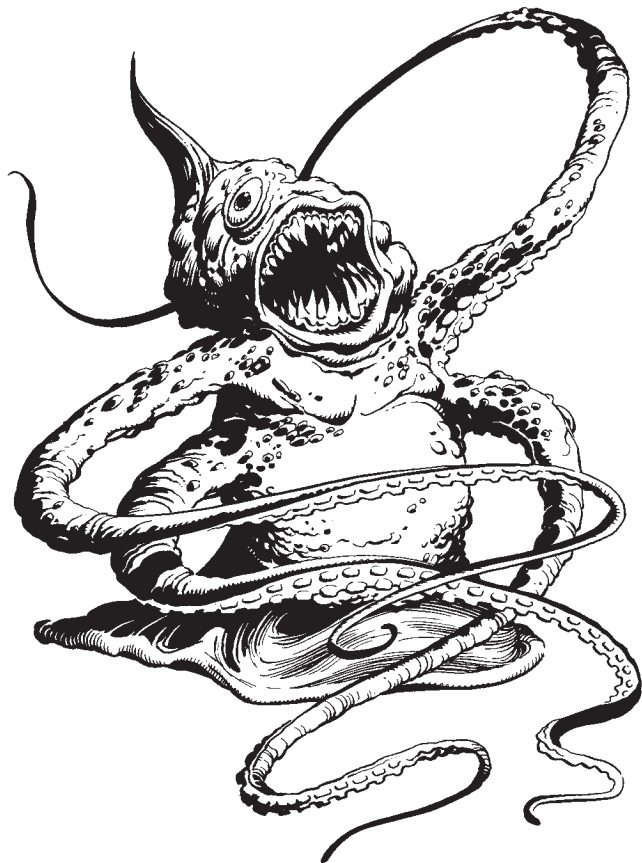
Languages Aklo, Goblin, Undercommon

Aura of Insanity (Su) Creatures with less than 6 HD that 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 lumpy stalagmite actually is the tentacled horror and is recognizable as such with a DC 27 Perception check or a DC 20 Knowledge (dungeoneering) check. Otherwise it waits until someone steps within its 15-foot tentacle range before lashing out and revealing its presence. It attempts to drag a single victim to its mouth while hoping to scatter other characters with its aura of insanity. Meanwhile the vermin host from Area H6-4, if still alive, has assumed its humanoid form, donned its equipment, and followed the party attempting to move with Stealth. It takes the vermin host 2 rounds to change into its humanoid form (inside its armor), gather its equipment, and emerge from its pool to follow characters. It waits until discovered or its master attacks to sneak attack obvious spellcasters.

Treasure: The treasures of the river king are scattered in the muck and require a DC 20 Perception check and 1 hour of searching to gather it all. Deposited in the muck are 48 gp, a fire opal (1,000 gp), a suit of +1 *studded leather armor*, a +1 *heavy steel shield*, a masterwork longsword, a small metal case holding two vials (an *elixir of fire breath* and a an *elixir of hiding*), and +1 *net*.



H6-6. Side Spur (CR 9)

The hewn stone of the ledge here widens into a naturally-formed side cavern with stalactites and stalagmites forming a fairy garden. Thin wisps of mist collect above the moisture-laden floor. Barely visible through the stony flora is a dark passage exiting from the back of the cave.

Creatures: This side spur has become the home of **3 cave leeches** that have wandered up from the Under Realms. They crawl and attack anyone passing by on the river ledge. The passage at the rear of the cave forks into a steep hewn stair going down 40 feet to Area H6-7 and a winding passage traveling east and eventually reaching the Tunnel (Area G4 in Chapter 4 of *Part 2—The Lower City*).

CAVE LEECHES (3) CR 6 XP 2,400

The Tome of Horrors II 24

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +7

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

hp 76 (8d10+24 plus 8)

Fort +9; **Ref** +6; **Will** +3

DR 10/piercing or slashing

Speed 40 ft., swim 30 ft.

Melee 8 tentacles +11 (1d4+2 plus grab), bite +10 (1d6+2 plus grab and blood drain)

Special Attacks constrict (1d4+2)

Str 15, **Dex** 11, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Toughness,

Weapon Focus (tentacle)

Skills Perception +7, Stealth +10, Swim +14

Blood Drain (Ex) If a cave leech makes a successful grapple after hitting with its bite attack, deals 1d4 points of Constitution damage each round from blood drain.

H6-7. Depths of the Earth (CR 14)

A maze formed from natural columns, rock formations, stalactites and stalagmites fills this area. A breath of cool air stirs a light mist hanging in the damp air, and the plop of dripping moisture echoes between the columns.

This cavern connects the Missing River to the Under Realms by way of the exit tunnel which travels beneath the watercourse in a westerly direction towards the roots of the Stoneheart Mountains.

Creatures: Gathered around the eastern entrance to this cave are **10 phantom fungi**. Though naturally invisible, if the PCs somehow manage to pierce this veil they see the fungi as hideous, greenish-brown quadrupedal fungal creatures with a tooth-lined maw and a cluster of sensory nodules atop its mass. Characters making an opposed Perception check may hear their silent approach as they converge on the party and try to attack stragglers in this natural maze. In addition there are **6 morlock barbarians** hiding in the cavern's southernmost alcove. They are aware of the fungi (being blind they are not deterred by the creatures' *invisibility*) and were planning

on how to sneak past them and join their fellows at Area G4 (see Chapter 4 in *Part 2—The Lower City*). They wait until the phantom fungi have been dealt with before raging and attempting to catch the party off guard.

PHANTOM FUNGI (10)
XP 800

CR 3

N Medium plant

Init +4; **Senses** low-light vision; Perception +7

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

hp 22 (3d8+9)

Fort +6; **Ref** +1; **Will** +1

Defensive Abilities greater invisibility; **Immune** plant traits

Spd 20 ft.

Melee bite +4 (1d6+3)

Str 14, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +7, Stealth +10

Greater Invisibility (Su) This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

MORLOCK BARBARIANS (6)

CR 9

XP 6,400

Male or female morlock barbarian 7 (*Pathfinder Roleplaying Game Bestiary* “Morlock”)

CE Medium monstrous humanoid

Init +8; **Senses** blindsight 40 ft., scent; Perception +12

AC 21, touch 13, flat-footed 21 (+7 armor, +3 Dex, +1 natural)

hp 94 (3d10+6 plus 7d12+14 plus 7)

Fort +8; **Ref** +11 (+13 vs. traps); **Will** +4

Defensive Abilities improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—; **Immune** disease, poison, vision-affecting effects

Spd 40 ft., climb 20 ft.

Melee +1 *battleaxe* +14/+9 (1d8+4/x3), bite +8 (1d4+1)

Ranged mwk shortbow +15/+10 (1d6/x3)

Special Attacks leap attack, rage (18 rounds/day), rage powers (no escape, raging leaper, strength surge), sneak attack +1d6, swarming

Str 16, **Dex** 19, **Con** 15, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +10; **CMB** +13; **CMD** 27

Feats Improved Initiative, Lightning Reflexes, Point Blank Shot, Skill Focus (Perception), Stealthy

Skills Acrobatics +20, Climb +26, Escape Artist +10, Perception +12, Stealth +17 (+21 in caverns)

Languages Undercommon

SQ expert climber, fast movement

Gear +1 *breastplate*, +1 *battleaxe*, masterwork shortbow, 40 arrows, 10 +1 *arrows*

Treasure: Lying in the alcove where the morlocks crouched is the prize that they recently located in the upper tunnels of the nearby Under Realms. It is a squat statue carved to resemble a robed man with sinister eyes. This is one of the *Nine Disciples* (see the **Magic Items Appendix** for details).

H6-8. Re-emergence

The tunnel and walkway end here as the underground river jets out over the brink of a cliff into a lake far below. Open sky is visible above, and a swampy, flooded section of the city squats between the base of the cliff and the city's outer walls. At the end of the path are the first few steps of a long-since crumbled stair that seems to have once clung to the cliff face in a dizzying descent to the lower city. Now all that remains of it are those first few steps and the occasional broken stone support protruding from the rock wall.

The Missing River plummets 70 feet into the Dread Swamp below. See Area D1 of Chapter 5 in *Part 2—The Lower City* for details.

H7. Covey of The Sisters

Here at the northernmost end of the Harrow Lanes stood the majestic villa of a powerful merchant family. It covered most of a city block and, unfortunately, has succumbed to the long years and is mostly piles of rubble now. All that remains intact of this estate is the villa's central courtyard and a hall that connected to its east side. This crumbling remnant has served as the home of a covey of hags for the past century or more. Two of the hags, Gertruda and Marthimel, secretly both wanting to dominate the covey themselves, plotted with an annis hag calling herself Lady Lughnasa to eliminate their cousin, a swamp hag named Grimelda. The plot was foiled when Grimelda's goblin bears smelled out the trap, and the swamp hag was barely able to flee with her life and pets intact. She relocated to the settlement known as The Camp and became the village's apothecary, calling herself Mama Grim. However, she never forgot the betrayal of her cousins and has been known to offer rewards to adventurers who bring her the heads of Gertruda and Marthimel (see Chapter 1 of *Slumbering Tsar: The Desolation* for details).

All has not gone well for the cousins since Grimelda's departure. Both of the hags' plans for domination proved ill-founded when Lady Lughnasa proved stronger than either and brought with her an entourage of fire giants. Now she rules and calls the covey “The Sisters” in mockery of the other hags' betrayal of their cousin.

There is only one easy route to approach this area on the ground, the main avenue leading to the villa's gate that then squeezes between two ruined areas directly into the intact courtyard. The rest of villa is composed of mounds of shifting rubble, some 10–15 feet high. Progress on this is constantly blocked by open pits, impassable scree slopes, or partially intact walls. Anyone moving across these areas must make DC 20 Acrobatics and Climb checks each round or suffer 1d6 points of damage and 2d6 points of nonlethal damage if either check is failed.

H7-1. Green Wall, Blue Well (CR 14)

The fountain at the courtyard's center actually covers a well, as is evidenced if it is closely examined. The bottom of the basin has collapsed in several places revealing the well shaft below. A lead pipe led from the bottom of the well to a fountain whose pumps kept a constant supply of freshwater flowing for the residents of the villa. The basin's water then drained away into the villa's cisterns elsewhere. The giants leave a bucket and 50-foot coil of rope in the fountain's basin to draw water from below when they need it. The

H7-2. Vaulted Hall (CR 15)

The dusty entryway of this shattered villa opens onto a fairly intact courtyard. The courtyard walls still stand 20 feet high. At one time they were covered in plaster and painted in bright colors, but now most of the plaster has crumbled away exposing the underlying red clay bricks. Somehow the northern wall has weathered the elements better than the others. Though cracked and crumbling in places, it still bears most of its plaster covering, painted a bright sea green now faded with age. Gateways in the north and west walls open only onto piles of crumbling ruin where the roof has collapsed in on whatever structures once connected. To the east the façade of an intact hall protrudes into the courtyard, its double doors missing, leaving only a dark, gaping opening atop a short flight of steps and empty windows looking down from above. In the courtyard's center stands an elaborate statue in blue stone of a trident-wielding sea king riding in a seashell chariot pulled through a foaming froth by a team of hippocampi. It was obviously once a fountain but is now dry. In one corner of the courtyard is a blazing bonfire. Around it sit a group of four plate-clad dwarves roasting meat on crude spits.

The ceiling of this vaulted hall stretches 30 feet overhead. Rows of squared columns once covered in tiny colored tiles but now mostly bare brick march toward the rear of the room. At one time a balcony provided access to a row of windows 20 feet above, but it has collapsed leaving only mounded debris around the room's perimeter. The central portion of the ceiling has likewise collapsed exposing the chamber to the elements. That debris has also been pushed to the room's edges. The once-fine marble floor now bears a network of chips and cracks from abuses it has suffered.

well is 40 feet deep with the final 10 feet filled with potable water with an unpleasant metallic taste (due to the lead pipe).

Creatures: This is the entrance to the Sisters' lair and serves as their first line of defense. The dwarves are actually **4 fire giants** roasting harpy carcasses, all of which Lady Lughnasa has disguised under a *veil* spell. She keeps them constantly disguised thus to give intruders a false sense of security. If they spot PCs, they loudly hale them in Common to join them at the fire for mutton and a round of ale. This yelling also alerts the hags in the villa to the presence of intruders. The giants' tactics are described below.

FIRE GIANTS (4) **CR 10**
XP 9,600
hp 142 (*Pathfinder Roleplaying Game Bestiary* "Giant, Fire")

Tactics: If PCs accept the "dwarves'" invitation to join them at the fire, the dwarves scoot aside to make room for them, though they are sitting uncomfortably close to the blaze. One dwarf then hands the most formidable-looking character a mutton spit. Anyone receiving the spit (actually an old spear transfixing a smoldering harpy corpse) is allowed an immediate DC 19 Will save (with a +5 circumstance bonus) due to the surprising weight of the spit to disbelieve the illusion. All other characters witnessing the PCs attempt to grasp the heavy mutton spit are also allowed a DC 19 Will save (without the bonus) due to seeing their compatriot's interaction with it. Regardless of whether PCs disbelieve or not, the giants are just wanting to get the most formidable-looking party member to put away his weapons and have his hands full so they can launch their attack. The giants' initial shouts of greeting have alerted the hags. As a result Lady Lughnasa immediately casts *disguise self* to resemble a beautiful fire giant sorceress (DC 20 Knowledge [Local] or [Nature] to detect the fraud). She then prepares herself for combat by casting *eagle's splendor* and *bull's strength* if there is time. She opens combat by stepping out of Area H7-2 and launching a *fireball* into the midst of the party and giants. If she suffers 40 points of damage or her fire giants are slain she retreats back into the hall.

Treasure: Concealed around behind the bonfire are the giants' bags holding various odds and ends as well as the following valuables: four platinum ingots worth 500 gp each, a *lion's shield*, and coins and gems with a total value of 5,730 gp.

Creatures: This room serves as the abode of **Lady Lughnasa** and her **fire giant** consort. Lughnasa is an annis hag, an 8-foot-tall, hunch-backed monstrosity with purplish hide and jagged black teeth, though she prefers the guise of beautiful fire giant. Their pallet of wyvern hide is currently rolled up and stowed behind one of the rubble piles. An *illusory wall* covers the entrance to Area H7-3 (DC 17 Will save to disbelieve if interacted with). **Gertruda** sleeps in Area H7-3, but spends most of her time in with the others. She is 12 feet tall with black, oily skin and wide eyes that shine with madness. **Marthimel**, a storm hag, has silvery-gray skin with yellow eyes and unbelievably long billows of white hair that whips about her in the wind furiously. She floats near the opening in the roof, retreating to the clouds above when in need of personal time. The annis hag's tactics are described at Area H7-1. The other hags and the giant consort react as described below.

LADY LUGHNASA **CR 14**
XP 38,400

Female annis hag sorcerer 8 (*Pathfinder Roleplaying Game Bonus Bestiary* "Hag, Annis")
 CE Large monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; Perception +14

AC 31, touch 13, flat-footed 27 (+8 armor, +3 Dex, +1 dodge, +10 natural, -1 size)

hp 152 (7d10+35 plus 8d6+40 plus 8)

Fort +11; **Ref** +10; **Will** +11

DR 2/bludgeoning; **Resist** fire 10; **SR** 25

Spd 60 ft.

Melee +1 *cold iron greatsword* +14/+9/+4 (3d6+11/19-20), bite +12 (1d6+3) or bite +17 (1d6+7), 2 claws +17 (1d6+7 plus grab)

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

Special Attacks rend (2 claws, 2d6+10)

Spell-like Abilities (CL 15th):

3/day—*alter self*, *fog cloud*

Bloodline Spell-like Abilities (CL 8th):

6/day—*elemental ray* (ranged touch +13, 1d6+4 fire)

Spells Known (CL 8th, 15% chance of arcane spell failure, melee touch +17, ranged touch +13):

4th (3/day)—*illusory wall* (DC 17)

3rd (6/day)—*bestow curse* (DC 16), *fireball* (DC 16), *protection from energy*

2nd (7/day)—*bull's strength*, *daze monster* (DC 15), *eagle's splendor*, *scorching ray*

1st (7/day)—*alarm*, *burning hands* (DC 14), *disguise self*, *identify*, *ray of enfeeblement*, *shocking grasp*

0 (at will)—*acid splash*, *dancing lights*, *daze* (DC 13), *detect magic*, *detect poison*, *prestidigitation*, *read magic*, *touch of fatigue*

Bloodline Elemental (fire)

Str 25, **Dex** 16, **Con** 20, **Int** 15, **Wis** 11, **Cha** 16

Base Atk +11; **CMB** +19; **CMD** 33

Feats Alertness, Arcane Armor Training, Blind-Fight, Brew Potion,

CHAPTER 6: THE HARROW LANES

Dodge^B, Eschew Materials^B, Great Fortitude, Intimidating Prowess, Light Armor Proficiency, Medium Armor Proficiency
Skills Bluff +15, Craft (alchemy) +13, Diplomacy +7, Intimidate +17, Knowledge (arcana) +13, Perception +12, Sense Motive +9, Spellcraft +13, Stealth +6

Languages Common, Giant, Ignan

SQ bloodline arcana (energy damage spells can be changed to fire)

Combat Gear *wand of slow* (6 charges), *potion of cure serious wounds*; **Other Gear** +2 *breastplate*, +1 *cold iron greatsword*, bag holding a rotten human head with 2 strings of pearls (250 gp each) stuffed in its mouth

FIRE GIANT

CR 10

XP 9,600

hp 142 (*Pathfinder Roleplaying Game Bestiary* “Giant, Fire”)

GERTRUDA

CR 12

XP 19,200

Female moon hag (*Creature Collection* 98)

LE Large Monstrous Humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +14

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 162 (12d10+96)

Fort +12; **Ref** +12; **Will** +12

Defensive Abilities invisibility; **DR** 10/cold iron and magic; **SR** 20

Spd 60 ft., climb 20 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +16 (2d8+5 plus stun), 2 claws +16 (2d8+5 plus stun)

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

Sorcerer Spells Known (CL 14th, ranged touch +15, melee touch +16):

7th (3/day)—*mage's sword* (Atk +21, Dmg 4d6+3/19–20 force)

6th (5/day)—*acid fog* (DC 20), *flesh to stone* (DC 20)

5th (6/day)—*cone of cold* (DC 19), *dominate person* (DC 19), *summon monster V*

4th (7/day)—*black tentacles*, *screaming* (DC 18), *shout* (DC 18), *solid fog*

3rd (7/day)—*dispel magic*, *haste*, *lightning bolt* (DC 17), *vampiric touch*

2nd (7/day)—*bull's strength*, *glitterdust* (DC 16), *invisibility*, *spectral hand*, *scorching ray*

1st (7/day)—*mage armor*, *magic missile*, *reduce person* (DC 15), *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *dancing lights*, *daze* (DC 14), *detect magic*, *detect poison*, *disrupt undead*, *read magic*, *resistance*, *touch of fatigue*

Cleric Spells Prepared (CL 12th):

6th—*chain lightning*^D (DC 20)

5th—*ice storm*^D

4th—*cure critical wounds*^D (DC 18)

3rd—*protection from energy*^D

2nd—*wind wall* (DC 16)

1st—*obscuring mist*^D

D domain spell; **Domains** Air, Animal, Healing, Luck, Water

Str 20, **Dex** 18, **Con** 27, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +12; **CMB** +18 (+20 sunder); **CMD** 32 (34 vs. sunder)

Feats Blind-Fight, Brew Potion, Craft Wand, Empower Spell, Improved Sunder, Power Attack

Skills Acrobatics +11, Climb +13, Craft (alchemy) +13, Fly +13, Handle Animal +11, Heal +11, Intimidate +14, Knowledge (arcana) +10, Knowledge (nature) +10, Perception +14, Spellcraft +10, Stealth +11, Survival +14, Swim +13

Languages Abyssal, Common, Giant, Infernal

Combat Gear *wand of empowered magic missile* (CL 3: 13 charges), *potion of mage armor*, *potion of aid*

Invisibility (Su) A moon hag may turn invisible as the spell at will but only during the hours between sunset and sunrise. Her invisibility

is dispelled if she attacks, but she may reactivate it the next round as a standard action.

Stun (Ex) Anyone hit by a moon hag's claws or bite must make a DC 20 Will save or be stunned for 1 round. Multiple hits require multiple saves. The save DC is Charisma-based.

MARTHIMEL

CR 9

XP 6,400

Female storm hag (*Creature Collection* 99)

CE Large monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; Perception +15

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

hp 103 (9d10+45 plus 9)

Fort +8; **Ref** +13; **Will** +9

Defensive Abilities *endure elements*; **DR** 5/magic

Spd 40 ft., fly 80 ft. (good)

Melee bite +14 (2d6+4), 2 claws +14 (1d8+4), 2 hair slams +14 (1d6+4 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with hair)

Special Attacks constrict (1d6+4), hair grapple

Druid Spells Prepared (CL 9th):

5th—*call lightning* (DC 18)

4th—*blight* (DC 17), *rusting grasp* (melee touch +14)

3rd—*daylight*, *protection from energy*, *sleet storm*, *wind wall* (DC 16)

2nd—*barkskin*, *bear's endurance*, *gust of wind* (DC 15), *owl's wisdom*, *warp wood* (DC 15)

1st—*charm animal* (DC 14), *cure light wounds* (DC 14), *detect snares and pits*, *faerie fire*, *obscuring mist*

0 (at will)—*create water*, *detect poison*, *flare* (DC 13), *guidance*

Str 19, **Dex** 20, **Con** 20, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 30

Feats Brew Potion, Flyby Attack, Improved Initiative, Lightning Reflexes, Toughness

Skills Craft (alchemy) +13, Fly +19, Knowledge (nature) +10, Perception +15, Survival +15

Languages Common, Giant

Combat Gear *potion of cure serious wounds*, *orb of storms*; **Other Gear** *ring of protection +1*

Hair Grapple (Ex) The long hair of a storm hag often appears to be blowing in the wind, but it's actually under her full control and able to make slam attacks. Storm hags are able to make grapple attempts with their hair without provoking attacks of opportunity and can constrict on a successful grapple. A hag that is grappling with its hair does not gain the grappled condition and can simultaneously grapple with both hair grapples while otherwise using its normal attacks. The hair of a storm hag has AC 15, hp 10, DR 5/slashing. If severed, the hag can no longer use that hair grapple until it grows back in 1d2 weeks.

Tactics: When the hags are alerted, Lady Lughnasa reacts as described at Area H7-1. If it is not night, Gertruda begins by casting *invisibility* on herself followed by *invisibility* on the fire giant. She then takes flight to spy out the upper windows on the progress of the battle while she drinks her *potions of mage armor* and *aid*. The giant takes position beside the doorway to attempt to flank anyone entering after Lughnasa has retreated within and taken up a similar position with a readied *shocking grasp*. Marthimel meanwhile casts *barkskin* on herself and uses her *orb of storms* to call up stormy weather. When the battle comes in here Marthimel opens with *call lightning storm* while Gertruda casts *flesh to stone* at wizards or sorcerers and uses her *spectral hand* to deliver touch spells. The annis and giant continue focusing their attacks and try to flank a single individual while Gertruda continues harassing with her spells and wand. Marthimel swoops down and attempts to grapple a rogue and carry him up through the hole in the ceiling to drop over the cliff into the Dread Swamp. These hags fight to the death to defend their lair.

H7-3. Covey Sanctum

Whatever beautiful frescoes once covered the walls to this dark room have been stripped away and replaced by rust red splotches in the shape of handprints and monstrous faces. Stacked at the base of the walls are blood-stained skulls and strange bundles of sticks and bones. In the center of the room a rough fire pit has been dug through the clay tiles of the floor. Steeping on the banked coals of the pit is a large, rusty kettle filled with some noxious brew. Strange charms and symbols dangle from the outer lip of this cauldron.

Here the Sisters practice their covey magic and craft their potions and foul plots. The viscous liquid in the kettle is the base for a *potion of bull's strength* but is not near completion or of any use to the party. The kettle itself is enchanted such that a full covey of hags can cooperate to cast a *veil* spell at caster level 12 once per day (DC 19 to disbelieve). This casting ritual requires 1 hour. Gertruda resides in this room and serves as guardian of the covey's innermost sanctum.

Treasure: Buried in an iron box beneath the fire pit (DC 25 Perception check to locate only if the cauldron is removed and the coals searched) are 500 gp and 5 +2 *shuriken*. The box itself is hot to the touch a deals 1d6 points of fire damage per round unless allowed to cool for 10 minutes.

H7-4. Larder

The floor and walls of this closetlike chamber are smeared with blood and filth, and the stones are gouged as if by fingernails or claws. The whole reeks of death and despair.

When the Sisters capture a prisoner for later consumption, it is thrown in this chamber and a pile of heavy rubble stacked over the entrance. It is currently empty, but clear evidence remains of past victims.

H8. Fallen Towers (CR 15)

Here at the cliff's edge stands a lone spire, its base set into the side of the cliff itself. It looks very precarious and portions of it have crumbled, leaving gaping holes in its structure. Much of it is overgrown with vines and foliage. Along the cliff at either side are more of these strangely positioned tower bases. However these are little more than broken foundations, the towers they once supported having long ago given up their battle against gravity and tumbled over the edge. A cursory inspection over the cliff's edge confirms their fate in the clusters of shattered stone and smashed buildings lying at the base far below.

The fallen towers were once envisioned as an elegant residential district for the wealthy, with delicate spires held aloft by engineering and magic. After years of abandonment, the spells have worn off and the shifting foundations have spelled the doom of all of the towers but one. This last one is in bad shape itself but has somehow managed to cling to the cliff. The tower has been stripped of all furnishings

and trappings. Ceilings in the tower are 20 feet high. Climbing on the tower's slightly canted walls requires a DC 27 Climb check. If done on the lower third of the tower there is a +15 circumstance bonus from the many vines growing there, though such a climber is subject to attack (see below). Climbing on the sloping roof of the second floor requires only a DC 17 Climb check.

The tower truly is as precarious as it seems. For each Medium creature that enters the tower beyond the anteroom there is a 2% chance per round (not cumulative) that the foundation begins to give way. A Large creature has a 10% chance per round of causing a collapse. A Huge creature has a 35% chance per round of causing a collapse, and anything larger automatically sends the tower tumbling. If the tower begins to collapse, in the first round there is a loud crack and sudden shift as the tower moves slightly. Anyone standing in or on the tower at that time must make a DC 15 Acrobatics check to maintain balance and avoid being knocked prone. A Climbing character must make another Climb check to avoid falling (falling occurs even if the Climb check is not missed by more than 4 just as if the character had taken damage).

In the second round the tower begins to slide out of its broken moorings. Creatures within can attempt to leave, but because of the heaving and buckling of the tower, movement costs double the normal squares. In the fourth round, the tower breaks free and tumbles into the Grunge below, dragging the anteroom with it. Anyone in or on the tower takes 20d6 points of falling damage. Those inside take an additional 10d6 points of crushing damage (DC 35 Reflex save for half) from the tower collapsing on them. Characters inside during the fall can make a single DC 20 Escape Artist check to get outside the tower before it crashes.

Creatures: The entrance to the tower opens into an anteroom set on the cliff edge. An **advanced assassin vine** has overgrown this anteroom and the lower portions of the tower's walls. The anteroom has another doorway out into the tower which overhangs the lower city below. This lower floor of the tower has fallen out revealing the crumbling remains of the tower's foundation anchored to the cliff face below and a dizzying drop into the Grunge. In the center of the ceiling of this area is an opening where a stair once climbed to the second floor. The upper levels of the tower are the abode of an enigmatic creature known as **The Stalker**. The second floor of the tower is divided into three rooms in addition to the entry room itself. Two of these rooms have gaping holes in their walls. The third has a stair rising to the third floor. Lurking on this level is The Stalker's companion, an **ethereal filcher**. It attempts to steal weapons and wands from characters that enter its level and deliver them to The Stalker above. The tower's top level is a single room with a bank of empty windows looking in all directions. The roof of the second floor slopes away from the base of this level. Within dwells The Stalker, using the windows as lookout posts for his strange mission (see Event 2 in Chapter 3 of *Part 2—The Lower City*).

If the tower collapses and The Stalker survives, he relocates to another position in the ruins to continue his mission.

ADVANCED ASSASSIN VINE **CR 11**
XP 12,800

Pathfinder Roleplaying Game Bestiary "Assassin Vine"

N Huge plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 152 (16d8+80)

Fort +15; **Ref** +5; **Will** +6

Immune electricity, plant traits; **Resist** cold 10, fire 10

Spd 5 ft.

Melee slam +19 (2d6+13 plus grab)

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

Special Attacks constrict (2d6+13), entangle (DC 19)

Str 29, **Dex** 10, **Con** 20, **Int** —, **Wis** 13, **Cha** 9

Base Atk +12; CMB +23 (+27 grapple); CMD 33 (can't be tripped)
SQ camouflage

ETHEREAL FILCHER
XP 1,200

CR 4

N Medium aberration

Init +8; Senses darkvision 60 ft., detect magic; Perception +13

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)
hp 22 (5d8)

Fort +1; Ref +5; Will +5

Defensive Abilities ethereal jaunt

Spd 40 ft.

Melee bite +7 (1d4)

Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10

Base Atk +3; CMB +3; CMD 18

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Escape Artist +12, Perception +13, Sleight of Hand +17

Languages Common (cannot speak)

Detect Magic (Su) Ethereal filchers can detect magic as the spell (caster level 5th) at will.

Ethereal Jaunt (Su) An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

THE STALKER

CR 15

XP 51,200Invisible stalker rogue 8 (*Pathfinder Roleplaying Game Bestiary* "Invisible Stalker")

N Medium outsider (air, elemental, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +20

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +6 natural)

hp 198 (7d10+56 plus 8d8+64)

Fort +17; Ref +19 (+21 vs. traps); Will +6

Defensive Abilities evasion, improved uncanny dodge, natural invisibility, trap sense +2, uncanny dodge; Immune elemental traits

Spd 30 ft., fly 30 ft. (perfect)

Melee 2 slams +19 (2d6+5)

Ranged +3 *longbow of distance* +23/+18+13 (1d8+3/19–20/x3)

Special Attacks rogue talent (bleeding attack, surprise attack), sneak attack +4d6

Str 20, Dex 23, Con 26, Int 16, Wis 15, Cha 9

Base Atk +13; CMB +18; CMD 34

Feats Combat Reflexes, Far Shot, Improved Critical (*longbow*), Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Vital Strike^B, Weapon Focus (*longbow*)^B, Weapon Focus (slam)

Skills Acrobatics +24, Bluff +17, Craft (traps) +15, Diplomacy +17, Disable Device +21, Escape Artist +17, Fly +24, Knowledge (local) +14, Knowledge (planes) +13, Perception +20 (+24 locate traps), Sense Motive +12, Stealth +24, Survival +20, Use Magic Device +17

Languages Auran, Common

SQ improved tracking, rogue talents (combat trick, weapon training), trapfinding

Gear *bracers of armor* +2, +3 *longbow of distance*, *belt of incredible dexterity* +2, 20 arrows, 3 *greater slaying arrows* (Humanoids [human]), *greater slaying arrow* (Humanoids [elf]), 2 *greater slaying arrows* (Outsiders [good]) *bag of holding* (type II) containing supplies, 200 arrows, 400 gp, 3 small diamonds (100 gp each), and a crystal statuette of a djinni woman worth 1,000 gp.

H9. The Khanjar's Gauntlet

During the height of the Battle of Tsar, the magicians of the Army of Light managed to magically transport a battlehulk into the city itself. This is where the battlehulk appeared and left a swath of death and destruction before it was finally destroyed. Now this entire section of the Harrow Lanes has been reduced to little more than heaps of broken towers, homes, and businesses. Shattered stone and wood form a nearly impassable landscape save for a narrow trail that is all that remains of what was once the terrace's main avenue. The shattered stone of the battlehulk itself is mixed in with the rest of the debris.

After the battle, one of the Disciples' generals — a creation formed years before from combining their foul magic with the destruction of an entire village to produce a woodwreck dragon — was forced to flee from the field of battle after its troops were destroyed and it came under vicious attacks by the wizards and sorcerers of Light. By the time it returned, the residents of Tsar had fled the city. The Khanjar, as the dragon calls itself, now resides in this broken-down portion of the Harrow Lanes where it has set up a gauntlet to test the mettle of any creatures that would dare pass through its domain. It has allied itself with a powerful plant creature and has gathered a troop of dire rock baboons from deep in the Stoneheart Mountains. (Treat these dire baboons as dire apes for purposes of combat and statistics, though they stand only about 8 feet tall and weigh 700-900 pounds.) The Khanjar has also created an alliance of sorts with the Bloodmage (see Area H12) to protect this approach to his tower in exchange for intelligence gathered by the dread ravens on interesting intruders and potential threats within the city.

Movement through the rubble fields and mounds is considered dense rubble as described in the "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game*.

H9-1. Grove of the Gallows Tree (CR 13)

Some powerful force smashed through the city here leveling all of the buildings and reducing them to little more than piles of debris. The cobblestones of the once-broad avenue are now buried, and the way is constricted to a fairly narrow path continuing through these mountains of rubble. The cylinder of a fallen tower partially blocks the way, but just past it the avenue widens into a large clear space surrounded by crumbled buildings and stacks of debris. Another narrow path continues out the clearing's far side. Shrubs, small trees and other bracken grow within the cracks between the cobbles and from the rubble mounds themselves. Near the far end of the open space a tall tree with a thick canopy has grown. Dangling from its many heavy branches are several hanged humanoids as if a mass execution were recently held here.

Creatures: This clearing is the demesne of a **gallows tree** allied with the Khanjar. Likewise several dire baboons keep watch over this area from positions in the surrounding rubble. Characters making DC 25 Perception checks notice their furtive movements in the surrounding debris and DC 20 Perception checks detect the faint scraping and rattling of dislodged pebbles. They do not enter the area or attack as long as the gallows tree lives. The party is unlikely to have much time to investigate these phenomena as once they enter the clearing the tree begins lowering its **7 gallows tree zombies** to the ground who shamle forward to attack. The zombies look like human corpses with deathly gray-green skin and small plants and weeds growing from their bodies. A nooselike vine tethers them to the tree.

The zombies use their spore cloud abilities and try to lure the party

CHAPTER 6: THE HARROW LANES

back to within the reach of the tree. If the tree and zombies are all destroyed, then all of the dire baboons at the locations marked Area H9-2 charge into the clearing to ferociously attack. If half are slain, the rest retreat back to their lairs to await the ambush at Area H9-5. There are several disguised paths leading to the baboon outposts. These can be located with a DC 25 Perception check or a DC 20 Survival check to notice the occasional track of a baboon entering the tree's area.

GALLOWES TREE

CR 13

XP 25,600

The Tome of Horrors II 71

N Huge plant

Init +5; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +24

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 218 (19d8+114 plus 19)

Fort +17; **Ref** +7; **Will** +8

DR 10/magic and slashing; **Immune** plant traits; **Resist** fire 10

Spd 20 ft.

Melee 6 slams +23 (2d6+10/19-20 plus grab)

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

Special Attacks create gallows tree zombie, gallows tree zombies

Str 30, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +14; **CMB** +26 (+28 sunder, +30 grapple); **CMD** 37 (+2 vs. sunder, can't be tripped)

Feats Cleave, Critical Focus, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Toughness, Weapon Focus (slam)

Skills Perception +24, Stealth +15

Languages Common (cannot speak); empathy with gallows tree zombies

Create Gallows Tree Zombie (Su) When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the

ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombies (Ex) Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry in this book for details on that monster.

GALLOWES TREE ZOMBIES (7)

CR 4

XP 1,200

The Tome of Horrors II 73

N Medium plant

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +9

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 33 (6d8+6); fast healing 5

Fort +6; **Ref** +4; **Will** +2

Immune plant traits

Spd 30 ft.

Melee 2 slams +8 (1d6+4)

Special Attacks spore cloud

Str 19, **Dex** 15, **Con** 13, **Int** 4, **Wis** 10, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 20

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Perception +9, Stealth +8

Languages Common (cannot speak); empathy with gallows tree

SQ tether-vine

Spore Cloud (Ex) As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be slowed (as the slow spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

Tether-Vine (Ex) A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.

Tremorsense (Ex) Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

Treasure: Concealed beneath the roots of the gallows tree are the treasures it has accumulated over the years. These can only be found if the party actually uproots the tree or coaxes it into moving away from its current position. These treasures include 5 pearls worth 100 gp each, a rotten pouch holding 35 pp, a *helm of telepathy*, and *staff of healing* (31 charges).

H9-2. Baboon Outposts (CR 10)

At each of these locations the dire baboons have cleared a hollow in the rubble piles surrounding the Gauntlet. These are hidden from view except by aerial surveillance and are accessible only by hidden safe paths that the baboons have created in the shifting rubble. The chance of locating these paths is given at Area H9-1.



CHAPTER 6: THE HARROW LANES

Creatures: There are **12 dire baboons** at each of these locations. They have created crude rock shelters from stacked rubble and use the tangles of undergrowth for further cover. If a fight occurs at one of these locations the hooting and shrieking made by the baboons alerts the rest of the Gauntlet's residents.

DIRE BABOONS (12)
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ape, Dire")

H9-3. Trapped Avenue (CR 6)

The Khanjar has overseen the construction of a trap where the road bottlenecks between areas H9-1 and H9-5. Here the rubble piles climb steeply on either side with some sections of wall still standing to provide further support. A growth of scrub brush on the eastern side of this pass serves as a screen for a pile of broken rubble that has been rigged to collapse when a tripwire (marked on the map) is triggered. This avalanche strikes everything in a 20-foot-long section of the path. The sound of this trap being triggered alerts the Khanjar and the dire baboons if they are not already aware of the party's presence.

CASCADING RUBBLE TRAP

CR 6

Type mechanical; **Perception** DC 14; **Disable Device** DC 16

Trigger touch; **Reset** none

Effect Atk +20 melee (8d6, rubble); multiple targets (all targets in a 20-ft.-by-20-ft. area)

H9-4. Baboon Enclave (CR 13)

The hidden paths leading into this area can be discovered just as described in Area H9-1. However, for the paths leading to Area H9-5 the Survival check is only DC 10 since there is more frequent traffic by the baboons through the area.

A small valley has been dug in the mounds of broken debris so common to this area. Its floor is the cobbles of the ancient road beneath and is therefore safe and easy to walk upon. Several bushes and small scrub trees grow here providing a modicum of shade. Set between these are hollows dug into the surrounding rubble or built by sections of stone wall stacked at right angles — dens for some kind of wild animal. Scraps of gnawed plant matter and waste are scattered upon the dust giving the area an untamed, feral odor. The drone of bugs floats lazily across the hollow.

Creatures: This small valley serves as the lair of the Khanjar's troop of dire baboons. There are **33 dire baboons** here that are adult combatants. There are another **14 young dire baboons** though these do not fight unless attacked and cornered. The baboons huddle in their shelters, sun on rocks, or keep a lookout from perches on the surrounding rubble. They notice anyone entering the valley unless they are invisible or otherwise hidden. The baboons protect their lair and their young fiercely, fighting to the death to do so. If the Khanjar hears the screeches raised by the baboons here, he immediately flies over to investigate and defend his servants.

DIRE BABOONS (33)
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ape, Dire")

YOUNG DIRE BABOONS (14)
XP 600

CR 2

Pathfinder Roleplaying Game Bestiary "Ape, Dire; Young template"

N Medium animal

Init +4; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d8+4)

Fort +5; **Ref** +8; **Will** +4

Spd 30 ft., climb 30 ft.

Melee bite +5 (1d4+2), 2 claws +5 (1d3+2)

Special Attacks rend (2 claws, 1d3+2)

Str 15, **Dex** 19, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 19

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +8, Climb +14, Perception +8, Stealth +8

Treasure: The incidental treasures collected by the troop are scattered between their dwellings. A two-hour search turns up a collection of gems worth a total of 730 gp — "shiny stones" collected by the baboons.

H9-5. Plaza of The Khanjar (CR 12 or 13)

What was once a wide plaza opening onto the main road is now a clearing in the mounds of rubble. A fairly intact manor still looks out over the cobblestones, a wide staircase ascending to its front doorway and a second-floor, covered portico looking out over all from 20 feet above. Several large trees have grown up in this plaza, including one whose roots break through the very steps of the villa.

Creatures: If the Khanjar has been alerted by the sounds of battle or the activation of the trap at Area H9-3, then he lurks in the shadows of the portico keeping a watch on the entrance and using the nearest tree for cover (+5 bonus to his Stealth check). Likewise, if that is the case and they still live, then **30 dire baboons** from Area H9-4 are hiding in the rubble and brush along the plaza's eastern edge (+5 bonus to their Stealth checks from concealment). Otherwise the Khanjar is resting on his portico half asleep taking 10 on his Perception checks. The Khanjar is a **woodwrack dragon** created from the ruins of a demolished village. Once a general in the forces of Tsar, he missed the Great Retreat after he fled the field and is now a major power in the ruined city. Its head looks like an exposed skull with large teeth and frills protruding on both sides, and its flesh appears to be covered in layers of old, unshed molted scales.

THE KHANJAR

CR 15

XP 51,200

Male woodwrack dragon (*Creature Collection Revised* 61)

NE Huge dragon (earth)

Init +7; **Senses** blindsight 180 ft., darkvision 60 ft., low-light vision; **Perception** +28

Aura frightful presence (180 ft., DC 22)

AC 34, touch 16, flat-footed 30 (+4 deflection, +3 Dex, +1 dodge, +18 natural, -2 size)

hp 225 (18d12+108)

Fort +17; **Ref** +14; **Will** +14

DR 10/magic; **Immune** electricity, paralysis, poison, sleep; **SR** 26

Spd 60 ft., climb 40 ft., fly 90 ft. (poor), swim 50 ft.

Melee bite +26 (2d10+15), 2 claws +26 (2d6+10), 2 wings +24 (1d8+5), tail slap +24 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)



Special Attacks breath weapon (100-ft. line, DC 25, 10d10 electricity), pounce, rake (2 claws +26, 2d6+10)

Spells Known (CL 12th, ranged touch +19):

6th (3/day)—*globe of invulnerability*

5th (5/day)—*dismissal* (DC 18), *interposing hand*

4th (6/day)—*enervation*, *ice storm*, *stoneskin*

3rd (7/day)—*fireball* (DC 16), *ray of exhaustion* (DC 16), *nondetection*, *water breathing*

2nd (7/day)—*acid arrow*, *blur*, *glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility*

1st (7/day)—*detect undead*, *magic missile*, *protection from chaos*, *shield*, *sleep* (DC 14)

0 (at will)—*detect magic*, *disrupt undead*, *light*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*

Str 30, **Dex** 16, **Con** 22, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +18; **CMB** +30; **CMD** 48 (52 vs. trip)

Feats Alertness (with *ioun stone*) Cleave, Dodge, Flyby Attack, Hover, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack

Skills Climb +18, Fly +16, Handle Animal +21, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (history) +26, Perception +28, Sense Motive +5, Spellcraft +24, Stealth +16, Swim +39

Languages Abyssal, Common, Draconic, Orc

Gear ring of protection +4, dark blue rhomboid ioun stone

Tactics: The tree between the party and the Khanjar stands 60 feet tall. The dragon opens the combat by firing his breath weapon into the base of the trunk. The lightning easily sheers the tree off and sends it falling towards the northern entrance to the plaza. Anyone in the four squares shaded on the map is subject to being hit by the tree (+18 melee, 5d6 points of crush damage). The Khanjar then withdraws

deeper into the shadows of the portico, gaining total concealment as well as cover. He peaks forward on his initiative to cast area effect spells on the party until the baboons close. The hiding baboons ready actions and wait until party members move forward into the plaza and then charge forward to attack. At this the Khanjar then moves forward out of concealment and cover to the edge of the portico to make sniping attacks with spells such as *magic missile*, *acid arrow* and *enervation* as well as its breath weapon when available. If party members hang back out of the fray he sends area spells like *fireball* and *ice storm* at them. Any surviving baboons from Areas H9-2 arrive to join in this melee after 4 rounds. If the baboons begin to lose the melee, the Khanjar withdraws into the villa and casts *stoneskin*. He then flies up and out to engage the PCs in melee. If reduced below 50 hp he retreats into his villa and blocks the entrance with an *interposing hand*. If it appears his death is imminent he takes to the sky and flees Tsar forever.

H9-6. The Khanjar's Lair

The woodrack dragon known as the Khanjar has gutted most of the interior walls from this formerly magnificent manse. A short 5-foot-high stair leads to the gaping entrance where the front doors have long since been removed. Beyond is a foyer. To one side another doorway leads to a side room where the Khanjar shoves his garbage. Opposite this a grand stair rises 15 feet to the former ballroom where the dragon now nests atop a bed composed of broken and rotting furniture and tapestries of once-fine quality. The 30-foot ceiling of this room has been broken out leaving an opening large enough for the Khanjar to fly through. Opening off of the ballroom is the covered portico where the Khanjar enjoys relaxing and surveying his small domain. Red-tiled columns support the 20-foot roof that keeps the portico in deep shade. The floor of the portico is smooth

green tile that remains cool all day long and is the reason the dragon so enjoys to rest here.

Treasure: The Khanjar keeps the treasures it has managed to collect on crude shelves it has built around the walls of the ballroom 10 feet above the ground. Hanging on display from these shelves are regimental banners and crests of almost every military unit that was arrayed against the city of Tsar that the Khanjar has been able to recover from the Desolation. In some small way he sees the collection of these tattered guidons as proof of his ultimate victory over the foes that drove him from the field of battle long ago. Arrayed upon the shelves are 5 masterwork heavy steel shields, 2 masterwork greatswords, a +2 *short sword*, a suit of elven chain, 3 masterwork spears, a chest holding 3,600 gp, and a cracked glass display case holding a broken and now useless *wand of fireball*.

H10. The Foundry

At this location one of the great projects of Orcus's faithful was constructed but never came to fruition — a weapon of such massive destructive power it could have easily turned the tide of the war and perhaps secured the predominance of the demon prince for an age. For here the Disciples of Orcus constructed a titanic cannon, one that would have been capable of hurling a 20-foot-diameter shot several miles, obliterating anything in its path whether they be legions of troops, lines of battlehulks or even phalanxes of the mightiest angels. A deity's avatar would have had little defense against such a blow, able only to perhaps *teleport* out of the way with divine precognition. Even the walls of the deepest dwarven fortresses could not have withstood such a blow intact. As such, this project was one of the most secret, next to the magic spawning the Chaos Rift and the plan for the Great Retreat.

Unfortunately the Disciples encountered endless complications that kept them from ever bringing this super weapon to bear: they could not find a feasible way to redirect its aim much less maneuver it on the battlefield, the explosive and magical propulsion necessary to propel the projectile seemed as likely to destroy half of the Harrow Lanes as work correctly, and the engineering to create and maneuver the huge, solid iron spheres used as shot was sketchy at best. So the super weapon sat unused and unknown beneath a canopy of screening tarps (long since blown away) to hide it from aerial reconnaissance, and to this day it sits nearly completed and forgotten — a horrid dream of destruction stillborn.

H10-1. The Metal Pipe

The building here has weathered the passage of time as well as any you have seen in the city. This is not surprising since it is windowless and built of huge basalt blocks like some kind of bunker. Its 50-foot-high roof is flat and likewise composed of stone, making the whole resemble a giant sarcophagus. Rising from its northern face are three massive smokestacks topping out at over 100 feet, their summits stained jet from massive soot deposits. A small side structure juts from one side of the building and provides an entrance. Likewise huge double doors of iron-banded wood stand on the east and south walls. Great ruts and drag marks remain in the hard ground after all these years, leading from these large doors to the most interesting feature of this complex. Half-buried in the ground just south of the building is what appears to be a titanic steel pipe. It is composed of huge steel rings riveted together and further reinforced by massive iron bands, 5 feet thick, at intervals along its length. The steel pipe's diameter must be at least 60 feet, though it appears to taper as it stretches to the east towards the cliff, though that may merely be an optical illusion. The west end of the pipe ends in a rounded steel cap. The eastern end, over 500 feet away, appears to end abruptly at the edge of the cliff.

The steel pipe is, of course, the barrel of the massive cannon. The steel of the barrel is over 10 feet thick and virtually impossible to break. Anyone traveling to the far end finds that the barrel is only 40 feet in diameter there and is open allowing easy access to the interior, which is in fact a virtually seamless round tunnel that runs the length of the barrel. Anyone making a DC 25 Search check at the western end of the cannon finds that a 30-foot section of the last iron band at this end is made to be slid aside. However, doing so would require prodigious force (dragging 50,000 pounds). If this is accomplished a 20-foot-diameter round hole is revealed beneath providing access to the interior of the barrel. This is the breach for loading and arming the weapon. Anyone inside the barrel at the western end with the ability to see in the absolute darkness of the interior can easily detect this round opening but is powerless to open it from within short of somehow blasting through the 5-foot-thick iron band.

The large double doors on the foundry were used to drag the components of the construction into place. These are still *arcane locked* at 25th level, though a disciple of Orcus with the proper command word (Gorzabb) could bypass these protections. Anyone attempting to enter by way of the smokestacks finds that they are roomy (DC 25 Climb check to navigate) but end at very much still-active furnaces (see Areas H10-5).

H10-2. Laborer's Quarters (CR 13)

The doors to this chamber are not locked. The Disciples felt that the guardians left behind here were adequate defenses against anyone who might be nosing around.

This chamber is dim and stuffy. Heat seems to emanate from the eastern doors. Standing around this room are ten massive men. They look to have been stitched together from multiple cadavers as attested to by the many scars crisscrossing their faces and bodies. They wear naught but heavy, leather smiths' aprons and thick leather laborers' gloves. Despite these precautions, many patches of their skin and hair have been singed away, leaving raw exposed bone and muscle.

Creatures: The heat of the foundry was too great for anyone to withstand without magical protections. Therefore, a labor force of flesh golems was created to work in the deadly environment and handle the heavy lifting and hauling necessary. Even these powerful constructs were often damaged or destroyed under the strains and dangers of the work. When the foundry finally shut down, these were the only **10 flesh golems** left. They were left here in the eventuality that the Disciples might return and resume the project someday. They obey the commands of anyone wearing the robes of a Disciple of Orcus or revealing an unholy symbol of Orcus and claiming to be cleric of the demon prince. Otherwise they attack immediately, their programming instructing them to destroy any who might discover the secret of the works at the foundry.

FLESH GOLEMS (10)

CR 7

XP 3,200

hp 79 (*Pathfinder Roleplaying Game Bestiary* "Golem, Flesh")

H10-3. Casting Chamber (CR 16)

A blast of hot air greets those who enter this cavernous chamber. The source of this heat is three roaring furnaces mounted high on the northern wall that bathe the interior in a hellish glow. They are accessed by stairs leading up 30 feet to small landings. Sluices lead from these furnaces to pour into iron pouring vats. One huge vat rests to the west fed by sluices from two furnaces and two smaller vats stand to the east, both fed by sluices from the same furnace. Massive molds are set into the floor where molten metal can be poured and cast into specific forms — the westernmost appears to have been used to create the sections of the titanic pipe outside. Standing beside the lever operating the tilt of the largest vat are two 20-foot-tall statues that resemble humanoids clad in black plate armor. Gates set in the abdomen of these sculptures reveal roaring furnaces in them as well. Two sets of huge double doors are mounted on the east and south walls. A smaller set is set into the west wall.

The average temperature in this chamber is 150 degrees and cannot cool appreciably unless the furnaces are shut down. Breathing the air deals 1d6 points of fire damage per minute (no save). In addition a DC 15 Fort save (+1 DC per previous check) is necessary every 5 minutes to avoid taking 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Those in metal armor are affected as if by a *heat metal* spell.

As mentioned at Area H10-1, the large double doors are *arcane locked*.

Creatures: There are 2 furnace golems in this chamber. Their great strength was necessary to tilt the vats to allow the molten metal to pour into the molds. Then their strength was necessary to open the hinged mold and roll the cannon sections out through the large double doors. The other molds were interchangeable to create smaller components for the cannon and were operated by the flesh golems. A heavy cart next to these molds was used to haul those components out through the eastern doors for installation. Like the golems in Area H10-2, the furnace golems immediately attack anyone not accompanied by someone wearing Disciple of Orcus garb or carrying an unholy symbol and proclaiming themselves a cleric of Orcus. Various fiends were often used in a foreman capacity in the foundry due to their resistance to the heat. The flesh golems normally functioned fairly well in this environment, but even they usually eventually succumbed to their harsh conditions.

FURNACE GOLEM

CR 14

XP 38,400

The Tome of Horrors II 82

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0**AC** 32, touch 7, flat-footed 32 (-1 Dex, +25 natural, -2 size)**hp** 144 (19d10+40)**Fort** +6; **Ref** +5; **Will** +6**DR** 15/adamantine; **Immune** construct traits, fire, magic, rust;**Resist** cold 20**Spd** 20 ft.**Melee** 2 slams +32 (4d8+15 plus 2d6 fire plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (50-ft. line, 10d6 fire, Reflex DC 19 half, every 1d4 rounds), furnace-interior, heat**Str** 41, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +19; **CMB** +36 (+40 grapple); **CMD** 45**Furnace-Interior (Ex)** A furnace golem can try to shove a grabbed

opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22). Note, the golem's damage reduction applies to all attacks against the bars.

A Huge furnace golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Heat (Ex) A furnace golem's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Immunity to Magic (Ex) A furnace golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that bypasses its cold resistance slows a furnace 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 furnace golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of damage would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Ad Hoc XP Adjustment: Due to the extreme conditions in this chamber, award an additional 10% XP for combats taking place herein.

H10-4. Haunted Vat (CR 12)

This huge vat is 25 feet in diameter and 15 feet deep. It stands upon a pair of sturdy iron supports, one of which has lever that can tip the vat forward with a DC 37 Strength check. Sluices fed molten metal to the vat from the two closest smelting furnaces. The lip of the vat can be reached by a metal ladder affixed to the western support leg. The metal of the ladder, lever and vat itself are affected as if by a constant *heat metal* spell due to the ambient temperature of the chamber.

Creatures: The vat is currently empty of metal, but anyone tilting it or looking inside it is in for a surprise. Lingering within its heated interior are 4 ashclouds. They look like clouds of dust and glowing embers floating on a nonexistent breeze. These undead creatures are all that is left of the engineers in charge of the cannon project. When the project was abandoned, to protect the secret the Disciples of Orcus had these four engineers thrown into the vat of molten metal used to form the final casting of a cannon section. Their bodies are now permanently a part of the weapon they created, but their spirits linger here. They attack any who peer into their molten grave and attempt to engulf said victims within their fiery clouds. After the first round of battle, one of the ashclouds flees and attempts to open the doors to the furnaces, releasing the elementals trapped within to rampage through the foundry.

ASHCLOUDS (4)

CR 8

XP 4,800

Creature Collection III: Savage Bestiary 18

NE Large undead (fire)

Init +7; **Senses** blindsight 120 ft., darkvision 60 ft., lifestense;

Perception +16

AC 16, touch 13, flat-footed 12 (+3 deflection, +3 Dex, +1 dodge, -1 size)**hp** 72 (12d8+36)**Fort** +7; **Ref** +7; **Will** +9**Defensive Abilities** cloudform; **DR** 10/magic; **Immune** fire, sonic, undead traits

Weaknesses vulnerability to cold

Spd fly 30 ft. (good)

Melee 2 touches +11 (2d6 fire)

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

Special Attacks burn, engulf, smother

Str —, **Dex** 17, **Con** —, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 27

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack

Skills Fly +20, Perception +16, Stealth +14, Survival +16

Languages Common (cannot speak)

Burn (Ex) An ashcloud's touch attack deals 2d6 fire damage. Flammable substances or creatures touched by an ashcloud must make a DC 15 Reflex save or catch fire (see the "Catching on Fire" section in Chapter 13 of the Pathfinder Roleplaying Game). A creature or flammable item that remains in contact with an ashcloud for 1 full round takes 16 points of fire damage.

Cloudform (Ex) The ashcloud's natural form is similar to that of a *gaseous form* spell, though it cannot be dispelled and is able to move against the wind.

Engulf (Ex) An ashcloud can imply engulf Medium or smaller creatures in its path as a standard action. It cannot make a touch attack during a round in which it engulfs. The ashcloud merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ashcloud, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 19 Reflex save to avoid being engulfed—on a success, they dodge back or aside (opponent's choice) as the ashcloud moves forward. Engulfed creatures take burn damage every round (the full 16 points if they are within the cloud for a full round) and are subject to the ashcloud's smother attack. The save DC is Dexterity-based.

The body of a creature slain while engulfed by an ashcloud bursts into flames and is completely consumed at the beginning of the ashcloud's next turn. The ashes of victims one or two sizes smaller than the ashcloud merge with it and cause it to grow: a victim two sizes smaller grants it one extra HD, while a victim one size smaller grants it 2 HD (up to a maximum of 36 HD). An ashcloud grows to size Huge if it reaches 20 HD. A *resist energy (fire)* spell cast on the victim's corpse prevents this transformation for 1d4 rounds, while a *protection from energy (fire)* spell cast on the victim's corpse prevents the transformation for the spell's duration. Similar spells or powers may also retard or stop this process at the GM's discretion.

Touch-range healing spells applied to an engulfed creature damage the ashcloud instead. Successfully turning an ashcloud forces it to expel an engulfed victim.

Lifesense (Su) Ashclouds can sense the presence of and the direction toward living creatures within 1 mile.

Smother (Ex) Any creature engulfed by an ashcloud must make a DC 19 Reflex save or begin to smother. If the creature makes its save, it catches its breath in time and merely begins the process of suffocation normally see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game). If the save is failed, the creature is nauseated and unable to hold its breath. It must begin making Constitution checks immediately to avoid passing out and suffocating. Leaving the ashcloud ends the checks, but a creature that had begun to make Constitution checks is nauseated for 1d3 rounds after leaving the cloud's space.

Vulnerability to Cold (Ex) In addition to taking half again as much (+50%) damage from cold attacks, they also suffer a –4 penalty on saves against cold effects. Further on a failed save against a cold attack, an ashcloud is effectively slowed (as the *slow* spell) for a number of rounds equal to one-quarter the total number of hit points taken from the cold damage.

Ad Hoc XP Adjustment: See H10-3 above.

H10-5. Smelting Furnaces (CR 11)

The doors to these furnaces are reached by climbing a stone stair to a platform 30 feet above the foundry's floor. From there metal ore can be fed into an inner chamber for smelting and then released through a sluice to one of the vats. Beneath this smelting chamber is a small iron grate looking down into the heart of the furnace below. Visible through this grate is a roaring inferno. The heat upon these platforms is so intense as to deal 1d6 points of fire damage per round to anyone not adequately protected (the heavy aprons worn by the flesh golems at Area H10-2 allow a DC 13 Fort save each round to avoid this damage).

Creature: A DC 18 Intelligence check or DC 12 Knowledge (engineering) realizes there is not any readily apparent way to efficiently feed fuel into the furnace below. This is because at the heart of each of these furnaces is a trapped **elder fire elemental**. The iron grates are enspelled to prevent the elementals' escape unless opened from the outside. If one or more of these elementals is released, they immediately burst free after centuries of captivity (anyone standing on a platform when this happens is subjected to an automatic slam attack as the elemental bursts forth and rushes past but can make an attack of opportunity as well). These elementals stay to destroy every moving thing they can find inside the foundry before heading out into the city and surrounding Desolation to lay waste to all they see. If the elemental is released from a furnace, it is immediately extinguished and will cool over the next 24 hours. There is nothing of value within any of the inner furnace chambers.

ELDER FIRE ELEMENTAL
XP 12,800

CR 11

hp 152 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire")

Ad Hoc XP Adjustment: See H10-3 above.

H11. Cathedral of Pain

The gothic bulk of this dark edifice dominates the southern portion of the Harrow Lanes. Here the masses of the city came to worship on the high (un)holy days of Orcus. The aristocracy and richest citizens attended the luxurious High Church, but the working class of the Harrow Lanes and scum of the Grunge (when they came at all) were relegated to the anonymous crowds that attended the uncomfortable and sometimes dangerous services held at the Cathedral of Pain. Bishop Wofred, a grotesquely obese disciple of Orcus, took the worship of Orcus, and the attendant suffering he felt was necessary, to new heights during his tenure at the cathedral. Every mass included at least one death — usually a sacrifice to the demon prince — but there were often more fatalities as unlucky parishioners were chosen for special attention or merely fell to the inherent jeopardy that exemplified the chaotic services held by Wofred. The middle class continued to attend nonetheless, hoping to find favor with the cutthroat clergy that ruled the city while hoping it was the indigent, and often drunken, parishioners from the Grunge who received Orcus's special anointing of pain.

As the Battle of Tsar wore on and casualties within the city mounted, fewer and fewer citizens survived to attend the masses. Eventually, the barren services ceased altogether and the unhallowed halls were instead turned to use as a laboratory for the development of one of the many projects launched by the Disciples in an effort to turn the tide of battle. At this particular site, the project was the creation and breeding of powerful arachnoid battle creatures that could be unleashed upon the camp of the Army of Light. These creatures worked remarkably well, though they were too little, too late to make a difference. What they were originally called is no longer known, but now they exist in the wilds of the Desolation as ashborn arachnae.

Shortly before the ashborn arachnae project was begun, Bishop Wofred fell from favor with the hierarchy of Orcus. He disappeared as the cathedral was commandeered for other purposes and was



never seen again. What fate he may have met is unknown, and he was quickly forgotten in the Great Retreat, though no report of sighting his unmistakable girth amidst the fleeing Disciples was ever made. It was assumed that whatever horrid fate the Grand Cornu passed down for the bishop was better left unspoken, and the issue was dropped.

The cathedral is a massive building constructed of black stone. A short flight of gold-flecked, black marble steps leads up to two sets of double doors made of black iron set with protruding spikes. Flying buttresses support its nave and clerestory, and the massive half-dome of its apse rises above the rest of the structure like a maw in the process of swallowing it. The buttresses of the dome are pointed like spikes making the building somewhat resemble a morning star when seen from the air. Further lending to its aura of pain are hundreds of actual iron spikes, rusting and pitted, protruding from the black stone of the dome. Next to the cathedral spreads a large cemetery surrounded by a low stone wall. Few burials were made during the time of the war as most corpses were animated as undead troops. In fact many of the cemetery's graves are now eroded holes, and burial vaults stand open with battered-down doors where those previously interred were stolen for animation. While still a dismal place, this cemetery is no more dangerous than any other location within the city.

HII-1. Nave (CR 9)

<n>The dim nave of this cathedral stretches into the gloom. Stone pillars of diamond cross section rise to groined vaulting 60 feet overhead. In sharp contrast to the black stone of the building is the floor of dingy, bone-white tiles. They seem to almost gleam in the omnipresent dreariness of the rest of the building. A sulfurous haze hangs in the air noxiously, and two steaming pits of glowing coals in the nave's center seem to be its source. Small black booths stand at intervals along the nave's wall. Through the haze and shadows at the far end there seems to be some sort of demonic face just barely visible.

The teeming masses of Tsar once worshipped in this chamber. The pits are full of glowing coals that give off a sulfurous stench. These sulfur pits are connected to volcanic vents deep in the earth. These pits are extremely hot and deal 2d6 points of fire damage per round to anyone coming into contact with them. The fumes they give off makes lungs burn and eyes sting but does not cause any actual game effect. The pits give off light equal to a torch. At the halfway point of the nave the dimly seen face is visible as a great rams head atop a humanoid torso that seems to be rising from the floor. This is actually the statue of Orcus at H11-2, which becomes evident by the time the viewer passes the second sulfur pit. A DC 12 Knowledge (religion) correctly identifies this image as the Demon Prince of the Undead.

Creatures: Lurking in the groins of the cathedral's vaulted ceiling is a flock of **8 ghoul-stirges**. They cling to perches that provide them cover from those not directly below them. They resemble a man-sized cross between a giant bat and a mosquito with leathery wings, eight pincer legs, and a needlelike snout. They use the distraction of the huge Orcus statue peering down the nave to swoop down and attack characters from behind.

GHOUL-STIRGES (8)

CR 3

XP 800

The Tome of Horrors Revised 213

CE Medium undead

Init +3; **Senses** darkvision 60 ft., scent; Perception +11

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d8+4)

Fort +2; **Ref** +4; **Will** +6

Immune undead traits

Spd 20 ft., fly 50 ft. (average)

Melee bite +6 (1d6 plus paralysis)

Special Attacks blood drain, paralysis (1d4+1 rounds, DC 13)



Str 10, **Dex** 17, **Con** —, **Int** 6, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 16 (+24 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +7, Perception +11, Stealth +10
Languages Common (cannot speak)

Blood Drain (Ex) A ghoulish-stirge can drain blood from a living creature by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution damage each round the pin is maintained. Once the ghoulish-stirge has dealt 4 points of Constitution damage, it flies off to digest its meal. If its victim dies before the ghoulish-stirge's appetite has been sated, the creature detaches and seeks a new target.

The ghoulish-stirge uses this attack against paralyzed foes; rarely, does it use it against a non-paralyzed creature.

The wooden booths on the room's edge are confessionals, a dangerous prospect at best for those who chose to avail themselves of the Orcus clergy. Now they are exceedingly dangerous. Anyone foolish enough to enter one and close the door is immediately attacked by one of the dark custodians at Area H11-5 who attempts to drag the character through the confessional's rear wall (see that area for details).

Secret doors in the side walls can be located with DC 25 Perception checks.

Treasure: Hidden beneath the seat of one of the confessionals is a jeweled garter (35 gp) and a dried rose attesting to the dubious use that these received during the heyday of the church.

H11-2. Apse (CR 13)

The bone-white floor of the nave drops off suddenly into the huge, domed sanctuary. Its dark stone floor lies 30 feet below with a stair leading down from either side of the overlooking nave. The dome itself rises 90 feet above this lower floor. Standing near the center of this pitlike sanctuary is a huge statue of a ram-headed humanoid with curling horns, a grotesquely obese humanoid torso, and furred goat legs. One hand clutches a skull-tipped wand and the other is clenched in a fist. Three glowing sulfur pits surround the base of this idol. Visible just above the statue's head is a small balcony set into the dome 70 feet above the floor. This precarious perch has no rail and holds only an ornate seat. Set into the dome on either side of the statue are railed balconies at the same level as the nave. Sweeping stairs provide access to these from the sanctuary floor.

This entire area including the portion of the nave that protrudes into the room is under a permanent *unhallow* effect as from a 30th-level caster as long as the idol of Orcus stands. The *unhallow*'s secondary effect is a *tongues* spell. Wofred once led dark masses to Orcus from the Bishop's Seat (Area H11-4). The huddled crowds would push in as close to the edge as possible, with some goading by trident-wielding demons at the rear that inevitably led to a few deaths as some parishioners were forced over the ledge and fell to the floor 30 feet below. The telltale gleam of white bones from the skeletal remains of some of those long-ago victims is still visible at the wall's base. The sulfur pits are like those at Area H11-1 except manacles have been affixed to the floor at four equidistant points around them. Sacrifices were once manacled to the pits and slowly burned to death.

Creatures: When worship services ended and the cathedral was used for the arachnae breeding experiments, it was this pit that became the breeding nest. Many ashborn arachnae were unleashed on the field of battle from this pit. When the battle ended and the city was abandoned a few stunted specimens were left behind to fend for themselves. Over the years these creatures have bred true and once again infest the place. Within the sanctuary are **4 ashborn arachnae** and an **ashborn arachnae mother**. They usually lurk at the base of the nave's ledge and attempt to surprise anyone approaching from above to drag them over the edge with web attacks.

ASHBORNE ARACHNAE (4) CR 6

XP 2,400
Creature Collection III: Savage Bestiary 16

CN Large magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +20

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 76 (9d10+27)

Fort +9; **Ref** +9; **Will** +4

Defensive Abilities alien mind; **Immune** disease, poison; **Resist** acid 10, cold 5, electricity 10, fire 5, sonic 5

Spd 40 ft., climb 20 ft.

Melee bite +13 (2d6+6 plus poison)

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

Special Attacks poison, web (+9 ranged, DC 17, effects up to Gargantuan creatures, 9 hp)

Str 18, **Dex** 12, **Con** 17, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite),

Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10 (+18 jump), Climb +18, Perception +20,

CHAPTER 6: THE HARROW LANES



Stealth +6

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 15 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

ASHBORNE ARACHNAE MOTHER

CR 12

XP 19,200

Creature Collection III: Savage Bestiary 16

CN Huge magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +31

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)

hp 189 (18d90+27)

Fort +16; **Ref** +14; **Will** +10

Defensive Abilities alien mind; **Immune** disease, poison; **Resist** acid 20, cold 10, electricity 20, fire 10, sonic 10

Spd 30 ft., climb 20 ft.

Melee bite +25 (2d8+8 plus poison) and 2 talons +25 (1d10+8)

Space 15 ft.; **Reach** 10 ft. (15 ft. with talon)

Special Attacks poison, web (+17 ranged, DC 24, effects up to Colossal creatures, 18 hp)

Str 26, **Dex** 12, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +18; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (talon)

Skills Acrobatics +10 (+18 jump), Climb +25, Perception +3, Stealth +8 (+14 webs)

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 21 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 26; *frequency* 1/round for 6 rounds; *effect* 2d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

Treasure: Over the years the collected treasures of the arachnae have been deposited behind the statue of Orcus along with the bones of past victims. These treasures include a corroded suit of chainmail, a *wand of lightning bolt* (CL 10th: 4 charges), and an *amulet of health* +2.

60-ft. Stone Idol of Orcus: 15 ft. thick; **Hardness** 8; **hp** 2700; **Break DC** 65; **Climb DC** 15.

H11-3. Choir Lofts (CR 12)

At the top of each of these 30-foot stairs is a platform with ornate iron railings. Set into the stone of the back walls with heavy iron bolts are six sets of masterwork manacles welded shut. Lying in piles beneath them are delicate humanoid bones. A DC 15 Heal or Knowledge (local) check identifies these as the bones of six female elves. Each has a large brand on the forehead in the shape of a ram's horn that penetrates all the way through the skull. These are the remains of captured elven maidens that were chained here and then executed cruelly with the super-heated branding irons.

Creatures: The PCs are unlikely to be able to examine them closely initially, as climbing to either loft causes the **6 groaning spirits** upon it to materialize and attack. They use their keening if it is nighttime. The disciples of Orcus executed the elven maidens in order to cause them to become banshees. As long as the idol of Orcus stands they are unable to leave their platforms. The priests used their keening as a choir to accompany the nightly services to Orcus. Fortunately for the clerics and congregation, they were beyond the range of the keening's deadly effects. Many succumbed to their fear aura, however, and the occasional mass panic resulted in more parishioners falling to their death from the edge of the nave.

GROANING SPIRITS (6 on each platform)

CR 7

XP 3,200

The Tome of Horrors Revised 229

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** 20

Weaknesses vulnerability to dispel evil

HII-4. Bishop's Seat (CR 12)

Protruding from the dome's interior, 70 feet above the floor, is railless balcony of smooth stone. Atop this balcony is a large throne of darkwood with ornate scrollwork on the back and arms and ram skulls of molded silver set along its top.



Spd 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, 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

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.

From this seat Bishop Wofred presided over his congregation, reaching it only through his own magical powers. Now it serves as the perch for a guardian left behind by Orcus to watch over his temple.

Creature: Every time the party enters the nave or apse there is a 50% chance that a **daraka demon** sits invisibly upon the throne. The rest of the time he is out hunting for fun in the ruins of the city. If present he observes any battles in the sanctuary impassively. He has maintained his watch for so long that he has grown bored with it and cares very little for his orders. He only attacks if his perch is approached or he appears to have been spotted. He then tries to keep enemies at bay with his spell-like abilities summoning vrocks to assist him. If PCs make to his balcony, he attempts to bull rush them off. Anyone hit by his bull rush is subjected to his scorpion bites.

DARAKA DEMON

CR 12

XP 19,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +27

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 162 (12d10+96)

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

Defensive Abilities scorpions; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Speed 40 ft.

Melee 2 claws +21 (1d8+9) and bite +20 (2d6+9)

Ranged scorpions +11 (1d6 plus poison)

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

Special Attacks scorpions

Spell-like Abilities (CL 12th):

At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 23)

3/day—*chill touch* (DC 16)

1/day—*feblemind* (DC 20), *shatter* (DC 17), summon (level 5,

4d10 dretches or 1d2 vrocks 50%, 1 daraka 20%)

Str 28, **Dex** 11, **Con** 27, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +22; **CMD** 32

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)

Skills Bluff +20, Climb +21, Intimidate +17, Knowledge (arcana) +16, Knowledge (Planes) +19, Perception +27, Sense Motive +19, Spellcraft +16, Stealth +11, Survival +16

Poison (Ex) Daraka Scorpion Poison—injury; *save* Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically bitten for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the biting and stinging scorpions and is subjected to their poison. A grappled

CHAPTER 6: THE HARROW LANES

creature is likewise subjected to the biting of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Treasure: The throne is dried and cracked with age, but if the silver moldings are pried off they are worth a total of 500 gp. A secret door behind the chair can be found with a DC 30 Perception check. Beyond is a small alcove. Standing within on an armor rack is a suit of *demon armor* that was worn by Bishop Wofred for ceremonies or, if needed, for combat. He was unable to retrieve it before he met his fate.

H11-5. Cloisters (CR 13)

Beyond the secret door are the chambers and prayer cells of the clergy that once occupied the cathedral. The columned halls and refectory are bare stone without ornamentation, any items of interest having been taken long ago.

In the center of the southern room is a camouflaged trapdoor. It once served as a garbage chute for the clergy, but at one point was covered and turned into a pit trap. Anyone falling in slides down 30 feet into Area H11-10 onto a bed of spikes set into the floor. Climbing back up the chute requires a DC 20 Climb check.

Creatures: Now these chambers are haunted by strange guardians left behind by the disciples of Orcus. There are **4 dark custodians** here. They wander between the rooms phasing in and out as they pass through walls and rooms. They immediately sense if anyone enters the cloisters or one of the confessionals outside. Anyone entering these rooms catches glimpses of dark, shifting shapes out the corner of their eye and gets the feeling of being watched. Anyone captured from one of the confessionals is dragged to the southernmost room beyond the trapdoor to be consumed. After intruders have been toyed with a bit, the dark custodians activate their silence of the grave attacks and emerge from the walls, attempting to drag PCs back out in different directions in order to split the party.

DARK CUSTODIANS (4)

CR 9

XP 6,400

hp 91 (See **Monster Appendix**)

CAMOUFLAGED SPIKED PIT TRAP

CR 3

Type mechanical; **Perception** DC 24; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect DC 20 Reflex save avoids; 30-ft. chute (2d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each)

H11-6. Secret Anteroom

This small room is completely bare. Each wall bears a secret door. The northwest and southeast secret doors can be found with a DC 25 Perception check. The southwest secret door can be found with a DC 35 Perception check.

H11-7. Scriptorium (CR 11)

This long, dusty room is a maze of tall stone shelves and partitions. A few scrolls and scraps of parchment lay here and there on the floor and shelves. Between the partitions stand tall tables with uncomfortable-looking stools.

This room served as the cathedral's library and scriptorium. Clergy members labored for hours copying religious texts and scrolls. None of those that remain are of any value, being merely pages torn from evilly oriented prayer books or small bits of foul margin illumination.

Creatures: Still guarding this chamber are the **2 dark custodians** that were left behind. They attempt to cut party members off from the door before attacking through the stone shelves and dragging their victims into secluded corners to be consumed.

DARK CUSTODIANS (2)

CR 9

XP 6,400

hp 91 (See **Monster Appendix**)

H11-8. Bishop's Chambers

This suite of rooms is poshly appointed with fine carpets and velvet-covered furnishings. Dark tapestries of fine craftsmanship depicting the torments of Orcus and his servitors cover the bare stone walls. No expense was spared in catering to the resident's comforts and many small items and accouterments of silver and gold can be found throughout the apartments. Wardrobes hold fine robes of black, gray, and blood-red, many embroidered with the ram's head symbol. These clothing items are all cut for an immensely obese humanoid.

Bishop Wofred once wallowed in the decadence and comforts of these quarters. When he was taken, all of his personal items but those he carried were left behind and have remained forgotten herein. The secret doors to Areas H11-8 and H11-9 are easily visible from inside the suite.

Treasures: The various furnishings, carpets and tapestries are worth a total of 3,400 gp but are bulky and weigh 900 lb. The gold and silver items are worth a total of 1,200 gp and include everything from ear spoons to candle snuffers. Other valuable include a set of finely made pornographic woodcuts worth 250 gp, a pair of silk gloves sewn with tiny pearls at the wrists worth 100 gp for the set, a black silk harlequin mask set with chips of obsidian worth 75gp, a teak box holding 7 ruby rings worth 270 gp each (120 gp for the box), and a set of crystal dishes and tableware worth 3,000 gp.

H11-9. Lower Stairs

This chamber is empty and cool. The secret door to H11-8 can be found with a DC 35 Perception check. At the bottom of the stair is an iron door barred, bolted shut, and *arcane locked* at 20th level.

Arcane-Locked Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 45 (35 if *arcane lock* is removed).

H11-10. Necropolis (CR 16)

This long, low chamber is a forest of stone columns that seem to groan beneath the ponderous weight of the cathedral above. Two larger columns spaced down the center of the room seep stinking, sulfurous vapors through cracks in the mortar. Set into the floor between the many columns are recessed headstones and grave markers, most of them broken open to reveal empty hollows beneath.

This vast necropolis served as the burial chamber for the cathedral's clergy for generations. Most of these tombs were despoiled for their treasures and raw materials to create undead to assist in the defense of the city.

CHAPTER 6: THE HARROW LANES

The large central columns are very warm to the touch (though not dangerously so), and are packed with the glowing coals of the sulfur pits from Area H11-1. At the base of the northeastern wall is a bed of iron spikes set into the floor. On the wall directly above it is a secret door that can be located with a DC 20 Perception check. The door opens onto the chute that connects to the trapdoor at Area H11-5. The secret door opens easily if any weight is applied to it from the side of the chute, so that those falling victim to the trap easily fall through onto the spikes. But opening it from the lower side requires a DC 15 Strength check. Several sets of skeletal remains lie sprawled on the spikes. These ancient remains are smashed to dust by anyone falling atop them.

Creatures: Trapped within this chamber and cursed by Orcus to never leave is what was once Bishop Wofred. This pathetic creature is now twisted and tortured shadow of his former self having been transformed by Orcus's anger from a corpulent priest to a **gauntling**, an emaciated, skeletal being, he is tall and crooked with almost transparent flesh stretched tight over his frame beneath a gaping maw of mismatched teeth, his hunger forever gnawing at his soul. Despite his displeasure, Orcus allowed Wofred to retain his spells to enable him to forever hope for the forgiveness from his patron that will never come. Serving the cleric in undeath are 7 **grave risen**, shambling worm-ridden corpses still wearing the tatters of their rotten clerical robes, hiding among the open graves.

BISHOP WOFRED XP 76,800

CR 16

Male gauntling cleric of Orcus 16 (*Creature Collection II: Dark Menagerie* 79)

NE Large aberration

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura evil

AC 17, touch 10, flat-footed 16 (+1 Dex, +3 natural, +4 shield, -1 size)

hp 236 (5d8+25 plus 16d8+80 plus 37)

Fort +17; **Ref** +7; **Will** +18

Spd 30 ft.

Melee +3 *morningstar* +21/+16/+11 (1d8+9), bite +15 (2d6+6 plus energy drain)

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

Special Attacks channel negative energy 6/day (DC 21, 8d6), energy drain (1 level, DC 23), feeding frenzy, scythe of evil 3/day (8 rds.), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 16th, melee touch +20):

7/day—*bleeding touch*, *touch of evil*

Spells Prepared (CL 16th, melee touch +20):
8th—maximized *flame strike* (DC 22), quickened *spell immunity*, *unholy aura*^D (DC 22)

7th—*destruction*^D (DC 21), maximized *cure critical wounds* (DC 21), *regenerate*, *summon monster VII*

6th—*blade barrier* (DC 20), *create undead*^D, *harm* (DC 20), *mass inflict moderate wounds* (DC 20)

5th—*flame strike* (DC 19), *greater command* (DC 20), quickened *divine favor*, *slay living*^D (DC 19), *wall of stone*

4th—*air walk*, *death ward*, *neutralize poison*, *repel vermin* (DC 18), *tongues*, *unholy blight*^D (DC 18)

3rd—*animate dead*^D, *contagion* (DC 17), *create food and water* (x2), *dispel magic*, *invisibility purge*

2nd—*bull's strength*, *death knell*^D (DC 16), *enthrall* (DC 16), *hold person* (DC 16), *owl's wisdom*, *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *deathwatch*, *sanctuary*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

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

Str 23, **Dex** 12, **Con** 21, **Int** 9, **Wis** 18, **Cha** 16
Base Atk +15; **CMB** +22; **CMD** 33

Feats Alertness, Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Initiative, Maximize Spell, Persuasive, Quicken Spell, Scribe Scroll, Skill Focus (Profession [clergy]), Toughness

Skills Appraise +3, Diplomacy +9, Intimidate +13, Knowledge (religion) +4, Linguistics +3, Perception +14, Profession (clergy) +23, Sense Motive +10, Stealth +4

Languages Abyssal, Common

SQ death's embrace

Combat Gear 3 flasks of unholy water; **Other Gear** Medium

+2 *reflecting heavy steel shield*, Medium +3 *morningstar* (skull-shaped), *headband of alluring charisma* +4, tarnished gold pectoral of office (250 gp), mithral holy symbol of Orcus (500 gp)

Feeding Frenzy (Ex) Upon damaging a living opponent with its bite attack, a gauntling involuntarily enters a feeding frenzy focused against that individual. This frenzy is equal to a barbarian's greater rage with a +6 bonus to Strength and Constitution and a +3 bonus to Will saves in addition to a -2 penalty to Armor Class (see "Barbarian" in Chapter 3 of the Pathfinder Roleplaying Game). The gauntling focuses all of its attacks against that opponent, and the rage persists until the gauntling is slain, that opponent is slain (at which point the gauntling takes a full-round action to eat a portion of the corpse), or 1d4+6 rounds passes, whichever happens first. Just as the barbarian rage, a gauntling is fatigued after the frenzy ends for a number of rounds equal to 2 times the number of rounds pent in the frenzy unless it is provoked again by drawing blood against another living target with its bite attack. A gauntling does not gain any rage powers from its feeding frenzy.



GRAVE RISEN (7)

CR 4

XP 1,200

The Tome of Horrors II 88

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +10

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 42 (5d8+15 plus 5)

Fort +4; **Ref** +3; **Will** +6

Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 30 ft.

Melee 2 claws +6 (1d4+2 plus blood poisoning)

Spell-like Abilities (CL 5th):

1/day—*animate dead*

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

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

Feats Improved Initiative, Toughness, Weapon Focus (claw)

Skills Acrobatics +7, Climb +10, Escape Artist +7, Perception +10, Stealth +10

Blood Poisoning (Ex) A creature hit by a claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals

CHAPTER 6: THE HARROW LANES

1 point of Constitution damage to the victim per minute until the victim dies or the blood poisoning is healed. A neutralize poison or remove disease spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds to the same foe do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

Tactics: Wofred hides behind the northern column while his grave risen crouch in the nearby desecrated tombs. When PCs enter the room he casts *unholy aura* and a quickened *divine favor* on himself. The grave risen leap out as soon as anyone approaches and attempt to surround a single character. There are not any corpses left for them to animate. Wofred then casts a maximized *flame strike* against other party members while they are distracted followed by a quickened *spell immunity* (*fireball*, *lightning bolt*, *ice storm*, and *scorching ray*). He follows this with *destruction* and *spiritual weapon*. If attacked

in melee, Wofred first tries to divide the party with *wall of stone* and *blade barrier* before abandoning spellcasting and entering melee with scythe of evil on his morningstar, risking a feeding frenzy. If he survives the frenzy he casts a maximized *cure critical wounds* and continues to fight. He gladly fights to the death, ultimately seeking release from his miserable existence.

Hr2. The Crooked Tower

This tower clings to the edge of the cliff overlooking the Grunge below like some hungry insect. It serves as home to Belishan the Bloodmage, one of the most powerful residents of Tsar. See *Part 4—The Crooked Tower* for details of this encounter area.

Monster Appendix

Dark Custodian

A dark robed and hooded figure moves across the floor effortlessly, almost as if floating. Its hands are tucked away in the sleeves of its cassock, and where its face should be is only the blackness of the pit.

DARK CUSTODIAN

CR 9

XP 6,400

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +25

Aura unnatural aura (30 ft.)

AC 15, touch 15, flat-footed 12 (+2 deflection, +3

Dex, +1 dodge)

hp 91 (14d8+28)

Fort +6; **Ref** +7; **Will** +11

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

Spd fly 80 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus energy drain and incorporeal grab)

Special Attacks devour, energy drain (1 level, DC 19), silence of the grave

Str 20, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 31

Feats Blind-Fight, Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Fly +28, Intimidate +19,

Knowledge (religion) +19, Perception

+25, Spellcraft +19, Stealth +20

Languages Abyssal, Common, Infernal

Devour (Su): Any living creature that is pinned by a dark custodian's grapple gains two negative levels per round that the hold is maintained rather than the standard one negative level of its energy drain. Any creature slain by the dark custodian's energy drain is left a steaming, bloody skeleton, all of its soft tissues having been consumed by the undead.

Incorporeal Grab (Su): If a dark custodian hits with an incorporeal touch, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. During the course of this grapple, the dark custodian becomes partially corporeal and its opponent becomes partially incorporeal. This has no game effect other than allowing the dark custodian to use its Strength bonus in its CMB. If it wins the grapple, it establishes a hold at which point its opponent becomes completely incorporeal, as well, along with the dark custodian. The dark custodian automatically begins to devour the held opponent each round he is held. The opponent remains incorporeal until he manages to break the grapple at which time he becomes immediately corporeal. If this occurs within a solid

object, the opponent is forcefully ejected from the object's nearest surface, and the opponent takes 1d6 points of damage in the process. The dark custodian must then try to hit with its incorporeal touch attack again to try to reestablish the grapple. Once the dark custodian has an opponent pinned, it attempts to drag him away to devour him in peace.

Lifesense (Su): A dark custodian notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*. Walls less than 5 feet thick are no impediment to this ability.

Silence of the Grave (Su): As a standard action a dark custodian can use its silence of the grave ability. This creates a *silence* effect as the spell in a 20-foot radius for 7 rounds. This silent zone acts as a *desecrate* spell giving the dark custodian a +1 profane bonus on attack rolls, damage rolls and saving throws, as well as, imposing a -3 profane penalty on turn checks. Any living creature within the area of affect must succeed on a DC 19 Will save or become dazed for 1 round. A new save is allowed each round. This is a sonic mind-affecting compulsion effect. Because it takes place in an area of *silence*, it cannot be counteracted by bardic music. A creature that successfully saves cannot be affected by the *daze* effect of the same dark custodian's silence of the grave for 24 hours. The save DC is Charisma-based.

Sunlight Powerlessness (Ex): Dark custodians are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A dark custodian caught in sunlight cannot attack and can take only a single move action or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dark custodian at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

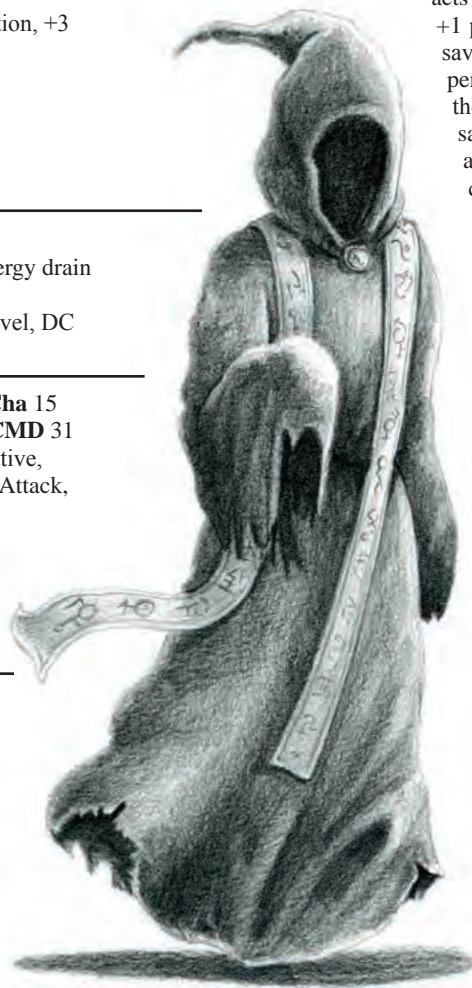
Dark custodians are the undead remains of evil clerics tasked to remain behind after death and guard the sacred places of their vile worship. They hate all living things and seek to devour any who come within their guarded precincts. They do not require these feedings for sustenance but rather merely take pleasure in the carnage and brutality.

A dark custodian's true form is hidden beneath its ghostly burnoose with a lightless black void where its face should

be. Only in combat are its hands seen, appearing pale with thickened, clawlike nails.

They understand the languages they knew in life, but cannot speak.

A dark custodian prefers to attack from ambush, leaping through a solid wall to make an incorporeal grab before dragging its prey back through with it. When attacking in groups they usually surround their prey and use their silence of the grave abilities before trying to grab and drag individual opponents in different directions to be consumed.



Magic Item Appendix

Minor Artifact

HAMMER OF MORDECAI'S DOOM

Aura strong conjuration, evocation, and necromancy

[good];

CL 15th

Slot none; **Weight** 10 lb.

DESCRIPTION

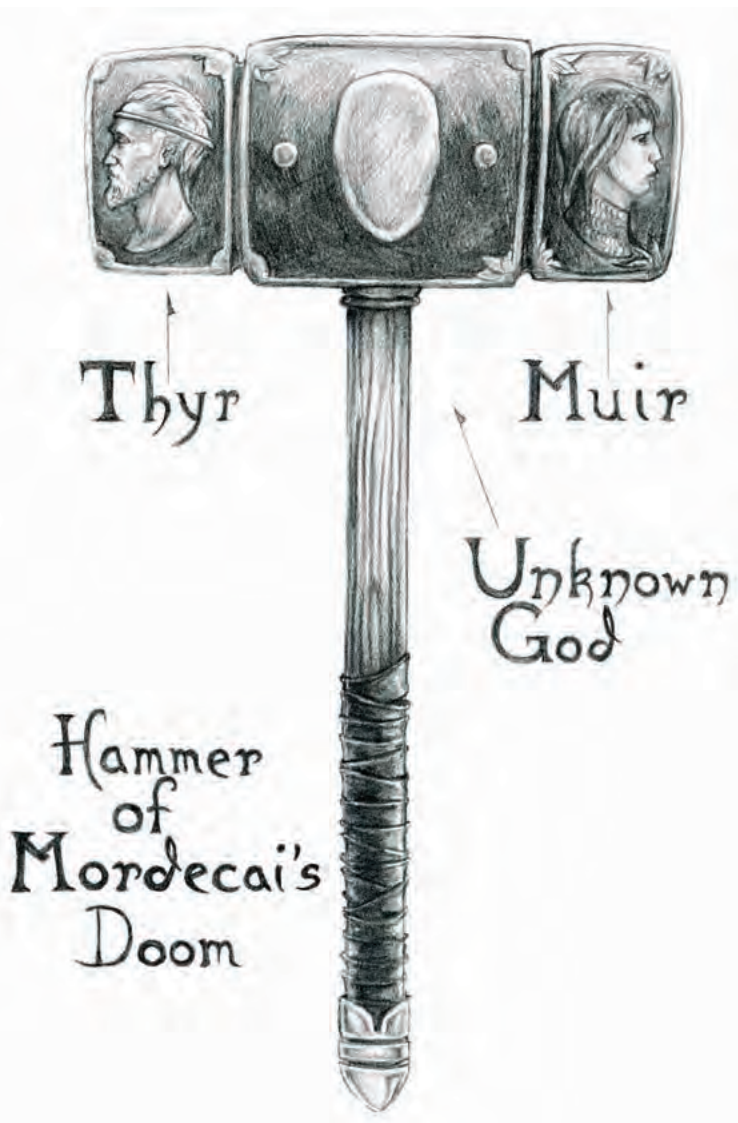
This massive two-handed warhammer is a +3 *adamantine holy thundering warhammer*. It is considered an exotic weapon (Dmg 1–10, Crit x3). Its head bears engravings depicting Thyr, Muir and a third faceless deity. It constantly emits light as a *light* spell. Belonging to a powerful priest of good long ago named Mordecai, it was lost to the knowledge of men before the rise of Orcus in Tsar. In addition to dealing x3 damage and 2d8 points of sonic damage on a critical hit, it also unleashes a *holy smite* (caster level 15) upon the creature that was struck.

Unfortunately this weapon is also under a powerful curse that cannot be removed with anything short of divine intervention. As it betrayed its former owner to his death, it too will betray its current owner. On any critical hit where the sonic and *holy smite* damage are sufficient to kill the creature struck, apply only the weapon damage and instead of the sonic and *holy smite* effects the target creature is affected as if by a *heal* spell (caster level 15) unless it is undead, in which case it receives the benefits of a *harm* spell (caster level 15).

Additionally, a second heretofore unrevealed aspect of the curse manifests the hammer is used against the devourer at Area H2 of *Part 3—The Harrow Lanes* for which the curse was originally attuned. In this case any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described above and also effects the wielder with a *blasphemy* (caster level 20). The curse effect of this weapon cannot be learned through an *identify* or *analyze dweomer*.

DESTRUCTION

If a Patriarch of St. Harul's Hold is slain by the hammer or brought to his doom by the hammer's curse, the *Hammer of Mordecai's Doom* will crumble to rusting fragments.





THE NINE DISCIPLES

Aura overwhelming (all schools); **CL** 30th
Slot none; **Weight** 80–150 lb.

DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric — Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female — no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of *Part 5—Foundations of Infamy*) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the *Nine Disciples* were originally Disciples of Orcus — eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden

to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord — though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unyielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

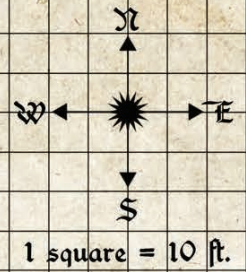
DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.

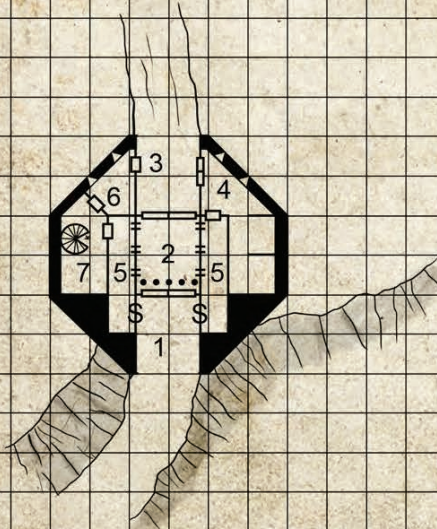
MAP APPENDIX



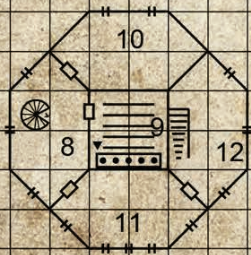
M 1 Lower Gate Tower



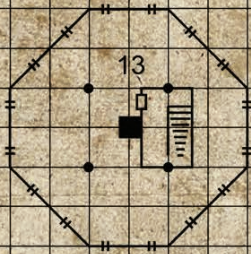
First Floor



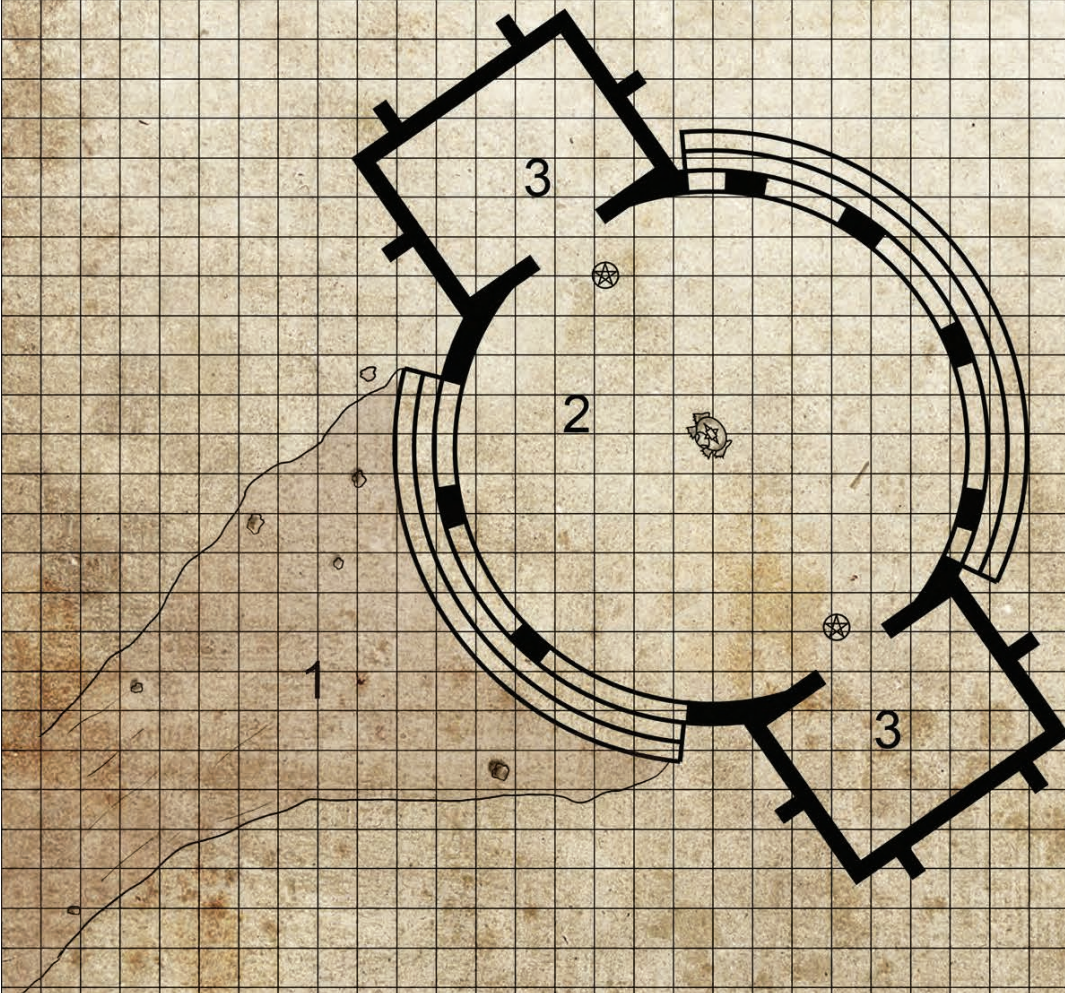
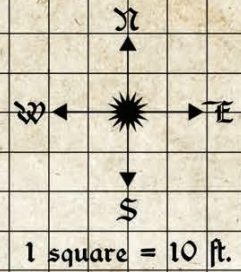
Second Floor

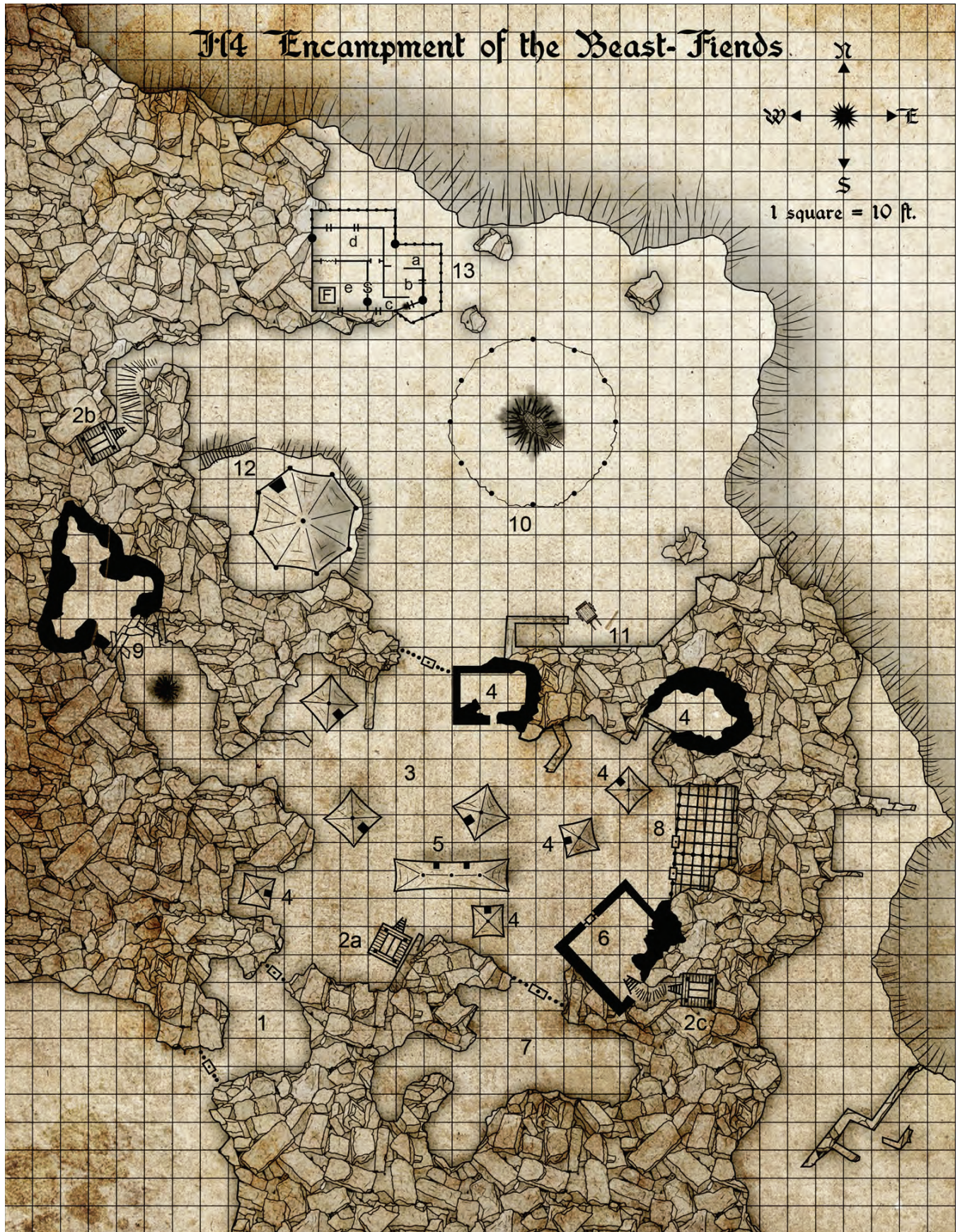


Third Floor



T13 The Cursed Smithy of Tarach-Umbriol







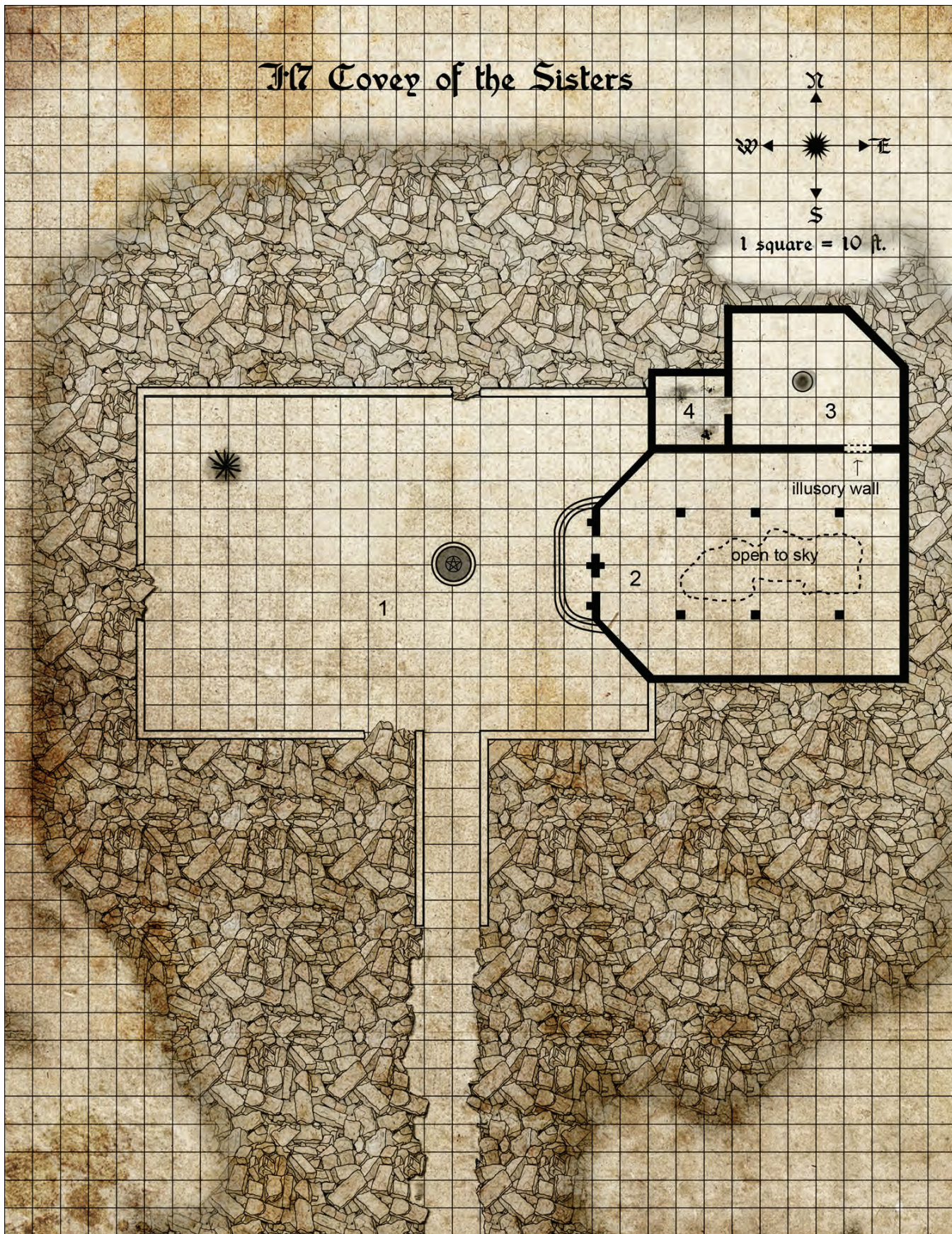
H6 The Missing River Encounter Areas

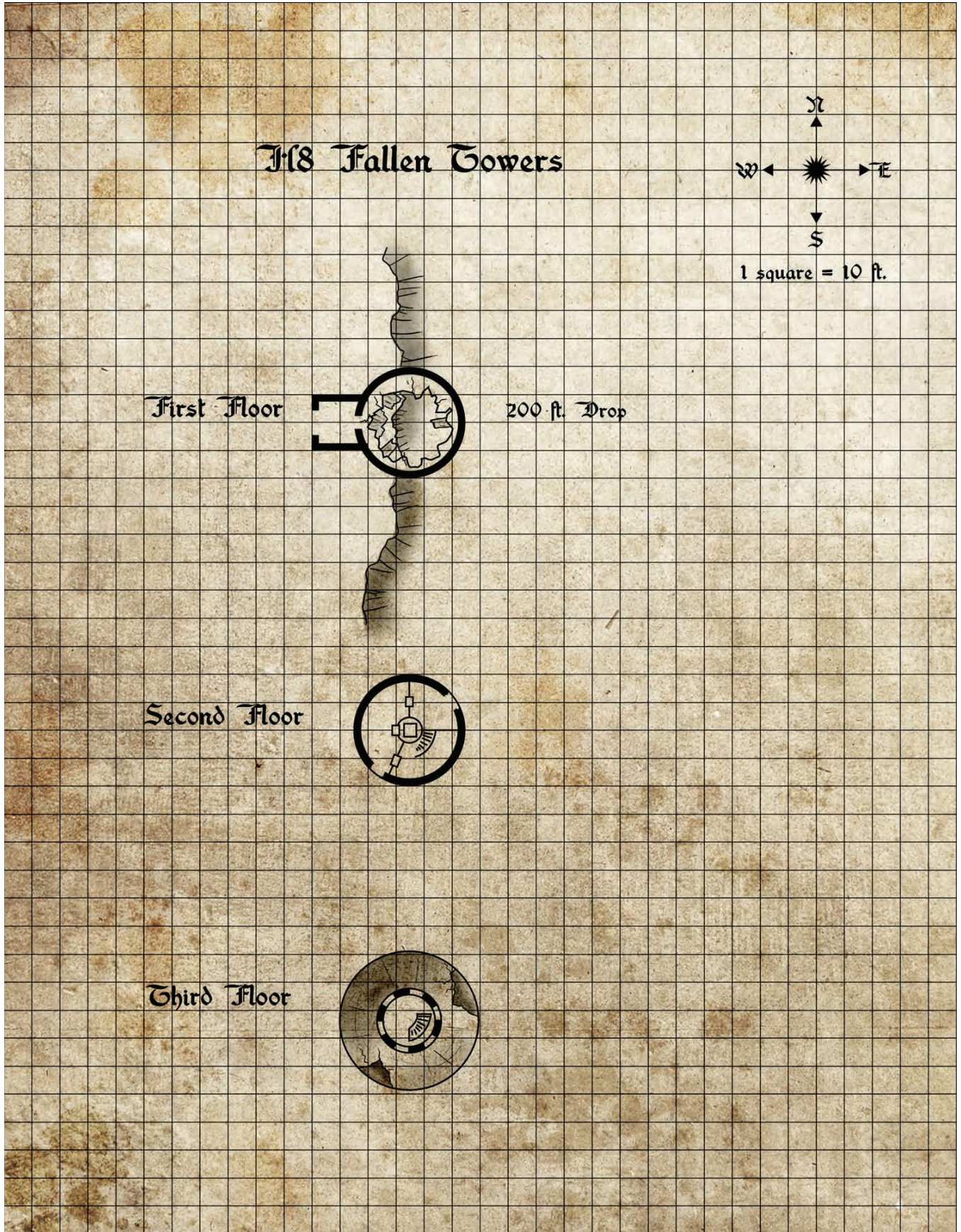
H6 - 6 through 7

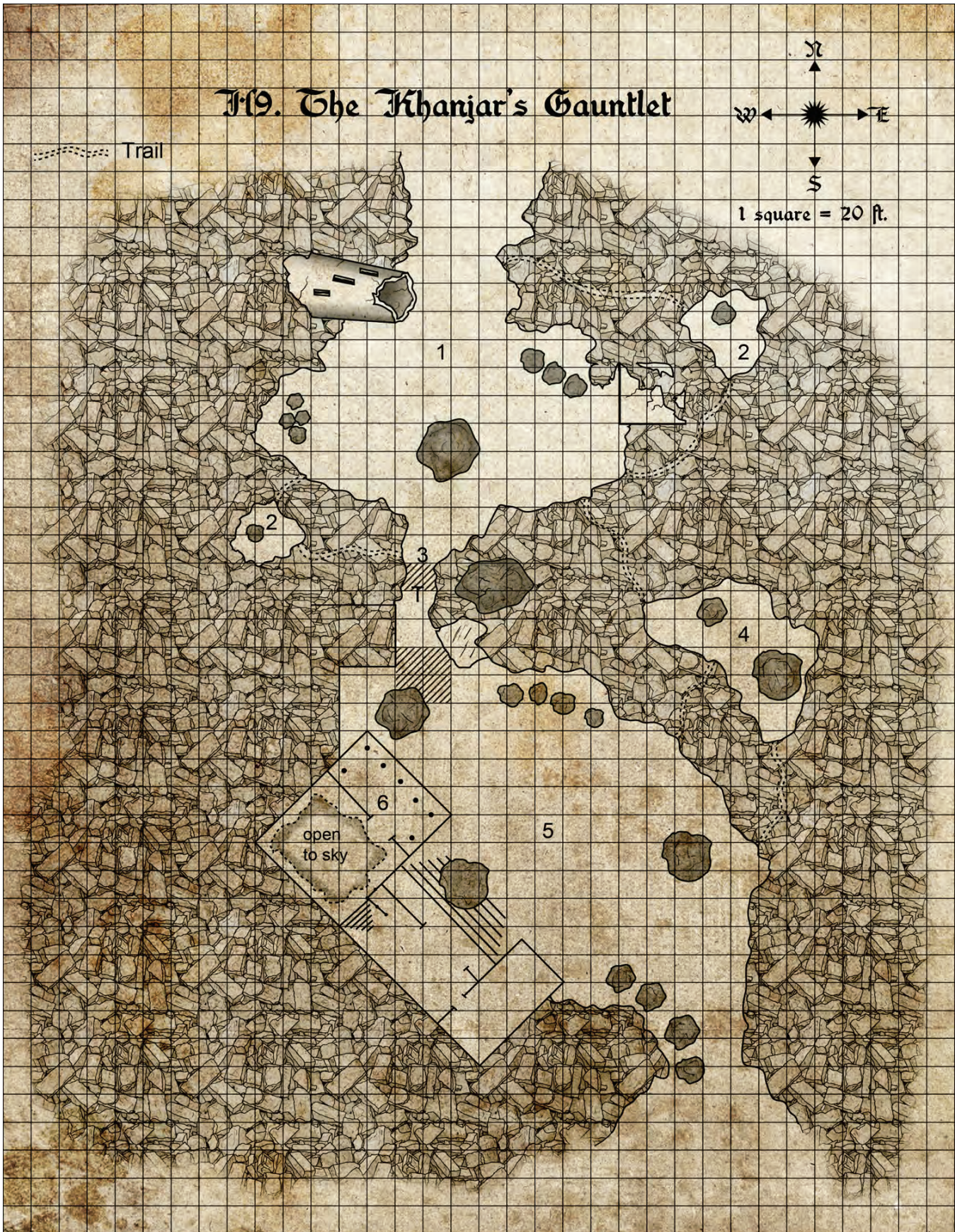


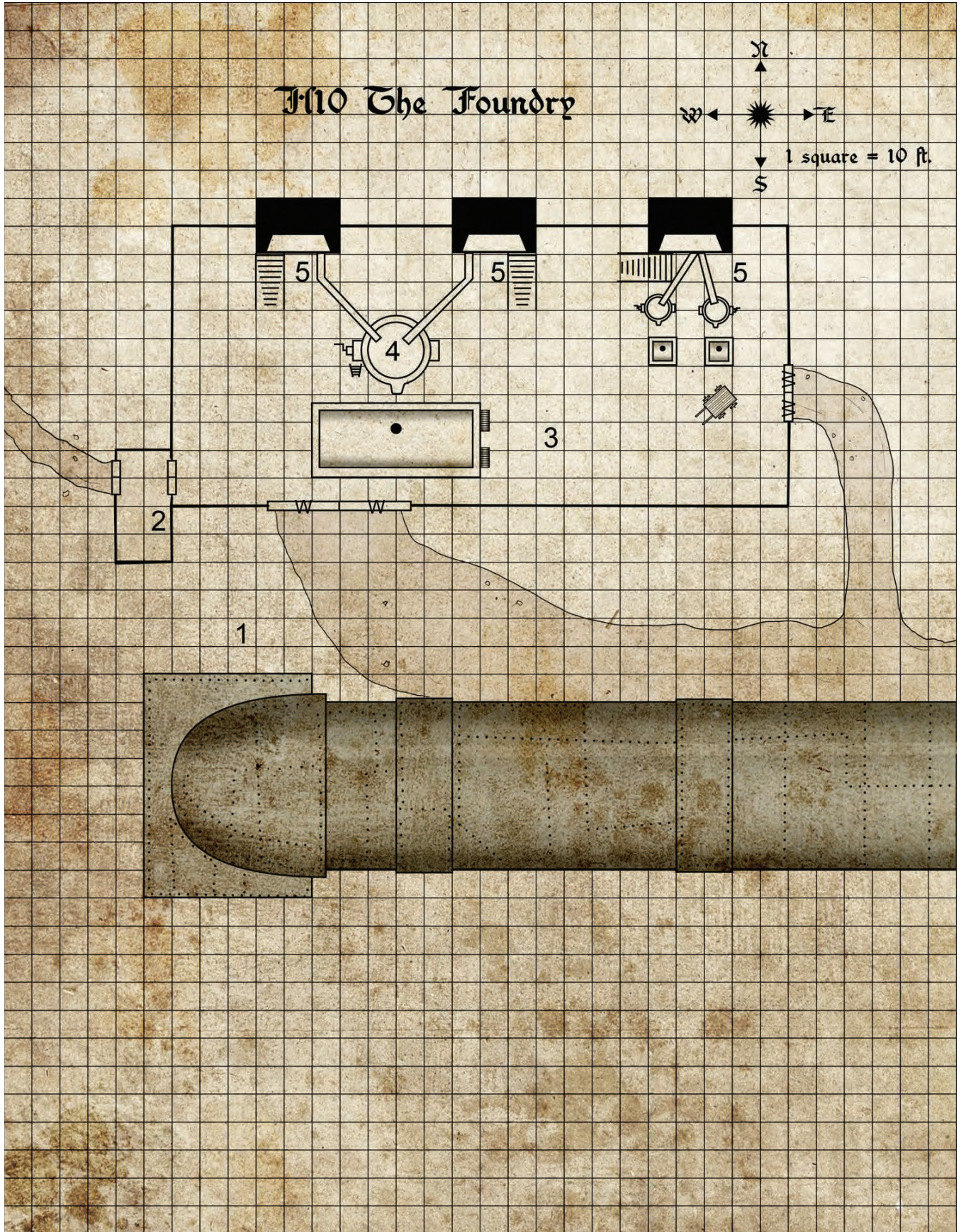
H6 - 2 through 5



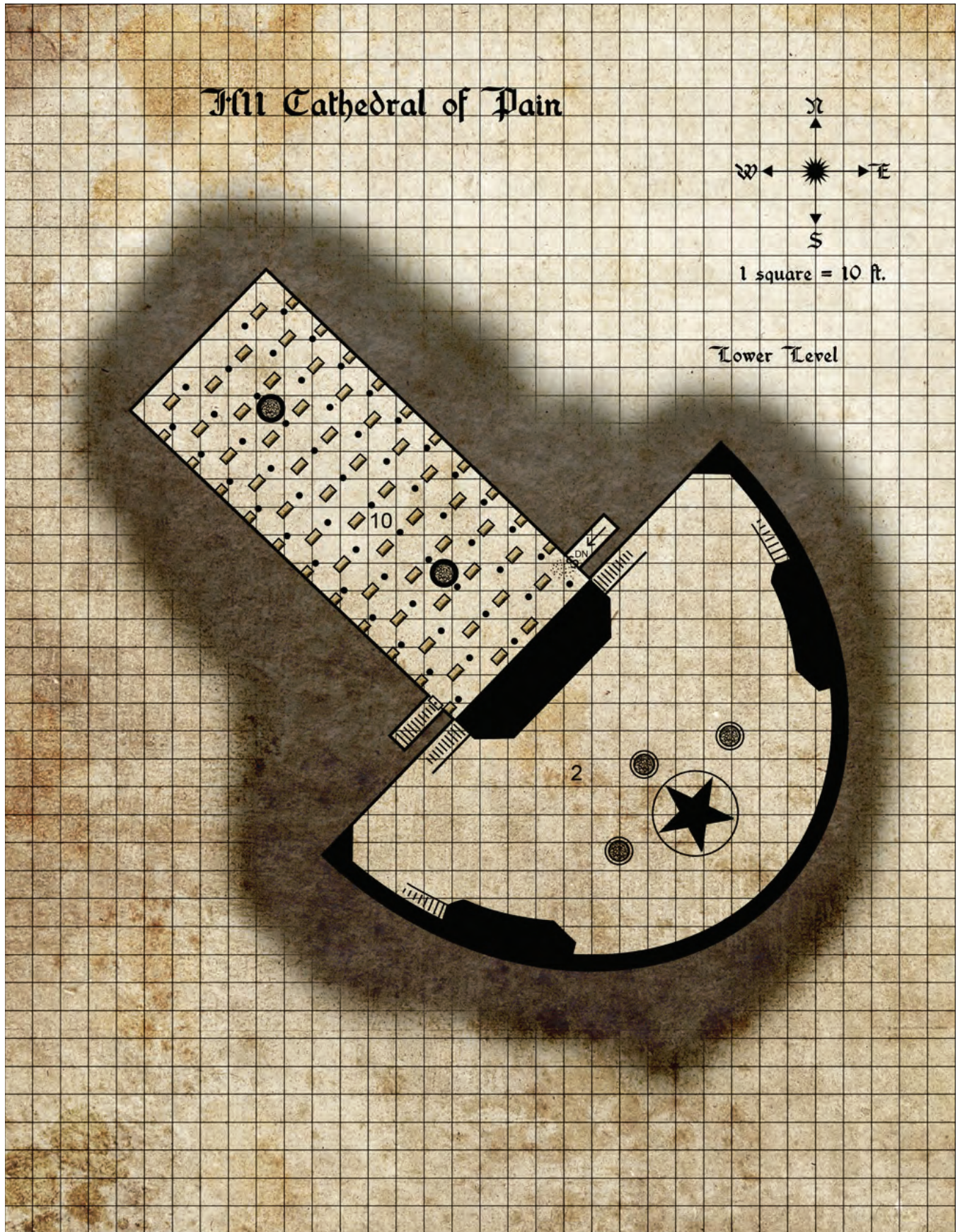




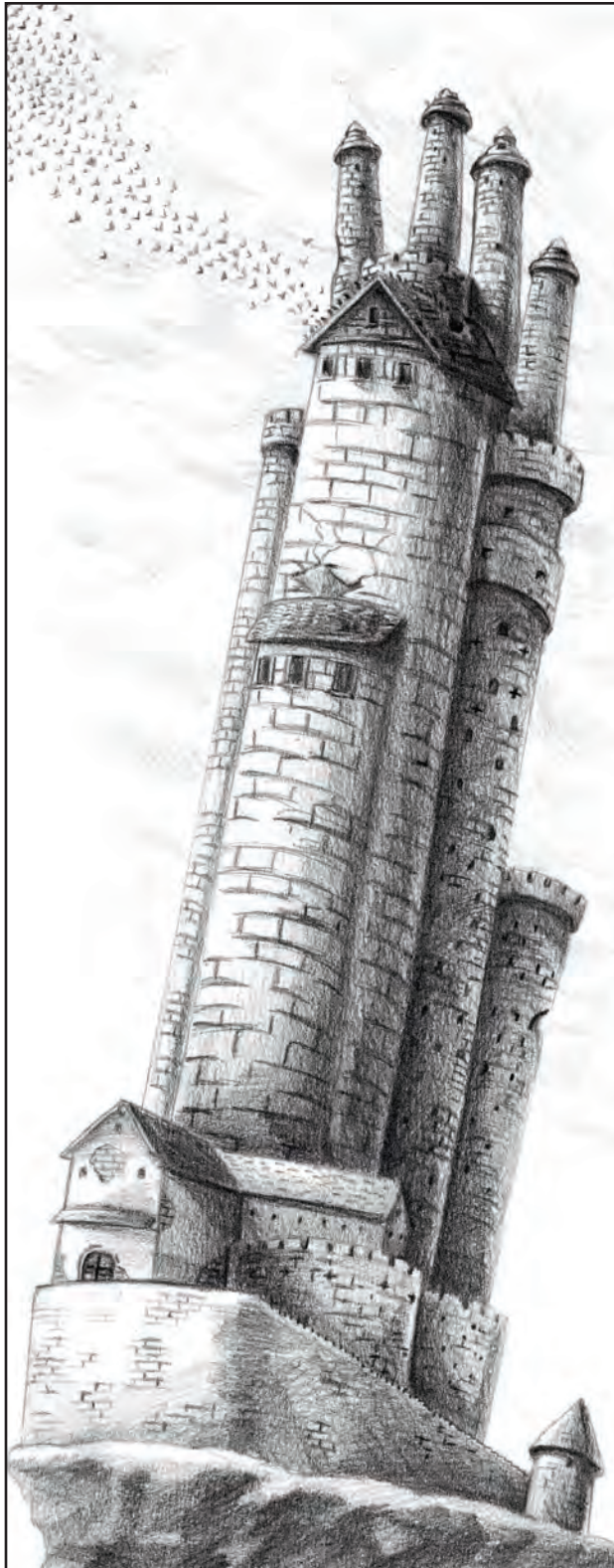








slumbering TSAR



Slumbering Tsar: — Temple-City of Orcus, Part 4 — The Crooked Tower

By Greg A. Vaughan

Rising like a crooked finger from the edge of a crumbling cliff, is the shadowed tower known to all who have called Tsar home. This ancient structure — one of the oldest in Tsar — stands on the verge of a sheer precipice at the edge of the Narrow Lanes, overlooking the Grunge below. The cliff undercuts the promontory on which it stands so much that it seems the whole looming mass should have toppled from its perch long ago. Rumors among the citizens of Tsar in its heyday speculated that it was only wickedness of the tower master's dark heart that prevented such a catastrophe. If it was true then, then it must be more so today because the depravity of the master of the Crooked Tower has only deepened over the years.

Chapter 7: The Crooked Tower

Master of the Tower, the White Walker, Belishan the Bloodmage, all these appellations and more have named the foul being who calls the Crooked Tower home. One of the most powerful denizens of the city during the days of Tsar, no one actually knew when Belishan first arrived or from whence he came. It seemed only that he and his tower of horrors had always left their shadow on this already-dark city. Nevertheless, while holding no position in the actual hierarchy of Orcus and operating outside the auspices of the church, the Bloodmage was unmatched in iniquity and stood as one of the most powerful and influential citizens of Orcus's city. Only the Grand Cornu and his most powerful assistants and captains dared question dark Belishan, and he was one of the few not counted among the Disciples who had virtual free run of the Citadel of Orcus.

Such was Belishan's authority and power that when the rulers of Tsar elected to flee the city and draw the Army of Light in pursuit, emptying the city of inhabitants in the process, Belishan desired — and was allowed — to remain behind to complete his own ongoing schemes and ensure that all went according to plan of the priesthood. After completing his task, he was to rejoin the disciples of Orcus in the Forest of Hope as they sprang their trap on the pursuing army. However with the Grand Cornu dead and anyone else of import leagues away, Belishan chose to ignore his orders and instead remained within the abandoned city to further entrench himself in his newly autonomous position.

Belishan observed with amusement as Lord Bishu and his valiant company stormed the gates of the city and charged into the Citadel of Orcus, failing to emerge. At the appointed time it was Belishan who activated the Grand Cornu's lurking spell that tore the citadel from the mortal realm and sent it spinning among the planes. In a final act of defiance, rather than allowing the statues in the Plaza of the Disciples to be magically and randomly scattered, Belishan instead used his powers to snare one of the disciple statues for himself as a trophy to his own ingenuity. The result was the same except that instead of all ten statues being scattered across the entire world, one of them remained anchored in place causing the others to scatter only throughout the city itself (except for one — described in Chapter 3, Event 7 of *Part 2—The Lower City*). Now the missing statues (referred to as the *Nine Disciples*, see the **Magic Items Appendix**) remain within reach of those braving the ruined city and thus create a potentially fatal weakness in the plans of the priests of Orcus, all because of one wizard's overweening arrogance.

Now Belishan largely ignores the many denizens that have taken up residence in his city — though he actively avoids some who are simply too powerful to ignore, such as Karkuune, General Myrac, or Plaguebone — and has created an alliance of sorts with the Khanjar. Instead he gathers about himself servitors and guardians and uses his network of dread raven spies to keep tabs over the city and all of the Desolation in order to subtly further his schemes and ever expand his sphere of power. To this day his endeavors include unleashing a lich into the Desolation in order to eventually supplant the rule of the Camp (see *Slumbering Tsar: The Desolation* for further information).

The walls of the Crooked Tower are composed of weathered gray stone: the exterior walls 2 feet thick, the interior walls 1 foot thick. Moss and lichens grows in dense carpets on the outside, especially along the seams of mortar, making the exterior slippery and more difficult to climb. The roofs are composed of cemented slabs of slate and are likewise slippery with years of accumulated moss growth and

bird droppings. Ceilings within the tower are 10 feet high with 2 feet of wooden beams and stone separating the floors unless otherwise noted, and the rooms are dark unless a light source is mentioned in the description.

Doors are generally wooden, reinforced with iron bands, open into the rooms, and can be locked from the inside with sliding bolts. Windows are basically arrow slits allowing nothing larger than Tiny size to enter (DC 30 Escape Artist check for a Small creature to squeeze through). They provide improved cover and concealment for anyone behind them. They are all covered with leaded glass panes in a casement that can be swung shut and bolted from the inside.

Anyone attempting to climb the walls or approach by flight finds himself the target of dread raven attacks. See Area 89 for details.

Superior Masonry Walls: 1 ft. or 2 ft. thick; Hardness 8; hp 90 per foot of thickness; Break DC 35; Climb DC 27 (outside), 22 (inside).

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Disable Device DC 20.

Leaded Glass Casement Window: 6 in. wide by 2 ft. tall, 1 in. thick leaded glass; Hardness 2; hp 5; Break DC 15; Disable Device 25.

The rooms and corridors within the tower are generally fairly small with a feeling of claustrophobic menace and ever-watching shadows. Describe the smaller rooms and corridors as confining and stuffy to heighten the players' unease. The denizens of the tower use the small spaces to their advantage, attempting to catch the party in bottle necks and using the tower's many twisting ways to surround and flank intruders whenever possible or herding them into even greater danger. Belishan also prefers the cramped spaces to prevent his larger guardian creatures from wandering around. A trip through the heights and depths of Belishan's tower should not be one soon forgotten.

I. Front Path and Grotesque Statue (CR II)

At the end of the path of blood-red crushed gravel an eerie tower stands on the edge of the cliff. Silent windows look down like dark eyes, and the lichen-encrusted walls of gray stone give off an aura of menace that grows as the observer draws closer. The shadowed shapes of birds perch upon the tower's upper reaches and peer down like sinister spies.

The foreboding appearance of the great house is matched only by the decorative statue that stands where the path splits, heading to the main stair and the lower stables. This artwork matches the macabre feel of the tower with a hint of mortal terror thrown in. The statue depicts some sort of fantastical tentacled horror standing on three stumpy legs. A beaklike mouth protrudes in the midst of a naturally growing beard of thick moss that coats the central portion of the stone relief.

A DC 24 Perception check notices many old dark stains marring the surface of the statue beneath the partially obscuring layer lichen and moss. PCs may be suspicious of this graven image and would be

CHAPTER 7: THE CROOKED TOWER

well-served by acting on this suspicion.

Creature: The grotesquely formed statue is actually a **stone golem**. It activates if anyone attempts to pass it on the ground without first smearing a sacrifice of blood upon its surface (the cause of the stains). A small puncture wound dealing 1 point of damage is sufficient. Belishan and his ilk carry vials of blood from their victims to appease the construct. Fliers like the dread ravens are also able to pass above the statue unmolested. However, unbeknownst to all is the fact that simply not touching the gravel path beyond the statue likewise prevents the golem from activating.

STONE GOLEM

CR 11

XP 12,800

hp 107 (*Pathfinder Roleplaying Game Bestiary* “Golem, Stone”)

Tactics: Despite its unorthodox appearance, the golem functions as typical for its kind and opens combat with a use of its breath weapon on all within range. Any combat that occurs here between the statue and the party is noticed by the dread ravens at Area 89, but they take no action other than to report to their master within.

2. Stables (CR 5)

These wooden doors are slightly askew. A crossbar lies in the weeds outside and is noticeable with a DC 14 Perception check.

A thick, 20-foot-high stone pillar seems to groan under the weight of the stone tower that rises above. Dusty and dry-rotted pieces of tack and harness dangle from rusty hooks in the stone walls. The eastern portion of the circular chamber is partitioned off as a horse stall with a few shreds of dried hay still lying in the corners. Standing majestically in this stall, looking as out of place as anything you could imagine, is a great, snow-white warhorse. Its gray mane is carefully brushed and it bears the trappings of a noble knight's steed with silver-studded saddle and harness, fine chain barding, and royal blue blanket. An empty scabbard hangs from the destrier's saddle. It looks at you with unusual intelligence in its peaceful eyes.

This small stable serves as the domicile of Belishan's steed. The entire room is under the effects of an extended *programmed image* cast at 15th level which is activated when anyone touches the outside doors. The figment created is identical to the appearance of the actual room so interacting with the room is insufficient to allow a Will save (DC 22) to disbelieve it until the true nature of the light warhorse is discovered. The only difference between the figment and reality is that the figment eliminates the smell of brimstone. The spell's figment lasts for 30 rounds, but there are actually 5 overlaid extended *programmed images* set to be activated in sequence the moment the preceding one expires. In other words the image persists for a total of 15 minutes or until disbelieved or dispelled. Once one of the images has been disbelieved, each subsequent image allows an automatic chance to disbelieve.

Creature: Belishan's mount is actually a **nightmare** under the effects of a *seeming* spell (caster level 15) to disguise its true appearance. Belishan renews this spell twice daily to make his steed appear to be a paladin's mount. The effect is further amplified by the fact the nightmare truly is wearing the accoutrements it seems to be wearing. The *seeming* affects only its personal appearance, not its gear. The nightmare is intelligent enough to play the part of an intelligent paladin's mount and remains friendly and docile unless attacked or the illusion is discovered. Attempts to *speak with animals* fail because it is an outsider rather than an animal, and any other attempts to communicate with it inexplicably fail (simply because it refuses to respond, though the PCs won't know that). A DC 40 Sense Motive (with a +5 circumstance bonus for a paladin and a +5 circumstance bonus for a character with 10 ranks in Knowledge [planes]) can detect something amiss about this beast and allow a

chance at disbelief (DC 21).

CORRIGONT, NIGHTMARE

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* “Nightmare”)

Development: The entire setup is designed to lead intruders to believe that a paladin is currently facing the dangers of the tower alone in order to hopefully cause the characters to take hurried or rash actions or at least fall into a trap. The warhorse allows characters to search its belongings and saddlebags (and actually seems to encourage it while staring at the party with big eyes expressing worry over its missing master). It does not even attack if its items are taken, though it will make accusing glances at the perpetrator. The saddlebags hold a week's trail rations, 50 feet of hempen rope, 2 full waterskins, a note written on parchment (see **Player Handout B**), and the **treasure**. The note is part of a ruse left by Belishan to lead intruders into a trap at Area 8e. The note reads:

“Barionor, I could wait for you no longer and entered the tower alone to slay its foul master. The auguries stated that the means to his destruction are in hidden in his throne in the great hall. I will find a way inside and meet you there.

Sir Aix de Flomme”

Treasure: The silver-studded tack on the horse is worth a total of 250 gp. The scabbard fits a longsword and is of exquisite make with platinum tooling and inset with 10 small sapphires worth a total of 660 gp. In the saddlebag is a silver holy symbol of Vanitthu, God of the Steadfast Guard (see *Bard's Gate* by **Necromancer Games**) worth 25 gp, wrapped in a silk cloth worth 20 gp and a *potion of cure light wounds*.

3. Granary (CR 6)

The door creaks open to reveal a horrific sight. The room is an abattoir strewn with bloodied corpses dismembered and scattered. Seething over all is a carpet of great black sewer rats.

Once a granary for the animals stabled in the adjacent room, it now holds rations of a different sort — freshly butchered corpses of gnolls, dire baboons, and other less-identifiable creatures serving as feed for the nightmare in Area 2.

Creatures: Unfortunately, a slaughterhouse like this draws the foul vermin of the tower's foundations like a beacon. There are **2 rat swarms** feeding in here. They immediately rush towards the doorway searching for fresher fare. In the second round of battle one of the corpses, a **butchered troll**, rises and joins in the battle, ignoring the rats in favor of PCs. This creature had been captured and dismembered by Belishan's minions. Its innate regeneration had reassembled its limbs, but the incessant gnawing of rats kept it perpetually at 0 hit points. With the rats distracted its regeneration functions without impediment. In the round it attacks it is at 5 hit points, gaining an additional 5 each round.

RAT SWARMS (2)

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Rat Swarm”)

BUTCHERED TROLL

CR 5

XP 1,600

hp 63, currently 5 (*Pathfinder Roleplaying Game Bestiary* “Troll”)

Ad Hoc XP Adjustment: Because of the troll's weakened state, award only 10% XP unless it is able to regenerate to its full hit points.

4. Guard Tower (CR 6)

The narrow stairs rise 10 feet to the entrance of a small guard tower. The guard tower itself is a cylinder with lichen-encrusted stone walls rising from the ground level below to a conical roof of wood shingles carpeted in moss. The stairs continue their ascent, curving along the base of the main tower past the guard post's entrance. The guard tower's door is ajar, and flickering torch light is visible through its entrance and arrow slits.

The interior of the tower is a simple room with two cots, a table with four chairs, and a torch bracket beside the northern arrow slit. An obvious wooden trapdoor in the floor is situated near the center of the room. On the table are four plates and mugs. The plates hold still-warm mutton and the mugs are half-full of beer. There is no sign of the room's occupants and no indication of an alarm or struggle. Beneath the trapdoor is a ladder descending 10 feet into a cramped cellar stacked with boxes and barrels of foodstuffs and crates with spare pieces of armor, crossbow bolts, and torches. One cask has been tapped and is still nearly full of cheap beer. There is nothing hidden and nothing of value.

The entire interior of the tower has a faint aura of conjuration if *detect magic* is cast. That is because of a permanent *unseen servant* effect that appears every few hours, cleans the room, and then prepares fresh plates of food. There are no guards stationed here, but Belishan continues this ruse to keep intruders guessing and nervous about what could have happened to the guards or where they might be waiting.

Trap: On the landing outside the tower, just past the tower's entrance is a trap. When the marked square is stepped on, an iron grill tipped with sharpened spear points springs forth from the natural rock wall to the south. The sharpened tips slam into the wall of the guard tower impaling anything in the way and possibly pinning a victim to the tower's wall. The iron grillwork remains locked in place until reset from Area 13, forming a gate 10 feet high that blocks the stair. The grill has sharpened tips at the top, so climbing over is hazardous as well requiring a DC 15 Climb check and DC 15 Acrobatics check to ease over the sharpened tips. If the Acrobatics check is failed, the character impales himself for 1d6 points of piercing damage. Anyone so impaled must make a DC 15 Fortitude save or contract red ache from the ancient corroded metal (see the "Diseases" section in the Appendices of the Pathfinder Roleplaying Game).

SPEAR WALL TRAP CR 6
Type mechanical; Perception DC 26; Disable Device DC 20

Trigger location; **Reset** manual

Effect Atk +21 melee (3d8 plus disease, spears, DC 15 Ref or pinned, 1d8 per round until freed, Break DC 28, Escape Artist DC 30); disease (red ache); Search DC 26; Disable Device 20.

Iron Grillwork Gate: 2 in. thick bars; Hardness 10; hp 60; Break DC 28.

5. The Terminal Stair (CR 0 or 1)

The narrow, crumbling stair has seen better days. It hugs the base of the tower as it circles up towards the entrance. On the right is the natural stone foundation of the great tower, on the left, a sheer drop over the crumbling cliffs to the lower city far below.

Called the terminal stair not only because it ends suddenly at a sheer drop off but also because it is the last walk of many who have visited the Crooked Tower, the wobbly stone flags of the stair rise another 30

feet from Area 4 to the entrance to the tower. The stairs themselves appear unstable but are actually quite safe if characters are not running on them. Running characters must make DC 15 Acrobatics checks each round to avoid falling off. Anyone attempting to run can travel as far as the stairs go until their next curve and must then end his move there for the round or go over the edge.

Creatures: There is a 30% chance per round that one of the **dread ravens** at Areas 89 or 84 spots the party as they climb the stairs, unless using Stealth or otherwise obscured. The chance increases to 100% if the party has already encountered the dread ravens and left any alive. If the party is spotted, a raven swoops down to Area 11 (making a double move to reach it in one round) and then casts *grease* on the stairs beneath the party before flying back up to its regular perch. Each character in the area must make a DC 11 Reflex save or slip and fall. The stairs are inclined slightly outward to help drainage, so a slip and fall results in a tumble over the edge and a 200 foot drop to The Grunge below (20d6 points of damage). After the initial save, characters can attempt to move half speed by making a DC 12 Acrobatics check. Failure means they cannot move and must make a Reflex save or fall. Failure by 5 or more means they fall and go over the edge.

6. Doors of Dolor (CR 12)

The narrow path levels off before a great iron double door leading into the tower. The surface of the doors is molded in bas-relief like a giant, bearded face, its mouth open wide in agony. Heavy doorknockers protrude from its bulging eyes, and handles emerge from its moustache. Beyond the door, the path travels to the corner of the tower before suddenly ending at a sheer drop off.

The front doors of Belishan's tower have an *arcane lock* at 15th level and are heavily warded. There are two traps on the doors. Only those invited by Belishan are able to bypass these effects.

First Trap: The first is a *symbol of fear* inscribed upon the door. It is activated by the first person to view the door unless immediately detected and disabled. When activated it affects all outside the door within 60 feet. Anyone failing their Will save becomes panicked and flees for 15 rounds. Anyone panicked must make an immediate DC 15 Wisdom check to avoid the urge to flee straight back from the symbol and thus over the edge of the path for 20d6 points of falling damage. Those that succeed at this check must still attempt to negotiate the stairs at Area 5 at a run. See that area for details. If there is a *grease* spell in effect on the stairs, anyone running down them automatically slips over the edge and falls.

SYMBOL OF FEAR TRAP CR 10
Type magical; Perception DC 31; Disable Device DC 31

Trigger magic; **Reset** none

Effect spell effect (*symbol of fear*, 15th-level wizard, DC 22 Will save avoids); multiple targets (all targets within 60 ft.)

Second Trap: The second trap affects anyone who actually touches the doors. Anyone touching the doors is immediately subjected to a Constitution drain attack. This is the result of a dread wraith that Belishan has magically bound within the doors. Each successful drain attack gives the wraith 5 temporary hit points. This trap cannot be detected or disabled, because it is a part of the very door itself, though, the use of certain magic, such as *true seeing*, can identify the wraith within the doors. The trap can only be removed by successfully dispelling the *arcane lock* or physically breaking through the doors. However, doing this releases the dread wraith, which immediately attacks. A *knock* spell does not release the dread wraith.

CHAPTER 7: THE CROOKED TOWER

CONSTITUTION DRAIN TRAP

CR 5

Type magical; Perception DC na; Disable Device DC na

Trigger touch; **Reset** automatic

Effect (Constitution drain, 1d8 points, DC 25 Fortitude save negates); multiple targets (all touching doors); never miss

Iron Double Doors: 2 in. thick; Hardness 10; hp 60; Break DC 38.

DREAD WRAITH

CR 11

XP 12,800

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 (16d8+112)

Fort +12; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Spd fly 60 ft. (good)

Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

Create Spawn (Su) A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

7. Door Warders (CR 5)

Shadowy alcoves flank this short antechamber. In each stands a life-size sculpture of a bat-winged fowl with a large comb and wickedly serrated beak. Opposite the entrance is a heavy wooden double door reinforced by iron bands.

The statues are extremely lifelike and are identifiable as cockatrices with a DC 10 Knowledge (arcana) check. A DC 25 check confirms that they are actual cockatrices that have been petrified. The heavy doors are locked and bear a trap of sorts. They have a moderate

aura of transmutation. It can be dispelled if successful against caster level 15. Anyone touching or opening the doors without first intoning the phrase, "All hail the Bloodmage, Master of the Tower," causes dual *stone to flesh* spells to be activated upon the petrified cockatrices. Likewise, attempting to damage the statues causes the *stone to flesh* spells to activate. Due to the unique nature of this spell effect developed by Belishan, the cockatrices do not need to make a Fortitude save to survive the *stone to flesh*.

Creatures: Once released from petrification, the cockatrices gain a surprise attack in the close quarters as they lash out with glee.

COCKATRICES (2)

CR 3

XP 800

hp 27 (*Pathfinder Roleplaying Game Bestiary* "Cockatrice")

Treasure: Discarded and forgotten on the floor in the northern alcove behind the cockatrice is a pale blue sapphire (1,000 gp). It is located on a DC 15 Perception check if the area is searched.

8. Feast Hall (CR varies)

This great hall is divided up into several parts described separately below after a general overview description is given.

This great hall extends far to the west and to the north. The ceiling 20 feet above is nearly lost in the gloom. Midway up a balcony wraps around the room supported by heavy wooden columns that extend on to the ceiling above. Great chandeliers of multi-tiered wooden rings, like wheels with candles mounted on the spokes, dangle 5 feet below the ceiling. They are unlit. Long tables set with dozens of chairs fill the hall, and a faint greenish glow issues from the hall's northern wing. A strong, musky animal odor fills the chamber.

Creatures: Guarding this chamber are 4 **dire worgs**. These great beasts patrol the hall and lunge over tables to fiercely attack anyone whose smell they do not recognize. They are intelligent enough to try and corner or flank individual opponents to bring them down one at a time. Due to their great size they are unhampered by the furniture, though Medium PCs must make Acrobatics checks to hop up to surmount the tables. The dire worgs can leap up to the balcony with a DC 20 Acrobatics check (to make it over the rail) and will do so in order to maneuver and jump down to flank opponents.

DIRE WORGs (4)

CR 6

XP 2,400

hp 68 (See **Monster Appendix**)

8a. Balcony Stair

These wooden steps rise 10 feet to the balcony above.

8b. Minstrels' Stage

This 2-foot platform holds five chairs for visiting musicians and performers on occasions when the Master of the Tower might be in the mood. They are dusty and have the appearance of disuse. A DC 23 Perception check notices dark stains beneath the dust on the platform belying the darker forms of entertainment in which the Master of the Tower has sometimes indulged.

8c. Fireplace and Roasting Spit

A great masonry hearth and fireplace with a gaping opening, 7 feet high, fills this portion of the hall. An iron spit large enough to accommodate a boar or side of beef stands in it. The heavy flue is closed. The entire thing radiates a feeling of intense cold. A DC 25 Perception check locates a tiny spy hole in the mortar between two of the soot-stained bricks in the

CHAPTER 7: THE CROOKED TOWER

back of the fireplace, providing a clear view of the western end of the hall. Nothing is visible behind the spy hole but a small, dark room (see Area 8d for details). The flue is large enough that a Tiny or smaller creature can negotiate it and use it to travel to the flues in Area 33 and Area 57 or emerge from the chimney at Area 66. Unless flying, such maneuvers require a DC 15 Climb check. A Small creature could try to fit through these narrow passages with a DC 30 Escape Artist check for every 10 feet traveled and the Climb DC increases to 25 for the awkward fit.

Creature: Unfortunately any character approaching within 5 feet of the front of the fireplace (including a Perception check for the spy hole or manipulating the flue) causes the **undead fire elemental** that resides in the cold ashes to manifest itself and attack. The elemental will not pursue more than 15 feet from the fireplace. The dire worgs know better than to wander too near the fireplace but may try to chase PCs into the grasp of the undead elemental there.

UNDEAD FIRE ELEMENTAL XP 4,800

CR 8

hp 102 (See **Monster Appendix**)

8d. Hidden Chamber

A DC 25 Perception check reveals the secret door hidden in the masonry of the fireplace. It leads into a small room with a spy hole at eye level that looks out through the back of the fireplace with a view of the western half of the great hall. There are no furnishings in the room, and a thick layer of dust and soot coat the floor. Inside the room, a DC 25 Perception check reveals a secret door in the north wall leading into Area 17.

8e. False Seat of the Tower Master

A wicked-looking throne composed of stone and monstrous fangs and inset with large bloodstones, this seat resembles what one would expect for someone known as the Bloodmage. A short dais raises the seat, giving it a clear view of the chamber. Two extensions of the dais support firepots mounted on 3-foot-tall lead rods. The firepots are full of a liquid with a strange greenish flame burning on its surface. They shed light equal to a torch but cannot be extinguished without dumping the fuel. A DC 25 Perception check of the west wall reveals a spy hole at eye level with a clear view of the high seat and the head of the table. Beyond is visible only a dark, cramped space behind the wall (Area 17).

Traps: Despite its sinister appearance, Belishan never actually uses in this chair, though occasionally a *projected image* cast from Area 17 gives the appearance that he does. Before the throne is a pit trap that can be locked closed by a switch in Area 17 but is currently unlocked and operational dropping any who step on it 20 feet into Area 29. If activated, the pit trap closes and locks itself after 1 round. It can then be opened by magic, bashing through it (same stats as the walls of the tower) or unlocking it from Area 17.

Likewise the dais bears a trap that is activated if anyone steps on it in front of the high seat (for instance to recover the bloodstones). In this case the two firepots upend themselves on anyone in the four squares adjacent to the throne (including sitting on the throne). The fuel for the strange green flames is extremely acidic, so the firepots deal both fire and acid damage.

PIT TRAP

CR 1

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; **Reset** automatic (1 round)

Effect 20ft. deep (2d6, fall); DC 20 Reflex save avoids

UPENDED FIREPOTS TRAP

CR 7

Type mechanical; Perception DC 28; Disable Device DC 24

Trigger location; **Reset** repair

Effect alchemical item (2d6, fire and 4d6, acid, DC 18 Reflex save half damage); multiple targets (all targets within 4 adjacent 5-ft. squares around throne)

Development: If either of these traps is triggered, the ghost archers at Area 8f appear and attack all those in the room below. The dire wolves do not venture into this portion of the great hall, stopping at the last set of pillars.

Treasure: There are a total of 12 large bloodstones inset in the throne, which are not damaged from the acid of the firepots trap. They can easily be pried loose and are worth 100 gp each.

8f. Balcony

This wooden balcony can be accessed by the stair at 8a, the locked door to Area 11 and the unlocked door to Area 34. It is composed of heavy planks of solid construction and hangs 10 feet above the floor of the hall, supported by thick wooden columns that continue on to the ceiling above. A 3-foot-high wooden railing runs along the edge of the balcony. Two large chandeliers hanging from the ceiling dangle five feet above the level of the balcony and could be used to swing from one to the other with a successful Acrobatics check DC 15 for a Medium creature to go over the rail. A swinging creature needs make only a DC 5 Acrobatics check to safely land on the far balcony. Increase the DC by 5 for Small creatures.

Creatures: If one of the traps at Area 8e is activated, 6 **ghost archers** appear along the railing (3 on each side) and fire down on anyone in the great hall. They do not come down from the balcony but continue to pepper any targets until destroyed or turned. These ghosts are the remains of some of Belishan's guardsmen that he executed for sleeping at their posts. They hate their lord but fear him and now eternally guard his great hall. If reduced to 0 hp they rejuvenate in 2d4 days to resume their guard duty. They can only be permanently laid to rest if Belishan himself is destroyed. If a ghost is destroyed all of its equipment, likewise evaporates. However, if they are permanently laid to rest, one set of *lesser bracers of archery* will be left behind.

GHOST ARCHERS (6)

CR 6

XP 1,600

Male human ghost fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

LE Medium undead (augmented human, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +16

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 57 (5d10+15 plus 10)

Fort +7; **Ref** +6; **Will** +1

Defensive Abilities bravery +1, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Spd fly 30 ft. (perfect)

Melee corrupting touch +8 (6d6, Fort DC 15 half)

Ranged corrupted flight +11 (2d10+1 plus 1d4 Charisma)

Special Attacks weapon training (bows +1)

Str —, **Dex** 17, **Con** —, **Int** 10, **Wis** 10, **Cha** 16

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

Feats Dodge^B, Improved Initiative^B, Lightning Reflexes, Point

Blank Shot^B, Precise Shot, Toughness, Weapon Focus (longbow)^B

Skills Fly +11, Intimidate +11, Perception +16, Stealth +19

Languages Common

SQ armor training 1

Gear longbow, *lesser bracers of archery*

Corrupted Flight (Su) The ghost archers are able to fire incorporeal arrows from their ghostly bows that strike as incorporeal ranged touch attacks to a range of 80 feet. These corrupted flights cause 2d10 points of damage and 1d4 Charisma damage (DC 15 Fort save negates Charisma damage but not physical damage). The save DC is Charisma-based.

9. Mortuary Barracks

Filthy leaded-glass panes in narrow arrow slits provide a glimmer of light to this room. Once double bunks and footlockers lined the walls, but now all have been reduced to fragments and debris with a torn piece of fabric snagged here and there. Six human skeletons lie strewn in the center of the floor, their skulls noticeably separated from the rest of their bodies.

This once served as the main barracks for the tower back in the days of Tsar. During the great battle centuries ago, Belishan's personal garrison was conscripted into the defense of the city leaving only six guardsmen behind. After the Great Retreat from the city by the army of the Disciples, Belishan determined he no longer needed the expense and hassle of living guardsmen. On trumped up charges of sleeping at their posts, he had them beheaded (after draining them of their blood, of course). Their bodies were unceremoniously dumped in this now defunct room. These guardsmen now exist as ghosts as described in Area 8f, however, they don't manifest in this chamber, and destroying their remains has no effect on them.

10. Fettering Armory (CR 7)

The door to this room is padlocked from the outside (DC 20 Disable Device). The major domo has the key (see Area 13).

This dank chamber smells strongly of filth and fear. Arrow slits in the far wall have been bricked over casting the ancient weapons racks and armor stands lining the walls into perpetual gloom. From around the corner comes a soft, shuffling noise and a ragged sob.

This was once the tower's armory when Belishan was concerned with keeping a garrison. The weapons racks still hold a few longswords and short swords, and a suit of banded mail remains on one armor stand — all in serviceable condition. However in the intervening centuries, Belishan has converted this room into a prison cell for a special prisoner that he keeps around for its usefulness. Other than Belishan only the tower's major domo ever comes to this room, and then only very occasionally.

Creature: Leaning against the wall around the corner from the entrance is a **maimed medusa**. This creature was captured by the Bloodmage's servants long ago and has been tortured extensively. Both of her legs end at scarred stumps midway down her thighs. Her tongue has been cut out and her snake hair removed leaving only a mass of scar tissue over her scalp. She wears only a filthy, shapeless smock. But her eyes are still good, and with them her gaze attack. Belishan occasionally uses her to petrify prisoners and creatures to preserve them indefinitely, to use in his sculpting studio, or to reload his trap at Area 7 if his current guardians are destroyed. The crippled medusa has given up any hope of escape and merely exists in a half-insane stupor. She wears a *ring of sustenance* on one hand that keeps her alive. Anyone looking around the corner is automatically subjected to her petrifying gaze.

MAIMED MEDUSA

XP 3,200

hp 76 (*Pathfinder Roleplaying Game Bestiary* "Medusa")

Speed 5 ft.

Melee dagger only (no snakes)

Gear *ring of sustenance*

Ad Hoc XP Adjustment: Due to the medusa's weakened condition, award only one-half XP for defeating her.

11. Parapets

The trapdoor leading into the tower next to the armory (Area 10) is bolted from below. Treat as a typical locked door of the tower.

These platforms are surrounded by a 5-foot-high, crenellated battlements that overlook the stair at Area 6. The northern platform sits 3 feet lower than the southern and is accessed by a short ladder. The southern parapet ranges in height above the stair from 12 feet to 27 feet, and the northern parapet is 39 feet above the stair at Area 4. The roof above Area 12 is easily accessed from the northern platform and has the same construction and quality as the roof at Area 66. The roof above Area 7 is similarly accessible from the southern platform and shares the same characteristics.

12. Lower Stair

The ceiling of this low hallway and the rooms opening off of it are only 8 feet high, giving the hall and chambers a cramped and stuffy feel to them. The doors opening off the hall are only 6 feet high, though the rooms beyond have 8-foot ceilings. A strange, cloying odor is detectable rising from the darkened stair descending to Area 24. At the western end of the hallway is an opening in the ceiling. A wooden ladder bolted to the wall ascends through this opening. The ladder is trapped as described at Area 40.

13. Major Domo's Quarters (CR 8)

This cramped room has a single arrow slit, its leaded-glass pane currently swung open to admit some light and air. Against the west wall is a simple bed, a straw-stuffed mattress suspended on ropes stretched taut across the frame, a grubby blanket wadded at its foot. Beneath the bed sits an empty chamber pot, and in the center of the room sits a table with two chairs. Upon the table is a bell jar filled with a swirling red light. Beneath the arrow slit is a wooden cabinet, warped and cracked from age and moisture. Its ill-fitting doors stand open, and visible within are hanging several iron keys. A half-size wooden door exits the room to the north.

This chamber served as the quarters for the tower's major domo, Belishan's chief steward, who took care of the day-to-day running of the tower. Unfortunately the major domo, Rothestyl, has been missing for two weeks, and Belishan has failed to notice his absence. His apprentice Cheg (see Area 15) has noticed and has been carrying out his duties in the meantime but has not made a comprehensive search for his former master, realizing that in his absence he is sure to be made the new chief of the house.

The cabinet holds the keys to various locks in the tower. All look remarkably alike and if used on the wrong lock will set off any trap that may be waiting. The five keys here are for the padlocked door at Area 10 and the doors to Areas 26, 29, 58, and 63.

The door to the north leads into a small, cramped closet. Hanging within are a number of courtier's outfits, slightly out of style but still of good quality, and a chest holding the attendant jewelry. Hidden behind several hanging outfits (DC 15 Perception to locate) is a stone lever protruding from the wall. This is the reset switch for the trap at Area 4. If the trap has been sprung, the lever is in the up position. To reset the trap (and retract the iron gate) the lever must be pushed into the down position. This is the position it will be in if the trap was not previously sprung. The arrow slit in the main room gives a clear view of that portion of the outside stair.

Hidden beneath a loose flagstone in the floor (DC 23 Perception check to locate) is a hollow holding the major domo's **treasure**.

CHAPTER 7: THE CROOKED TOWER

Creature: The bell jar on the table contains an enraged **efreeti** that immediately attacks if the cover is lifted. Rothestyl freed the efreeti from imprisonment in a lamp and extracted a *wish* from it, but then managed to magically ensnare it in the bell jar while he tried to figure out if there was any way to extract another *wish*. It fights to the best of its ability in the cramped quarters using its *change size* ability if necessary to fight more effectively.

EFREETI

CR 8

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary* “Genie, Efreeti”)

Treasure: The 8 courtier’s outfits in the closet are worth 30 gp each, and the chest holds jewelry with a total value of 400 gp. Within the hollow in the floor is a sack holding 280 gp, a *headband of alluring charisma* +2, a *ring of counterspells*, and a *potion of darkvision*.

14. Groundskeeper’s Quarters (CR 12)

The rank odor of compost and the smell of wet earth fill this low-ceilinged room. The floor is strewn with muddy soil and many small plants thrive here and there. What furniture there once was has moldered to the point of ruin in the damp conditions. What was once a bed lies in the northwestern corner, and upon it grows a mass of some vinelike plant with mustard-colored flowers and matted, brownish leaves. A breeze circulates through the open window casement causing the various plants in the room to dance and sway.

This chamber has served as the quarters of the tower’s groundskeeper since its construction long ago. For the last several centuries, however, there hasn’t been much in the way of upkeep on the tower’s grounds.

Creature: Nevertheless the mysterious groundskeeper of the tower, his name long-forgotten and now remembered only as the **Green Man**, still resides here rarely, if ever, leaving — or even moving, for that matter. The Green Man seems content to occasionally tend to the flora growing in Areas 24 and 25 and otherwise remain inert, almost plantlike, as he lies on his pallet.

The Green Man is, in fact, the strange plant seemingly growing on the remains of the bed. The Green man is a wererat who became infested by the seed of a yellow musk creeper. Now he resembles a wererat with the typical matted, brown fur and hairless tail but with clinging vines, green, ivy-like leaves and 7 sickly yellow flowers growing on its body from various orifices. Due to his strange lycanthropic physiology, the wererat was not rendered a mindless yellow musk zombie to eventually wander off and die as is typical. Instead the sprouting plant has created a symbiotic relationship with the wererat. While he is a bit “touched in the head” by this relationship (in many ways becoming downright plantlike), he retains his intelligence and free will. As a result of the plant introduced to his physiology, as long as he gets enough water, nutrients and sunlight he is virtually immortal, with the longevity of an oak. A side effect of this symbiosis, however, is that he is forever stuck in his hybrid form and can no longer pass on the curse of lycanthropy.

THE GREEN MAN

CR 12

XP 19,200

Male unique human natural wererat (hybrid form)-yellow musk creeper symbiote rogue 9 (*Pathfinder Roleplaying Game Bestiary* “Lycanthrope, Wererat; Yellow Musk Creeper”)

NE Medium plant (augmented humanoid, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +20

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)



hp 102 (9d8+27 plus 3d8+9 plus 9)

Fort +9; **Ref** +10 (+13 vs. traps); **Will** +7

Defensive Abilities evasion, improved uncanny dodge, rogue talent (resiliency), trap sense +3, uncanny dodge; **DR** 10/silver; **Immune** plant traits

Spd 30 ft.

Melee +2 *sickle* +13/+8 (1d6+4 plus disease), bite +6 (1d4+1 plus disease)

Special Attacks create yellow musk zombie, pollen spray, rogue talent (finesse rogue), sneak attack +5d6

Str 15, **Dex** 16, **Con** 16, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +10; **CMD** 24

Feats Alertness, Dodge, Improved Initiative, Improved Natural Armor, Iron Will^B, Mobility, Stealthy, Weapon Finesse^B

Skills Acrobatics +15, Climb +14, Disable Device +19, Escape Artist +17, Knowledge (nature) +9, Perception +20 (+24 locate traps), Profession (gardener) +13, Sense Motive +15, Stealth +22 (+30 in natural surroundings)

Languages Common

SQ lycanthropic empathy (rats and dire rats), rogue talent (rogue crawl, stand up), trapfinding

Gear rusty +2 *sickle*

Create Yellow Musk Zombie (Su) A grappled creature takes 1d4 points of Intelligence damage per round as tendrils from the Green Man bore into its skull. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see *Pathfinder Roleplaying Game Bestiary* “Yellow Musk Creeper”). **Disease (Ex)** *Filth Fever*: Bite—injury; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Red Ache: Rusty sickle—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

Pollen Spray (Ex) As a free action once per round, the Green Man can spray a cloud of pollen at a single creature within 5 feet. He must make a +11 ranged touch attack to strike the target, who must then succeed on a DC 19 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its

CHAPTER 7: THE CROOKED TOWER

normal speed into a space within the nearest yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The entranced creature innately knows the location of the nearest such plant through a temporary link created by the pollen that lasts as long as the entrance effect. The save DC is Constitution-based.

Tactics: The Green Man is aware when the party enters the room but lies completely still, silently observing them. If someone recognizes him as a creature rather than just a plant (opposed Perception check versus his Stealth in natural surroundings) or makes an attack, he attempts to fight his way through the door and down to Area 24 to make a stand using his Acrobatics skill to avoid attacks of opportunity. If anyone approaches within 5 feet to examine him more closely, he lashes out with a surprise sneak attack and pollen spray. Anyone entranced by the pollen spray will walk down the stairs to the embrace of the yellow musk creeper in Area 24.

15. Storage Closet (CR 12)

This small door (5 feet high) opens out into the hallway.

Opening the door reveals a cylindrical room only 6 feet high running east 10 feet. A skeleton lies slumped at the far end, its hand reaching as if to grasp a finely crafted, bejeweled sword that lies nearby.

The characters are looking into the interior of an open *portable hole* that has been stretched across the doorway.

Creatures: Beyond the doorway in the small closet tucked under the eaves of the tower dwells a **kobold wight** named Cheg, the default major domo of the tower since his master disappeared. Cheg hung the *portable hole* across the doorway and has laced a rope around its backside as a draw string. Once anyone steps through the doorway into the *portable hole*, Cheg pulls it closed, trapping the PC within with enough air for one Medium creature for 10 minutes until released by someone from the outside. Cheg then attacks the remainder of the party standing in the hall.

Cheg served Rothestyl, the major domo, as an apprentice, learning the arts of sorcery. As an undead creature he has great patience and waits silently in his small, featureless closet for someone to enter his *portable hole* trap. He emerges only every couple of days to make his rounds of the tower. He attacks with offensive spells before closing to use his slam attack. He keeps no treasure other than the items he carries on his person.

The skeleton inside the *portable hole* is a servant that Belishan killed long ago. Cheg merely uses it as a lure along with the **treasure**. Also inside the *portable hole* is a charmed **advanced grick** that wears a *ring of invisibility* on one of its tentacles. It attacks whoever is trapped within the extradimensional space with it. It emerges after 2 rounds to attack characters in the hallway if no one enters after the door is opened. In that case, Cheg closes the hole and attacks from the closet with his spells. Remember the effects if anyone with a *bag of holding* enters the *portable hole*.

CHEG XP 19,200

CR 12

Male kobold wight sorcerer 9 (*Pathfinder Roleplaying Game Bestiary* "Kobold, Wight")

LE Small undead

Init +3; **Senses** darkvision 60 ft.; Perception +15

AC 24, touch 17, flat-footed 20 (+2 deflection, +3 Dex, +1 dodge, +7 natural, +1 size)

hp 100 (9d6+27 plus 4d8+12 plus 9)

Fort +7; **Ref** +8; **Will** +11

Immune undead traits; **Resist** acid 10

Weaknesses resurrection vulnerability

Spd 30 ft.

Melee 2 claws +10 (1d4+1 plus energy drain) or +1 *light mace* +8/+3 (1d6+2)

Special Attacks breath weapon (30-ft. cone, 9d6 acid, DC 17 half), create spawn, energy drain (1 level, DC 15)

Spells Known (CL 9th, ranged touch +10):

4th (4/day)—*black tentacles*, *charm monster* (DC 17), *fear* (DC 17),

3rd (7/day)—*dispel magic*, *fly*, *lightning bolt* (DC 16), *summon monster III*

2nd (7/day)—*acid arrow*, *arcane lock*, *bull's strength*, *gust of wind*, *resist energy*

1st (7/day)—*color spray* (DC 14), *mage armor*, *magic aura*, *magic missile*, *true strike*, *unseen servant*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound*, *message*, *open/close*, *ray of frost*

Bloodline draconic (green)

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

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

Feats Alertness, Blind-Fight, Dodge, Eschew Materials^B, Lightning Reflexes, Maximize Spell, Quicken Spell, Skill Focus (Perception), Weapon Finesse

Skills Craft (trapmaking) +13, Intimidate +10, Knowledge (arcana) +12, Knowledge (local) +7, Knowledge (religion) +8, Perception +15, Profession (miner) +3, Sense Motive +10, Spellcraft +10, Stealth +21

Languages Common, Draconic, Infernal

SQ bloodline arcana (+1 damage per die of acid spells), crafty

Gear *ring of protection* +2, *rod of alertness*, *portable hole*

ADVANCED GRICK

CR 4

XP 1,200

Pathfinder Roleplaying Game Bestiary 2 "Grick"

N Medium aberration

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

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 37 (5d8+15)

Fort +4; **Ref** +5; **Will** +8

DR 10/magic

Spd 30 ft., climb 20 ft.

Melee bite +6 (1d4+3), 4 tentacles +1 (1d4+1)

Str 16, **Dex** 18, **Con** 17, **Int** 7, **Wis** 18, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 20 (can't be tripped)

Feats Combat Reflexes, Skill Focus (Perception), Stand Still

Skills Climb +19, Perception +15, Stealth +12 (+20 in rocky terrain)

Languages Aklo (cannot speak)

Gear *ring of invisibility*

Treasure: The sword in the *portable hole* is a masterwork short sword with 3 emeralds set in its pommel. Its total value is 600 gp and it bears a *magic aura* to appear as a +2 *vorpal sword* to magical detection.

16. Privy

This dismal chamber once served as a privy. A single, filthy window provides what little light finds its way in. A cracked stone seat with a hole cut in it comprises the jakes.

CHAPTER 7: THE CROOKED TOWER

A DC 25 Perception check reveals the secret door in the east wall. The trap on the secret door is described at Area 17.

17. Central Shaft (CR 9)

This area includes the passage from the secret door north of 8d past the high seat at 8e and then up a narrow shaft extending all the way to the sixth level of the tower. The secret door to the south is described at Area 8d and is easily seen from the north side (no Perception check necessary). The oddly shaped passage beyond is crammed in between the interior walls and supports of the tower's first level narrowing to only 2-1/2 feet wide for most of its length, requiring Medium creatures to squeeze through (-4 penalty to attack rolls and -4 penalty on AC). At the midway point of this narrow section is a small brass handle mounted on the east wall (noticed on a DC 8 Perception check). If the handle is twisted upward it locks the trapdoor at 8e closed. If the trapdoor has already been activated and has locked itself closed, then twisting the handle down unlocks it. Above the handle at eye level for a Medium creature is a small viewing slit. It can be found with a DC 18 Perception check, or with a DC 5 Perception check if there is a light source active at Area 8e (like the burning firepots, for instance). It has a complete view of 8e and the northern wing of the great hall.

A crack in the floor of the wide northern section (noticed on a DC 25 Perception check) connects through the ceiling of Area 26 for someone using *gaseous form*.

Secret Door Trap: The secret door leading into Area 16 is also easily visible from the inside. However, it has a trap that is activated if opened from either direction if a hidden switch at the base of the wall, one located on the inside and one on the outside, is not triggered. The hidden switch can be located with a DC 20 Perception check if the trap is successfully discovered and a successful Disable Device roll is made (the Disable Device check reveals there must be a hidden switch but does not show where). If the trap is activated, an *incendiary cloud* appears centered on the secret door that spreads to fill all of Area 16 and most of the ground level of Area 17 and the shaft up to a height of 20 feet. It resets itself after 24 hours.

INCENDIARY CLOUD TRAP

CR 9

Type magical; Perception DC 33; Disable Device DC 33

Trigger touch; **Reset** manual, automatic

Effect spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage)

The central shaft rises from the northern chamber of Area 17. After reaching the height of 10 feet, the shaft narrows to 2 1/2 feet requiring Medium creatures to squeeze and imposing a -5 circumstance penalty to Climb checks for creatures larger than Small size. The walls of the shaft are dry, mortared brick requiring a DC 22 Climb check (not including penalties). The shaft rises a total of 60 feet, terminating at the ceiling level of the fifth floor. Belishan and the vampires of the tower use this shaft to access the different levels of the tower in secret while in *gaseous form*. At the 18-foot mark on the south wall, a crack in the mortar penetrates the wall and opens into Area 38. At the 47-foot mark on the south wall, a crack in the mortar opens into Area 63. The shaft ends at a masonry ceiling. A crack along the eastern edge of the ceiling opens through to the floor of Area 79 at the base of the eastern wall. Each of the cracks can be located with a DC 25 Perception check on the correct wall at the correct height.

Creatures: Above the 20-foot mark, the shaft is inhabited by guardians left here by Belishan. There are **6 small air elementals** that wander the layers of the tower attacking anyone who is not Belishan or one of his vampires. If the intruder is in *gaseous form* the air elementals do not attack, assuming it is one of the vampires. Remember to apply all penalties from fighting while squeezing and climbing as well as the limitations of vertical combat.

SMALL AIR ELEMENTALS (6)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Air")

18. Servants' Washroom

Multiple doors and a stairwell exit this oddly shaped room. One window provides some light on the strange features here. Two wide sluices cross the floor from east to west, sloping slightly and ending at drains in the west wall. Large water barrels, their staves cracked and warped from long drying, stand at the west wall. Next to them are stacked several wooden buckets, some holding stiff-bristled brushes, and a short table with large, brownish lumps. Most chilling of all are the iron bars suspended above the sluices from which sets of manacles dangle and the frayed bull whip coiled about one of the bars.

As further evidenced by Area 19, the servants of the Bloodmage lived in abject squalor. This did not bother the Master of the Tower, for conditions of health and cleanliness were issues for mortals still concerned with such things. However, on occasion when living guests visited the tower and the staff was needed for its services and food preparation (in a role other than simple cattle off of which to feed, as was the norm), the tower's slavemaster would bring the filthy, naked wretches in here where they would be chained above the sluices and alternately doused with icy water and scrubbed raw with stiff-bristled brushes before being clad in clean — though often bloody — shifts and sent off to their duties. The brownish lumps are identifiable on closer inspection as dried out chunks of lye soap. The whip was brandished by the slavemaster as circumstance and whim suited.

19. Servants' Dungeon (CR 12)

The door to this room bolts from the outside to keep occupants in rather than on the inside to keep occupants out. It is currently bolted. The arrow slits have no glass in them and are instead blocked with rusty iron bars. The entire room lies under a permanent *desecrate* (cannot be dispelled).

The sight of this room causes your gorge to rise. The dried remnants of feces, blood and all manner of filth coats the floor and smears the walls of the chamber. There are no furnishings other than the frayed remains of a few woven pallets. Strewn about the room are the skeletal remains of at least a dozen humans, some of the remains conspicuously dismembered.

As mentioned above, Belishan locked his slaves into this horrible hole to exist in total degradation, barely surviving. When servants died of disease or starvation, new ones were merely purchased and thrown within to replace those lost. After the abandonment of Tsar, Belishan decided that he no longer needed to retain a living staff of servants and ordered the chamber locked and ignored. Within, the decrepit servants slowly succumbed to insanity and starvation. The desperate state of their final existence is revealed by the teeth marks to be found on some of the dismembered skeletons.

Creatures: As a result of the horrific conditions and ending to the lives of these long-abused slaves, **12 wraiths** have risen and now inhabit the room in a naturally occurring *desecrate* effect that fills the chamber. They have never left the room out of force of habit, but once a living PC opens the door their torpor is broken, and they seek revenge on the living. They will not, however, challenge their former masters. Old habits die hard.

WRAITHS (12)

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* “Wraith”)

CR 5

20. Scullery

A large copper boiler, its sides corroded and stained with verdigris, stands next to a wooden tub. Wooden shelves hold stacks of crockery and earthenware. Several of the shelves have collapsed, the fragments of their former occupants piled on the floor beneath them. A stair descends into darkness, and a cool earthy-smelling breeze rises from this aperture.

The boiler has long since corroded beyond use. There is nothing of interest or use here.

21. Kitchens (CR 5)

Large brick ovens dominate the eastern wall of these kitchens. Whatever remnants of repasts may have remained are now long since consumed by the hordes of vermin that scramble across the floor and few remaining items of furniture.

Creatures: These kitchens have not seen use in some time and are currently inhabited by **3 rat swarms**. They scramble for what sustenance they can find here and try to gain entrance to Area 22 where they can smell plentiful food. This activity is revealed with a DC 14 Perception check that notices their gnawing marks at the base of that door.

RAT SWARMS (3)

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Rat Swarm”)

CR 2

22. Larder

Meat hooks dangle from the ceiling of this room. Upon them are suspended dozens of butchered corpses — many of them humanoid corpses. Limbs are thrown haphazardly into the corners, as if cuts of meat too base for attention. Flies buzz about in clouds. A large chopping block occupies the center of the room, its top scarred by years of use. Embedded in its surface is an ornate handaxe of some black metal. Strangely, though great butchery has obviously occurred here, there is not a drop of blood marring the room’s surfaces.

This room serves as the storage for the food supply of the various beasts used in the defense of the tower, not to mention the vampires dwelling within. The victims found here are prisoners or underlings whose usefulness has come to an end. The vampires and vampire spawn first drain the victim of blood, and then the body is butchered to feed the dire worgs and other carnivores. What little blood remains in the cadavers is eagerly quaffed by the magical handaxe used in the butchering, the blood-drinking, sentient handaxe known as *Exsanguinator*. See the **Magic Items Appendix** for details on *Exsanguinator*.

23. Guard Room (CR 9)

Entry into this room is greeted by a cacophony of hissing bellows. A stair wraps up the interior wall of this tower. Filling the center of the chamber is a creature out of nightmare with brownish-green scales, a lizard’s body ending in a pincer-like tail, and many long, snakelike heads surrounding a central maw.

Creature: This serves as a guard room at the base of Belishan’s tower and holds one of his fiercest guardians, a **pygmy thessalhydra**. Brought in as a youngling, this creature quickly grew too big to leave the chamber. However, the constraints of the chamber stunted the creature’s growth and created a dwarfed version as it reached maturity. Anyone other than the vampires who enters this chamber always brings it fresh meat from the larder (Area 22) or expects to be attacked.

PYGMY THESSALHYDRA

CR 9

XP 6,400

The Tome of Horrors Revised 408

N Large aberration

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)**hp** 157 (15d8+75 plus 15); fast healing 8**Fort** +10; **Ref** +8; **Will** +11**Immune** acid**Spd** 30 ft., swim 20 ft.**Melee** 8 serpent bites +15 (1d8+4 plus 1d6 acid), bite +15 (2d8+4 plus 2d6 acid), tail slash +14 (1d8+4 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+4), spit acid (40-ft. line, 4d6 acid, Reflex DC 22 half, usable once per day)**Str** 19, **Dex** 16, **Con** 20, **Int** 2, **Wis** 10, **Cha** 9**Base Atk** +11; **CMB** +16; **CMD** 29 (33 vs. trip)**Feats** Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Stand Still, Toughness, Weapon Focus (bite)**Skills** Perception +19, Swim +20**SQ** hydra traits

Fast Healing (Ex) A thessalhydra’s fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the thessalhydra’s body.

Hydra Traits (Ex) A thessalhydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the thessalhydra’s HD. To sever a head, an opponent must inflict enough damage to reduce the head’s hit points to 0 or less. Severing a head deals damage to the thessalhydra’s body equal to the thessalhydra’s current HD. A thessalhydra can’t attack with a severed head, but takes no other penalties.

Treasure: On one of the creature’s necks is a leather collar set with amethysts worth 250 gp.

24. Undercroft (CR 10)

The ceiling of this chamber is only 8 feet high.

A strong, musky odor fills the air of this dirt-floored chamber. The chamber is filled with vines of ivy clinging to the walls, floor, and low ceiling. Bright yellow flowers swing in a breeze that isn't present.

Creature: This crowded chamber has been completely taken over by an **enormous yellow musk creeper**. Due to the many flowers growing upon it, it can make 3 pollen spray attacks in per round in this room as full-round action. The soil on the floor is only 6 inches deep. The door to the south opens out of the room, and the soil is no impediment. That door is secured by a large lock, the key in Area 13. Next to the bottom step is a tin watering can used by the Green Man when he tends to his parent plant. Guarding this chamber is a **yellow musk zombie**, a green hag who once served Belishan as a spy and confidant until the amoral Green Man lured her down here and ultimately led her to her doom.

The zombie lurks behind the bulk of the staircase ready to surprise intruders if the party doesn't attack the plant life immediately. Otherwise it just charges to attack. The creeper uses its pollen sprays to defend itself and assist the zombie. Defeating the creeper is difficult as its main root is in Area 25. Dealing 67 points of damage to the plant, destroys the parts in here but does not affect the rest of the plant in Area 25. Even a cursory examination is sufficient to reveal that the plant seems to be growing through the eastern doorway, the door itself having long since rotted away.

GREEN HAG YELLOW MUSK ZOMBIE CR 4 XP 1,200

Pathfinder Roleplaying Game Bestiary "Green Hag, Yellow Musk Creeper"

NE Medium undead

Init +0; **Senses** darkvision 90 ft.; Perception +15

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 55 (10d8 plus 10)

Fort +3; **Ref** +3; **Will** +7

DR 5/slashing; **Immune** plant traits

Spd 30 ft., swim 30 ft.

Melee slam +12 (1d6+7)

Str 21, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 22

Feats Toughness

Skills Swim +13

SQ staggered

ENORMOUS YELLOW MUSK CREEPER CR 10 XP 9,600

hp 67 (See Area 25)

25. Overgrown Privy (CR 10)

The tendrils of the massive plant emerge from this room. Against the far wall is the cracked stone seat of a privy. All of the vines and roots of the plant converge there. The main root appears to be growing down within the privy itself.

Creatures: The main root of the **enormous yellow musk creeper** is indeed located in the shaft of the privy. The shaft is now filled

with soil and compost to a depth just a foot below the seat of the privy, and the main root bulb is buried there with total cover and concealment. If the plant is reduced to 0 hit points, it is effectively destroyed, but until the root bulb is dug up and destroyed (5 hp), the plant will continue to regenerate. The plant is guarded in this chamber by 4 flowers that can each make a pollen spray attack as a full-round action, as well as, 5 tendrils. It is further guarded by a **gibbering moulder** that dwells on the earthen floor before the privy. It has formed a relationship with the creeper, devouring its zombies after they have died. The Green Man always drags them here for disposal rather than letting them sprout new creepers he would be unable to properly tend. The Green Man is the only being that the gibbering moulder will not attack.

ENORMOUS YELLOW MUSK CREEPER CR 10 XP 9,600

Advanced-HD giant yellow musk creeper (*Pathfinder Roleplaying Game Bestiary* "Yellow Musk Creeper")

N Gargantuan plant

Init +0; **Senses** tremorsense 60 ft.; Perception +0

AC 17, touch 6, flat-footed 17 (+11 natural, -4 size)

hp 135 (10d8+90); regeneration 1 (destruction of root)

Fort +16; **Ref** +3; **Will** +3

Immune plant traits

Spd 0 ft. (immobile)

Melee 5 tendrils +12 (2d6+9)

Space 20 ft.; **Reach** 20 ft.

Special Attacks create yellow musk zombies, pollen spray (DC 24)

Str 29, **Dex** 11, **Con** 28, **Int** —, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +20; **CMD** 30 (can't be tripped)

Pollen Spray (Ex) As a standard action, the enormous yellow musk creeper can spray pollen at a single creature within 30 feet of its reach. It must make a +3 ranged touch attack to strike the target. As a full-round action, it can make multiple pollen spray attacks depending on how many flowers it has.

GIBBERING Moulder CR 5 XP 1,600

hp 153 (*Pathfinder Roleplaying Game Bestiary* "Gibbering Moulder")

Treasure: Hidden in the soil within the privy are the treasures brought to the creeper by the Green Man as a token of homage to the plant that he both nurtures and considers his creator ever since his strange metamorphosis. The treasures consist of a small alabaster figurine of a nondescript humanoid wearing a crown of some sort that appears to be worth 25 gp, a bag of gold teeth worth a total of 110 gp, the rancid corpse of a dire rat, and 2 pearls (100 gp each). The alabaster figurine is the missing White King from the *cursed game of Tirleng-ka* (see Area 73).

26. Wine Cellar

The door from Area 24 is locked rather than just bolted, as is the door to Area 29. The keys to both can be found in Area 13. The ceiling is vaulted and only 8 feet high.

Fat brick pillars support the low ceiling of this vault. Ancient, dust-covered wooden racks line the walls and stand in rows throughout the room. They are cobwebbed and hold many dust-covered bottles.

Once a well-stocked wine cellar, Belishan never restocked after the

CHAPTER 7: THE CROOKED TOWER

retreat from Tsar by the forces of the Disciples. Now there are very few intact bottles of wine remaining, and these have all turned to vinegar. A search, however, reveals several bottles with less dust than the rest. A careful inspection reveals that they have been unsealed and recorked. Each of these holds a thick, blood-red wine. Anyone tasting one will be horrified to find that it is, in fact, blood — actually fermented blood. Belishan has perfected a technique for creating an alcoholic form of blood wine he calls Sangrinara. While his undead physiology is immune to the effects of the alcohol, his kind enjoys the bouquet.

The secret door on the south wall can be found with a DC 20 Perception check. The short hall beyond seemingly ends at a dead end but has another secret door located with another DC 20 Perception check.

Treasure: There are a total of 37 bottles of the Sangrinara. To blood drinkers they could be worth up to 100 gp each for their novelty. However, to anyone else they would be considered repulsive in the extreme.

27. Root Cellar (CR 7)

This room has an 8-foot ceiling.

A rickety wooden stair descends into this earthy-smelling room. Empty wooden shelves line the walls, and hooks and nets are attached to wooden crossbeams that support the ceiling. Next to the stair is a brick-lined well with a lip upon which sits a wooden bucket and length of rope. A cool draft rises from the dank opening. To the south an iron door stands closed with droplets of water oozing down its surface.

This root cellar is empty of any foodstuffs. A secret door on the north wall can be located with a DC 20 Perception check and leads to a short hall with a similar secret door at the opposite end. The well is 30 feet deep with 12 feet of icy water. The draft rises from minuscule cracks in its brick lining, which ultimately lead to fissures in the cliff face below the tower.

Creature: The cold arises from the unearthly presence that now inhabits the well. Anyone looking into the well sees a knot of watery tentacles rising towards them and is attacked by a **swollen well spirit**. This is the spirit of the tower's first major domo, thrown in the well and drowned by Belishan after he hired an unsatisfactory minstrel to entertain his master. The minstrel survived much longer under the ministrations of the vampire lord. As it has taken victims over the years, the well spirit has grown swollen in its evil existence. However, it has no difficulty moving in the constraining well due to its liquid state.

SWOLLEN WELL SPIRIT XP 3,200

CR 7

Advanced-HD well spirit (*Creature Collection Revised* 203)
NE Large undead (aquatic, incorporeal)
Init +7; **Senses** darkvision 60 ft.; Perception +18

AC 14, touch 14, flat-footed 11 (+2 deflection, +3 Dex, -1 size)
hp 75 (10d8+20 plus 10)
Fort +5; **Ref** +6; **Will** +6
Defensive Abilities incorporeal; **Immune** undead traits

Spd fly 40 ft. (perfect), swim 40 ft. (in water form)
Melee envelop +12 (grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks drown

Str 20, **Dex** 17, **Con** —, **Int** 9, **Wis** 9, **Cha** 14

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 24 (can't be tripped)
Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (envelop)
Skills Fly +14, Perception +18, Stealth +22, Swim +18
Languages Common
SQ water form

Drown (Ex) After a well spirit has enveloped a victim and pulled him into the well, it holds the victim submerged until the victim escapes or drowns (see the "Water Dangers" section in Chapter 13 of the Pathfinder Roleplaying Game). If the victim makes a successful DC 20 Reflex save when initially enveloped and dragged into the well, he had time to hold his breath. If the save is failed, the victim must begin making Constitution checks immediately. The save DC is Strength-based.

Envelop (Ex) When in its water form, a well spirit makes envelop attacks as a melee touch attack. On a successful attack, the well spirit uses its grab to attempt to grapple its opponent. If the well spirit's grapple is successful, it pulls its victim into the well.

Water Form (Su) Though an incorporeal creature, a well spirit is able to gather water around itself to assume physical form. Only when in this water form, it is able to envelop and drown a victim. In this form, the well spirit retains incorporeal in regard to resisting damage and magic, but it gains a Str 20 and can act upon physical things in the Material Plane. It also gains damage reduction 5/magic in this form.

Treasure: The bottom of the well holds the skeletal remains of many humanoids — servants and tower guards who have fallen victim to the well spirit over the years. The root cellar gained a sinister reputation among the tower staff as a result, but it was ascribed to their deadly master more so than the possibility of a haunted well. Among the bones at the bottom of the well are a masterwork handaxe, a bone flute etched with silver (225 gp), a coral comb inscribed with the image of a ship (300 gp), and a scattering of 78 sp.

28. Cold Storage (CR 11)

The iron door is cold to the touch. Condensation forms on its surface.

The walls, floor, and ceiling of this room are covered in a layer of some sort of brown, crusty substance. It covers the shelves and bins that line the walls. It even covers the back of the door itself.

A DC 15 Knowledge (nature) or (dungeoneering) check identifies that this room is full of brown mold — lots of it. Such a check is unlikely to be necessary as the brown mold reveals itself very quickly, for anyone standing in the doorway is subjected to the cold attacks of 5 patches of the stuff each round (dealing 15d6 points of nonlethal cold damage). These 5-foot-square patches cover the floor directly in front of the door, 2 patches on the east wall next to the door (one on the bottom 5 feet and one on the top 5 feet), one on the ceiling directly in front of the door, and one on the back of the door itself. A truly sadistic DM can rule that the patches on the floor just west of the door, the 2 on the wall just west of the door, and the 1 on the ceiling just west of the door can likewise reach the character with their cold even around the partial cover of the doorway, raising the damage to a monumental 27d6 points of nonlethal cold damage. Regardless, just opening the door subjects the individual to at least one round of damage. In all there a total of **23 patches of brown mold** in the chamber. See the "Slimes, Molds, and Fungi" section in Chapter 13 of the Pathfinder Roleplaying Game.

The bins and shelves all once held foodstuffs for the tower,

CHAPTER 7: THE CROOKED TOWER

preserved here by the cold and recovered only at the peril of the servants, but the room has fallen into disuse for some time.

29. The Vaults (CR 12)

The door to this room is locked (DC 20 Disable Device). The key is found in Area 13. The trapdoor at Area 8e opens into the ceiling of this chamber as indicated on the map by the dashed line. It is a 20-foot fall from ceiling to floor in that portion of the room. The ceiling in the upper alcove is only 8 feet high.

A vault opens off a small alcove, the floor dropping away into a burial crypt. A narrow stair, hugging the wall, descends 12 feet to the floor below. The floor below is a seething mass of large, brown, crawling bodies crowding between the stone boxes holding the mortal remains of those interred long ago. The walls are likewise cofferred to a height of 10 feet with niches for lesser burials, their contents long since ransacked by the squirming hordes of dire rats that now inhabit the chamber.

The entry to this burial vault is a **trap**. The southern door is solid iron and bears the bas relief image of a snarling face. The artistry is exquisite. When viewed from one angle it resembles a sharp-featured man, from another a monstrous demon. The door is locked with a superior lock, and the key was lost long ago. It is also arcane locked at 15th level.

Demon-Faced Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 38; Disable Device DC 40 (if *arcane lock* is bypassed).

Sliding Wall Trap: There is a trap activated by a pressure plate in the floor on the raised alcove just inside the door. As soon as a character steps into that square, the northern wall begins to slide forward. It slides forward a total of 7-1/2 feet in 1 round before coming to a stop. It is a solid stone block so it blocks both the doorway and the top of the stairs with a wall of solid stone. A character in the alcove can easily step onto the descending stairway to avoid the moving wall. A character that immediately attempts to leap back through the doorway when the trap is sprung can do so with a successful DC 25 Reflex save. Otherwise the character is pushed off of the ledge by the moving wall into the swarms of rats and vampire spawn below. A character that fails his Reflex save can choose to either allow himself to be pushed back from the doorway and off the ledge or make a last gasp DC 30 Escape Artist to squeeze through the doorway. A failure on this roll results in 16d6 points of crushing damage as the victim is forcibly dragged back out of the doorway and pushed from the ledge. The primary purpose of this trap is to separate a party and seal a member in the room at the mercy of the room's inhabitants. Other party members can bash their way through the stone, enter through the trapdoor at Area 8e, or use magical means of entry.

SLIDING WALL TRAP CR 10
Type mechanical; Perception DC 22; Disable Device DC 29

Trigger location; **Reset** automatic (10 minutes)
Effect DC 25 Reflex save to leap back through doorway (16d6, crush if save and DC 30 Escape Artist check failed) or knocked from ledge (1d6 fall).

Stone Block: 5 ft. thick; Hardness 8; hp 720; Break DC 65.

Creatures: This chamber served as the lesser burial vaults for the tower from ancient days. Now it is the home to **3 dire rat megaswarms** and the **4 feral vampire spawn** that feed off of them. Only one of the feral vampire spawn is in a sarcophagus, the others being empty of all save bones. The other 3 feral vampire spawn lurk

in the burial niches in the walls, concealed by but undisturbed by the dire rats, waiting to leap out and attack. The dire rat swarms likewise attack intruders, unimpeded by the vampire spawn as they swarm in and around their legs.

DIRE RAT MEGASWARMS (3) CR 5
XP 1,600
hp 52 (See **Monster Appendix**)

FERAL VAMPIRE SPAWN (4) CR 6
XP 2,400
hp 66 (See **Monster Appendix**)

Treasure: Secreted in the sarcophagus containing the vampire spawn are the treasures the foursome has collected from the various burials. These include jeweled silk death mask (1,000 gp), assorted unholy symbols of gold and silver (175 gp total), a ceremonial dagger made of platinum (350 gp) that is useless as a weapon, and a pair of *gloves of swimming and climbing*.

30. Forlorn Hall (CR 13)

Rounding the corner reveals a long corridor, the ceiling 15 feet high. The walls floor and ceiling are covered in a mosaic of tiny, flat-black tiles creating a light absorbing tunnel. The monotony of the corridor is broken by a series of round columns marching down the center of the hallway, four in all, each covered in tiny tiles of a single color — yellow, red, green and mauve, respectively — before rounding a corner at the far end.

This corridor is called the Forlorn Hall by the Bloodmage for the series of deadly traps making the chances of safely traversing it nearly hopeless. This is as much to keep the feral vampires and dire rats from disturbing the main crypt as to prevent intruders from breaching the same. Belishan teleports after entering this hallway in order to reach Area 31 when necessary.

First Trap: Once the party rounds the corner they come into range of the first trap. Two *acid arrows* fire from the far end of the wall, one down each side of the line of pillars. They are targeted at the first person to come into view. They reset and fire again every other round as long as a target (invisible or otherwise) remains in range or until another trap in the hallway is sprung. The trap can only be removed at the eastern end of the hall, though it can be detected from the far end (though it probably activates before anyone has a chance to check). Quick-thinking characters can use the central columns for cover but risk activating subsequent traps. Stepping to one side of the pillars or the other allows only one *acid arrow* a chance to hit.

ACID ARROW TRAP CR 8
Type magical; Perception DC 27; Disable Device DC 27

Trigger visual (*true seeing*); **Reset** automatic (1 round)
Effect multiple traps (two simultaneous *acid arrow* traps); +7/+7 ranged touch; spell effect (*acid arrow*, 13th-level wizard, 2d4 acid damage for 5 rounds)

Yellow Column Trap: This trap is only activated by touching the yellow pillar, such as if using it for cover from the *acid arrow* trap. Anyone of Medium size trying to squeeze past the pillar without touching it must make a DC 20 Escape Artist check. This check has a -5 penalty if using less than a full-round action to do so. There is an additional -1 penalty for each point of damage a character suffers while trying to squeeze past (from an *acid arrow*, for instance). Small creatures can move past the columns without touching it easily. Large creatures cannot do so at all unless they use some sort of magic.

CHAPTER 7: THE CROOKED TOWER

If stunned by this trap, a PC becomes a prime target for the *acid arrows*.

POWER WORD STUN TRAP CR 8
Type magical; Perception DC 32; Disable Device DC 32

Trigger touch; **Reset** automatic (instantaneous)
Effect spell effect (*power word stun*, 13th-level wizard)

Red Column Trap: Anyone entering the square in which the red pillar is situated activates the trap. A *cone of cold* emanating from the floor strikes everyone standing in the square with the red column. It originates from the entire square so the column provides no cover. Since it is a cone, 5 feet above the floor it spreads into two squares so a greater number of flying characters could be in peril. This trap can activate every other round.

CONE OF COLD TRAP CR 8
Type magical; Perception DC 26; Disable Device DC 26

Trigger proximity; **Reset** automatic (1 round)
Effect spell effect (*cone of cold*, 13th-level wizard, 13d6 cold, DC 21 Reflex save for half)

Green Column Trap: This column bears two traps. The first is activated when anyone moves past the pillar on either side. Once the lateral plane of the column is broken a scythe springs from each side of the column sweeping in a downward arc. The scythes are coated in deathblade poison. This trap does not reset. Unfortunately, this trap is but a decoy for the second trap. To locate the second trap the first one must be successfully located and disabled and then a second check made to locate another trap. The second trap also activates when the lateral plane of the pillar is broken. When activated, the second trap causes the first *acid arrow* trap (see “First Trap” above) to begin firing again even if it has been disabled, dispelled, etc.

DEATHBLADE SCYTHE CR 8
Type mechanical; Perception DC 24; Disable Device DC 19

Trigger proximity; **Reset** manual
Effect Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, save DC 20; frequency 1/rd. for 6 rds.; effect 1d3 Con damage; cure 2 consecutive saves)

ACID ARROW REACTIVATION TRAP CR 9
Type magical; Perception DC 30; Disable Device DC 27

Trigger proximity; **Reset** automatic (1 round)
Effect multiple traps (two simultaneous *acid arrow* traps); +7/+7 ranged touch; spell effect (*acid arrow*, 13th-level wizard, 2d4 acid damage for 5 rounds)

Mauve Column Trap: This column has no trap. Try as they might, PCs will be unable to locate a trap though they will undoubtedly suspect one. The purpose of this is to delay and distract the party while the hall’s final trap activates.

Final Trap: This trap cannot be detected or disabled. It is only activated when the *acid arrow* trap has been either activated or disabled twice. Once this happens, an Empowered, Maximized *heat metal* spell activates and affects everyone between Areas 29 and 30a. In the tension and danger of the hallway, characters must make a DC 12 Wisdom check to notice the first round of the spell’s effects. If the characters are actually involved in searching for or attempting to disable traps, the Wis check DC rises to 22. Belishan killed the druid who created this trap for him long ago, so it cannot be reset.

EMPOWERED MAXIMIZED HEAT METAL TRAP CR 10
Type magical; Perception DC na; Disable Device DC na

Trigger timed; **Reset** none
Effect spell effect (empowered maximized *heat metal*, 12th-level druid, 6 hp round 2, 12 hp rounds 3–5, 6 hp round 6)

30a. The Final Door (CR 10)

Leaving behind the hall of colored columns leads you to this small anteroom ending at a reinforced stone wall. Centered in the wall is a stone door set with several obvious locking mechanisms. The door itself bears the graven image of a demonic face. Great fangs protrude from a gaping mouth with a pointed, serrated tongue. Curling ram’s horns sprout from the forehead, and the eyes have double-lobed pupils. Strangely, it also shows vague hints of human features but is obviously the depiction of an unredeemable soul.

This door is the continuation of the theme begun at Area 6 and continued at Area 29. Anyone having viewed those doors can make a DC 18 Wis check to notice a definite resemblance between all of the featured faces, as though they depict a single individual traversing the path to absolute corruption and darkness. The first character to make this realization receives a permanent +1 bonus to his Wisdom score. However, he also suffers a –2 insight penalty to all attacks, damage rolls, and saving throws for 24 hours due to the seemingly hopeless insight into mankind’s ultimate vulnerability to corruption.

Locked Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28 (+2 for each lock after the first—3 total); Disable Device DC 40 (each lock).

Magically Treated Reinforced Masonry Wall: 1 ft. thick; Hardness 16; hp 360; Break DC 65.

Demon Door Trap: The stone door is triple-locked with 3 superior locks. It also bears a terrible trap that was set by the original Master of the Tower — even before Belishan — who is depicted on the doors. His ultimate fate is a mystery even to Belishan. If the locks are bypassed, whether by being picked (there is no longer a key) or through magical means (i.e. *knock*), a *wail of the banshee* is unleashed.

WAIL OF THE BANSHEE TRAP CR 10
Type magical; Perception DC 34; Disable Device DC 30

Trigger touch; **Reset** none
Effect spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures)

31. Guarded Crypt (CR 13)

At the back of this room is an alcove elevated slightly above the floor. Within this recessed area is a large, ornate stone sarcophagus. The wall behind it is covered in ancient lettering. There appears to have been some sort of instability here in the foundations of the tower, as a large rent is open in the floor and bisects the room, disappearing to the east through the wall. A deep crevice shrouded in darkness separates the entrance from the burial niche at the rear. An oppressive feeling of despair and anguish seems to hang in the air here.

The lid of the sarcophagus is heavy stone requiring a DC 26 Strength check to move aside. It can be broken or bashed through as if a stone door. A DC 28 Perception check reveals a small hole drilled

through the back of the sarcophagus providing entry to a creature in *gaseous form*. The bottom of the stone crypt has been lined with a layer of grave dirt.

Creature: Even Belishan does not fully fathom the evil of the tower's builder, nor does he know the man's fate, though he is convinced that this chamber once served as his personal crypt. What vile magicks his predecessor performed and what foul crimes he committed, Belishan cannot say, but he knows that somehow that wicked man's actions brought into being the creature known only as the **Malice**. The Malice dwells within the recesses of the crevice and arises whenever it senses living creatures within the chamber. Fortunately for Belishan, it does not respond to his presence as an undead creature and therefore makes a perfect guardian. Now the vampire lord uses the sarcophagus as one of his coffins, and it is possible that if the party has already faced him once he may already be here recovering from that fray. However, he will wait within the cover of his coffin while the Malice deals with intruders before deciding, if he is able, to flee or fight.

MALICE
XP 25,600

CR 13

hp 218 (See **Monster Appendix**)

Treasure: Belishan has placed some treasures and items in this, his most secure coffin, in case he must retreat here and recover from battle with intruders. Included herein are 6 *potions of inflict light wounds*, a *wand of fireballs* (CL 8th) (11 charges), a *major ring of fire resistance*, and a spellbook holding some of Belishan's rarest and most essential spells. Some of the spells are from the books **Relics & Rituals** and **Relics & Rituals II: Lost Lore** by **Sword and Sorcery Studios**. A description of those spells is provided at the end of this chapter.

The spellbook is full and contains the following spells: 1st—*detect shapechangers*², *expeditious retreat*, *mage armor*; 2nd—*alter self*, *arcane lock*, *ethereal bolt*¹, *fountain of blood*², *invisibility*, *scorching ray*; 3rd—*blink*, *bloodstorm*¹, *dispel magic*, *fireball*, *great knock*¹, *tongues*; 4th—*arcane eye*, *mnemonic enhancer*; 5th—*essential blade*²; 7th—*limited wish*, *sever*¹; 8th—*binding*, *create greater undead*, *greater planar binding*, *polar ray*, *symbol of insanity*.

¹From **Relics & Rituals** by **Sword & Sorcery Studios**.

²From **Relics & Rituals II: Lost Lore** by **Sword & Sorcery Studios**.

Tucked into the very back of the spellbook, forgotten by Belishan, is a cracked and yellowed fragment of parchment. Written in a spidery hand are the words:

“My Illustrious Bloodmage,

Use the spell I have prepared at the Plaza of the Disciples to scatter the statuettes across the planes. Only then will the citadel be safely hidden away and forever protected from any future meddlings by our enemies who even now mass at the Black Gates. Fail me not, and the gifts of my liege will far outstrip even the rewards of your already extended life. Enact the ritual improperly, and you leave the doorway open for others to recall the citadel before the appointed hour by replacing the statuettes. Choose wisely, for our master watches always.

*By the hand of the Grand Cornu of Orcus, Jeravix
High Speaker of the Demon Prince for all the Mortal Realms”*

32. Warded Stair (CR 11)

This stair is carpeted in faded red, worn from many years of use. At the landing a single narrow window looks out over the dark city. Above the window is mounted a strange mask of some tribal design. It appears to be constructed of some exotic, dark wood, and gives off a faint musky scent. Bits of semiprecious stone have been inset into its scowling features and golden reed strips decorate its fringe and crown. A wide tongue protrudes from its mouth. Most arresting of all, however, are its eyes — orbs of iridescent stone seeming to catch and reflect any light as rainbow-colored motes.

As an influential member of Tsar's aristocracy, Belishan was occasionally forced to host gatherings of other nobles or city leaders at his tower. He placed this mask, garnered from some faraway land, here to deal with any overly nosy guests. It also prevented his servants from attempting to move unbidden about the tower. More than one of the tower master's invitees disappeared suddenly as a result of taking this stairway.

Fetish Mask Trap: Anyone viewing the mask is immediately affected by an *eyebite* as the mystical eyes gather all available light (even if no sources are present) and sparkle and glow hypnotically. The trap is activated whenever anyone comes to the landing, so even a character not looking at the mask is not immune. However, anyone averting or closing their eyes receives a +4 bonus on their saving throw. To follow up on the *eyebite* attack, anyone still present on the landing 1 round after the trap is first activated is subjected to a second trap as the colors in the eyes begin swirling faster and faster before finally exploding in a *prismatic spray* effecting all present.

EYEBITE TRAP

CR 9

Type magical; **Perception** DC 29; **Disable Device** DC 29

Trigger magic (*alarm* covering landing); **Reset** automatic
Effect spell effect (*eyebite*, 13th-level wizard, DC 22 Fortitude save)

PRISMATIC SPRAY TRAP

CR 8

Type magical; **Perception** DC 32; **Disable Device** DC 32

Trigger timed; **Reset** automatic
Effect spell effect (*prismatic spray*, 13th-level wizard, DC 23 Reflex, Fortitude, or Will save, depending on effect)

Treasure: If the traps on the mask are removed, the mask itself is worth 4,000 gp as an exotic work of art. If stripped down for its raw materials the semi-precious stones, gemstone eyes and gold leaf coating the reeds is worth a total of 570 gp.

33. Parlor

This room is elegantly appointed with plush chairs and divans, mahogany end tables bearing crystal carafes and goblets, exotic carpets and tapestries, and everywhere exquisite statuary in a dozen different types of stone.

This room served as a parlor for the tower inhabitants and their guests. All of the furnishings are of the finest quality, but all have aged poorly and on closer inspection are threadbare, dried and cracked with age or chipped, ruining their value as art objects.

The statues themselves, though basically worthless due to the

CHAPTER 7: THE CROOKED TOWER

chips and cracks from centuries of misuse, are an excellent study in art. They are of many different creatures in miniature as well as a life-size Medium monstrous centipede coiled around a coat rack. A DC 18 Profession (sculptor) or Intelligence check by someone with stonemasonry can determine that all of these sculptures are the works of a single artist or extremely good copies of one individual's style — all, that is, except the centipede sculpture. It is actually a victim of the medusa in Area 10, one of Belishan's earliest experiments in creating live art. The rest of the sculptures are his own work.

A DC 25 Perception check of the fireplace reveals a narrow crack in the mortar. This leads to a small crawlspace that connects the chimney from the fireplace at Area 8d allowing creatures in *gaseous form* to move between the levels of the tower.

34. Anteroom (CR 10)

Dark, empty alcoves flank an ornately carved oak door. Decorative iron hinges secure the door. The door panels, cracked and dried with age, depict a woodcut of an elegant court with king and queen, courtiers, and spear-wielding honor guard. All appears idyllic in the scene save that someone has chipped off the heads of the king and queen.

The door opens onto the balcony (Area 8f). The balcony side of the door is not decorated.

Creatures: The alcoves are not as empty as they appear but are rather inhabited by 2 **greater shadows**. They attack as soon as they are able to gain flanking attacks on the most vulnerable looking character.

GREATER SHADOWS (2)
XP 4,800

CR 8

hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

35. Studio (CR 6 or 7)

Blocks of stone in various states of sculpting are arrayed around the room on plinths and tables. Various stoneworking tools — chisels, files, hammers, sand-coated cords, scrapers, and sand-coated paper — are strewn upon table and floors alike. Easels with charcoal sketches of works in progress and future works stand about along with several statues near completion. The floor is littered with rubble and tiny stone fragments, and every surface bears a coat of gritty dust.

Belishan considers himself an artist in stone and over the many, many years of his existence has gained remarkable skill in sculpting. He tends to cross media with his magic and experiment with the supernatural abilities of some creatures. He keeps a medusa prisoner in Area 10 to this end, and has used it to enhance his own artwork and create unique guardians for his tower.

Creatures: Currently there are five life-size statues of humanoids in here that appear to have been completed or are near completion. They depict an elven archer, two dryads, a human nobleman and a human wizard. Other than the elf (which truly is a statue), the others are 4 **stone zombies** that Belishan resculpted from their original appearance after he petrified them. These undead constructs attack as soon as intruders begin inspecting the contents of the room or try to leave. Unless the sounds of battle are covered by a *silence* spell, the stone zombies in Area 36 arrive in 3 rounds to reinforce their fellows.

STONE ZOMBIES (4)

CR 2

XP 600

Creature Collection II: Dark Menagerie 174

NE Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

hp 34 (2d10+20 plus 3)

Fort +0; **Ref** –1; **Will** +0

DR 10/adamantine; **Immune** construct traits

Spd 30 ft.

Melee slam +7 (1d6+7)

Str 20, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +7; **CMD** 16

Feats Toughness^B

SQ necromantic construct, staggered

Necromantic Construct (Ex) Stone zombies are treated as construct with all the standard construct immunities and traits. However, if a *stone to flesh* is cast on one, it reverts back into a standard zombie, the creation ritual's magic disrupted.

36. Display Room (CR 5 or 7)

A staircase spirals up through the floor of this room. A door leads to what is probably another staircase rising to the floor above. In the open floor between these are three statues. Each is a skillfully rendered, life-size depiction of an armor-clad knight. One wears a tabard with the image of a longsword — symbol of the goddess Muir. Another is badly decomposed as if depicting a knight who fell in the long-ago war.

Creatures: Disguised as a display of his sculpture, Belishan actually uses this as a discreet guard room. The statues are 3 **stone zombies**, two of whose appearance has been altered by Belishan's handiwork to hide their sinister nature. They attack anyone approaching either door. Combat occurring here, unless magically silenced, draws the stone zombies in Area 35 as well.

STONE ZOMBIES (3)

CR 2

XP 600

hp 34 (see Area 35)

37. Linens

This small room holds only shelves of linens once used for the guest rooms on the floor above. All are now moldering and moth eaten.

Treasure: A DC 15 Perception check reveals a mahogany case hidden long ago under a stack of pillow cases and forgotten. Within the case (worth 50 gp by itself), lying on velvet cushion is a carefully preserved human finger.

38. Hidden Coffin (CR 2)

This small, lightless hollow, no more than 4 feet high, holds only a single coffin of dark wood. Brass fittings gleam dully in any light available.

CHAPTER 7: THE CROOKED TOWER

This hidden place holds one of Belishan's back-up coffins. If the party has already faced the vampire lord, there is a chance he is currently in this coffin recovering. The coffin is locked (DC 20 Disable Device) or it can be bashed open (Hardness 5, hp 15, Break DC 16). Inside the coffin is a layer of grave dirt and a silk pillow. A DC 15 Perception check notices a crystal flask peaking out from beneath the edge of the pillow sham.

Creature: Reaching for the flask exposes the character to a surprise attack from Belishan's pet **death adder** that lies coiled beneath the pillow.

DEATH ADDER XP 600

CR 2

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous;" *The Tome of Horrors Revised* 425)

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and suffocation; *cure* 2 saves.

Suffocation Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, he must immediately make a DC 18 Constitution check. 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, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful DC 22 Heal check made before a character suffocates negates any further need for Constitution checks.

Treasure: The crystal flask is empty and is merely a red herring to

lure characters into the snake's range. The real treasure is hidden in the velvet lining of the coffin's lid and can be located with a DC 25 Perception check or automatically if players ask about removing any lining. The treasure consists of 4 *arcane scrolls* (CL 15) as follows: (*arcane eye*, *mnemonic enhancer*), (*mislead*), (*dismissal*, *summon monster VII*), and (*ethereal jaunt*, *invisibility*, *project image*, *statue*).

39. Drawing Room (CR 15)

A small table with three chairs stands near the west wall. On it an oil lamp glows with a flickering light. Finely made, though threadbare, rugs cover the floor. Several small, tasteful art objects stand around the room. The entire east wall is a large frieze composed of dozens of naked figures intertwined in torment. Plaintive faces mouthing silent wails stare out from their prison of stone, and reaching hands grasp at a freedom ever beyond their grasp.

This side chamber serves as a drawing room for the guests of the tower. Belishan decorated it with a special sculpture of his own creation, the frieze. He named it Purgatory and considers it one of his best works, seemingly capturing the true essence of mortals in torment and madness. He considers it a whimsical piece, but anyone viewing finds it has a much more sinister aspect. The residents of the tower believe that somehow the master truly did capture a piece of Purgatory, for on occasion visitors have disappeared from this room never to be seen again. They are more right than they know, for there is danger in the frieze.

Purgatory Frieze: Each time a creature views the frieze, it must make a DC 13 Will save or be overcome with revulsion and



nauseated for 1 round. Even after the nausea has passed, it still suffers a –1 penalty to attacks, damage, saves, and skill checks while within sight of the frieze. Each time the frieze is viewed a new Will save is necessary in order to avoid being nauseated. Those that make these saves develop a compulsion to see the hideous artwork again, perhaps suspecting that there is some clue as to its true meaning or a hint at the location of something valuable hidden within its chaotic lines. This has no game effect, but you should encourage players whose characters have made the save to suspect there is more to the frieze than meets the eye, and it may be worth another look. Call for Perception or Knowledge rolls, check the adventure, make thoughtful expressions, and perhaps jot a note or two. Let them believe there is, in fact, something to be found. After the third time a creature has made a successful Will save against the nauseating effects of the frieze, it must then make a DC 25 Will save. If successful, nothing happens. If failed, the creature is absorbed into the frieze, forever lost save by means of a *wish*, *miracle*, or magic of similar power. Anyone one in the room when a creature is lost must make a DC 20 Wisdom check or fail to immediately notice the creature's disappearance — they had blinked, sneezed, or turned their head just as the disappearance occurred. The creature will seemingly have vanished into thin air, which is almost true. After a creature has been trapped in the frieze, others who know him and examine the sculpture can make a DC Perception check to notice a figure among the others that looks very much like their missing companion. The frieze has been touched by the power of Orcus and radiates strong evil. It does not radiate magic, and is not a magic item per se.

Creature: Standing in the room observing the frieze is Grampion, a **bugbear fighter/cleric** and guest of the tower. He has been staying in Area 48. He had previously viewed the frieze and had made his save versus the nausea. Now he has returned to give it a second look, feeling that there is something not quite right about it. He is, in fact, in danger of being drawn into the frieze having now made his save twice. If he were to leave the room, return, and make his save once again he would then be forced to make the higher save to avoid absorption. Despite his fascination with the frieze, he does not hesitate to respond to intruders.

GRAMPION
XP 51,200

CR 15

Male bugbear fighter 9/cleric of Hel 6 (*Pathfinder Roleplaying Game Bestiary* “Bugbear”)
NE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft., scent; Perception +15
Aura evil

AC 31, touch 15, flat-footed 29 (+11 armor, +3 deflection, +2 Dex, +3 natural, +2 shield)
hp 136 (3d8+6 plus 9d10+18 plus 6d8+12 plus 6)
Fort +17; **Ref** +15; **Will** +16 (+18 vs. fear)
Defensive Abilities bravery +2; **Resist** electricity 10

Spd 30 ft.
Melee +4 *bastard sword* +29/+24/+19 (1d10+14/19–20)
Ranged +2 *heavy repeating crossbow* +20/+15/+10 (1d10+3/19–20)
Special Attacks channel negative energy 6/day (DC 16, 3d6), spontaneous casting (inflict spells), weapon training (heavy blades +2, crossbows +1)

Domain Spell-like Abilities (CL 6th):
At will—*speak with animals* (9 rounds)
7/day—*bleeding touch* (melee touch +21)

Spells Prepared (CL 6th):
3rd—*contagion* (melee touch +21, DC 17), *dominate animal*^D (DC 17), *invisibility purge*, *searing light* (ranged touch +17)
2nd—*align weapon*, *bear's endurance*, *death knell*^D (DC 16), *lesser restoration*, *spiritual weapon* (melee +19/+14/+9, 1d8+2 force)
1st—*bane* (DC 15), *cause fear*^D (DC 15), *deathwatch*, *cure light wounds* (DC 15)

Hel, Goddess of Death, Lady of Pestilence

This deity appeared in *Bard's Gate* by **Necromancer Games**. It is updated and included here for your convenience.

Alignment: Neutral Evil
Domains: Air, Animal, Death, Earth, Fire, Plant, Water
Symbol: A face, black on one side and white on the other
Garb: Druidic garb of a midnight black and snow white
Favored Weapon: poisoned dagger or sword
Form of Worship and Holidays: Rites to Hel are practiced by her worshipers during blights and plagues, likewise sacrifices are made to her by fearful non-worshipers to stave off plagues and illness.
Typical Worshipers: Diseased and disease-causing creatures, evil humanoids, evil druids, women, bards.

Hel is known to spread disease, pestilence and plague with the wave of her hand. Any living thing in her presence withers and dies. She appears as a strange gaunt woman of both jet black and blindest white. Diseased creatures worship her. It is said a strange cult of druidic ghouls and mummies worships her in a secret temple hidden from the knowledge of mortals, spreading their foul diseases in secrecy. Several sects of evil druids dedicated to Hel plague the land, summoning swarms of vermin and causing disease in living things. She cares for nothing other than the spread of death. Oddly, some evil bards worship her. She resides on a plague-ridden plane in Hades.

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

D domain spell; **Domains** Animal, Death

Str 22, **Dex** 14, **Con** 15, **Int** 14, **Wis** 18, **Cha** 17

Base Atk +15; **CMB** +21; **CMD** 36

Feats Alertness, Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword)^B, Exotic Weapon Proficiency (heavy repeating crossbow)^B, Great Cleave, Greater Weapon Focus (bastard sword)^B, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B

Skills Bluff +9, Climb +14, Diplomacy +12, Handle Animal +15, Intimidate +28, Knowledge (religion) +11, Perception +15, Ride +10, Sense Motive +9, Spellcraft +11, Stealth +8

Languages Common, Draconic, Goblin, Infernal

SQ armor training 2, stalker

Combat Gear 2 vials of wyvern poison; **Other Gear** +2 *full plate*, masterwork heavy steel shield, *ring of protection* +3, *minor ring of electricity resistance*, *ring of feather falling*, +4 *bastard sword*, +2 *heavy repeating crossbow*, *cloak of resistance* +3, *pale blue rhomboid ioun stone*, *hand of glory*, silver unholy symbol of Hel (25 gp), pouch with a signal whistle 25 pp, and a large bloodstone (100gp)

Wyvern Poison (Ex) Injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves.

Personality: Grampion is not automatically hostile to the party. He is a member of a secret cult of Hel, Lady of Pestilence and Death, and has come to the tower to explore a possible alliance with Belishan, a master of death in his own right. He has been at the tower for only a few days and spends his time primarily in his suite or exploring this level. He has met Belishan once and is awaiting an audience with him in Area 77. He knows about

Janirov and is aware that he is a shapechanger. He also knows about Carmella but doesn't get along well with her. He has no great loyalty to Belishan but quickly pegs the party as intruders unless they succeed at bluffing him. His initial attitude is unfriendly but if changed to friendly through Diplomacy he would be willing to trade information with the party in exchange for something of value in return (magic items are always nice). If his attitude is changed helpful he provides the information for free. Grampion has a particular hatred of the church of Thyr (over a past incident) and becomes hostile immediately if he sees signs of such allegiance. If forced into battle, Grampion attempts to fight his way to Area 61 in order to summon his steed and escape.

40. Loft (CR 4)

This bare room has been used for storage in the past and still holds a few rolls of unused parchment stacked against the west wall and now moldered beyond usefulness. There is no floor in the easternmost portion of the room. Instead a ladder leads down 12 feet to Area 12 below. The ladder bears a **trap**.

Ladder Trap: The ladder is made of wood with a dark stain. The second rung from the top is actually a thick candle mounted between the side rails with a poisoned, razor-sharp blade inserted down the length of it. If it is not noticed that the rung is false, anyone gripping the rung presses through the wax and slashes his hand on the blade (even if wearing a glove, but not a gauntlet). This causes 1d6 points of damage and requires a DC 18 Reflex save to avoid falling to the floor below. In addition there is a 50% chance that the injured hand is the characters primary weapon hand imposing a -4 penalty on all attack, damage, and skill check rolls requiring the use of that hand (Disable Device, etc.) until healed. Spellcasters are unable to use somatic components until healed. Once discovered, the trap cannot be removed short of breaking the ladder but can be easily avoided.

FALSE LADDER RUNG TRAP **CR 4**
Type mechanical; Perception DC 18; Disable Device DC na

Trigger touch; Reset repair

Effect poisoned blade (1d6 plus poison, giant wasp poison, Fort DC 18, 1/rd. for 6 rds., 1d2 Dex, 1 save); DC 18 Reflex save avoids fall, 10 ft. (1d6, fall)

41. Landing

A blue silk runner, worn and stained by years of foot traffic, extends between the eastern and western doors and branches off to the head of the descending staircase. Directly opposite the stairs is a large painting of two dragons, one black, and one white, locked together in mortal combat, their bodies forming a yin-yang symbol. On either side of this painting is a shallow alcove, empty but with deep shadows cloaking its recesses.

Characters may be suspicious, but the alcoves are empty of anything more menacing than a few dust bunnies.

42. Study (CR 13)

Flickering standing lamps provide this room with a warm glow combined with a cheery blaze burning on the hearth. A beautifully carved, wooden desk stands against the west wall with a comfortable chair. Books and sheaves of paper sit upon the desk next to an inkwell and quill, a small sandbox beside them. The desk has several brass-handled drawers with ornate locks. A triple arch supported by two columns exits into a darkened room to the north. A cool breeze emanates through this arch swirling thin mists that lurk beyond. Three portraits hang on the walls of this room: An ageless, silver-haired woman with a severe expression on the east wall; a jolly, rotund man standing next to laden table hangs above the mantle; and a young, dark-haired child with large, haunted eyes hangs above the desk.

This nicely appointed chamber serves as Belishan's study. The lamps and fireplace are all illuminated by *continual flame* (CL 15th). The paintings are the masterworks of a long deceased madman who was said to have a touch of the divine (or infernal). They are quite good — and captivating. Each of the paintings has a different effect on those who view them. See the descriptions of the different paintings below. It is possible that different party members will look at different paintings simultaneously and be affected by several all at once. The desk is covered with materials for writing scrolls. There are no completed scrolls on the desk. The desk has four drawers; all locked (Disable Device DC 25) and **trapped**.

Portrait of the Stern Woman: Anyone viewing this painting must make a DC 23 Will save or be affected by an *antipathy* spell at caster level 20. This effect cannot be dispelled from the painting as it is not a magical effect but rather a quality of the painting itself. Destroying the painting prevents it from producing this effect.

Portrait of the Jolly Glutton: Anyone viewing this painting is affected as if he had looked into a *mirror of opposition* except the character is drawn into the painting to duel the fat man who has the same equipment, abilities, etc as the victim — even growing or shrinking if necessary to match the size. Only one person can be drawn in at a time. Once one of the duelists is killed, the character is expelled from the painting, living or dead, and it returns to its normal appearance. It can function as many times as someone views it. As with the previous portrait, this is not actually a magical effect that can be dispelled but rather a quality of the painting. The portrait can easily be destroyed. If destroyed while a victim is trapped within it, there is a 50% chance that the victim is safely expelled and a 50% chance that the victim is slain and forever lost in the tatters of the painting.

Portrait of the Lost Child: This portrait brings a deep-seated feeling of dread and sorrow to the viewer as they are almost hypnotized by the child's bottomless eyes. Anyone viewing it is affected by a *phantasmal killer* at caster level 20 and must make a DC 19 Will save to recognize it as unreal. The Fortitude save for anyone who fails the Will save is also DC 19. Once again, this is not truly a magical effect and cannot be dispelled. This portrait, too, can be easily destroyed.

Desk Drawer Traps: The heavy desk has four locked drawers. The handle of each drawer has been smeared with black lotus extract contact poison. The effects stack for multiple exposures.

DRAWER HANDLE SMEARED WITH CONTACT POISON CR 9
Type mechanical; Perception DC 18; Disable Device DC 26

Trigger touch; Reset manual

CHAPTER 7: THE CROOKED TOWER

Effect poison (black lotus extract, DC 20 Fortitude save resists, onset 1 minute, 1/rd. for 6 rounds, 1d6 Con, cure 2 saves)

Treasure: This desk is where Belishan pens his scrolls. In the first drawer are high-quality scroll-making materials worth a total of 3,000 gp. The second drawer holds an *arcane scroll* (CL 15: *clenched fist*), and a single sheet of parchment with a crude sketch of a beautiful young woman sprawled nude upon a bed of furs. This parchment is actually cloaked with a *secret page* which hides the phrase “Blood of life for the door closes” written in Common. The command word for the *secret page* is “Bloodmage”. The phrase written on the parchment is the command word to deactivate the trap in Belishan’s laboratory (see Areas 68). The third drawer is empty, and the fourth drawer holds a spellbook that Belishan is currently working on. The spellbook is trapped with a *symbol of weakness* inscribed on the first page.

SYMBOL OF WEAKNESS TRAP

CR 8

Type magical; **Perception** DC 32; **Disable Device** DC 32

Trigger visual (*symbol of weakness*); **Reset** none

Effect spell effect (*symbol of weakness*, 15th-level wizard, 3d6 Strength damage)

The spellbook has 38 blank pages at the back in addition to the following spells: 6th—*planar binding*; 7th—*control weather*, *delayed blast fireball*, *ethereal jaunt*, *grasping hand*, *limited wish*, *project image*, *symbol of stunning*, *vision*.

43. Library (CR 8)

The lights of the study do little to dispel the gloom in this room. Shelving stacks run from floor to ceiling forming stone rows laden with books and scrolls. A cool, moist breeze continually flows throughout this room ruffling the pages and creating a constant susurrus. The combination of cold and moisture creates thin tatters of fog that swirl around the ceiling of the room.

This library was once a magnificent repository of knowledge collected over the centuries. Unfortunately, Belishan in his endless centuries grew tired of the collection and moved on to other pursuits. He removed most of the works of interest to him and the rest suffer from the effects of age and dampness. Works on almost any subject can be found herein allowing a +5 circumstance bonus on any Knowledge checks while consulting the library, but they are fragile and many of have rotted into illegible scraps. Not all books of import were removed from this room. A DC 20 Perception check locates one promising-looking work that reveals itself to be a *vacuous grimoire* if perused.

Creatures: The air currents are natural, created from fissures in the walls that cause drafts up from the cellars below the house. The mists, however, are actually **5 vampire spawn** that enjoy lurking in here riding the breezes in *gaseous form*. Unless detected and attacked early, they wait until a party begins exploring the room and then descend to flank characters before assuming their corporeal forms and attacking.

VAMPIRE SPAWN (5)

CR 4

XP 1,200

Pathfinder Roleplaying Game Bestiary “Vampire”

LE Medium undead



CHAPTER 7: THE CROOKED TOWER

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

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

Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, 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

Languages Common

SQ gaseous form, shadowless, spider climb

44. Scrivener's Chamber

The narrow window lets only a feeble light into this cramped room. A stairwell curves upward. Stacks of paper and parchment are piled about the room, and against the east wall is a tall, heavy writing desk with a canted surface. A high stool provides access to the desk, and seated on the stool is a stooped, unbelievably emaciated figure in worn rags. A heavy chain links a manacle on the man's ankle to one leg of the heavy desk. A balding head with only a perimeter of scraggly gray hair surrounding an aged-spotted pate rests on the desk atop a thin arm clutching a quill. Sheaves of paper collect like clouds beneath the stool and desk. The figure is unmoving.

This forlorn chamber marks the passing of Belishan's scrivener and records keeper. Never one for the tedium of accounting, Belishan employed (willingly or otherwise) others to take care of this odious task for the upkeep of the tower. These pathetic wretches knew no home but this room and the desk to which they are chained. The care and maintenance of these individuals fell to the major domo. Unfortunately for this scrivener — his name long since forgotten by Belishan — with the disappearance of Rothestyl, the new major domo Cheg has been somewhat remiss in his duties. Never a healthy individual to begin with, the scrivener succumbed to starvation and dehydration after only eight days of deprivation. As attested to by the dried ink on his fingers and the page on which he writes, he continued faithfully right up to the end.

An examination of the body reveals the horrid living conditions he had endured for years and the means of his hopeless demise. There are no signs that he attempted to break free from his post. Seemingly death was a kinder fate than his intolerable existence. Examining the various papers reveals records for the tower stretching back many centuries, to the earliest days of Tsar, written in many different hands. They are all mundane records and invoices of orders and taxes, expenses and income. Surprisingly, even though in the midst of a dead city, Belishan's finances involve transactions in places as far away as Bard's Gate, the Grand Duchy of Reme and Hawkmoon. It seems the Bloodmage has a long reach indeed. No information of immediate value can be gleaned from these records.

45. Side Room

Circular stairs ascend and descend from this round chamber. A door pierces the eastern portion of the wall. In the center of the chamber between the stairs is a tall sideboard of dark oak with a mirrored back. Several colorful bottles and rows of crystal goblets and brandy snifters sit upon it. Three bar stools stand before it and standing next to them is a wooden pipestand holding several finely carved meerschaum pipes. The stench of death fills the room.

This sideroom served as a bar for those making use of the library and study. The bottles hold various fine liqueurs, though most are not properly sealed and have gone to vinegar with age. The sideboard itself has three large doors in its front. Each opens onto shelves for storing more glasses, cleaning rags, spare bottles of liqueur and wine, and one decomposing body.

Stuffed into the center door at an awkward angle is the naked corpse of a human male. This is Rothestyl, the former Major Domo of the Tower. He has been dead for two weeks and has begun to decompose, his face swollen and black, thick purplish tongue protruding. If he is pulled out of the sideboard the fatal wound, a swollen, discolored puncture on the back of his neck, is clearly visible. A DC 20 Heal check is able to determine that the wound was itself was not fatal but rather a dose of deathblade poison. Rothestyl was killed by a sneak attack from the rogue, Kendral. Kendral stuffed the corpse in the sideboard and then entered the secret door to Area 46. The secret door can be found with a DC 30 Perception check. It can be unlocked only by turning a nearby torch bracket (located as the lock with an additional DC 25 Perception check) or by a DC 30 Disable Device check.

Treasure: There are a total of six intact bottles of fine wine and rare liqueur that are worth 100 gp each.

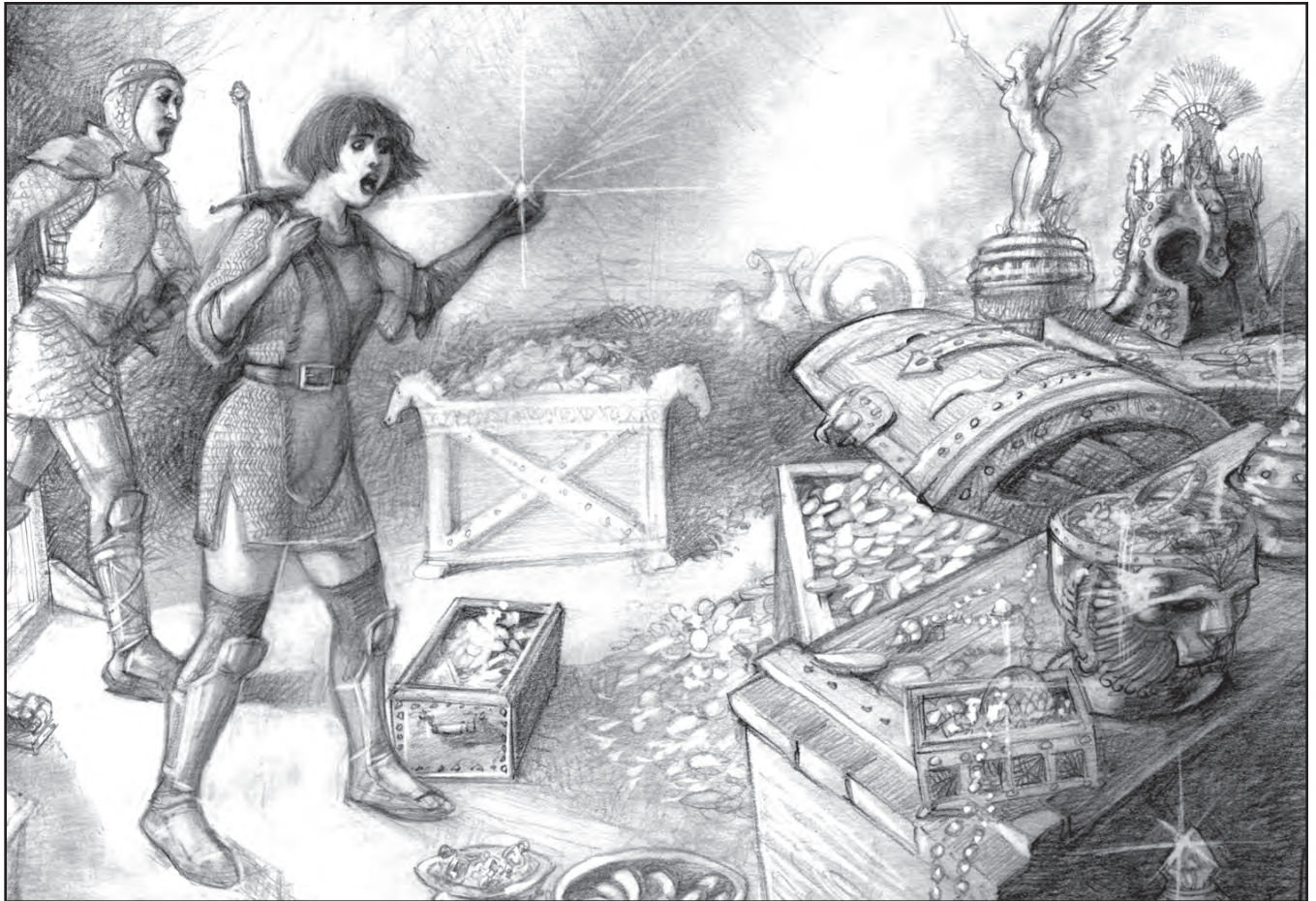
46. Treasury (CR 8)

Guttering torches with blue flames are mounted in brackets giving the room a mysterious cyan aura. Set into the far wall is a circle of nine large gems. Five of them gleam with a brownish luster; the other four are a dull gray. Stacked around the room are chests and bowls overflowing with coins and gems, rolls of fine textiles, and racks holding exquisite weapons, armor and garments. In the center of the room stands an ornate pedestal carved from a single elephant's tusk. Bands of writing in bas-relief wrap around the podium, and atop it sits some sort of green ornament or model. Standing motionless before the pedestal, his back to you, is a dark-cloaked figure. A nimbus of amber light surrounds the figure.

The walls of this hidden room are lined with an internal layer of lead to prevent scrying and attempts to break through because this serves as the treasury of the Crooked Tower. Centuries of tribute, loot, ransom and extortion payments, and other illicitly gained funds have been funneled to this chamber. Since the fall of the city around the tower, there has been little for Belishan to spend his wealth on, and it has accumulated largely undisturbed, used only to pay the occasional mercenary or contact in distant lands.

Pedestal Trap: The bas-relief writing on the pedestal is in Common and reads, "Woe to you who would invade my vault. Enjoy my hospitality and ponder awhile upon your folly before I slake my thirst upon your soul." Hidden within this message is a *sepia snake sigil*. It activates when anyone reads the inscription. The magic of the

CHAPTER 7: THE CROOKED TOWER



trap is tied into the gems embedded in the far wall. Each of these is a large piece of amber. Whenever the trap is activated, one of the pieces of amber is consumed in the spell and burns out to a dull gray, worthless stone. The trap automatically resets and can be used five more times before Belishan will have to replace the gems. If the remaining gems are pried from the wall the trap is deactivated, though trapped characters will not be freed.

HEIGHTENED *SEPIA SNAKE SIGIL* TRAP

CR 8

Type magical; **Perception** DC 30; **Disable Device** DC 30 (or as above)

Trigger visual (*sepia snake sigil*); **Reset** automatic

Effect spell effect (heightened *sepia snake sigil* (8th level), 15th-level wizard, DC 23 Reflex save negates)

Creature: The figure standing before the pedestal is a **rogue** named Kendral. He is currently entrapped within a *sepia snake sigil* that was activated two weeks ago. He can be freed with a successful *dispel magic* against a 15th-level caster, or when the spell expires in another three days. The same **trap** is still active on the pedestal and can snare other characters if they are not careful.

KENDRAL

CR 12

XP 19,200

Male half-elf rogue 10/assassin 3

NE Medium humanoid (elf)

Init +5; **Senses** low-light vision; **Perception** +15

AC 23, touch 16, flat-footed 23 (+4 armor, +5 Dex, +1 dodge, +3 natural)

hp 89 (10d8+20 plus 3d8+6 plus 10)

Fort +6 (+7 vs. poison); **Ref** +14 (+17 vs. traps); **Will** +4; +2 vs. enchantment

Defensive Abilities evasion, improved uncanny dodge, rogue talent (defensive roll), trap sense +3, uncanny dodge; **Immune** magic sleep

Spd 30 ft.; ledge walker

Melee +2 *chaotic outsider bane rapier* +16/+11 (1d6+3/18–20) or +1 *silver dagger* +15/+10 (1d4+2/19–20)

CHAPTER 7: THE CROOKED TOWER

Ranged mwk hand crossbow +15/+10 (1d4/19–20 plus poison)

Special Attacks death attack (DC 15, stun 1d6+3 rounds), rogue talent (bleeding attack, minor magic, major magic), sneak attack +7d6

Spell-like Abilities (CL 10th):

at will (in darkness)—*beastshape III* (bat form only), *fly*

2/day—*true strike*

3/day—*ghost sound* (DC 12)

Str 12, **Dex** 21, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +10; **CMD** 26

Feats Dodge, Exotic Weapon Proficiency (hand crossbow), Mobility, Point Blank Shot, Quick Draw, Rapid Reload (hand crossbow), Skill Focus (Stealth)^B, Weapon Finesse

Skills Acrobatics +18, Appraise +15, Climb +19, Diplomacy +15, Disable Device +25, Disguise +13, Escape Artist +18, Perception +15 (+20 locate traps), Sleight of Hand +18, Stealth +44, Use Magic Device +16

Languages Common, Elven, Giant, Undercommon

SQ elf blood, poison use, rogue talent (ledge walker), trapfinding

Combat Gear 3 *potions of cure light wounds*, 5 vials of deathblade poison (marked as *potions of cure light wounds*), *wand of cat's grace* (4 charges); **Other Gear** +2 *greater shadow leather armor*, *amulet of natural armor* +3, +2 *chaotic outsider bane rapier*, +1 *silver dagger*, masterwork hand crossbow, 20 poisoned bolts (deathblade), *belt of incredible dexterity* +2, *cloak of the bat*, backpack with masterwork thieves' tools, climber's kit, and a blood-stained courtier's outfit with jewelry (65 gp), pouch with 20 gp and 45 sp

Deathblade Poison (Ex) Injury; *save* DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 saves.

Personality/Description: Kendral is a half-elf of drow descent, though this is only evidenced by the dusky cast to his olive skin. His hair is long and brown, and he wears a short goatee. Kendral wears all black garb, including a scarf over his mouth and nose, as part of his occupation. He hails from the distant Domain of Hawkmoon where he worked as a second-story man and accepted the occasional contract for a hit on a political figure, but he realized things were going to get very messy fast in that lifestyle and decided to hit the road as an adventurer and acquisitions expert several years ago. His latest job contracted out of Reme was to recover a legendary emerald known as the Tu Chai Palace that disappeared hundreds of years ago. After months of research at great expense he managed to track its long history of being stolen and restolen to a thief working for the infamous Bloodmage of Tsar just prior to the great war that swept over that city. As a result, he carefully worked his way across the Desolation and into the city where he located this tower. Unaware of the true nature of the tower's current master, he managed to infiltrate the tower through the privy at Area 16 and make his way up through Areas 18, 32, 33, 41, 42 and 45 to here, avoiding the tower's many dangers along the way. He was on the verge of being discovered by Rothestyl in Area 45, when he killed the major domo with a poisoned crossbow bolt. He stuffed the body in the sideboard and entered the treasury before falling prey to the *sepia snake sigil*. Cheg, the new major domo, has not yet been told about the secret treasury, and Belishan has not bothered to check it in the last few weeks and is, therefore, unaware of the intruder or Rothestyl's fate.

Kendral is more self-interested than evil and found the life of a hired assassin to be rather unpalatable. He has always worked as a loner, but being trapped alone in the Bloodmage's vault has him spooked. He is more than willing to join with a group of powerful adventurers and would even accompany them in further exploration of the city. Kendral is intended to be a potential substitute for a player character lost elsewhere in the adventure, if the party can stomach the presence of an evil character. We will downplay his role as an assassin preferring the part of an acquisitions expert. This character ought to allow for some interesting role-playing

opportunities. Adjudicate the possession of the Tu Chai Palace and any rewards obtained for completing the contract as you see fit, though Kendral won't take on an obviously superior party to try and take it. If he doesn't (or does!) join the party, he might try to steal it at some point, though. There are many possibilities for interactions with this character by the party.

Treasure: As mentioned above, a lot of treasures have accumulated in this vault over the years. If removed from their settings in the wall, each of the unused pieces of amber is worth 500 gp. The various chests, urns and bowls hold a total of 27,300 gp, 42,550 sp, 16,085 cp, 2,300 pp, and assorted gems and jewelry with a total value of 65,000 gp. Racks hold clothing for both genders of Small, Medium, and Large humanoids of exquisite make and a myriad of styles dating back 500 years. These are all in excellent shape and are worth a total of 12,000 gp. Art objects in the room include a 3-foot-diameter flawless crystal globe (10,000 gp), a complete service of platinum cups (3,000 gp total), a diamond-encrusted walking stick (5,500 gp), a tiny replica chest of ivory with gold fittings that can be used for a *secret chest* (5,000 gp), and a teak console table worked with mother-of-pearl (2,000 gp). The arms and armor comprise masterwork samples of each exotic weapon listed in the *PHB*, a suit of gold banded mail that weighs 125 lb and is worthless as armor (2,500 gp), a +2 *darkwood shield*, and a suit of dragonhide plate.

The ivory pedestal in the center of the room is exquisitely carved with both Belishan's warning and bands of figures and animals wrapping completely around it. It is crafted from a single exceptionally large elephant tusk and is worth 3,500 gp. Atop the pedestal is a fantastically carved palace in miniature. It is crafted from green stone and is delicately carved into a hanging palace built upon the side of a steep cliff. The details include trees, windows, doors, and even stonework in individual relief. A successful DC 20 Appraise check can determine that the entire model is crafted from a single massive emerald. The entire piece weighs 10 lb. This is, of course, the Tu Chai Palace sought by Kendral, depicting a semi-mythical imperial palace from the legends of the exotic northern lands. As a piece of artwork it is worth 150,000 gp, but its legendary status makes it priceless. Rather the party's best bet would be exchanging it with some powerful individual for a princely (though lesser) sum and the promise of favors and considerations in the future, much as Kendral had arranged, or perhaps for a powerful magic item(s). Regardless, whoever owns the palace is in for constant struggle as endless attempts are made to steal the priceless jewel and/or slay its current owner. Legend even holds that misfortune befalls any who possess it for long.

If a DC 28 Perception check is made on the Tu Chai Palace, it is discovered that one of the many doors depicted can actually be opened on tiny hinges. Beyond is a hollow space holding a small gold receptacle stoppered by a polished fang and sealed with platinum wire. This receptacle holds the *ashes of Amnu-Paket*. See the **Magic Items Appendix** for more information on this item.

While the items in this chamber are of exceptional value, they are also quite bulky. Feel free to make the PCs go through the process of removing such a large hoard through a hostile environment such as Tsar and then try to safely store it at a place like The Camp.

47. Upper Hall

An unlighted, narrow corridor runs between the guests rooms of the tower. Anyone in the hallway or adjacent rooms can make a DC 15 Perception check to notice creaking footsteps and occasionally grinding coming through the ceiling from the floor above. A DC 20 Perception check catches sight of a short trail of dust sifting down from the cracks in the stonework above as if something heavy had just passed over. The cause of these phenomena is described in Area 58.

48. Grampion's Suite

These connected rooms consist of an anteroom, a small privy, and a bedchamber. The anteroom and privy are basically empty of all but the necessary accouterments. The northern bedchamber has been occupied by Grampion, the bugbear cleric of Hel, though he is currently in Area 39. The chamber has a heavy, sagging bed with a worn mattress and threadbare blankets against the west wall. Leaning against the north is a +2 *tower shield* painted half black and half white. Beside it are stacked a set of saddlebags. Grampion uses the shield when riding his steed. He keeps his personal possessions inside his saddlebags. They include several changes of clothing all covered in coarse hairs (DC 15 Knowledge [local] to identify as bugbear sheddings) including one set of cleric's vestments (DC 15 Knowledge [religion] to recognize as devoted to Hel), rancid foodstuffs, brackish waterskins, and his **treasure**.

Treasure: Stored within the saddlebags are a wooden case holding 5 vials of wyvern poison and 2 vials of antitoxin, an ivory and onyx unholy symbol of Hel (shaped like a woman's head — half black and half white) worth 80 gp, 4 thunderstones, and a leather bag holding 300 gp, 225 sp, and 70 iron bits from The Camp.

49. Kennels (CR 8)

The wall between these two rooms has been torn down to make a large open space. The northern door has been nailed shut from the inside and requires a Break DC 40.

The wall between this room and the next has been crudely removed leaving jagged pieces of stonework protruding from the floor, walls, and ceiling. The room is strewn with gnawed bones, animal droppings and matted fur. The window panes have been broken out allowing rain water to puddle beneath them. The room smells strongly of wet animals.

Creatures: Belishan uses this room as a kennel. There are currently 3 **dire worgs** in here. They are part of the same pack as those found in Area 8. Once they identify PCs by smell as someone other than one of the tower's denizens they attack and pursue relentlessly, though they have difficulty moving through some of the narrow corridors. Otherwise they remain in this room unless summoned by the master.

DIRE WORGs (3)
XP 2,400
hp 68 (see **Monster Appendix**)

CR 6

50. Ill-Fated Guest Room

The door to this room is stuck as if something behind it is holding it shut. A DC 25 Break check is able to tear away enough of the wood paneling and frame to remove the door and allow entry.

Beyond the door is a forest of iron spears. They extend from every foot of the floor, and their pointed heads reach the ceiling. Pinned to the ceiling on the tips of these pikes are the splintered remains of two simple beds and a chair, as well as, two armored corpses, their arms and legs dangling lifelessly.

This room was once set with a vicious trap that caused a forest of spears to magically spring from the floor and impale anything in the room against the ceiling. A pair of hapless adventurers fell prey

to it several years ago, and Belishan has never devoted the time or expense to resetting it. The spears are solid iron poles 2 inches thick (Hardness 10, hp 60, Break DC 28). The bodies are impaled to the ceiling at the center of the room requiring the party to dismantle at least 15 spears to reach one corpse or 18 spears to reach them both. The bodies themselves are little more than desiccated skeletal remains within their armor. They both wear half-plate armor, though it is useless without major repairs due to numerous punctures.

Treasure: Clenched in the fists of the corpses are a +1 *wraith short sword* (see **Magic Items Appendix** for details of the Wraith special ability) and a +2 *flail* respectively. The skeleton with the flail also wears a locked gauntlet and a masterwork buckler. The first one's pouch holds 27 gp, a chrysoberl worth 100 gp, and a *potion of cure light wounds* (miraculously unbroken), and the second wears a backpack containing 3 wooden stakes, a hammer, a silver holy symbol of Arden (a lesser god of the sun) worth 25 gp, three broken and empty potion vials, an intact metal flask of holy water, and a pouch with 14 pp.

51. Creature Storage

The door opens onto a good-sized chamber with two windows and a small closet in the far corner. All furnishings have been removed, and in its place are dozens of highly detailed, life-size sculptures of various types of monsters.

Belishan uses this chamber to store creatures he has captured and exposed to the medusa at Area 10. He saves them for use later as guardians or elements of the trap at Area 7. In here are the petrified forms of a troglodyte, a hell hound, a dire badger, a young brass dragon, and a shocker lizard. If a *stone to flesh* is applied to any of these creatures, and it survives its Fortitude save, the party will have a hostile monster on its hands as even the brass dragon assumes its rescuers to be foes.

52. Carmella's Room (CR 7)

This shadowy room reeks with eldritch foulness. Two window casements are clogged with some sort of tarry bile blocking any light from entering the room. A small closet stands open, its door ending at splintering gnaw marks where portions of it are missing. The southern portion of the room has some sort of nest comprised of a papery, fibrous substance smeared with the same tarry goo that blocks the windows. Shreds of hair and skin dangle from a small iron chandelier in the center of the room.

Creatures: This room serves as the chamber of Carmella, an **advanced grisly minstrel daemon** and court bard of the Bloodmage. She resembles beautiful human woman from the waist up though with reddish skin, sharpened teeth, and arms ending in clawed hands, and from the waste down she has the body of a fiendish giant cricket. She typically spends her time in her nest strumming her harp made of bone and vocal cords. The nest is composed of the substance produced when she gnaws on the wooden door and combines it with her own tarry spittle. The hair and flesh on the chandelier are her own from the many times she has bumped her head against it. Her damage resistance prevents any real harm, though. The closet itself holds the naked remains of her last meal, a dwarven skald. The skin has been peeled from his face and consumed. The vocal cords of his throat have been exposed and wooden tuning pegs attached as Carmella experiments with the tones they produce as they dry and shrink.

CHAPTER 7: THE CROOKED TOWER

CARMELLA

CR 7

XP 3,200

Advanced-HD grisly minstrel daemon (*Creature Collection II: Dark Menagerie* 41)

NE Large outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +14

AC 24, touch 12, flat-footed 21 (+5 armor, +3 Dex, +7 natural, –1 size)

hp 67 (9d10+18)

Fort +5; **Ref** +9; **Will** +8

Defensive Abilities mind shielding; **DR** 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

Spd 40 ft., climb 20 ft.

Melee +1 keen short sword +14/+9 (1d8+6/17–20), bite +8 (1d4+2) or 2 claws +13 (1d6+5), bite +13 (1d4+5)

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

Special Attacks bardic performance 33 rounds/day (countersong, distraction, fascinate [DC 21], inspire courage +3, inspire competence +4, suggestion [DC 21], dirge of doom, inspire greatness, soothing performance)

Spell-like Abilities (CL 9th):

1/day—*dimension door*

Bard Spells Known (CL 11th):

4th (3/day)—*freedom of movement*, *hold monster* (DC 19), *legend lore*

3rd (5/day)—*blink*, *crushing despair* (DC 18), *glibness*, *slow* (DC 18)

2nd (5/day)—*darkness*, *cure moderate wounds* (DC 17), *invisibility*, *silence* (DC 17), *sound burst* (DC 17)

1st (7/day)—*cure light wounds* (DC 16), *feather fall*, *hideous laughter* (DC 16), *identify*, *lesser confusion* (DC 16), *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 15), *know direction*, *lullaby* (DC 15), *mending*, *read magic*

Str 20, **Dex** 16, **Con** 15, **Int** 11, **Wis** 10, **Cha** 20

Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Bluff)

Skills Acrobatics +15 (+25 jump), Bluff +20, Climb +16, Perception +14, Perform (string instruments) +21, Sense Motive +14, Stealth +11

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Combat Gear *potion of eagle's splendor*; **Other Gear** +2 studded leather armor, +1 keen short sword, ring of mind shielding, harp

Bardic Performance (Su) A grisly minstrel daemon has the ability to use bardic performance in the same manner as a bard of a level equivalent to the grisly minstrel's Hit Dice +4. The music of this performance can be produced by a musical instrument or simply by rubbing its hind legs together (which counts as a string instrument for the daemon). Using its hind legs in this manner is a free action and does not interrupt the grisly minstrel's attacks or spellcasting, though it cannot move while making this unholy music.

Development: Carmella is a guest of Belishan but tries to bluff the party into thinking she's merely a prisoner summoned by the Bloodmage for entertainment and wishing only for her freedom. She offers to accompany the party and assist them if they will in turn destroy the Bloodmage and free her from her bondage. If asked she claims he keeps a magic item which prevents a *dismissal* spell from working on her. This is untrue, but she uses it to try and prevent the use of a *dismissal* on her. She tells the party she is a bard and can use her spells and abilities to help them. She uses her hind legs to inspire courage to give them an example. She tries to remain with the party as long as possible to gain information as to their strengths, weaknesses, intentions and tendencies. As soon as she is attacked, thinks someone

is about to cast a *dismissal*, or believes she has obtained enough information she uses her *dimension door* to retreat to Area 77 and report all she can to Belishan while they await the party. She knows of Grampion and claims he is an evil priest visiting the Bloodmage to seek an alliance, which is true (she doesn't care much for the bugbear and would be happy to see him killed). She claims to know nothing of the towers layout saying the Bloodmage always magically summons her directly to his location. If anyone looks in her closet she figures the jig is up and tries to make a surprise attack before reporting to Belishan.

Treasure: Buried within the tarry wood fiber of the nest are the daemon's treasures: 9 large black sapphires (1,000 gp each) a mithral pinky ring (50 gp) and a box of 16 colorful polished stones. A DC 25 Heal check identifies them as kidney stones removed from various humanoid races. If sold in the Lower Planes, they could fetch up to 100 gp each.

53. Empty Bedchamber

This bedroom is immaculately kept with a bed, its covers turned down, a table and chair, footlocker, and standing wardrobe. All are empty and dust free.

54. Blood-Spattered Bedchamber

This chamber is empty of furnishings. The cold stones of the floor bear great dark stains where someone or something has spilled a great deal of blood at sometime in the past.

The blood is old and is all that is left from one of the mimics' hunts (see Area 55). Other than that the room is completely empty.

55. Second "Empty" Bedchamber (CR 6)

Creatures: To all appearances this room is identical to Area 53. However, in actuality the room is bare, and the furnishings are all the work of 2 mimics that occupy the room waiting for their next meal. They wait for characters to enter the room to search before attacking with surprise.

MIMICS (2)

CR 4

XP 1,200

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Mimic")

Treasure: Beneath one of the mimics is their collected treasure consisting of a skeletal arm wearing a silver bracelet (200 gp) and a single peridot (75 gp).

56. Dressing Room (CR 12)

Gauzy curtains hanging on rods crossing the ceiling divide this room into three sections. In the northernmost near the door are many pegs for hanging cloaks and a row of shelves for footwear. The middle section holds soft divans and great pillows for seating. Standing along either side are wardrobes, open and empty. The southernmost section has wooden benches and a table holding stacks of folded towels next to another door. It appears that this serves as some sort of dressing room like for a bath. The sections provide areas for those in different stages of preparation coming or going from the baths. The curtains are doubtlessly to prevent cold drafts from the hall door and provide some privacy, but the filmy drapes that currently hang in the room seem ill-suited to provide either.

This area was indeed the changing room for guests of the tower as they used the baths. While they were in the baths, servants would take their soiled clothes and launder them. The room hasn't seen use in many years and the towels still stacked on the table are rotten and stink of mildew.

Creatures: The heavy curtains that once partitioned the room were removed long ago. Now **2 lurker wraiths** dangle from the curtain rods patiently awaiting their next victims.

LURKER WRAITHS (2)

CR 10

XP 9,600

hp 112 (see **Monster Appendix**)

Tactics: The lurker wraiths prefer to let characters enter the central portion of the room before attacking simultaneously from both directions. To this end, the northernmost lurker wraith has pulled itself partially aside leaving an opening characters can easily pass through without touching it. Assume that unless players say otherwise, when they proceed into the rest of the chamber they do not touch the curtain. Willingly touching the curtain exposes a character to a Constitution drain attack. Attacking the curtains or even touching them provokes them to attack, knowing that their disguise has been penetrated.

57. Lavatory

This long, L-shaped room is built around the great hall's brick chimney rising from below. A smaller fireplace is built into this chimney with hooks for hanging several water kettles over the flame. Warped and rotten water barrels, now empty, line the south wall, and in the room's western portion are three porcelain claw-footed tubs. Pallets with brushes, soaps and oils sit next to them.

This baths served the guests of the tower back in its heyday when it entertained many visitors. A door to the south leads to a loo with two toilets. There is nothing of value or interest to be found here unless the party searches in the ashes of the fireplace. If they do so they automatically notice a stone figure partially buried in them. Otherwise a DC 22 Perception check uncovers this strange object. It is one of the *Nine Disciples* that has lain here for centuries without Belishan's knowledge (see **Magic Items Appendix**). How it came to be here is a mystery, but it will undoubtedly be of great value in the party's quest.

58. Attic (CR 4)

The door to the attic is locked but the wooden panels have been broken out with great force by something within the attic. It is no longer an impediment. The key is in Area 13.

A dusty, cobweb-filled attic extends southward from the door. The ridgepole of the roof is only 7 feet above the floor, rafters extending downward like the ribs of a great skeleton. Dormer windows extend off from the main attic overlooking the tower below through their cracked and filth-smearred panes. To the south where the northern section intersects with the main section, the peak of the ceiling rises much higher — over 12 feet. Gray light from that direction tells you of more dormer windows in that section.

The windows of the attic are 2 feet wide by 5 feet high, but are otherwise identical to those found elsewhere in the tower. A DC 15 Perception check notices that the southern section of the attic has many fewer cobwebs than the northern portion as if something had been through there brushing them all aside. When the party reaches this southern portion of the attic, a DC 9 Survival check notices scraping tracks in the dust as if something big had been moving through.

Creature: Standing in the shadows at the western end of the attic is a lifelike stone statue of a minotaur. It is in fact an **stone zombie minotaur**. Belishan created it and then realized its size and weight prohibited it from being much use within the confines of the tower. After great difficulty he managed to move it up here for storage. Now it paces endlessly back and forth in the southern section of the attic creating the footsteps and sifting dust in Area 47. It can barely fit into the low-ceilinged northern section (squeezing to do so), and therefore rarely goes there. On one occasion it did batter down the attic door but found that it could not fit down the stairwell at all so returned to its endless pacing.

STONE ZOMBIE MINOTAUR

CR 4

XP 1,200

Advanced stone zombie minotaur (*Creature Collection II: Dark Menagerie* 174, *Pathfinder Roleplaying Game Bestiary* "Minotaur")
NE Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)

hp 55 (4d10+30 plus 3)

Fort +0; **Ref** +0; **Will** +0

DR 10/adamantine; **Immune** construct traits

Spd 30 ft.

Melee slam +12 (1d8+13) and gore +12 (1d6+9)

Str 28, **Dex** 11, **Con** —, **Int** —, **Wis** 14, **Cha** 5

Base Atk +4; **CMB** +14; **CMD** 24

Feats Toughness^B

SQ necromantic construct, staggered

Necromantic Construct (Ex) Stone zombies are treated as construct with all the standard construct immunities and traits. However, if a *stone to flesh* is cast on one, it reverts back into a standard zombie, the creation ritual's magic disrupted.

Tactics: The stone zombie stops pacing and remains motionless when it hears characters entering the attic. When characters enter the southern portion of the attic it charges forward and attempts to bull rush, continuing to do so until it has pushed one or more characters all the way to the eastern end of the attic and out the far window if possible.

A fall from that window drops 37 feet to the roof above Area 7 (3d6 points of falling damage) and then requires a DC 25 Reflex save to avoid bouncing off and falling 12 feet to Area 6 below for another 1d6 points of falling damage. At this point a DC 15 Reflex save is necessary to avoid rolling off of the edge of Area 6 and continuing to fall for another 20d6 points of falling damage and landing in The Grunge below.

59. Tower Stair

Stairs rise from below into this darkened turret. An equally dark passage exits to the south. An arrow slit has been bricked over allowing not a single ray of light to illuminate this cavellike landing.

Creature: Belishan's quasit familiar, **Esquireet**, normally lurks in bat form in this room keeping a watch on the stairs. Typically he takes 10 on his Perception and Stealth checks, but if Belishan has been warned of intruders in the tower (for instance from Carmella at Area 52) Esquireet is actively making Perception rolls each round and has turned invisible.

ESQUIREET, FAMILIAR

CR —

XP —

Male quasit familiar (*Pathfinder Roleplaying Game Bestiary* "Demon, Quasit")

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +19

Aura info

AC 24, touch 14, flat-footed 22 (+2 Dex, +10 natural, +2 size)

hp 72 (15 HD); fast healing 2

Fort +5; **Ref** +7; **Will** +10

Defensive Abilities improved evasion; **DR** 5/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Spd 20 ft., fly 50 ft. (perfect)

Melee 2 claws +11 (1d3–1 plus poison), bite +11 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Spell-like Abilities (CL 6th):

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-ft. radius, DC 11)

1/week—*commune* (six questions)

Str 8, **Dex** 14, **Con** 11, **Int** 13, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +4; **CMD** 16

Feats Improved Initiative, Weapon Finesse

Skills Appraise +18, Bluff +18, Craft (alchemy) +18, Craft

(sculpture) +18, Diplomacy +18, Fly +20, Intimidate +6,

Knowledge (arcana) +18, Knowledge (history) +15, Knowledge

(planes) +6, Perception +19, Sense Motive +19, Spellcraft +15,

Stealth +16

Languages Abyssal, Common, Undercommon; empathic link with master, telepathy (touch)

SQ change shape (bat, Small centipede; *polymorph*), share spells

Poison (Ex) Claw—injury; *save* Fortitude DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Tactics: Esquireet does not try to engage the party in battle, but rather tails them as long as possible to gain information for his master. If spotted, Esquireet flees using *cause fear* to cover his retreat. He tries to fly up the chimney at Area 62 and then around to his entrance at Area 78 to bring warning to his master. If Esquireet is attacked, Belishan becomes aware through their link and then will scry his familiar to learn what is going on.

60. Salon

The black-painted walls of this room absorb light like a mineshaft. Two windows flanking a door have been bricked over completely. A deep, black shag carpet covers the floor. A black leather couch with bronze rivets sits along the west wall, with a chairs of identical make set in the east wing of the chamber. Directly across from the couch is a table of polished ebony holding a carafe and goblets of blood-red crystal. An incredibly foul stench permeates this entire room.

Belishan and his cronies sometimes use this salon to relax before and after nightly jaunts out in the city. The crystal carafe is ice-cold to the touch and holds fresh blood, chilled to near freezing. The stench in the room is coming from Area 61.

Treasure: The red crystal carafe is of delicate elven make and bears a minor enchantment that chills all liquids placed in it. It is worth 700 gp. The six crystal goblets are likewise of elven craftsmanship and are worth 75 gp each.

61. Overlook (CR 10 or 15 if Grampion is present)

This balcony provides an excellent view of the northern parts of the city. A crenellated rail surrounds the balcony. The balcony itself is covered in piles of bloody dung, smeared about by large clawed footprints. A few red-tinged, brownish scales are scattered here and there along with tufts of wiry, black hair. The stench is horrific, and the sight not much less so.

The ground is 76 feet below this balcony.

Creature: This place currently serves as a perch for Grampion's fiendish wyvern steed (see Area 39), a gift from the cleric's patron deity. The beast spends most of its time hunting in the ruins of Tsar, but there is a cumulative 10% chance each round that a party remains here that it returns. It attacks anyone it sees unless ordered otherwise by Grampion. If Grampion's signal whistle is blown from this overlook, the wyvern returns in 1d3 rounds. The creature wears a custom-built riding saddle sized for a Medium creature that includes an anchor for fastening a tower shield in place to protect the rider.

FIENDISH WYVERN STEED

CR 10

XP 9,600

Advanced-HD giant fiendish wyvern (*Pathfinder Roleplaying Game Bestiary* "Wyvern")

NE Huge dragon (extraplanar)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +20

AC 20, touch 8, flat-footed 20 (+12 natural, –2 size)

hp 121 (9d12+54 plus 9)

Fort +12; **Ref** +6; **Will** +9

DR 5/good; **Immune** sleep, paralysis; **Resist** cold 10, fire 10; **SR** 15

Spd 20 ft., fly 60 ft. (poor)

Melee sting +14 (1d8+7 plus poison), bite +14 (2d8+7), 2 wings +9 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks poison (DC 20), rake (2 talons +14, 1d8+7), smite

good 1/day (+9 damage)

Str 24, **Dex** 10, **Con** 22, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 28
Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness
Skills Fly +4, Linguistics +2, Perception +20, Sense Motive +12, Stealth +4
Languages Draconic, Infernal
Gear riding saddle with tower shield mount

62. Ravenous Den (CR 0 or 10)

The western door to this room ajar.

This room is a shambles. Dried blood and pieces of flesh and bone are spread haphazardly about. What furniture may have once been in here has been reduced to splinters. Even the stone hearth shows cracks and chips from some abuse. Propping the door open is a door stop. Closer examination reveals it to be a severed human hand.

This room serves as the quarters of the ravenous torturer found in Area 65. He knows he is not supposed to prematurely kill any prisoners until Belishan is convinced all opportunities for information and enjoyment have been exhausted. Therefore, the ravenous torturer returns here whenever he feels a rage coming on. Belishan periodically replaces the furnishings just to keep the ravenous torturer occupied with smashing things. The torturer also serves as a guard for the door to Area 63. There is a 25% chance that he is present when the party first enters. See Area 65 for details. He keeps no treasure.

63. Sepulcher (CR 9)

The door to this room is locked, and the door handle is trapped with contact poison. The key is kept in Area 13.

DOOR HANDLE SMEARED WITH CONTACT POISON CR 9
Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; **Reset** manual
Effect poison (black lotus extract, DC 20 Fortitude save resists, onset 1 minute, 1/rd. for 6 rounds, 1d6 Con, cure 2 saves)

This room feels hollow, and cold. There is no adornment on its plain stone walls. The floor has a layer of dark earth covering the stones. A low, clinging mist swirls between five long, boxes of dark-stained wood lying in the dirt.

This room holds the coffins of Belishan's vampire spawn servants. Each coffin holds a few inches of grave dirt, more of which is piled on the floor. The coffins are currently empty of occupants as the vampire spawn are all in Areas 43. A DC 18 Perception check on the northernmost wall reveals a crack in the mortar through which an air current can be detected. This crack in the mortar penetrates all the way through to Area 17 and is one way that the vampire spawn are able to access the room in *gaseous form*.

Treasure: Each of the coffins holds one of the following items: a +1 *flaming sickle*, a gold crown set with red spinels (5,000 gp), 6 wooden stakes — each with a desiccated heart impaled on it (former vampire hunters), an *elixir of love*, and a blood-covered *mace of blood* (see **Magic Items Appendix**).

64. Room of the Enhanced Guardians (CR 8)

Railless circular stairs ascend and descend from this room. A thick layer of webbing covers the ceiling, leaving an opening only where the stairway climbs to the floor above. Several bundles in the webs hint at cocooned prey. Strands of the acrid-smelling webbing dangle throughout the room, and dried bones and husks litter the floor.

Creatures: This room serves as a guard room to prevent ingress higher into the tower, and to this purpose Belishan has placed some special pets here. In the webbing are **2 enhanced giant black widows**. These Abyssal creatures produce the slightly acidic webbing found in the chamber. They look like great, bloated black widows, but they have deep red spots all over their bodies, not just in an hourglass-shaped spot, and their eight eyes glow a fiery orange. Belishan obtained these unique creatures years ago by slaying their drow masters at a temple of the Spider Queen and magically taking control of them. The Spider Queen had bestowed them upon her servants as a special gift and blessed them with a permanent *stoneskin* effect that does not discharge or expire (dispelled against caster level 25). Belishan has further had them enhanced them with *greater magic fang* (caster level 12) with a *permanency* (caster level 15) spell applied.

Also in the room is a special **advanced homunculus** created by Belishan as a spy. It was constructed to resemble a large, red-eyed vampire bat, its tiny arms and legs virtually undetectable when tucked up against its body. In the creation process Belishan had a *freedom of movement* spell included. He has equipped it with a *wand of bull's strength* that, because of their special telepathic link, it is able to activate.

ENHANCED GIANT BLACK WIDOW CR 6
XP 2,400

Enhanced advanced fiendish giant black widow (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant Black Widow")
 NE Large vermin (extraplanar)
Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)
hp 52 (5d8+25 plus 5)
Fort +9; **Ref** +5; **Will** +3
Defensive Abilities *stoneskin*; **DR** 5/good, 10/adamantine; **Resist** cold 10, fire 10; **SR** 11

Spd 30 ft., climb 30 ft.
Melee bite +11 (1d8+12 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks poison (DC 19), smite good 1/day (+5 damage), web (ranged +6, DC 21, 5 hp)

Str 23, **Dex** 19, **Con** 20, **Int** 4, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +10; **CMD** 24 (36 vs. trip)
Feats Combat Reflexes, Improved Initiative, Toughness
Skills Climb +22, Perception +11, Stealth +4 (+8 in webs)
SQ strong webs

ADVANCED HOMUNCULUS CR 3
XP 800

Enhanced advanced homunculus (*Pathfinder Roleplaying Game Bestiary* "Homunculus")
 CE Tiny construct
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

CHAPTER 7: THE CROOKED TOWER

hp 11 (2d10)

Fort +0; Ref +4; Will +1

Defensive Abilities *freedom of movement*; **Immune** construct traits

Spd 20 ft., fly 50 ft. (good)

Melee bite +3 (1d4-1 plus poison)

Space 2-1/2 ft.; Reach 0 ft.

Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7

Base Atk +2; CMB -1; CMD 11

Feats Lightning Reflexes

Skills Fly +10, Perception +3, Stealth +12

Languages Common (cannot speak); telepathic link

Combat Gear *wand of bull's strength* (27 charges)

Tactics: Like the quasit in Area 59, the homunculus is set here as a spy and early warning device. It perches in the shadowed webs near the room's upper exit, resembling a large bat if spotted. As a construct it does not get bored and actively makes Perception and Stealth checks each round. It does not get entangled in the webs due to its *freedom of movement*. When it first becomes aware of the characters it uses its *wand of bull's strength* on the 2 spiders which immediately move to attack. The homunculus does not join in the battle, instead observing as long as possible for Belishan before retreating to Area 77. If it is slain, Belishan immediately takes 2d10 points of damage.

Treasure: The various web cocoons hold the dried husks of past victims. Entangled with the remains can be found a Small suit of +1 *elven chain*.

Ad Hoc XP Adjustment: Unless the homunculus is slain, don't award XP for it as the party will likely meet it again in Area 77.

65. Donjon (CR 10 or 12)

Red-hot coals glowing in a large brazier illuminate this room with an evil glow. Pokers and brands protrude from the lip of this bowl. Around the room are placed all manner of torture devices — an iron maiden, a rack, thumb screws, iron boots, a jaw breaker, assorted scourges and whips. Beside the door is a headsman's block with an executioner's axe embedded in it. A haggard man slumps in a pillory, and another is stretched on the rack. Four barred cells stand at the southern wall. In each languishes another hapless prisoner.

This room is where Belishan primarily entertains guests nowadays. The various devices are all extremely old and show signs of extensive use. However, they are all well maintained and fully functional.

Creatures: The **ravenous torturer** is usually in here dabbling with one device or another unless he has already been encountered in Area 62. This naked wild man is emaciated and covered in sinewy muscles and spattered with dried blood and gore. His teeth are sharpened fangs, and his eyes are wide and filled with madness. Also present in here is the torturer's assistant and overseer, Belishan's pet **half-fiend dire worg** Xaos, who hates the room's cramped conditions. Xaos serves as much to assist the torturer as to make sure that the ravenous does not get overzealous and consume a victim before the proper time. The ravenous both hates and fears the dire worg, and if opportunity exists in battle to finish it off, the ravenous pauses long enough to do so.

Currently Belishan has no guests to entertain, so all of the "victims" in the room are **6 advanced wights** for the torturer to practice on. They follow the torturer's commands (except to attack Xaos) and enter battle when so ordered. The cage doors and fasteners on rack and pillory are not locked, so the wights can free themselves with a move action.

RAVENOUS TORTURER

CR 10

XP 9,600

Male ravenous human fighter 10 (*The Tome of Horrors II* 210)

CE Medium monstrous humanoid

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

Perception +3

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

hp 119 (10d10+40 plus 20)

Fort +13; Ref +5; Will +4

Immune fear; **Resist** cold 5, electricity 5

Spd 30 ft.

Melee 2 claws +16 (1d4+5), bite +15 (1d6+5)

Special Attacks primal scream, rage

Str 21, Dex 15, Con 18, Int 3, Wis 12, Cha 12

Base Atk +10; CMB +15; CMD 27

Feats Alertness, Great Fortitude^B, Skill Focus (Profession [torturer]), Skill Focus (Survival)^B, Stealthy, Toughness, Weapon Focus (claw)

Skills Escape Artist +4, Perception +3, Profession (torturer) +17, Sense Motive +3, Stealth +4, Survival +4

Languages Crude Common

Primal Scream (Ex) A ravenous can emit a powerful howl of savage fury that can be heard to a distance of two miles. Any animal that hears this scream tries to move out of the area using the quickest and most direct means possible. A successful DC 16 Handle Animal check calms the animal. Intelligent creatures with fewer HD than the ravenous that are within 300 feet must make a successful DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the primal scream of that ravenous for one day. The save DC is Charisma-based.

Rage (Ex) A ravenous that suffers damage in combat has a 50% chance of flying into a berserk rage in the next round, attacking until either it or its opponent is dead. While raging, a ravenous gains Str +4 and AC -4. It cannot end its rage voluntarily.

XAOS

CR 8

XP 4,800

Male half-fiend dire worg (*Pathfinder Roleplaying Game Bestiary*

"Half-Fiend," see also **Monster Appendix**)

NE Large outsider (native)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 76 (8d10+32)

Fort +10; Ref +10; Will +5

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; SR 19

Spd 50 ft., fly 100 ft. (good)

Melee 2 claws +18 (1d6+11), bite +19 (2d6+16 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks smite good 1/day (+8 damage)

Spell-like Abilities (CL 8th):

3/day—*darkness*, *poison* (melee touch +18, DC 17)

1/day—*desecrate*, *unholy blight* (DC 17)

Str 33, Dex 19, Con 19, Int 10, Wis 16, Cha 16

Base Atk +8; CMB +20; CMD 34 (38 vs. trip)

Feats Improved Natural Attack (Bite), Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +15, Fly +13, Intimidate +11, Knowledge (local) +2, Perception +16, Stealth +11, Survival +12

Languages Common, Giant

CHAPTER 7: THE CROOKED TOWER

ADVANCED WIGHTS (6)

XP 1,200

Pathfinder Roleplaying Game Bestiary “Wight”

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 26 (4d8+8)

Fort +3; **Ref** +4; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Spd 30 ft.

Melee slam +6 (1d4+3 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +10, Disguise +11, Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +18

Languages Common

SQ create spawn

CR 4

Their feet are likewise wrapped, so that they make little noise when walking. Grasped in each hand is a cast-iron lotus flower that they can animate into an asp.

The iron mummies have cover unless a character is directly in front of them and are only noticeable from farther than 5 feet with a DC 25 Perception check, in which case just resemble some sort of bas-relief sculpture set into the back of the gargoyles due to their dingy, gray wraps. The iron mummies move to attack when anyone steps on their portion of the roof. They remain on the widow's walk but keep pace with anyone moving along the roof below attacking whenever anyone comes in range. They have a +1 attack bonus for being on higher ground unless engaged in combat on the walkway itself. They do not leave their respective walkways to assist each other and return to their hollows when all intruders have left the roof.

IRON MUMMY

CR 8

XP 4,800

Gary Gygas's Necropolis 219

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 25, touch 9, flat-footed 25 (-1 Dex, +16 natural)

hp 75 (10d10+20)

Fort +3; **Ref** +2; **Will** +2

DR 15/adamantine; **Immune** construct traits, magic

Spd 30 ft.

66. Great Hall Roof (CR 10)

The roof peaks high above the surrounding tower structure, the northern wing 5 feet lower than the southern. The roof is composed of moss-slick slate tiles, and dormers of the same construction branch off from the main roof. The northern portion of the roof is at a fairly gentle slope requiring a DC 5 Acrobatics check to move upon at half speed. Moving faster than that or engaging in combat requires a DC 14 Acrobatics check. Failure by 5 or more means the character slips and must make a DC 20 Reflex save to catch himself or plummet to the ground below. A slide to the west results in an abrupt stop against the wall of the tower (no damage). A slide to the east means a 24-foot fall to Area 11 (2d6 points of damage). A character that catches himself must spend a full-round action climbing back up over the edge of the roof and regaining his feet.

The southern portion of the roof is much more steeply canted and just as slick. Moving across it at half speed requires a DC 10 Acrobatics check. Moving faster or engaging in combat requires a DC 19 Acrobatics check. Once again failure by 5 or more results in a slide and a DC 20 Reflex save to avoid falling. A fall to the north either results in a bump against the tower wall or chimney (northern side of the west wing) or a plummet to Area 11 as mentioned above (northern side of east wing). A fall to the south sends a character over the edge of the cliff. Such a character has one chance to grab one of the tower's buttresses that extend up to the second level with a DC 20 Reflex save or a DC 15 Acrobatics check to jump onto one of them. Such a maneuver results in 2d6 points of falling damage upon hitting the buttress, and then a DC 18 Strength to hang on. A failure on this check means the character continues to plummet into The Grunge below for 20d6 points of damage.

The easiest way to move about the roof is to clamber up to the ridge where a 2-foot-wide widow's walk has been constructed on both portions of the roof (though the northern walk is 5 feet lower than the southern) primarily for ease of maintenance. There is no railing on this flat area, but movement is unimpeded.

Slate Tile Roof: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC see above.

Creatures: At the northern and eastern gables, Large gargoyle statues have been erected looking out over the tower grounds with their menacing glare. The statues are worn and eroded limestone with a patina of lichen and moss. However, the back of each statue is actually a concealed hollow in which Belishan has placed guardians. Standing in each of these hollows is an **iron mummy**, resembling an actual mummy but composed of solid iron beneath their wrappings.



CHAPTER 7: THE CROOKED TOWER

Melee 2 slams +16 (2d8+6 plus lotus asp)

Special Attacks lotus asp

Str 23, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +16; **CMD** 25

Immunity to Magic (Ex) An iron mummy 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 an iron mummy (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the iron mummy 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 iron mummy to exceed its full normal hit points, it gains any excess as temporary hit points. An iron mummy gets no saving throw against fire effects.

• An iron mummy is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Lotus Asp (Su) On a successful hit with an iron mummy's slam attack, the iron lotus flower in that hand immediately transforms into a live lotus asp and is allowed to make a bite attack against the same target as the slam (melee +2, 1d4–1 plus poison). The lotus asp immediately transforms back into an iron lotus flower following its attack, so that the asp itself cannot be attacked. The lotus flowers in the iron mummy's hands are subject to sundering, however (Hardness 10, hp 60). When an iron mummy is destroyed, the iron lotus flowers fall into iron shards along with the rest of it.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and suffocation; *cure* 1 save.

Suffocation: Whenever a victim's Strength score is reduced to 0 as the result of the snake's venom, he must immediately make a DC 18 Constitution check. 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, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful DC 22 Heal check made before a character suffocates negates any further need for Constitution checks.

67. Chamber of the Blood Fountain (CR 8)

Stairs descend from this oddly shaped room, and an opening exits to the east. Dominating the room is a fountain of rust-red stone. Crimson liquid, looking suspiciously like blood, bubbles from the top of the fountain and spills into the wide basin which appears to be full to near overflowing. The floor around the fountain is stained with red droplets, many of which have dried to a brownish tinge. The whole room has a metallic tang in the air.

The fountain in the center of the room is magical and continually spills a flow of blood. Creating it required a great many human sacrifices, but now it continually refreshes the blood supply that flows through it.

Creature: Despite this quantity of available fresh blood, the tower's vampiric inhabitants do not drink from the fountain. This is because it serves as the home for a strange elemental creature

called a **blood weird** summoned to the tower by Belishan long ago and left here as a guardian for the tower's upper reaches. The blood weird is a 10-foot-long crimson serpent with dark red scales and black bands. It lurks submerged in the fountain basin and attacks if anyone who passes by without hugging the far wall. All of the tower's inhabitants know to hug the wall as they traverse the room, and a DC 25 Perception or Survival check reveals that the flagstones along the wall have pattern of greater wear than they rest of the floor as if seeing a lot more traffic over the years.

BLOOD WEIRD

CR 8

XP 4,800

The Tome of Horrors II 169

CE Large outsider (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +18

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

hp 75 (10d10+20)

Fort +7; **Ref** +10; **Will** +8

Defensive Abilities transparency; **DR** 10/bludgeoning

Spd 40 ft.

Melee bite +14 (2d6+6 plus siphon and grab)

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

Special Attacks drench, drown

Str 19, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 28 (can't be tripped)

Feats Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Bluff +16, Intimidate +16, Knowledge (planes) +14, Perception +18, Sense Motive +18, Stealth +12, Survival +14

Languages Common, Weirdling

SQ blood pool, reform

Blood Pool (Ex) A blood weird's pool is a bubbling, flowing mass of dark, rich, red blood. Creatures pinned underneath the blood are subject to drowning (see below).

Drench (Ex) The weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.

Drown (Ex) If a blood weird grapples a foe, it can fully immerse its victim in its blood pool as a free action. A victim completely immersed must hold its breath or drown. See the "Drowning" section in Chapter 13 of the Pathfinder Roleplaying Game

Reform (Ex) When reduced to 0 hit points or less, a blood weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from fire-based spells and effects.

Siphon (Su) A blood weird that hits a foe siphons a portion of its blood off. This attack deals 1d4 points of Constitution damage each time the blood weird hits. A creature struck can make a successful DC 17 Fortitude save to negate the ability damage that round. The save DC is Constitution-based.

Transparency (Ex) A blood weird is effectively invisible in its pool until it attacks.

Treasure: Deposited at the bottom of the 3-foot-deep blood pool are the bones and treasures it has collected over the years. A DC 20 Perception check can turn up one of the following with each successful check: a *medallion of thought projection*, a gold statuette of Freya (250 gp), an ogre femur, and a *pearl of power* (3rd).

68. Laboratory (CR 9 and II)

WILL-O'-WISPS (5)

CR 6

XP 2,400

hp 40 (*Pathfinder Roleplaying Game Bestiary* "Will-O'-Wisp")

The door opens into a room lined with tables and shelving. Books and all manner of alchemical apparatus are spread upon these surfaces in various stages of use. This is obviously an extremely well-stocked wizard's lab. Protruding from the ceiling in the center of the room is a crystalline hemisphere glowing and crackling with energy. Tiny motes of light seem to be swirling around inside it.

This laboratory serves both Belishan and Janirov, and there are many ongoing experiments, though none of them to any interest of the party's. Unless jammed open, any door that the party enters through closes after 1 round. If the door closes and the phrase "Blood of life" is not spoken aloud, the **trap** is activated.

The secret door in the slanted west wall requires a DC 28 Perception check to locate.

Creatures: The hemisphere actually holds 5 **will-o'-wisps** magically compressed and trapped within. Anyone touching the crystal is automatically subjected to five simultaneous will-o'-wisp shock attacks, no attack roll necessary. If touched with an object that can conduct electricity, the shock attacks still affect the character. If the fragile crystal is broken (Hardness 1, hp 2) the will-o'-wisps are released and immediately attack. If the window or door is subsequently opened, the will-o'-wisps immediately flee seeking escape from the tower.

Crystal Hemisphere Trap: As mentioned, the room's apertures (door, secret door, or window) shut themselves automatically after 1 round unless held open. If these shut without the password "Blood of life" being spoken aloud (in any language), the will-o'-wisps in the hemisphere are agitated and release an electrical charge at the closest character which functions as a *chain lightning*. The release of this charge corresponds with a thunderous boom caused by the ionization of the atmosphere in the room clearly audible on this level, the one above or the one below. This trap cannot be discovered through mundane means from outside the room. Only a Perception check made after entering the room can locate the trap, and a Disable Device check is only possible from within the room. If the crystal hemisphere is broken and the will-o'-wisps released, the trap no longer functions. If the doors are opened (treat as locked), the trap resets itself.

CHAIN LIGHTNING TRAP

CR 9

Type magical; Perception DC 31; Disable Device DC 31

Trigger timed; **Reset** automatic, repair, none

Effect spell effect (*chain lightning*, 15th-level wizard, 15d6 electricity to target nearest center of trigger plus 7d6 electricity to each of up to fifteen secondary targets, DC 21 Reflex save half damage)

Treasure: Many of the contents of this room are intrinsically valuable. All of the various equipment form a complete laboratory



CHAPTER 7: THE CROOKED TOWER

capable for use in magic item creation and worth a total of 10,000 gp to the right buyer, though the equipment is very bulky and fragile for transportation. Sitting on the tables and shelves are 3 *potions of bull's strength*, a *potion of fox's cunning*, a *potion of protection from arrows* (10th), a *potion of resist cold* 30 (11th), a spellbook, and a *flesh golem manual*. These can easily be located through the use of *detect magic*. Also in various containers and drawers are rare spell components with a total value of 17,000 gp and notes on the creation of advanced homunculi, stone golems, shield guardians, stone zombies, petrified horrors, iron mummies, and the various magical traps found throughout the tower. This last item reveals the steps to creating the traps, but not where they are or how to disarm them. These notes could be sold to a wizard for 15,000 gp.

The spellbook belongs to Belishan and bears a *fire trap*. Some of the spells are from the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by **Sword and Sorcery Studios**. A description of those spells is provided at the end of this chapter.

FIRE TRAPPED SPELLBOOK

CR 5

Type magical; Perception DC 29; Disable Device DC 29

Trigger spell (*fire trap*); Reset none

Effect spell effect (*fire trap*, 11th-level wizard, 1d4+11 fire, DC 19 Reflex save for half)

The spellbook is full and contains the following spells: 5th—*cloudkill*, *dismissal*, *doomwail*¹, *feeblemind*, *fabricate*, *lesser planar binding*, *nightmare*, *sending*, *Stelan's blood tentacles*², *transmute mud to rock*, *transmute rock to mud*, *wall of iron*; 6th—*chain lightning*, *circle of death*, *disintegrate*, *flesh to stone*; 8th—*power word stun*, *summon monster VIII*.

¹From *Relics & Rituals* by **Sword & Sorcery Studios**.

²From *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**.

69. Dining Room (CR 16)

A hexagonal table of black, polished wood occupies the center of the chamber. Ornate, straight-backed chairs with velvet cushions stand around the table. Seated in one is an elegantly groomed gentleman with a well-trimmed beard and moustache and a fine smoking jacket. He pauses in mid-motion as he raises a silver soup spoon to his lips from a bowl of red liquid, his eyes wide — startled at your entrance. A mahogany breakfront cabinet holds an assortment of gold and silver serving pieces and tableware. A stair curves upward to the northwest.

This serves as the formal dining room for the Master of the Tower and his personal guests. The table itself is a heavy piece of finely crafted furniture. A DC 26 Perception check reveals that it seems to have a secret compartment below the top, but other than smashing it open it requires a DC 28 Knowledge (engineering) or Intelligence check to locate the catch that causes the tabletop to mechanically fold back in sections and lock into place beneath the table. Revealed beneath is a second table surface set with masterwork manacles to hold a Medium creature spread eagle. Grooves in the surface lead to catch basins. A sunken section in the wood holds a collection of spotlessly clean knives, cleavers and scalpels. The wood of this surface is heavily lacquered and polished spotlessly, erasing any telltale clues as to this special table's purpose.

Creature: Seated at the table is the **rakshasa cleric** Janirov, a henchman and colleague of Belishan. See **Development** below for his reactions to the party.

JANIROV

CR 16

XP 76,800

Male rakshasa cleric of Kal' Ay-Mah 11 (*Pathfinder Roleplaying Game Bestiary* "Rakshasa")

LE Medium outsider (native, shapechanger)

Init +9; Senses darkvision 60 ft.; Perception +16

Aura destructive aura (30 ft., 11 rounds), evil, law

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 224 (10d10+50 plus 11d8+55 plus 11)

Fort +16; Ref +16; Will +18

Defensive Abilities *freedom of movement*; DR 15/good and piercing; SR 25

Spd 40 ft.

Melee +1 *dancing kukri* +24/+19/+14/+9 (1d4+5/15–20), bite +18 (1d6+2) or 2 claws +23 (1d4+4), bite +23 (1d6+4)

Ranged +5 *shuriken* (from robe) +28/+23/+18/+13 (1d2+9)

Special Attacks channel negative energy 8/day (DC 20, 6d6), destructive smite 6/day (+5 damage), detect thoughts (DC 23), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 11th):

At will—*lorekeeper* (melee touch +23), *remote viewing* (11 rounds)

Spells Known (CL 7th):

3rd (5/day)—*blink*, *suggestion* (DC 18)

2nd (7/day)—*acid arrow* (ranged touch +23), *gaseous form*, *invisibility*

1st (7/day)—*charm person* (DC 16), *mage armor*, *magic missile*, *shield*, *silent image* (DC 16)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue* (melee touch +23)

Spells Prepared (CL 11th):

6th—*geas/quest*, *harm*^D (DC 19)

5th—*dispel chaos* (DC 18), *slay living* (melee touch +23, DC 18), *true seeing*^D

4th—*air walk*, *death ward*, *divination*^D, *order's wrath* (DC 17)

3rd—*bestow curse* (DC 16), *create food and water*, *cure serious wounds*, *dispel magic*, *magic vestment*, *speak with dead*^D (DC 16)

2nd—*bear's endurance*, *bull's strength*, *calm emotions* (DC 15), *resist energy*, *shatter*^D (DC 15), *summon monster II*

1st—*command* (DC 14), *comprehend languages*^D, *curse water*, *divine favor*, *sanctuary*, *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *guidance*, *stabilize*

D domain spell; Domains Destruction, Knowledge

Str 18, Dex 20, Con 20, Int 15, Wis 17, Cha 21

Base Atk +18; CMB +22; CMD 38

Feats Cleave, Combat Expertise, Critical Focus, Dodge, Great Cleave, Improved Critical (kukri), Improved Initiative, Power Attack, Quick Draw, Staggering Critical, Weapon Finesse

Skills Bluff +22, Diplomacy +29, Disguise +26, Knowledge (history) +16, Knowledge (planes) +15, Knowledge (religion) +16, Perception +16, Perform (oratory) +18, Sense Motive +16, Stealth +18

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*)

Gear +1 *dancing kukri*, *ring of freedom of movement*, *robe of stars*, jade holy symbol of Kal' Ah-Mah (170 gp)

Tactics: If Janirov heard the party setting off the trap in Area 68, he has cast the following spells in preparation *mage armor*, *shield of faith*, *bear's endurance*, *bull's strength* and *divine favor*. If the party sees through his disguise, discovers the hidden features of the dining table, or doesn't seem to be buying his story, he assumes the jig is up. He casts *blink* to move through the walls to try and lead the party through Area 70. He retreats to Area 73 and casts his other preparatory spells if he has not already done so. If reduced to 20 hp he casts *gaseous form* and travels up the chimney to Area 76 to warn Belishan.

Development: Janirov sits at the table, having changed shape into

CHAPTER 7: THE CROOKED TOWER

the form of an older gentleman. He appears startled by the party's appearance but calmly sets his spoon down and addresses them civilly. Assuming that the party will at best be suspicious and possibly be able to discern his evil alignment, he attempts to parley with them relying heavily on his *detect thoughts* ability, Bluff skill, and spell resistance. He is extremely suave and germane in his dealings with the party. He introduces himself by name and explains that he is the Master of the Tower. If questioned about the name Belishan, he claims he lives in a dangerous location and it's always best to mislead those who might intend him harm. If asked why he would admit this to the party, he claims he assumes that they have the means to see through any lies he might tell and it seems to be a little late to try and fool them. If questioned about the red substance in his bowl he quickly explains it is tomato soup (which it, in fact, is).

Janirov makes no attempt to explain away his sinister alignment and guardians saying only he has no connection to the Orcus followers or their demons (true), and he has no desire to trouble the goodly lands, which is why he relocated to this desolate location (partially true). He doesn't attempt to explain away the various horrors and evils present in the tower simply shrugging and saying such defenses and practices are not unusual in a hostile environment and that these dangers usually only victimize the evil locals rather than intrusive adventurers (mostly true). Janirov first attempts to convince the party to leave the tower by inquiring as to what they are seeking and then attempting to buy them off. If necessary he leads them to the treasury (Area 46) and allows them to take their pick of the items there, saying he understands the precarious position the party has placed him in. He doesn't mind the loss knowing that Belishan will soon track the thieves down and deal with them. If one of the *Nine Disciples* is sought, he will grudgingly agree and lead them to Area 77 calling off all guards along the way. He assumes he and Belishan (not to mention the guards that surreptitiously follow) will be able to handle the party together.

Kal'Ay-Mah, The Black One, The Black Mother

Janirov is a devotee of the Black Mother, Kal'Ay-Mah, who appeared in the **Necromancer Games** *City of Brass* boxed set. Though she is an exotic deity from distant lands who does not play a role in this adventure, her information is presented here for your convenience.

Alignment: Lawful Evil

Domains: Death, Destruction, Law, Knowledge

Symbol: A blood-covered woman with four arms wearing a necklace of skulls

Garb: Blood-stained robes adorned with skulls and the severed limbs of enemies

Favored Weapon: Longsword

Typical Worshipers: Assassins, religious scholars

The goddess Kal'Ay-Mah, the Black Mother, is the bringer of destruction and preserver of order. She is called patron to both assassins and those seeking greater understanding, an often-confusing set of extremes to those who fail to truly grasp Kal'Ay-Mah's divine role. The Black Mother is described as a truly fearsome creature by those who have claimed contact with her avatar — a black face wetted with blood, the heads of those she has slain hanging about her neck and their severed arms as a girdle about her waist. Four great arms stretch from her body, a bloody sword gripped in her upper left hand and the head of a demon gripped by the lower left. If these grotesque features alone had failed to capture attention, the eyes surely would — dark, ruinous and raging.

Treasure: The gold and silver service in the cabinet is worth a total of 2,000 gp. The chairs are high quality furniture and worth 45 gp each. The table itself, if undamaged, is a masterpiece of craftsmanship by itself and worth 7,500 gp but weighs 600 lb.

70. Solarium (CR II)

This hall is a garden gone mad. Great clay pots have cracked and crumbled releasing a light layer of soil and an overflowing growth of green plants across the floors and even upon the walls and ceilings. Vines and creepers shroud much of the stonework. Growing in the midst are ornamental rose bushes with milky white roses. Several exotic flowers standing nearly 10 feet high on tall stalks flanked by overarching green leaves grow in several places. Window casements are thrown open wide allowing as much natural light and moisture as possible into the chamber and are twined about with tendrils of ivy. A single door, barely visible beneath a veil of greenery pierces one wall.

This solarium once consisted of ordered plantings in clay pots and neatly trimmed rose bushes and vines on trellises. Over the years it has been neglected and now spreads amok. Belishan and his ilk no longer use the room much because of the hostile nature of some of the plants and prefer it as a guard against intruders. The door to the east is not locked, but is stuck because of the heavy foliage growth upon it (Break DC 23). A **trap** has been placed in the center of the room by a cleric that had access to the Plant domain who formerly served the tower.

Garden Trap: Placed at the center of the room, at the point marked on the map, is inscribed a *glyph of warding*. This glyph is set to go off if any creature without the Plant type larger than Tiny size approaches within 5 feet of it.

GLYPH OF WARDING (ENTANGLE) TRAP

CR 4

Type magical; Perception DC 28; Disable Device DC 28

Trigger magic (*glyph of warding*); **Reset** none

Effect spell effect (*entangle*, 6th-level cleric, DC 17 Reflex save partial)

Creatures: Growing in the room at the locations marked on the map are **4 advanced cobra flowers**, the tall stalks with flowering bulbs, and **5 advanced vampire roses**, the white rose bushes.

ADVANCED COBRA FLOWERS (4)

CR 5

XP 1,600

The Tome of Horrors Revised 68

N Large plant

Init +3; **Senses** blindsight 30 ft., low-light vision; Perception +3

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 57 (6d8+30)

Fort +10; **Ref** +5; **Will** +5

Immune plant traits

Spd 5 ft.

Melee bite +8 (1d8+7 plus 1d6 acid and grab)

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

Special Attacks constrict (1d8+7 plus 1d6 acid)

Str 21, **Dex** 17, **Con** 20, **Int** —, **Wis** 17, **Cha** 13

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 21 (can't be tripped)

ADVANCED VAMPIRE ROSES (5)

CR 4

XP 1,200



The Tome of Horrors Revised 360

N Small plant

Init +2; **Senses** blindsight 30 ft., low-light vision; **Perception** +3

AC 19, **touch** 13, **flat-footed** 17 (+2 Dex, +6 natural, +1 size)

hp 38 (4d8+20)

Fort +9; **Ref** +3; **Will** +4

Defensive Abilities camouflage; **Immune** plant traits

Spd 5 ft.

Melee stalk +8 (1d4+4 plus grab)

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

Special Attacks blood drain

Str 18, **Dex** 14, **Con** 20, **Int** —, **Wis** 17, **Cha** 12

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (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.

Blood Drain (Ex) A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage.

Tactics: The plants are unintelligent but are instinctual. They remain quiescent until the *entangle* effect begins, unless attacked before then, because *entangled* prey is easier to hit. They are unaffected by the *entangle* itself merely being part of the plant life involved in it.

Treasure: Lying in the loose earth beneath the northernmost cobra flower is a kobold skeleton visible with a DC 20 Perception check or automatically if the room is searched after the plants are destroyed. The kobold still wears rotten shreds of masterwork leather armor and at its feet lies a Small +2 *shocking kukri*. Upon its head is a light helm inset with a piece of jet surrounded by silver scrollwork. The helm is worth 100 gp but is sized for a Small creature. A DC 20 Knowledge (arcana) identifies the insignia as the cryptic symbol of a corps of kobold assassins called the Kraalkesh said to be hand-picked by the kobold deity and to serve only the greatest kobold warlords in their eternal warfare against the gnomes and dwarves of the Stoneheart Mountains.

71. Garret (CR 7)

When the party is within 10 feet of this room, allow them to roll DC 10 Perception checks to notice the sobbing of the Watcher within.

Inarticulate sobs and groans come from this small, windowed garret. Standing in the center of the chamber is the statue of a tall-muscular man, his body criss-crossed with a maze of scars. The head of the statue, however, is flesh and blood. It is a hairless dome with a jowly face beneath watery eyes. He struggles feebly, his neck merging into the stone torso beneath. Grunts and moans escape from between the thick lips as he tries to break free from the confining prison of stone.

Creature: This creature is one of Belishan's most interesting experiments in stonework and animation. He calls it simply **the Watcher**. The body of the creature is constructed of solid stone. However, the head is alive and virtually immortal as long as the

CHAPTER 7: THE CROOKED TOWER

stone body is intact, though mindless with frustration at its helpless existence. It resists all attempts at decapitation and destruction due to the magic surrounding it. Belishan placed it in here for his own amusement to forever impotently watch the world outside. It has no tongue and is incapable of speech. It reacts to the presence of the party strongly, struggling harder against its stony bonds and making plaintive bleating noises. While in this state, however, it is helpless and completely immobile.

If a compassionate PC should successfully cast *break enchantment* or *dispel magic* against a 15th-level caster or a *stone to flesh*, the Watcher does not require a Fortitude save and is revealed to be a Medium flesh golem. The golem instantly goes berserk and tries to destroy anyone and anything it can find.

THE WATCHER

CR 7

XP 3,200

Berserk under-sized flesh golem (*Pathfinder Roleplaying Game Bestiary* “Golem, Flesh”)

N Medium construct

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

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 69 (9d10+20)

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

DR 5/adamantine; **Immune** construct traits, magic

Spd 30 ft.

Melee 2 slams +13 (2d6+4)

Special Attacks berserk

Str 18, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +13; **CMD** 23

72. Conservatory (CR 12)

Finely wrought iron music stands are arrayed before polished chairs. Beside or upon several of the chairs are musical instruments — a standing harp, a kettle drum, a lute, flutes and shawms, a lyre, a zither, fiddles, and even a sitar — their polished finishes gleaming dully beneath a light layer of dust. Each of the stands holds a few sheets of yellowed parchment scribed with archaic lines and symbols. All of the chairs and stands are oriented toward a statue in the northeast corner like a timeless music conductor. The statue depicts an elegant elven maiden in flowing robes with a look of sorrow and perhaps resignation on her face.

At the height of Tsar, Belishan sponsored an orchestra in his pursuit of sophistication and the arts. The instruments here are all in excellent condition and hark back to those days. The parchments are all sheets of music by some unknown composer. The name of the composition on each of the sheets is “The Princess of Stone”. Any character in the party with bardic knowledge, any ranks in a Perform skill involving music, or a Profession skill involving music can make a DC 15 check to understand the gist of the score. They can tell by reading or performing the piece that it has a morose, sorrowful air to it, evoking feelings of joy that has been lost. A DC 35 Knowledge (history) can recall the obscure tale of an elven princess kidnapped by an evil wizard and held prisoner as a statue to forever preserve her beauty. The DC for this check is high because this tale was invented by Belishan himself centuries ago and has not been well disseminated over the intervening years. However, its very obscurity lends it an aura of credibility.

Creature: The statue itself radiates moderate transmutation magic. It is, in fact, a petrified creature, but not a kidnapped princess as the party may suspect. It is actually a **petrified horror**



and represents the pinnacle of Belishan’s sculpting and magical artifice. When Belishan created it long ago he created the legend of the elven princess and even commissioned a composer in Tsar to write a symphony based on the legend. These and the clues left in Area 73 are all subtle (Belishan hopes) hints to convince his enemies to unleash the horror that lurks within the petrified casing. While Belishan considers himself an artist of sculpture, his true genius lies in the art of malice.

PETRIFIED HORROR

CR 12

XP 19,200

hp 140 (see **Monster Appendix**)

Treasure: Each of the instruments in the room is a masterwork specimen of its craft. Allow the party to find any particular instrument type they are looking for if it is not too large. The smaller instruments can even have more than one representative present. Use your own discretion. If you have access to *DMI: The Book of Taverns* by **Necromancer Games** feel free to throw in some examples of chrysalis wood instruments as described in “Malachai’s Public House”.

73. Sanctum of the Tiger

Wooden chimes rattle as the door opens. The room bears a musky, earthy odor, like a sodden jungle river bottom. Fine tapestries of red silk adorn the walls and ceiling. The skulls of humanoids with iron spikes driven through them into the stone serve as fasteners for the tapestries at their corners. Some of the skulls have candles glowing eerily within their eye sockets. A wide, round, sagging bed with silken coverlet sits near a stone hearth. Before the hearth on a wooden tray table sits a game board of white and green stone. The playing pieces arrayed on the board are likewise of white or green stone, though one seems to be missing.

This chamber serves as the quarters of Janirov the rakshasa who currently lurks in Area 69. A DC 26 Perception check reveals a loose stone in the hearth hiding a hollow. Hidden within are two folded parchments. One is a note written in Infernal. It reads, "Keep the elven king's ransom, but do not release the princess. I prefer her as an audience to my symphonies." The second parchment is actually an *arcane scroll* (CL 12: *stone to flesh*). This is all part of Belishan's ruse with the petrified horror in Area 72.

Treasure: Other than the scroll in the secret hollow, the only real treasure in the room is the game board. The tapestries themselves are too worn and stained to be worth anything. The game board is a chess set of alternating alabaster and malachite squares. The playing pieces are also composed of alabaster and malachite alternately. The set is almost complete save for only the White King, which is missing. This is a magical item known as the *cursed game of Tirleng-ka*. Janirov has spent the last century collecting its pieces to complete it and access its powers. It was this item that brought him to Belishan's Tower many years ago. His divinations led him to find the final piece here, but he has been unable to locate it. He has subtly hinted after it but believes Belishan has it somewhere and is secretly taunting the rakshasa. It was actually lost long ago and lies in Area 25.

74. Bare Chamber (CR 7)

The curving tower stairs rise from below. A door blocks access to what is probably another set of stairs going up. Two other doors exit the room, one to the east and one to the southwest. The room has two smoky torches but is otherwise bare.

Creature: This seemingly empty chamber serves as a guard room to defend this level and the higher reaches of the tower. Anyone other than Belishan who tries to open the western door is attacked by the **advanced belker** lurking in its smoke form amidst the smog clouding the room's ceiling. It also attacks anyone in the room that is not accompanied by Belishan, Janirov, or one of the vampires or vampire spawn.

ADVANCED BELKER

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary 2 "Belker"

NE Large outsider (air, elemental, evil)

Init +7; **Senses** darkvision 60 ft.; Perception +13

AC 24, touch 16, flat-footed 17 (+7 Dex, +8 natural, -1 size)

hp 84 (8d10+40)

Fort +11; **Ref** +13; **Will** +4

DR 5/—

Spd 30 ft., fly 50 ft. (perfect)

Melee bite +14 (1d6+4), 2 claws +14 (1d6+4), bite +12 (1d6+2)

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

Special Attacks smoke claws (DC 19)

Str 18, **Dex** 25, **Con** 21, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +13; **CMD** 30 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +18, Fly +24, Knowledge (planes) +11,

Perception +13, Stealth +18, Survival +13

Languages Auran

SQ smoke form

75. Battlement (CR 14)

This wide battlement provides an expansive view of the southern portion of the city and the blasted plain beyond its walls. Other than large numbers of bird droppings, it is completely barren.

Creature: This platform is guarded by a very powerful servant of Belishan's, an **invisible stalker** called Shhulss. Its job is to prevent anyone from gaining access to the tower through this door. The dread ravens know of its presence and avoid it save for the occasional projectile sent its way. It has also managed to fend off attempts by Grampion's wyvern to land here, a much more comfortable roost than the cramped balcony at Area 61. The peak of the great hall's roof (Area 66) lies 12 feet below the eastern edge of this balcony. The south and west look out over the ground 100 feet below.

SHHULSS

CR 14

XP 38,400

Male invisible stalker rogue 4/barbarian 3 (*Pathfinder Roleplaying Game Bestiary* "Invisible Stalker")

NE Medium outsider (air, elemental, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +17

AC 23, touch 17, flat-footed 23 (+7 Dex, +6 natural)

hp 181 (7d10+49 plus 4d8+28 plus 3d12+21 plus 4)

Fort +16; **Ref** +19 (+21 vs. traps); **Will** +7

Defensive Abilities evasion, improved uncanny dodge, natural invisibility, rogue talent (resiliency), trap sense +2, uncanny dodge;

Immune elemental traits

Spd 40 ft., fly 30 ft. (perfect)

Melee 2 slams +21 (2d6+6)

Special Attacks rage (17 rounds), rage power (knockback), rogue talent (finesse rogue), sneak attack +2d6

Str 22, **Dex** 24, **Con** 24, **Int** 12, **Wis** 17, **Cha** 11

Base Atk +13; **CMB** +19; **CMD** 36

Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Finesse^B, Weapon Focus (slam)

Skills Acrobatics +24, Bluff +14, Disable Device +17, Fly +29, Intimidate +14, Knowledge (planes) +8, Perception +17 (+19 locate traps), Sense Motive +17, Stealth +21, Survival +17

Languages Auran

SQ fast movement, improved tracking, trapfinding

Tactics: Shhulss immediately attacks any creature that attempts an aerial landing or tries to climb onto the platform. It always tries to open with a series of sneak attacks. It prefers to fly above the characters and attack with its reach to appear as though attacking from the side. If too many opponents successfully reach the ledge, it rages. If anyone opens the door and comes out onto the platform, Shhulss silently studies them. It then attempts to follow them and attack them at an opportune moment.

Development: Only by making Shhulss's instructions very specific has Belishan been able to keep him bound here for over a century. However, because of that specificity there is a loophole in Belishan's instructions for this reluctant guardian. Its orders are to slay anyone who comes to the platform and tries to enter the tower through the battlement door. Therefore, if a party who comes to the platform can convince Shhulss that they do not intend to enter the tower through the door (requiring a Diplomacy check to change his attitude from indifferent to helpful or a Bluff check opposed to his Sense Motive), it holds its attack and lets them move on unmolested as long as they don't attempt to enter the door to Area 74. Likewise, anyone who opens the door from Area 74 and looks out but does not actually step out onto the platform is not subjected to attack by Shhulss or followed. Thus adventurers already in the tower can avoid attack, and those trying to get in can climb or fly on up to Area 89 without interference with the invisible stalker. Shhulss willingly gives this information to anyone who makes the Diplomacy or Bluff check and can speak Auran.

Ad Hoc XP Award: Award full XP if the party encounters Shhulss and manages to pass without a fight.

76. Waiting Room (CR 6 or 12)

The ceiling of this chamber cants sharply upward to the north from about 8 feet high at the southern end of the room to 12 feet at the northern door. A brick chimney extending from the fireplaces on the lower floors rises along the southern wall. A chair sits at either end of the room, a black banner depicting a ring of thorns hanging above each on the wall. Guards in gilded livery stand at attention in a niche on either side of the northern door.

A DC 28 Perception check locates a small crack in the chimney. This is one method that the vampires use to travel throughout the tower in *gaseous form*. The crack is very evident if a fire has been lit in one of the fireplaces in Areas 42, 62 or 73 because of the smoke seeping through. A DC 20 Perception check of the ceiling reveals a hidden trap door in the ceiling of the easternmost alcove. This opens into the attic (Area 81).

Creatures: This is the waiting room of Belishan. There are 2 **advanced wights** guarding entrance to the chamber beyond. They immediately move to attack anyone not accompanied by one of Belishan's servants. If a battle in here lasts more than 2 rounds, the greater shadows from Area 79 arrive to assist the guards. There are several small holes drilled through the northern stone wall that carry sound very well, so Belishan and his court are aware of any battles in here and prepare accordingly. They do not come to assist the guards, though if the guards hear battle in Area 77 they immediately rush in to help their master.

ADVANCED WIGHTS (2)
XP 1,200
hp 26 (see Area 65)

CR 4

77. Seat of the Master (CR varies)

If Carmella, Esquireet or the advanced homunculus is present adjust the description accordingly.

A broad room stretches before you. Red lighting and strange dancing shadows are created by the fire pit of glowing coals in the room's center. Trestle tables with high-backed chairs stand on either side of the room, feral-looking, swarthy humans occupying some of the seats. Ancient banners of faded glory adorn the walls behind them. Rushes cover the stone floor. A wide alcove to the north holds a great chair upon a dais, an ominous white-bearded figure seated upon it in regal garb and with piercing eyes. A great white wolf lounges at his feet. Next to the dais stands a squat statue of gray stone.

This entire chamber is under a permanent *desecrate* effect as a 20th-level caster. A secret door in the west wall (DC 25 Perception check to locate) leads to Area 77a. A crack in the wall east of Belishan's chair leads into Area 77b and allows access for those in *gaseous form*. The crack can be located by a DC 28 Perception check if looking on the correct section of the wall.

The second chair from the north on the eastern table bears a **trap** that has been prepared for Grampion. Belishan has tired of the bugbear cleric's overtures and intended to grant him an audience at a feast and have him sit in this specially prepared seat as a dark joke.

Chair Trap: This heavy wooden, high-backed chair bears a deadly trap. This trap is triggered when anyone sits on the chair or places any weight on it of more than 10 lb. When triggered, anyone touching the chair is subjected to a *horrid wilting*. More than one creature can be affected in this way if more than one is touching the chair when the trap activates.

HORRID WILTING TRAP

CR 10

Type magical; **Perception** DC 25; **Disable Device** DC 25

Trigger touch; **Reset** none

Effect spell effect (*horrid wilting*, 15th-level wizard, 15d6, DC 25 Fortitude save for half damage)

Creatures: In this chamber the Master of the Tower, **Belishan the Bloodmage**, whiles away his endless hours, hatching intricate plots. He is attended by his elite guardsmen, the vampires **Vlad Alimar** and **Turkaen the Knife**. His pet **advanced fiendish winter wolf pup** lounges before the throne ever wary for trouble. If Carmella is present she crouches beside the door, squeezed between wall and table, playing for the Bloodmage. Esquireet and the homunculus from Area 64, if present, lurk behind their master's great chair, out of sight.

BELISHAN THE BLOODMAGE,

The White Walker, Master of the Tower, etc.

CR 16

XP 76,800

Male human vampire wizard 15 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +29

AC 29, touch 17, flat-footed 24 (+6 armor, +4 Dex, +1 dodge, +2 luck, +6 natural)

hp 145 (15d6+75 plus 15); fast healing 5

Fort +17; **Ref** +16; **Will** +16

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Spd 30 ft.

Melee +2 *quarterstaff* +15/+10 (1d6+9) or slam +12 (1d4+7 plus

CHAPTER 7: THE CROOKED TOWER

energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), hand of the apprentice (10/day (ranged +11), metamagic mastery 4/day)

Spells Prepared (CL 15th, melee touch +12, ranged touch +11):

8th—quicken *dimension door*

7th—*eyeburst*², *limited wish*, *summon monster VII*

6th—*circle of death* (DC 23), *flesh to stone* (DC 23), *mislead* (DC 23), *programmed image* (DC 23)

5th—*baleful polymorph* (DC 22), *cloudkill* (DC 22), *seeming* (x2, one already cast), *waves of fatigue*

4th—*crushing despair* (DC 21), *mnemonic enhancer*, *fire shield*, *sacrifice spell*¹, *scrying*

3rd—*animate shadow*¹, *displacement*, *haste*, *heroism*, *lightning bolt* (DC 20), *ray of exhaustion*

2nd—*acid arrow*, *bull's strength*, *fountain of blood*², *pyrotechnics* (DC 19), *scorching ray*, *spectral hand*

1st—*acid spittle*¹ (DC 18), *expeditious retreat*, *shield*, *shocking grasp*, *true strike*, *unseen servant*

0 (at will)—*acid splash*, *bleed* (DC 17), *message*, *touch of fatigue*

¹From *Relics & Rituals* by **Sword & Sorcery Studios**, see end of chapter.

²From *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**, see end of chapter.

Str 21, **Dex** 18, **Con** —, **Int** 24, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +12; **CMD** 29

Feats Alertness^B, Arcane Blast*, Brew Potion^B, Combat Reflexes^B, Craft Construct^B, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge^B, Eschew Materials, Great Fortitude^B, Heighten Spell^B, Improved Familiar, Improved Initiative^B, Lightning Reflexes^B, Quicken Spell, Scribe Scroll^B, Skill Focus (Craft [sculpture]), Toughness^B, Weapon Focus (quarterstaff)

Skills Appraise +25, Bluff +28, Craft (alchemy) +25, Craft (sculpture) +31, Diplomacy +20, Knowledge (arcana) +25, Knowledge (history) +25, Perception +29, Sense Motive +29, Spellcraft +25, Stealth +12

Languages Abyssal, Auran, Common, Draconic, Elven, Giant, Infernal, Orc; empathic link with familiar

SQ arcane bond (Esquireet—quasit), arcane school—universalist, change shape (dire bat or wolf, *beast shape II*), gaseous form, scry on familiar 1/day, shadowless, spider climb

Combat Gear *staff of power* (10 charges) bone scroll tube with *arcane scroll* (CL 15: *heightened cone of cold* [8th], see *invisibility*, *summon monster VIII*, *teleport*); **Other Gear** *bracers of armor* +6, *cloak of resistance* +3, *shield guardian amulet*, spell components pouch holding 10,000 gp in rare spell components

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

Personality: Belishan is thought to be as old as the city of Tsar. It's true he was here very early in its history, and his tower does predate the city, but the truth of this rumor is unknown. A powerful practitioner of the magical arts, Belishan is also a skilled artificer and artist of many media. His favorite pastime is sculpting and creating magical traps and guardians from his creations. His skin is pasty and colorless. He wears flowing blood-red robes and has silvery hair and beard. He has considered himself the true master of Tsar for so long, he cannot imagine an actual threat to his power. He also has such a far-reaching spy network between his dread ravens and other servitors that he has known of the party virtually since they first entered the Desolation. He has long had his eye on the Camp as a useful outpost to have under his sway and expand his influence into the southern lands, but he is aware that the Camp's leader is a powerful lich. As a result he sent one of his most formidable servants, a dwarven lich created during the war centuries ago, into the Desolation to begin seeking a way to supplant the other. If the party slew the dwarven lich, King Kroma, then Belishan will certainly know of that as well and hold it against them for destroying his creation. For more information on this see *Slumbering Tsar: The Desolation*.

VLAD ALIMAR

CR 12

XP 19,200

Male half-elf vampire fighter 9/rogue 2 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (augmented humanoid)

Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +29

AC 32, touch 18, flat-footed 26 (+8 armor, +2 deflection, +5 Dex, +1 dodge, +6 natural)

hp 118 (9d10+27 plus 2d8+6 plus 22); fast healing 5

Fort +9; **Ref** +15; **Will** +4 (+6 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +2, channel resistance +4, evasion; **DR** 10/magic and silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Spd 30 ft.

Melee +2 *wounding rapier* +21/+16 (1d6+12/18–20 plus 1 bleed), +1 *adamantine dagger* +17/+12 (1d4+6/19–20) or +2 *wounding rapier* +21/+16 (1d6+12/18–20 plus 1 bleed), slam +16 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), rogue talent (finesse rogue), sneak attack +1d6, weapon training (light blades +2, natural +1)

Str 22, **Dex** 24, **Con** —, **Int** 16, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 36

Feats Alertness^B, Blind-Fight, Combat Reflexes^B, Critical Focus, Dodge^B, Greater Weapon Focus (rapier)^B, Improved Initiative^B, Improved Two-Weapon Fighting^B, Lightning Reflexes^B, Mobility, Skill Focus (Acrobatics), Skill Focus (Intimidate)^B, Spring Attack, Toughness^B, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (rapier)^B, Weapon Specialization (rapier)^B, Wind Stance

Skills Acrobatics +31, Bluff +25, Disable Device +7, Intimidate +23, Perception +29 (+30 locate traps), Ride +20, Sense Motive +11, Stealth +28, Survival +5



CHAPTER 7: THE CROOKED TOWER

Languages Common, Draconic, Elven, Goblin, Orc
SQ armor training 2, change shape (dire bat or wolf, *beast shape II*), elf blood, gaseous form, shadowless, spider climb, trapfinding
Combat Gear *potion of invisibility*, *potion of protection from law*;
Other Gear +3 *glamered scale mail*, *ring of protection +2*, *rapier of puncturing*, +1 *adamantine dagger*, *boots of elvenkind*, golden medallion bearing crest of the Elmwish family lately of Bard's Gate worth 200 gp (identifiable with a DC 15 Knowledge [nobility])

Personality: Vlad has been Belishan's chief lieutenant since the glory days of Tsar. Once a powerful captain in the priesthood's service, Belishan tempted him and gave him the gift of unlfe for which Vlad foreswore his former allegiance and became loyal to the Bloodmage. He is a consummate dandy dressing in finely tailored clothing and wearing an ermine cape to offset his many jeweled rings and brooches. He is coldly calculating, immediately measuring the potential use of anyone he meets and equally quickly discarding them as chattel should they fail to meet his needs. He is a skilled warrior preferring melee to other forms of combat but relies on his almost unearthly finesse to defeat his foes.

TURKAEN THE KNIFE XP 19,200

CR 12

Female human vampire rogue 7/shadowdancer 4 (*Pathfinder Roleplaying Game Bestiary* "Vampire")
CE Medium undead (augmented humanoid)
Init +12; **Senses** darkvision 90 ft.; Perception +21

AC 32, touch 10, flat-footed 32 (+6 armor, +1 deflection, +8 Dex, +1 dodge, +6 natural)
hp 126 (7d8+35 plus 4d8+20 plus 18); fast healing 5
Fort +8; **Ref** +17 (+19 vs. traps); **Will** +3
Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Spd 30 ft.; shadow jump 40 ft.
Melee +2 *human bane quarterstaff* +11/+6 (1d6+4), +2 *thundering quarterstaff* +11/+6 (1d6+3) or slam +10 (1d4+2 plus energy drain)
Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), rogue talents (bleeding attack, slow reactions, weapon training), sneak attack +4d6
Spell-like Abilities (CL 4th):
2/day—*shadow illusion* (DC 16)
1/day—*shadow call* (DC 19)

Str 15, **Dex** 27, **Con** —, **Int** 11, **Wis** 10, **Cha** 20
Base Atk +8; **CMB** +10; **CMD** 30
Feats Alertness^B, Blind-Fight, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Two-Weapon Fighting, Lightning Reflexes^B, Mobility^B, Shadow Strike*, Spring Attack, Stand Still, Toughness^B, Two-Weapon Fighting, Weapon Focus (quarterstaff)^B
Skills Acrobatics +19, Bluff +24, Craft (traps) +11, Diplomacy +16, Disable Device +24, Perception +21 (+24 locate traps), Perform (dance) +16, Sense Motive +21, Sleight of Hand +19, Stealth +27, Use Magic Device +16
Languages Common

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, hide in plain sight, rogue talent (fast stealth), shadowless, spider climb, summon shadow, trapfinding
Combat Gear *wand of baleful polymorph* (20 charges), *divine scroll* (CL 5: *inflict moderate wounds* [x3]); **Other Gear** *bracers of armor* +6, *ring of protection* +1, +2 *human bane*/+2 *thundering quarterstaff*, masterwork thieves' tools
*See *Pathfinder Roleplaying Game Advanced Player's Guide*.

Personality: Formerly a gutter rat of Reme, Turkaen grew up hard on the streets, learning survival skills the hard way, yet developing

into a rare beauty nonetheless. The cold beauty of this woman truly runs only skin deep as she sees no value in the existence of any others save Belishan, whom she is madly in love with in her own totally self-centered way. She came to the Bloodmage willingly seeking his dark gift to further her own prowess and hoping to become his consort. He dallies with her at best, being far more concerned with his far-reaching goals and whims than romance with a psychotic killer. It is she who carries out the will of Belishan far and wide to demonstrate his power and exert force where necessary through the elimination or maiming of an impediment to his plans. She has been outside the walls of Tsar frequently in the last centuries and has been through the Camp several times in various disguises. She engineered her own nickname to throw off others as to her true identity (she doesn't wield a knife or any other sort of blade).

ADVANCED FIENDISH WINTER WOLF PUP XP 2,400

CR 6

Advanced fiendish young winter wolf (*Pathfinder Roleplaying Game Bestiary* "Worg, Winter Wolf")
NE Medium magical beast (cold, extraplanar)
Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)
hp 57 (6d10+24)
Fort +9; **Ref** +10; **Will** +5
DR 5/good; **Immune** cold; **Resist** fire 10; **SR** 11
Weaknesses vulnerability to fire

Spd 30 ft.
Melee bite +11 (1d6+7 plus 1d6 cold and trip)
Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17), smite good 1/day (attack +2, damage +6)

Str 20, **Dex** 21, **Con** 18, **Int** 13, **Wis** 17, **Cha** 14
Base Atk +6; **CMB** +11; **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Run, Skill Focus (Perception)
Skills Perception +17, Stealth +16 (+22 in snow), Survival +11
Languages Common, Giant

Tactics: While this should be a tough battle, it should not be overwhelming for a powerful party, because Belishan will not stay to fight to the finish. Instead he first attempts to subtly use his dominate ability on the PCs while pretending to greet them courteously. When battle begins, he casts *pyrotechnics* on the fire pit before assuming *gaseous form* under cover of the smoke to seep into Area 77b to escape to Area 87 while allowing his servants to finish off intruders. If this occurs, the homunculus and quasit familiar try to remain hidden until the party leaves the chamber at which point they attempt to rejoin their master in Area 87. A canny party that discovers them could surreptitiously tail them to learn where Belishan hides. Vlad and Turkaen use their Blind-Fight feats in the smoke and as undead are unaffected by its choking qualities. The other denizens of the room are affected just like the PCs.

When combat begins, the winter wolf immediately howls and then blasts the direction of the door with its breath weapon. The howl is easily heard through this level and summons any remaining advanced wights or greater shadows to this room. Vlad and Turkaen maneuver through the smoke using its concealment to make sneak attacks. If the smoke is cleared, Vlad leaps to the tabletop (using his Acrobatics to tumble and avoid attacks) and begins attacking the most vulnerable-looking character within reach. He has a +1 attack bonus against anyone standing on the floor due to his height advantage. Turkaen hides in plain sight and shadow jumps to a position near any obvious arcane spellcasters to make a sneak attack. Turkaen and Vlad tumble around a lot during the battle to keep their foes off balance and to coordinate flanking positions in order to make sneak attacks. Any other foes present join the battle as best they can. During the battle

CHAPTER 7: THE CROOKED TOWER

the vampires attempt to maneuver so that the trapped chair is between them and their foe. They hope to lure someone into climbing over it or placing weight upon it and activating the trap. These vampires were created by Belishan and have been commanded by him to defend his retreat to the death.

Treasure: Belishan does not keep any treasures in this room other than the possessions of its occupants. However the squat statue standing next to his throne is one of the *Nine Disciples* and is, perhaps, his most prized possession (see **Magic items Appendix**). To him it signifies the throwing off of any power the disciples of Orcus may have held over him when he defied their plans of using the statue to forever secure their citadel. Instead he keeps this item as a trophy. See Area P2 in *Part 5—Foundations of Infamy* for more details.

77a. Secret Entrance

A short, narrow stair rises 5 feet to a door leading out to Area 78. The chamber is empty save for a silver mirror mounted on the east wall worth 1,000 gp. This is the focus for Belishan's *scrying* spell.

77b. Teleport Chest

This room is accessible only through a small crack in the mortar or the creation of a new aperture. It is dusty and dark with its only feature being an old wooden trunk. A DC 15 Perception check identifies a single pair of footprints faintly visible in the dust of the floor facing the chest. If Belishan has fled through here, then the footprints are fresh and the Perception DC drops to 5.

Treasure: The worn trunk is actually a *teleport trunk*. Belishan obtained it as part of a set long ago from a traveling magic show and walled it in this chamber to use as his own personal escape route to reach Area 91 if hard pressed. A description of this item can be found in the **Magic Items Appendix**.

78. Small Parapet (CR 8)

A tiny, cramped parapet looks out from the northwest corner of the tower, its crenellated edges looking over a long drop below. The conical base of another hanging tower begins at eye level just south of this platform and partly overshadowing it above. A precarious stair rises to a trapdoor in its base. Everywhere the parapet is strewn with copious amounts of bird droppings, molted black feathers and nesting materials. Even the tiny fragments of egg shells are visible here and there.

This small parapet serves as the entrance to the hanging turret (Area 82) and as a primary nesting area of Belishan's dread raven spies. A DC 18 Perception check reveals a single, small sandal print in the muck near the stair. It belongs to either a Small creature or a petite Medium creature, probably a female. The muck it is in is dry and sheltered from exposure to the elements so it could be weeks old or fairly fresh.

Creatures: There are currently **9 dread ravens** roosting here or flying around nearby. They use their spells to best advantage trying to force intruders from the parapet. They do not attack anyone accompanied by Belishan, a vampire, Esquireet, or the homunculus unless ordered to do so. The ground is 100 feet below this parapet.

DREAD RAVENS (9)
XP 600

Creature Collection 58
NE Small magical beast

CR 2

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

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

hp 13 (2d10+2)

Fort +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average)

Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2)

Spells Known (CL 3rd, ranged touch +6):

1st (5/day)—*grease* (DC 11), *magic missile*, *shield*

0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound*

(DC 10), *ray of frost*

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** –1; **CMD** 12

Feats Eschew Materials^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Treasure: Hoarded amidst the filth of the parapet are a few trinkets the dread ravens have managed to collect. These include a *gem of brightness*, 3 ivory scroll cases (empty) with silver caps worth 80 gp each, and set of masterwork thieves' tools.

79. Darkened Hall (CR 12)

This featureless corridor has a door at each end. Along the eastern wall are three arrow slits that have been boarded over (Break DC 22) and have curtains of heavy black cloth to block all light from penetrating from outside. There is a small crack in the mortar where floor meets wall at the extreme northeastern end of the hall. It can be located with a DC 35 Perception check due to its small size and out-of-the-way placement. It allows access to the top of Area 17 for the vampires while they are in *gaseous form*.

Creatures: Lurking in the darkness here are **4 greater shadows** that guard the entrance from Area 80. They move to assist the wights in Area 76 if a battle there goes on for more than 2 rounds. The wights do not leave their posts to assist the shadows here if they hear sounds of battle.

GREATER SHADOWS (4)

CR 8

XP 4,800

hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

80. Garrett Roof (CR 10)

A battlement encloses a small rooftop parapet looking north over the city. It does not appear to be occupied or see frequent use. A single door opens onto the parapet.

This parapet never sees use and still bears special **traps** inscribed by the Grand Cornu of Orcus long ago as a gift to Belishan. The roof of Area 14 lies 48 feet below the lip of this balcony on the eastern half, the ground at the base of the tower another 52 feet beyond that on the western half. Anyone falling from the western portion can make a DC Acrobatics check to push off of the wall and angle toward the roof rather than the ground further below. A failed check results in 1d6 points of nonlethal damage from impact with the wall and a fall of the full 100-foot drop.

Greater Glyph of Warding Traps: Two *greater glyphs of warding* have been inscribed here by the Grand Cornu. One is on the parapet itself. If anything larger than a Tiny creature touches upon the floor of the platform without first saying "All hail the Demon Prince of

CHAPTER 7: THE CROOKED TOWER

Death” the first *glyph* activates with a sonic blast. In addition to damaging any creatures on the platform, the noise and vibration force anyone that is climbing within 10 feet of the platform when this *glyph* activates to make a DC 27 Climb check to avoid falling from their perch. The second *greater glyph of warding* is cast on the door itself and activates whenever the door is opened from the outside without first saying “The blessing of Orcus upon you.” Once again all creatures on the platform are affected and climbers within 10 feet must make a Climb check or fall. Both of these traps automatically reset after 24 hours has passed.

GREATER GLYPH OF WARDING TRAPS

CR 8

Type magical; **Perception** DC 28; **Disable Device** DC 28

Trigger touch; **Reset** automatic

Effect spell effect (*greater glyph of warding* [blast], 20th-level cleric, 10d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets on platform)

81. Tower Attic (CR 8)

The dark rafters of this attic seem to absorb your light source, providing only a dim sphere of illumination. Gleaming dully in the shadows are the shapes of three polished, oblong boxes.

This attic serves as the repository of the coffins belonging to Vlad Alimar and Turkaen the Knife. The third coffin is one of Belishan’s many spares hidden around the tower. The coffins are of highly polished, dark-stained wood with brass fittings and silken linings. They each hold a layer of grave dirt. The one farthest to the west (Belishan’s) holds **traps** as well.

Spellbook Traps: Tucked into the foot of Belishan’s coffin are three neatly stacked tomes of ponderous size with rich leather covers. These are intended to resemble Belishan’s spellbooks. However, the pages of all three of them are blank. Each of them has been warded with *explosive runes* on its cover. The blast of any one of them likely destroys all of the books as well as demolishing the coffin. If any of the books survive the blast(s), they would make perfectly good spellbooks for PC wizards to scribe their own spells into.

EXPLOSIVE RUNES TRAPS

CR 4

Type magical; **Perception** DC 28; **Disable Device** DC 28

Trigger visual; **Reset** none

Effect spell effect (*explosive runes*, 15th-level wizard, 6d6 force, DC 19 Reflex save for half for those within 10 ft.—reader gets no save)

Creatures: Guarding this chamber is an **unlife swarm**. It clings to the shadows beyond the party’s light source. The individual unlives resemble vaporous balls of darkness a swarm of them a vast dark cloud. It waits until one party member has climbed up through the trapdoor. Then it surges forward from all sides to attack that individual. The weight of its surge slams the trapdoor shut before any other characters can climb through, and as long as part of the swarm remains in the square with the trapdoor characters below must make a DC 20 Strength check to open it again. Anyone climbing through into a space occupied by the swarm automatically exposes himself to attack.

UNLIFE SWARM **XP 4,800**

CR 8

Creature Collection II: Dark Menagerie 201
NE Fine ooze (swarm)

Init +0; **Senses** blindsight 60 ft., lifesense 120 ft.; **Perception** +0

AC 18, touch 18, flat-footed 18 (+8 size)

hp 54 (12d8)

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

Defensive Abilities swarm traits; **Immune** cold, electricity, fire, mind-affecting effects, ooze traits, undead traits, weapon damage

Weaknesses sunlight vulnerability

Spd fly 20 ft. (average)

Melee swarm (2d6 plus cold burning)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

Str 6, **Dex** 10, **Con** 10, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** —; **CMD** —

Skills Fly +8

SQ energy absorption, unlife

Cold Burning (Su) The touch of an unlife swarm is the deals 1d8+12 points of damage as an *inflict light wounds* spell in addition to the normal swarm damage. It can affect any number of targets in a single round, and occurs each round that contact is established or maintained. The touch feels like cold fire but is neither true fire nor cold damage. In addition, the cold burning acts as a *dispel magic* (caster level 12th) that affects anything it touches.

Energy Absorption (Su) For every 10 points of damage it deals through either its swarm damage or cold burning, the unlife swarm gains 1 temporary hit point (rounded down). In addition, each spell level it dispels gives it 1 temporary hit point. Fire and electricity feed an unlife, and for each 10 points of damage either of these attack forms would cause, it likewise gains 1 hit point.

Lifesense (Su) An unlife notices and locates living creatures within 10 ft. per Hit Die, just as if it possessed the blindsight ability.

Sunlight Vulnerability (Ex) An unlife takes 1d6 damage per minute of exposure to direct sunlight.

Unlife (Ex) Unlives possess all the characteristics of undead, including their traits and vulnerability to being turned or controlled through channeling. However, unlike undead, they are healed by both positive and negative energy from channeling or cure/inflict spells.

Treasure: Hidden in the northwest corner of the room is a secret door in the floor (DC 25 Perception check to locate). Though disguised to resemble the rest of the floor, this door is actually made of iron and opens onto a small iron-lined niche in the floor. Resting in this niche are five large books. These are Belishan’s true spellbooks. All of them are full, and their contents are listed below. The fifth volume bears a *symbol of insanity* on its spine that is activated when anyone views the books in their niche without first making a search for traps. Each of the other volumes bears a *phantom trap* (cast while more than 50 feet away from each other) at caster level 15.

SYMBOL OF INSANITY TRAP

CR 9

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

Trigger visual; **Reset** none

Effect spell effect (*symbol of insanity*, 15th-level wizard, *insanity*)

Volume I: 1st—*acid spittle*¹, *burning hands*, *expeditious retreat*, *grease*, *identify*, *shield*, *shocking grasp*, *true strike*, *unseen servant*; 2nd—*acid arrow*, *bull’s strength*, *fountain of blood*², *fox’s cunning*, *knock*, *mirror image*, *pyrotechnics*, *scorching ray*, *spectral hand*, *summon monster II*, *summon swarm*; 3rd—*animate shadow*¹, *dispel magic*, *displacement*, *haste*, *ray of exhaustion*, *tongues*, *water breathing*; 4th—*arcane eye*, *crushing despair*, *fire shield*, *greater invisibility*, *mnemonic enhancer*, *sacrifice spell*¹, *scrying*; 5th—*baleful polymorph*, *cone of cold*, *seeming*, *teleport*.

Volume II: 0—All those listed in Chapter 10 of the Pathfinder Roleplaying Game; 1st—*alarm*, *cause fear*, *chill touch*, *detect secret doors*, *disguise self*, *erase*, *mage armor*, *magic aura*, *magic missile*, *mount*, *obscuring mist*, *protection from good*, *ray of*

CHAPTER 7: THE CROOKED TOWER

enfeeblement, reduce person, sleep; 2nd—alter self, arcane lock, continual flame, daze monster, detect thoughts, ethereal bolt¹, glitterdust, hideous laughter, invisibility, knock, misdirection, obscure object, protection from arrows, resist energy, see invisibility, whispering wind; 3rd—explosive runes, fireball, fly, lightning bolt, secret page, sepia snake sigil; 4th—animate dead, bestow curse, confusion; 5th—major creation.

Volume III: 3rd—*arcane sight, contagion, great knock¹, greater magic weapon, halt undead, heroism, phantom steed, stinking cloud; 4th—detect scrying, dimension door, dimensional anchor, enervation, fear, fire trap, lesser globe of invulnerability, shout, stone shape, stonework; 5th—blight, break enchantment, secret chest, waves of fatigue; 6th—legend lore, programmed image.*

Volume IV: 2nd—*phantom trap; 6th—acid fog, analyze dweomer, antimagic field, create undead, eyebite, geas/quest, greater dispel magic, plague touch², planar binding, shades, stone to flesh, summon monster VI, symbol of fear, true seeing; 7th—banishment, forcecage.*

Volume V (**trapped**, see above): 3rd—*deep slumber; 4th—black tentacles, remove curse; 7th—control undead, eyeburst², finger of death, prismatic spray, statue, summon monster VII, symbol of weakness; 8th—clenched fist, discern location, horrid wilting, polymorph any object, symbol of insanity.*

¹From *Relics & Rituals* by Sword & Sorcery Studios, see end of chapter.

²From *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios, see end of chapter.

82. Turret

The trapdoor opens into a small round turret with windows looking north, south and west. It appears to have once been a spare bedchamber with a simple bed, chair, and table. Now, however, the furniture has been smashed and gnawed. The mattress of the bed has been torn open and rotting straw covers the floor. Huddled in the corner, bound hand and foot and with a blindfold and dirty rag in her mouth is a woman of elven blood — barely more than a girl. Her hair is as black as midnight, and her skin is a dusky brown.

Creatures: Belishan has given this room over as the abode of his quasit familiar Esquireet. If the quasit has retreated here, then it hides invisibly among the debris. The **half-elf girl** is named Shilarra. She bears many bruises and scrapes but is otherwise whole. She speaks only Elven with a strange accent. Shilarra is a slave girl from the exotic city of Bhutan, north of the Desolation. She was part of a trade caravan heading south that was waylaid by mercenaries hired by Belishan. She was brought to Belishan as the only survivor, and he gave her to Esquireet to serve as a plaything for the sadistic imp. She has now endured its tortures for two months. It is a testament to her resiliency that she still survives. The quasit gives her food and water at least once a day, but otherwise leaves her bound and gagged when not tormenting her. She is desperate to go home and tries to communicate with the party to beg them for rescue.



CHAPTER 7: THE CROOKED TOWER

SHILARRA

CR 1/2

XP 200

Female half-elf commoner 2

NG Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +6

AC 10, touch 10, flat-footed 10

hp 7, currently 1 (2d6)

Fort +0; **Ref** +0; **Will** -1; +2 vs. enchantment

Immune magic sleep

Spd 30 ft.

Melee unarmed strike +0 (1d3-1/nonlethal)

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

Base Atk +1; **CMB** +0; **CMD** 10

Feats Endurance, Skill Focus (Profession [servant])^B

Skills Diplomacy +5, Perception +6, Profession (servant) +7

Languages Common, Elven

SQ elf blood, magical trap (see Area 82)

Development: Though Shilarra is unaware of it, she is actually a very deadly trap created by Belishan. While she was in a drugged sleep Belishan implanted a unique magical trap within her. Deep in Shilarra's body lies a dormant *delayed blast fireball*. Though the spell is virtually undetectable, Shilarra does give off a strong aura of evocation magic. Canny characters can use divination magic to determine the source. A *dispel magic* against a 15th-level caster can remove this trap. The trap is set so that if Shilarra travels more than 100 yards outside the bounds of the walls of Tsar (including by flight or teleportation) the *fireball* activates and detonates after 1 round. During that round Shilarra immediately doubles over in pain screaming. During that round the spell can still be dispelled. At the end of the round Shilarra detonates in a 20-foot-radius spread dealing 15d6 points of fire damage. She, of course, does not survive the blast.

Treasure: In a cracked, clay chamber pot Esquireet has secreted a small hoard of treasure. It consists of 49 sp, 18 gp, and 1 pp that has been trapped with a *bestow curse* (caster level 15). The first creature to touch the coin must make a DC 20 Will save or suffer a -4 penalty to all attack rolls, saves, ability checks and skill checks until the curse is removed. Once a creature has touched the coin, it becomes a normal platinum piece and cannot bestow any further curses.

Ad Hoc XP Award: If the party manages to free Shilarra and save her from her gruesome fate, award 5,000 XP in this effort.

83. Tower Master's Chambers (CR II)

From this room and higher, the tower is composed of the personal chambers of the Bloodmage. None of his minions are allowed beyond this point.

The stairs circle up and down from this poshly appointed sitting room. A plush rug covers the floor and comfortable divans and settees are spaced along the walls with elegant glass tables placed between them. Standing in the center of the room is a tall, dark-skinned man with sharp, handsome features and batlike wings spreading from his shoulders. A spear is clutched in his large hands.

Creature: Guarding this chamber is Belishan's personal bound servitor, a rage demon, an **aeshma** named Nerug. If not immediately attacked, he telepathically warns the party that none

but the Bloodmage may ascend. Anyone not leaving immediately is subjected to his deadly attacks. He backs in front of the stair going up and attempts to hold intruders off with his spear.

NERUG

CR 11

XP 12,800

Male aeshma demon (*The Tome of Horrors Revised* 98)

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +28

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 189 (14d10+112)

Fort +12; **Ref** +13; **Will** +14

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Spd 40 ft., fly 60 ft. (good)

Melee +1 *wounding spear* +21/+16/+11 (2d6+10/19-20/x3 plus 1 bleed) or 2 claws +19 (1d6+6)

Ranged +1 *wounding spear* +19 (2d6+6/19-20/x3 plus 1 bleed)

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

Special Attacks rage

Spell-like Abilities (CL 14th):

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

2/day—*blasphemy* (DC 20), *web* (DC 15)

1/day—*summon* (level 5, 1 aeshma 35% or 4d10 dretches 35%)

Str 23, **Dex** 18, **Con** 27, **Int** 14, **Wis** 17, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 35

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Weapon Focus (spear)

Skills Diplomacy +20, Escape Artist +18, Fly +23, Knowledge (arcana) +19, Perception +28, Spellcraft +16, Stealth +17, Survival +20

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear +1 *wounding spear*

Rage (Ex) An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its spear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and -2 AC. The aeshma can end its rage voluntarily.

Treasure: The four divans and settees are of fine quality and are worth 200 gp each, but are bulky and weigh 250 lb. apiece. The three glass tables are extremely fragile but are worth 750 gp each if they can be successfully carried back to civilization for sale. On the tables are six silver dishes holding candied fruits and nuts. The sweetmeats have long since gone bad (DC 14 Fort save or 1d6 Con damage), but the silver dishes are worth 50 gp each.

84. Tower Roof

The roof of the tower is identical in construction style as the southern portion of Area 66. A fall from the northern side results in a 12-foot drop to Areas 78 or 80 for 1d6 points of damage or a 36-foot drop to Area 61 for 3d6 points of damage depending on where one goes over the edge. A fall from the southern side results in a 12-foot drop to Area 75 for 1d6 points of damage or a 36-foot drop to Area 66 for 3d6 points of damage. A fall from the eastern edge likewise lands at Area 66, whereas a fall to the west is much more deadly with a 112-foot drop (11d6 points of damage) to the ground below.

If they spot anyone on the roof, the dread ravens at Area 89 swoop down to attack using their *grease* spells to try and cause them to plummet.

85. Wardrobe (CR 7)

Chinks in the bricked-up windows of this room let in cold breezes. Hooks, pegs and suspended ropes hold hanging cloaks and garments of all kinds, creating a maze of shadows. These garments sway and dance in the drafts.

This chamber serves as the wardrobe for Belishan. A clothes horse for hundreds of years, Belishan has managed to create a sizable collection of fine clothing of all sorts, most of it hopelessly out of fashion. A DC 17 Perception check notices a trapdoor in the ceiling obscured by the many hanging clothes. A folding ladder can be pulled down to provide access.

Creatures: Hiding amidst these garments are **3 mawlers**, small blobs of fleshy material capable of taking the shape of articles of clothing. They are disguised as a pair of boots and a short cape. They give off a moderate aura of transmutation magic though they defy being identified. Anyone donning them is subjected to their attacks. If they are ignored, they attack rather than allow their prey to leave the room.

MAWLERS (3) XP 1,200

CR 4

The Tome of Horrors II 104

NE Tiny aberration (shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +8

Aura magic aura

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 39 (6d8+12)

Fort +4; **Ref** +5; **Will** +7

Spd 20 ft.

Melee bite +9 (1d4+1 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d4+1), vorpal bite

Str 13, **Dex** 16, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Weapon Finesse

Skills Disguise +10, Perception +8, Stealth +15

SQ mimic shape

Magic Aura (Su) A mawler continuously emits a moderate aura of transmutation magic. This ability can be negated or dispelled (versus caster level 6), but the mawler can activate it as a free action on its next turn.

Mimic Shape (Ex) A mawler can assume the general shape of any object that is roughly Tiny sized. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals.

The ruse can be detected by a Perception check opposed by the mawler's Disguise skill.

Vorpal Bite (Ex) A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot that scores a critical hit, severs the victim's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a -4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers a -4 penalty to Climb checks, Disable Device checks, and so forth. Additionally, a creature that loses its primary weapon-wielding arm or hand suffers a -6 penalty when wielding a weapon

in its offhand. A creature with the Two-Weapon Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Acrobatics checks and the like. Additionally, the creature's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

Treasure: An hour of searching amongst the clothing can turn up seven still usable noble's outfits, two royal outfits, thirteen courtier's outfits, four artisan's outfits, and even a cleric's vestments.

86. Garderobe

Bricked-over windows keep out light but allow in cold drafts. A wooden seat with a hole in its center rests over a lead pipe in the floor. Overhead is a trapdoor with a folding ladder. The pipe exits the bottom of the turret emptying wastes over the cliff onto the city below. The pipe itself is dusty and clean. It has not been used by a living being in countless years.



87. Belishan's Chamber (CR II or I6)

This oddly shaped room is bare save for arcane symbols written on the walls and a large conjuring circle inscribed upon the floor. Stains of various substances mar these surfaces. There is an alcove to the west. Along the curving north wall stands a tall, humanoid construct of steel, stone and wood. To the south a door leads into a walled-off closetlike chamber.

This chamber is where Belishan retreats to think or rest, as well as, practice his conjuration. A secret trapdoor in the ceiling can be noticed with a DC 26 Perception check. There is no ladder to access it as Belishan usually passes through the small opening between the door and frame while in *gaseous form*. See Area 92 for details of what occurs if the trap door is opened.

Creatures: In addition to the **shield guardian** stationed here, Belishan is present if he managed to retreat from battle in Area 77. The shield guardian attacks any who enter unless specifically commanded otherwise by Belishan. If Belishan is present, the guardian stands before him, providing cover, and uses its guard and *shield other* abilities while he fights from the alcove using his *staff of power* to maximum effect from inside a *globe of invulnerability*.

SHIELD GUARDIAN XP 12,800

CR 11

N Large construct

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

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

hp 112 (15d10+30); fast healing 5**Fort** +5; **Ref** +5; **Will** +5**Immune** construct traits**Spd** 30 ft.**Melee** 2 slams +20 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Str** 22, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +15; **CMB** +22; **CMD** 32**Languages** all of master's (cannot speak)**SQ** find master, guard, shield other, spell storing

Find Master (Su) As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex) If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. It cannot be disrupted when it activates the spell, since it was previously cast by the spell's originator, though it does provoke attacks of opportunity. Once this spell is used, the shield guardian can store another spell (or the same spell again).

88. Bedchamber (CR II)

The floor space in this small chamber is entirely consumed by an ornate steel coffin. Its lid stands open revealing an interior of fine, black silk with a white satin pillow. Beneath the pillow is a scattering of dark earth — grave dirt.

Belishan does not actually use this coffin. Rather it serves as a decoy and **trap**. A DC 28 Perception check reveals that there is a secret, lead-lined compartment beneath the pillow. A second Perception check at DC 35 detects the trap. The compartment resists all attempts at opening it (hardness 6, hp 100, Break DC 40). A successful DC 20 Disable Device reveals that the compartment is rigged to only open when the coffin lid is shut. If the lid is shut, the compartment immediately opens, but the trap is likewise activated. The compartment is empty of all save a single parchment that says "Welcome to Oblivion," written in Common — Belishan's little joke at any intruder's expense.

Coffin Trap: When the coffin lid is closed, the interior is filled with a green glow and any living matter within is automatically subjected to a *disintegrate* spell at 15th level. Anyone slain by the *disintegrate* leaves behind an empty coffin holding only their unharmed equipment. This trap functions each time the coffin is open and closed again.

DISINTEGRATE TRAP

CR 11

Type magical; **Perception** DC 35; **Disable Device** DC 32**Trigger** location; **Reset** automatic**Effect** spell effect *disintegrate*, 15th-level wizard, 30d6, DC 23 Fortitude save for half damage)

89. Tower Parapet (CR II)

This wide parapet provides a fantastic vista of the whole city. A crenellated battlement surrounding the parapet is all that separates you from a fall of dizzying heights. The entire surface of this area is strewn with a foul mixture of droppings, black feathers, debris and bits of bony remains. The conical roofs of the tower's two turrets rise to the east, the central tower rises to its own roof from the center of the parapet. This central chamber is accessed by a door and four open windows whose sills are likewise adorned with copious amounts of avian filth.

This parapet sits 136 feet above the ground. To the east the roof of the tower (Area 84) is 12 feet below, and to the south and east the balcony (Area 75) is 36 feet below.

Creatures: This parapet serves as the primary perch of Belishan's unkindness (i.e. flock) of dread ravens. There are always **30 dread ravens** roosting here that attack anyone other than Belishan who comes from the aviary (Area 92) or attempts to scale the tower or fly to this height. They also swoop to attack anyone they see climbing at Area 84. They prefer to use their *grease* spells on climbers. They spread out so that no area effect spells can target a significant portion of them. They defend the entrances to Area 92 with their lives. They do not pursue within the tower except to Area 92. If a battle occurs here or the unkindness swoops to attack intruders elsewhere, the gargoyles at Area 93 join in to assist the dread ravens after 3 rounds.



DREAD RAVENS (30)
XP 600
hp 13 (see Area 78)

CR 2

90. Northern Garrett (CR 5)

The trapdoor opens into a small chamber with wooden crossbeams starting 8 feet above to support the conical roof overhead. A single closed window looks out to the east. Completely covering the floor around the trapdoor is a layer of loamy soil.

Creature: The soil in this room is a **gibbering moulder** that surrounds the trapdoor and takes up all of the floor space. This serves as Belishan's disposal system. The moulder does not attack anyone who opens the trapdoor and just shoves garbage, bodies, etc. up into its embrace. However, anyone climbing up through the trapdoor onto the seemingly spongy dirt that covers the floor of the chamber is immediately subjected to the creature's attacks. If its prey retreats, it uses its ground manipulation to turn the stone floor of this chamber into quicksand which quickly collapses into the room below (DC 15 Reflex save for all those below to avoid 2d6 points of bludgeoning damage from the falling debris) so it can get at the retreating morsels. The fall does not hurt the gibbering moulder itself due to the cushioning material beneath it.

GIBBERING Moulder
XP 1,600

hp 46 (*Pathfinder Roleplaying Game Bestiary* "Gibbering Moulder")

CR 5

91. Southern Garrett

This dark room has crossbeams beginning 8 feet above and rising to support the conical roof. The panes of a window to the east have been painted over with black preventing light from entering. The space itself is bare save for a dusty, wooden trunk sitting beneath the window.

This room is empty of occupants. The wooden trunk is half of Belishan's set of *teleport trunks* (see **Magic items Appendix**). The other *teleport trunk* is in Area 77b.

92. Aviary

Opening the trapdoor in the floor of this room releases a small avalanche of bird dung and filth into the chamber below.

This round chamber has four open windows looking out onto the parapet beyond. A door likewise provides egress. The walls are lined by wooden shelving separated by dividers into coffered spaces. Within these individual shelves are twigs and rags forming large bird's nests. The floor of the chamber is slick with bird droppings, black feathers, nesting materials, bony remains of past meals, and countless eggshell fragments. The shelves and nests are also strewn with these substances but not so thickly. Many of the nests hold large fragments of shell, and some even contain whole eggs. Ten feet above the floor begins a maze of crossbeams that rise into darkness supporting the conical roof of the tower.

This chamber has served as the aviary for Belishan's dread raven spies for countless generations of the creatures. Anyone entering this chamber is immediately spotted (unless somehow hidden) by the dread ravens at Area 89 who attack anyone other than Belishan in a frenzied swarm. They take extreme care to not harm their hatchlings and eggs. Within the various nests are a total of 14 young dread ravens (completely helpless) and 7 intact eggs (4 of which are still viable).

A DC 20 Perception check notices a dark, oblong shape wedged into the rafters high above. The rafters above are strangely free of refuse. This is because Belishan forbids them from using them as perches, finding their filth distasteful.

Treasure: If the fragile hatchlings and eggs are somehow safely recovered, they could be sold to an interested wizard or city ruler for 200 gp each. The nearest such city is Bard's Gate, though if the Usurer is approached in The Camp he would be willing to pay for them. A DC 14 Perception check reveals an *elixir of fire breath* wedged behind one of the shelving units and covered in debris that was carried up here long ago by a dread raven and missed by Belishan who regularly collects any treasures they recover. Anyone drinking this potion without first, not only thoroughly cleaning but also disinfecting the vial (any application of fire will do for the latter), must make two DC 20 Fortitude saves of contract blinding sickness and filth fever respectively.

93. Gargoyle Perches (CR 10)

These conical slate roofs top the main towers' turrets and rise to a pinnacle fully 150 feet above the ground.

Creatures: Perched atop each of these roofs is an **invisible four-armed gargoyle**. They keep watch over the castle grounds and for

CHAPTER 7: THE CROOKED TOWER

any aerial threats. They generally don't engage anything in melee until the dread ravens have been dealing with it for 3 rounds to better feel out their opponents. Unlike the dread ravens, they will pursue their quarry within the tower. They have grown accustomed to the comings and goings of Grampion's wyvern and would not be alerted to someone riding such a steed or a party cloaked by an illusion to resemble the beast. The gargoyles have been rendered permanently invisible through a magical process concocted long ago by Belishan which can only be removed by a successful *dispel magic* against a 15th-level caster. They likewise have a permanent *see invisibility* effect so that they can see each other and coordinate their attacks as well as watch for invisible intruders. This can likewise be dispelled as above. These enhancements account for their increased CR.

INVISIBLE FOUR-ARMED GARGOYLES (2) CR 8 XP 4,800

Advanced-HD four-armed gargoyle (*The Tome of Horrors Revised* 212)

CE Large monstrous humanoid (earth)

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 112 (9d10+63)

Fort +10; **Ref** +9; **Will** +5

Defensive Abilities permanent invisibility; **DR** 10/magic

Speed 40 ft., fly 60 ft. (average)

Melee 4 claws +17 (1d6+8), bite +17 (1d6+8), gore +17 (1d6+8)

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

Str 26, **Dex** 16, **Con** 24, **Int** 11, **Wis** 8, **Cha** 6

Base Atk +9; **CMB** +18; **CMD** 31

Feats Combat Reflexes, Hover, Improved Initiative, Skill Focus (Fly), Weapon Focus (claw)

Skills Fly +16, Perception +13, Stealth +13 (+17 stony environs), Survival +11

Languages Common, Terran

SQ freeze

Freeze (Ex) A four-armed gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

94. Hidden Refuge

The 12-foot height of this area is composed of a series of interlinking crossbeams that support the conical roof. Climbing within this maze of supports is easy (DC 5 Climb check) but slow (half normal climbing speed) due to the myriad obstacles. Wedged upright within this maze is a simple pine coffin with a small pile of grave dirt collected at its foot. This is Belishan's coffin of last resort if his tower has fallen and no others are available for use. He formerly had one hidden in the city, but Plaguebone recently discovered it and destroyed it (see Area T8-11 of the High Terrace in *Part 5—Foundations of Infamy*). He is only able to access this coffin at night without resorting to magic due to the open windows that allow sunlight into Area 92 below. If forced to defend himself here, Belishan summons swarms of bats from the clefts of the cliff face below his tower to confuse and disorient his opponents.

Spell Conversions

Many of the spells featured in this adventure originally appeared in the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**. They have been updated to the Pathfinder Roleplaying Game rules and are included here for your convenience.

ACID SPITTLE

School transmutation [acid]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (6 oz. of wine, consumed by caster)

Range 10 ft.

Target one creature

Duration 1 hour/level

Saving Throw Reflex half; **Spell Resistance** No

You belch forth a small viscous glob of potent acid at a nearby target as a ranged touch attack with a splash weapon. The target takes 1d6 points of acid damage +1 point per caster level (+20 maximum) unless a Reflex save is made for half damage. Anyone within 5 ft. of where the acid glob strikes takes 1 point of acid damage +1 per two caster levels (+10 maximum) unless a Reflex save is made for half damage. If the acid glob is not spit before the spell's duration expires, it inflicts maximum damage upon the caster internally (no saving throw) unless otherwise protected from acid.

ANIMATE SHADOW

School transmutation [darkness]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components S

Range medium (100 ft. + 10 ft./level)

Target one shadow

Duration 1 round/level (D)

Saving Throw Reflex; **Spell Resistance** no

You transform a normal shadow into a long, thick tentacle. The tentacle remains rooted where the transmuted shadow fell upon the wall or floor, but the shadow tendril is able to reach up to 5 ft. per caster level to reach a target. The shadow tendril operates in most respects as an *animate rope* spell but differs in that the shadow is intangible and attempts to attack or sever it pass harmlessly through.

Since the shadow tendril is intangible, it cannot be used to climb upon or tie objects, but when directed against a creature the target must make a Reflex save or be entangled (the shadowy rope is quite solid to the victim). The victim is held in place as long as he is entangled. A DC 23 Strength check can burst the tendril, and a DC 20 Escape Artist check can slip its bonds. You can command it to release a creature and attempt to entangle a new target within range as a standard action.

BLOODSTORM

School evocation [fear]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a small vial of blood)

Range medium (100 ft. + 10 ft./level)

Area cylinder (10 ft. radius, 40 ft. high)

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

This spell summons a whirlwind of blood that envelops the entire area of effect and has several effects on those caught

Spell Conversions Continued

within it. First, those in the area must make a Reflex save or be blinded by the swirling blood while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all attacks within the area have a -4 penalty to attack rolls, including ranged attacks fired into it. Third the blood deals 1d4 points of acid damage per round of exposure to the whirlwind. Finally, any caught within it must make a Will save or become frightened if 8 HD or more or panicked if less than 8 HD.

DETECT SHAPECHANGERS

School divination; **Level** cleric 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a sprig of wolfsbane)/DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** none

You can sense the presence of creatures with the shapechanger subtype regardless of their current form. The spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other abilities to assume a form other than their natural form. The amount of information gained depends on how long you study a particular area or subject.

1st Round: Presence or absence of shapechangers or form-altered creatures.

2nd Round: Number of shapechangers and form-altered creatures in the area and the power of the most potent shapechanger or form-altered creature present.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: A shapechanger or form-altered creature aura's power depends on its CR as described on the table below.

Creature CR	Aura Power
3 or less	Dim
4-6	Faint
7-9	Moderate
10-12	Strong
13+	Overwhelming

Each round, you can turn to detect shapechangers and form-altered creatures in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DOOMWAIL

School necromancy [fear, sonic]; **Level** bard 5, cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You let loose an ear-scouring howl that deafens and paralyzes creatures in its area of effect. Any creature in the area must make a Fortitude save. Those who save are shaken for 3d8 rounds. Those who fail their save area also shaken and must roll

d% on the following table for the further effects. These effects remain until magically cured.

Roll (d%)	Effect
1-50	Deafened
51-75	Paralyzed
76-100	Deafened and paralyzed.

ESSENTIAL BLADE

School transmutation [force]; **Level** bard 4, cleric 5, druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, F (the weapon)

Range touch

Target 1 melee or natural weapon

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You touch a melee or natural weapon, suffusing it with raw magical force. So fortified, the weapon acquires the *ghost touch* special quality, ignores hardness, and strikes as a melee touch attack.

ETHEREAL BOLT

School evocation [force]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (the eye of a creature with a gaze attack)

Range 120 ft.

Area 120-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You release a bolt of translucent, blue-white energy that deals 1d10 points of force damage per caster level (maximum 5d10) to each incorporeal creature in its area. The bolt begins at your fingertips.

The energy released by this spell exists primarily on the Ethereal Plane. As such, it has no effect whatsoever upon creatures or objects that exist only in the Material Plane. The bolt ignores corporeal barriers and creatures.

The spell does not empower you to see into the Ethereal Plane or through solid objects.

EYEBURST

School evocation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration permanent

Saving Throw Fortitude partial (see text); **Spell Resistance** no

You cause a spark of blinding light to leap from your hand and explode in the face of your target, searing its face and causing the viscous fluid in its eyes to boil and possibly rupture. The target must make a Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves the damage and avoids the blindness effect. Eyes destroyed in this way can only be restored by a *regenerate* or *wish* spell.

Spell Conversions Continued

FOUNTAIN OF BLOOD

School evocation [acid]; **Level** cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S/DF

Range medium (100 ft. + 10 ft./level)

Area 20-ft. square

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You cause a geyser of blood to erupt from the ground, spraying all within a 20-foot by 20-foot area. The blood burns as a powerful acid, causing 1d6 points of acid damage per two caster levels (maximum 10d6). Clerics (or other classes and creatures) that have the Destruction domain are not affected by the *fountain of blood*.

GREAT KNOCK

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Area one door, box, or chest with an area of up to 25 sq. ft./level

Target you, one creature, etc.

Duration instantaneous; see text

Saving Throw none (Reflex half for burst effect); **Spell Resistance** no

This spell functions identically to the lesser *knock* spell. However, it also shatters welds, shackles, chains, and similar impediments (like portcullises), removing all methods preventing egress through a single portal, and removes any *arcane lock*.

More significantly, you completely destroy the door or item in the process of opening it. Anyone standing within 10 feet of the other side of the door or within 10 feet of a chest, etc. takes 1d6 points of damage per two caster levels (maximum 5d6, or 2d6 if the item is small) from flying debris. The sound of object being destroyed is clearly audible as an explosion.

PLAGUE TOUCH

School necromancy [evil]; **Level** cleric 5, druid 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of putrid flesh and a drop of blood)

Range touch

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell is identical to the *contagion* spell, but you can infect the subject with the disease of your choice from the Appendix of the Pathfinder Roleplaying Game or any other sources your GM allows.

SACRIFICE SPELL

School evocation [force]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You can sacrifice a prepared spell (if a wizard) or an unused spell slot (if a sorcerer) to create bolts of pure magical force. The arcane energy is cannibalized and released in a silent, blue-white blast of destructive force that deals 1d8 damage/spell level (maximum 15d8) sacrificed to create it to the target.

You can select multiple prepared spells or unused spell slots to power a single energy bolt. *Sacrifice spell* itself does not count towards the spells that fuel the bolt.

SEVER

School abjuration; **Level** druid 7, sorcerer/wizard 7

Casting Time 1 round

Components V, S/DF

Range medium (100 ft. + 10 ft./level)

Target one divine spellcaster

Duration concentration

Saving Throw Will negates; **Spell Resistance** yes

You impede all contact that the target possesses with his deity by temporarily cutting the conduit through which such powers flow. The target is unable to cast any divine spell or use any spell-like or supernatural ability that is divine in nature, such as channeling energy.

The innate abilities of outsiders are not affected, however, an outsider's divine spells are subject to being severed.

STELAN'S BLOOD TENTACLES

School necromancy [evil]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (handful of dirt from a strangled man's grave)

Range close (25 ft. + 5 ft./2 levels)

Target all dead and dying creatures

Duration 1 hour/level

Saving Throw Fortitude negates; **Spell Resistance** yes

When you cast this spell, all dead (within the last 24 hours) and dying creatures (those below 0 hit points and disabled) in the area have all the blood drawn from their bodies, killing them if still alive. Dying creatures are allowed a Fortitude save to avoid this effect, but dead creatures are not. The blood forms horrible tentacles of clotted, black blood that remain in contact with the bodies from which they were drawn. They lash out and flail at the caster's foes with a reach of 10 feet. One tentacle is created per corpse, up to a maximum of 1 per caster level (no more than 20).

The tentacles are AC 15 with 1 hp per level of the caster. They have the attack bonus, CMB, and CMD of the caster. They are immune to spells that do not cause damage, except for *disintegrate*, *dispel magic*, and those spells that can affect water or blood (which deal 1d6 hp per caster level, no save, unless otherwise noted).

A tentacle that hits with its slam attack deals 1d6 points of damage and can start a grapple as a free action without provoking attacks of opportunity. On a successful grapple, the tentacle begins to drown its victim (see "Drowning" in Chapter 13 of the Pathfinder Roleplaying Game) as long as it is able to maintain the grapple.

Monster Appendix

Elemental, Undead Fire

A pillar of black flame glowing with a bluish nimbus seems to contain a humanoid shape at its heart. The crackling flames give off an intense chill that drains the heat from the surrounding air.

UNDEAD FIRE ELEMENTAL

CR 8

XP 4,800

NE Medium undead (cold)

Init +8; **Senses** darkvision 60 ft.; Perception +15

AC 19, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 102 (12d8+36 plus 12)

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

Defensive Abilities chill shield; **Immune** cold, fire, undead traits

Spd 50 ft.

Melee slam +13 (1d6+4 plus 1d6 cold and coldfire)

Str 16, **Dex** 19, **Con** —, **Int** 4, **Wis** 11, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 27

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Perception +15

Languages Ignan

SQ snuff

Environment any

Organization solitary

Treasure none

Chill Shield (Su) In addition to being immune to cold and fire, the flames that wreath an undead fire elemental also act as a *fire shield* spell. Any creature striking the undead fire elemental with a natural or handheld weapon takes 1d6+12 points of cold damage. This effect cannot be dispelled.

Coldfire (Su) Each time an undead fire elemental successfully hits a living creature, that creature must make a DC 19 Fortitude save or catch on fire from the elemental's cold flames. These flames deal 1d6 Strength damage per round as the life-giving heat is snuffed from its body. The afflicted creature is entitled to a new saving throw each round. This coldfire burns for 1d6 rounds or until a successful save is made. Resistance to cold or fire does not prevent this damage, though *death ward* does. The save is Charisma-based.

Snuff (Ex) As a standard action (that does not provoke an attack of opportunity), an undead fire elemental can extinguish itself, thereby reducing itself to the form of its base component — a small pile of cold ashes. The undead fire elemental will rarely do this while in the presence of other creatures because of the inherent vulnerability involved. If the cold ash can be scooped up and placed in a stoppered container, the undead fire elemental is trapped until released. Likewise if the ash pile is exposed to winds of 50 mph or greater, the undead fire elemental's material form is dispersed, and it is unable to manifest its burning form again until it is able to reform its ash pile — a process usually taking several years.

While in its ash pile form, an undead fire elemental can burst into its burning form as a free action without provoking an attack of opportunity.

such that it is destroyed but is not permitted to return to its plane of origin. When this happens, what can eventually form is a horrendous creature composed of its original element infused with raw negative energy. The resulting undead creature is an abomination to its element, seeking nothing more than to snuff out all heat it encounters. Divorced of its natural element, undead fire elementals are no longer hindered by water or bodies of nonflammable liquids.

An undead fire elemental stands 7 feet tall but weighs only 75 pounds due to its ephemeral nature.

Undead fire elementals retain the ability to speak Ignan but rarely deign to speak to those they are about to consume in their cold fury.

Undead fire elementals usually remain in their lairs, morosely remembering their prior warm existence. However, when anything living comes within range, they quickly resume their burning form and surprise attack with glee to forever destroy the heat that they sense in their prey.



Occasionally a horrible tragedy befalls a summoned fire elemental

Feral Vampire Spawn

This brutish monstrosity appears to have once been a human, though its formerly fine grave clothes are tattered and smeared with the filth of a boneyard. Massive muscles ripple beneath its cold, hard flesh contributing to its hunched posture, and jagged, broken fangs extend from between its bloodless lips.

FERAL VAMPIRE SPAWN
XP 2,400

CR 6

CE Medium undead (augmented human)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +8

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

hp 66 (8d8+24 plus 8); fast healing 2

Fort +7; **Ref** +6; **Will** +4

Defensive Abilities channel resistance +4; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Spd 30 ft.

Melee slam +13 (1d6+10 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 10)

Str 25, **Dex** 14, **Con** —, **Int** 2, **Wis** 6, **Cha** 16

Base Atk +6; **CMB** +13; **CMD** 25

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

Skills Climb +15, Perception +8, Stealth +13; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common (cannot speak)

SQ gaseous form, shadowless, spider climb

Environment any

Organization solitary or pack (2–5)

Treasure none

Blood Drain (Su) A feral vampire spawn can suck blood from a grappled opponent; if the feral vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The feral vampire spawn 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.

Energy Drain (Su) A creature hit by a feral vampire spawn's slam gains one negative level. This ability only triggers once per round, regardless of the number of attacks the feral vampire spawn makes.

Fast Healing (Su) A feral vampire spawn has fast healing 2. If reduced to 0 hit points in combat, it assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.) Additional damage dealt to a feral vampire spawn forced into gaseous form has no effect. Once at rest, it is helpless. It regains 1 hit point after 1 hour, then is no helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su) A feral vampire spawn can only assume gaseous form when it has been reduced to 0 hit points in combat. It then assumes *gaseous form* as the spell (caster level 5th) and returns to its coffin. While gaseous it has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A feral vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A feral vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Sometimes when vampires create minions something horrible happens to the creature causing a fate worse than even that of a typical vampire spawn. On these occasions whether by accident or

design, upon waking to its new undead existence the newly created spawn finds itself trapped within its coffin or tomb and unable to free itself even in gaseous form. In these instances the spawn rages and struggles to escape as it slowly goes insane, a victim of its all-consuming hunger. When the master vampire finally deigns to release its new spawn or it finally manages to break free — sometimes years after its creation — the spawn is feral and nearly mindless, though with a much greater strength due to its incessant rage. Vampire masters often find such spawn less of a threat and easier to dispose of when their usefulness has ended.

Unlike typical vampire spawn, feral vampire spawn resemble primitive or Neanderthal-like versions of their former selves with heavy frames supporting a massive musculature and a face twisted by rage and hate into an almost animal-like mask. They are usually hunched over from long confinement and weigh up to 200 pounds more than typical for a member of their species of their relative size.

Feral vampire spawn have lost the ability to speak beyond inarticulate roars, though they can understand and obey verbal commands from their master.

Feral vampire spawn attack without thought or tactics using their tremendous brute strength to smash their foes and feed. Though it is presumed that they should still be capable of assuming gaseous form at will or using their domination gaze like standard vampire spawn, feral vampire spawn seem to have forgotten how to use these abilities.



Lurker Wraith

A diaphanous, almost translucent curtain blows on a nonexistent breeze towards you. It spreads its folds wide as it approaches as if to envelop you.

LURKER WRAITH

CR 10

XP 9,600

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Perception +11

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 112 (15d8+30 plus 15)

Fort +7; **Ref** +8; **Will** +9

Defensive Abilities amorphous, channel resistance +4; **DR** 10/silver and piercing or slashing; **Immune** undead traits

Weaknesses sunlight powerlessness, vulnerability to fire

Spd fly 40 ft. (average)

Melee buffet +20 (2d4+15 plus 1d6 Con drain and grab)

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

Special Attacks create spawn, smother

Str 30, **Dex** 12, **Con** —, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +11; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)

Feats Blind-Fight, Deceitful, Hover, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Bluff +8, Disguise +12 (+20 as curtain wall hanging or textile), Fly +3, Perception +11, Stealth +25; **Racial Modifiers** +4 Stealth, +8 Disguise as curtain, wall hanging or textile

Environment any

Organization solitary or pair

Treasure none

Amorphous (Ex) Lurking wraiths are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.

Constitution Drain (Su) Creatures hit by a lurker wraith's buffet attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the lurker wraith gains 5 temporary hit points. The save DC is Charisma-based.

Create Spawn (Su) A humanoid slain by either a lurker wraith's Constitution drain or smother attack becomes a ghoul in 1d4 rounds. Spawn are not under the command of the lurker wraith (which typically ignores them), but they do instinctively protect their creator. They do not possess any of the abilities they had in life. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Smother (Ex) When a lurker wraith grapples a target, it continues its Constitution drain each round (though the victim is still allowed a save each round). In addition it forms an airtight seal around



its prey. A grappled target cannot speak or cast spells with verbal components and must hold its breath (see “Suffocation” in Chapter 13 of the Pathfinder Roleplaying Game).

Sunlight Powerlessness (Ex) A lurker wraith caught in sunlight cannot attack and is staggered.

If there is an undead form of the aberrations known as lurkers, this is surely it. They have a gauzy appearance and resemble some thin cloth, though close inspection reveals they are quite durable and thick with a certain translucence. They often disguise themselves as tapestries or curtains in order to lure the unwary into their smothering embrace. Sometimes they roll themselves up to appear as innocuous bolts of cloth before unfurling and revealing the true horror.

They tend to lurk in subterranean areas or within ruins where they avoid rays of direct sunlight.

A lurker wraith is about 10 feet long by 10 feet wide and approximately 1/4 inch thick. They weigh less than 50 pounds.

Lurker wraiths typically disguise themselves as ordinary textiles and then try to attack prey with surprise by buffeting them and attempting to smother. There are often a few stray ghouls lairing near where lurker wraiths dwell — past victims that will come to defend their creator.

Malice

A large roiling cloud of yellow fog pours towards you, long tendrils of the mist reaching hungrily. Vague shapes like faces form and disappear in the foul cloud, and ectoplasmic bile oozes among these forms and drips from the tendrils.

MALICE **CR 13**
XP 25,600

CE Large undead (incorporeal)
Init +8; **Senses** all-around vision, darkvision 60 ft., lifesense; **Perception** +31

AC 21, touch 21, flat-footed 16 (+7 deflection, +4 Dex, +1 dodge, -1 size)

hp 218 (19d8+133)

Fort +15; **Ref** +12; **Will** +16

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits; **Resist** cold 10, fire 10

Spd fly 30 ft. (perfect)

Melee 6 tendril touches +18 (1d6 Wisdom damage)

Space 10 ft.; **Reach** 15 ft.

Str —, **Dex** 18, **Con** —, **Int** 11, **Wis** 20, **Cha** 24

Base Atk +14; **CMB** +15; **CMD** 37 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Lightning Reflexes, Stand Still, Weapon Focus (tendrils)

Skills Fly +14, Intimidate +29, Knowledge (arcane) +20, Knowledge (geography) +20, Knowledge (history) +20, Knowledge (nature) +20, Knowledge (nobility) +20, Perception +31, Sense Motive +30, Stealth +22; **Racial Modifiers** +20 Knowledge (arcana), +20 Knowledge (geography), +20 Knowledge (history), +20 Knowledge (nature), +20 Knowledge (nobility)

Languages all (does not speak)

Environment any

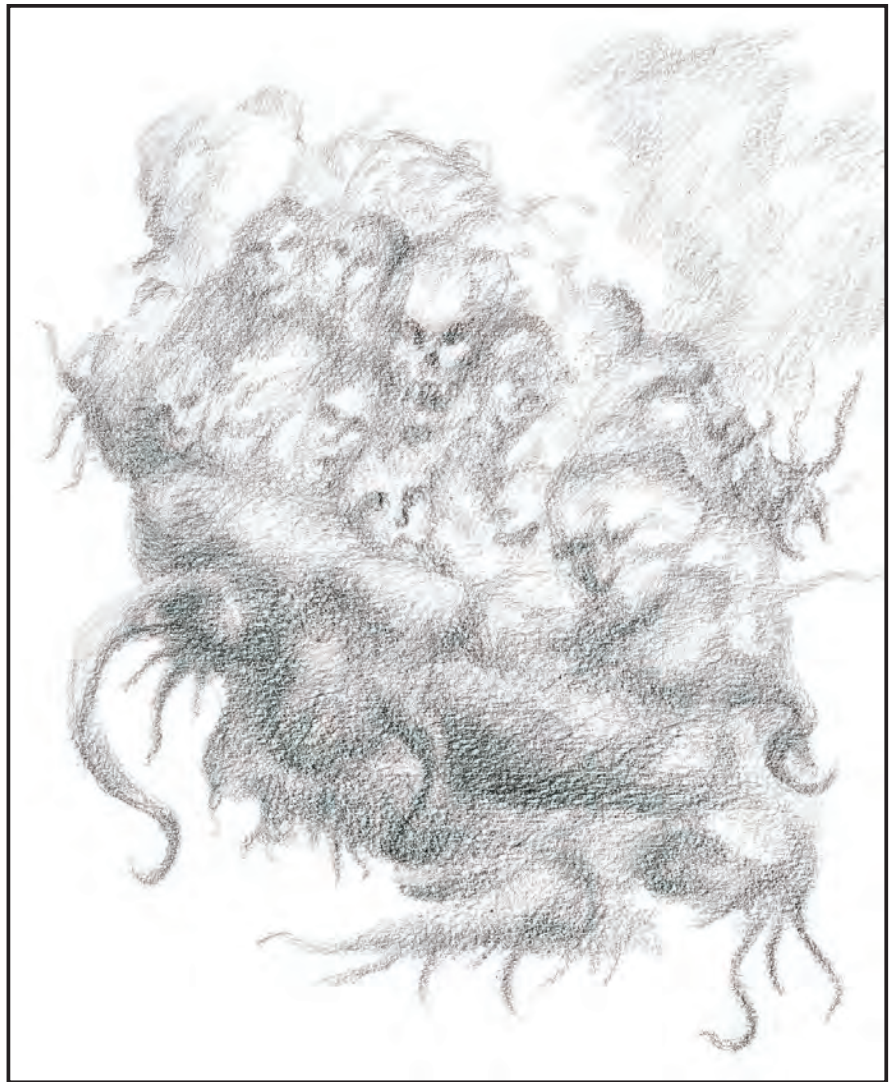
Organization solitary

Treasure standard

All-Around Vision (Ex) The Malice sees in all directions at once. It cannot be flanked.

Lifesense (Su) The Malice notices and locates living creatures within 60 feet, just as if it had the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Wisdom Damage (Su) The Malice causes 1d6 points of Wisdom damage each time it hits with its tendril touch attack. On each successful attack, it gains 5 temporary hit points. A character whose Wisdom is reduced to 0 immediately falls into a vegetative state, his psyche absorbed in the Malice. Such a character remains alive as long as someone takes complete care of him, including force feeding. The character is not ambulatory and cannot respond to stimuli. Such a character cannot recover his lost Wisdom until the Malice is destroyed, releasing the psyche to return to its body. This can happen over any distance as long as the Malice is on the same



plane as the body. If they are on separate planes and the Malice is destroyed, the body immediately dies and can be *resurrected* normally. If the body dies before the Malice is destroyed, no *resurrection* is possible while the Malice exists, each such attempt failing. Even *miracle* and *wish* are incapable of recovering the stolen psyche while the Malice still exists.

The original builder of the Crooked Tower was a being of such vile wickedness as to make the Bloodmage pale in comparison. His final fate is unknown, but Belishan discovered upon claiming ownership of the tower that the former owner had distilled the spirits of all his many victims over the centuries of occupancy into an undead being of singular antipathy, the Malice, which continues to reside within the bowels of the tower.

The Malice is comprised of the psyches of all of the first Master of the Tower's victims as well as all of those psyches that it has managed to absorb in the intervening years. As such it exists only to feed on those foolish enough to wander into its demesne. As the repository of all the psyches it has consumed, the Malice has an incredible breadth of knowledge if some means were learned to treat with it.

The Malice has never been known to speak any languages, though it seems to be able to understand the speech of anyone addressing it (for what that is worth).

The Malice uses its tendrils to absorb the psyches of its victims and forever incorporate them into its being. When it senses living beings, its intense hatred causes it to immediately rage and rush forth to attack.

Megaswarm, Dire Rat

A squirming horde of vicious rats the size of small dogs streams toward you. They have coarse, spiky fur, feral eyes, and jagged, yellowed teeth. They surge toward you in a roiling mass of filth and stench.

DIRE RAT MEGASWARM

XP 1,600

N Small animal (megaswarm)

Init +7; **Senses** low-light vision, scent; Perception +11

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 52 (8d8+8 plus 8)

Fort +9; **Ref** +9; **Will** +3

Defensive Abilities half damage from piercing weapons

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee swarm (2d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 15)

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +6; **CMB** —; **CMD** —

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +11, Perception +11, Stealth +14, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

Environment any urban

CR 5

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms)

Treasure none

Disease (Ex) Filth fever: Swarm—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

Much like a swarm of ordinary rats, a dire rat swarm is composed of a teeming mass of disease-ridden dire rats intent on feeding on whatever they can catch. A dire rat swarm usually exists in abandoned ruins or city dumps where there is a plentiful food supply and a lack of significant predators.

A dire rat swarm seeks to overrun and attack any warm-blooded prey it encounters. It typically ignores undead and other creatures that are not warm-blooded.



Petrified Horror

A revolting stack of carnage stands before you. Its delicate silhouette belies the true horror that it is. It is as if someone carved a human-sized sculpture from the still-living flesh, bone and muscle of a much-larger creature, and then somehow gave that figure life.

PETRIFIED HORROR
XP 51,200

CR 15

N Medium construct

Init +8; **Senses** blindsight 60 ft.; Perception +0

Aura frightful presence (60 ft., DC 20)

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 140 (20d10+30)

Fort +6; **Ref** +10; **Will** +6

DR 5/adamantine; **Immune** construct traits, magic

Spd 30 ft.

Melee 2 slams +25 (2d6+5)

Special Attacks bloodstorm

Str 21, **Dex** 19, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +20; **CMB** +25; **CMD** 39

Feats Improved Initiative^B

Environment any

Organization solitary

Treasure none

Bloodstorm (Su) A petrified horror can create a bloodstorm effect (as the spell) centered upon itself as a free action once every 2 minutes. The bloodstorm forms a whirlwind of blood in a column 25 feet in diameter and 40 feet high. The effect has a duration of 12 rounds, requiring those within to make a DC 20 Reflex save to avoid being blinded while they remain within the whirlwind and for 2d6 rounds after leaving it and a DC 20 Will save to avoid becoming panicked if less than 8 HD or frightened if 8 HD or above for the duration of the effect. Furthermore, creatures fighting within the bloodstorm or ranged attacks passing through it take –4 penalty on attack rolls. Finally, the blood is slightly acidic and deals 1d4 points of acid damage per round. The petrified horror is immune to the effects of the bloodstorm, including the attack penalties, and the whirlwind remains centered on the petrified horror even if it moves. The save DCs are Constitution-based.

Full details of the *bloodstorm* spell can be found in **Relics & Rituals** by **Sword & Sorcery Studios**.

The name of the petrified horror belies the true nature of this hideous construct. For while it is true that the construct is crafted from the petrified remains of a Large creature, it is not until the new Medium statue is returned to flesh from its prison of stone that the horror is unleashed. Until then it just resembles an ordinary statue in whatever shape it was sculpted to be and is incapable of action. This can be quite disconcerting when a delicate ballerina statue suddenly becomes a lumbering pile of bleeding meat and bone. Creators of these creatures often use them like time bombs, inert until freed by the spells of an inquisitive intruder or as part of a trap activated by the intruders. They instinctively recognize and avoid harming their creator but have no compunctions about destroying anything and anyone else they see.

In statue form, a typical specimen stands 5 to 8 feet tall and, being composed of solid stone, weighs anywhere from 1,000 to 1,800 pounds. Despite being a typical statue, it does give off a moderate aura of transmutation. When the creator or someone else casts *stone to flesh* or *break enchantment* the construct transforms to flesh and weighs 300 to 500 pounds depending on its height. As a construct it is does not require a Fortitude save to survive the transformation. Because the petrified horror is constructed from a larger creature,

it gains the bonus hit points of a size Large construct rather than a Medium. Because it has no actual eyes, it sees through blindsight rather than with the traditional darkvision and low-light vision of a construct.

Despite its lumbering appearance, a petrified horror's newly crafted form is quite quick and agile. It moves with a discernable squishing noise and leaves a trail of blood and ichor wherever it goes.

Petrified horrors are incapable of speech and do not understand or heed commands.

Petrified horrors are typically left in out-of-the-way places by their creators, so when activated the damages they cause can be minimized. Once released from its stony imprisonment petrified horrors immediately go into a rampage destroying all they see, preferring living creatures over inanimate objects but content to demolish even inanimate objects if that is all there is. As part of their programming, they rush directly into the center of whatever group is nearest to them (bull rushing if necessary) while flailing with their fists. Once they are in amongst their foes, they use their bloodstorm ability as they continue to fight.

Construction

A petrified horror is carved from the petrified form of a Large creature which usually costs 10,000 gp to procure. Special masterwork tools for this process worth 500 gp are also required and are ruined in the creation process. Sculpting the body from the base material requires a DC 25 Craft (sculptures) check. Failure means that the petrified creature's form has been cracked and ruined and a new Large petrified creature must be procured.

PETRIFIED HORROR

CL 14th; **Price** 110,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bloodstorm*, *flesh to stone*, *geas/quest*, *limited wish*, caster must be at least 14th level;

Skill Craft (sculptures) DC 25; Cost 65,500 gp.



Worg, Dire

A black-furred wolf the size of a horse, this beast has eyes that seem to glow with a sinister intelligence.

DIRE WORG

XP 2,400

NE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 68 (8d10+24)

Fort +9; **Ref** +8; **Will** +4

Spd 50 ft.

Melee bite +17 (2d6+13 plus trip)

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

Str 29, **Dex** 15, **Con** 17, **Int** 6, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +18; **CMD** 31 (35 vs. trip)

Feats Improved Natural Attack (bite), Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +7, Perception +12, Stealth +5, Survival +6;

Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

CR 6

Languages Common, Giant

Environment temperate forests and plains

Organization solitary, pair, or pack (6–11)

Treasure 1/10 coins; 50% goods; 50% items

These creatures are to worgs what dire wolves are to their more ordinary kin. They still tend to associate with evil creatures but rarely anything as mundane or insignificant as a goblinoid. Occasionally they serve as mounts for ogres or hill giants.

Like their lesser kin, dire worgs typically hunt in packs, though they don't limit their fare to herbivores or the sick and infirm. Dire worgs often challenge the most powerful member of an animal pack knowing that if the leader is killed, the rest are usually easy pickings. They have also been known to seek out isolated humanoid settlements and leave them as little more than smashed buildings and a few well-chewed and bloody bones.

A dire worg has black fur, sometimes with reddish highlights, giving it an almost demonic appearance, and grows to be 10 feet long and 7 feet high at the shoulder. It weighs 1,200 pounds.

Dire worgs typically attack in packs holding particularly powerful prey at bay until their giant allies or additional worgs arrive. A mated pair of dire worgs often has a pack of normal worgs serving them as bush beaters to chase prey into the dire worgs' clutches. Like their lesser cousins, they prefer to harry and exhaust tougher prey before moving in with flanking and trip attacks.



Magic Item Appendix

ASHES OF AMNU-PAKET

Aura moderate necromancy and transmutation; **CL** 8th
Slot none; **Price** 25,000 gp; **Weight** —

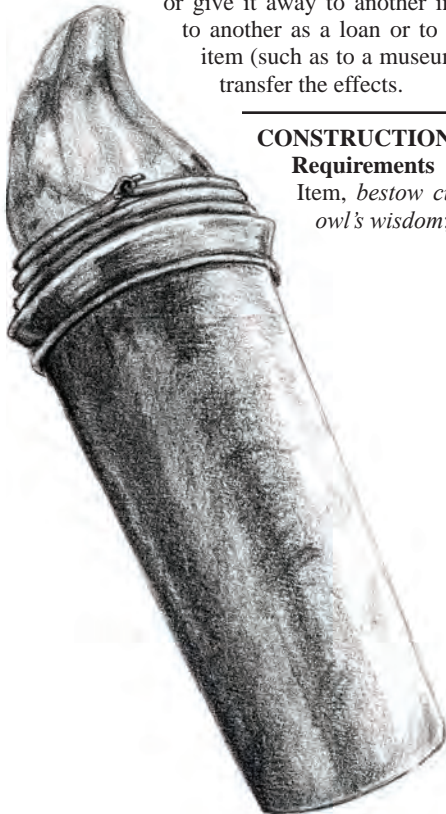
DESCRIPTION

This is a small, finger-sized gold receptacle stoppered by a polished fang and sealed with platinum wire. If the seal is broken, the interior is seen to hold a small amount of fine ash. This legendary item is (truthfully) said to hold the remains of the last vizier of the Tu Chai Palace, the powerful ogre mage Amnu-Paket. The Tu Chai Palace is considered an equally mythical palace said to have existed an age ago in the exotic lands of the north hanging from the side of a magnificent peak. Amnu-Paket was considered both the wisest of sages and a cruel despot, and the holder of his ashes was rumored to both benefit from his wisdom and suffer from bad luck. The *ashes of Amnu-Paket* disappeared long ago from the knowledge of man. Actually the receptacle was secreted within a hidden compartment inside the fabulously-carved emerald called the Tu Chai Palace. Thus the owner of the emerald receives both the benefits and penalties associated with the ashes, more than likely never even realizing the source of the effects.

The individual who owns the ashes (or the Tu Chai Palace if they are still hidden within) is the continual recipient of the following effects: a +4 increase to his Wisdom score in the form of an enhancement bonus, a +5 insight bonus on any Knowledge checks, and a –2 luck penalty on all saves and ability checks. The owner does not have to have the ashes in his possession; he merely has to be the recognized owner of them (or the emerald if applicable). If an entire party claims the emerald as a treasure, it is the individual responsible for its storage who receives the benefits and penalties. The curse of bad luck cannot be removed from the item. The only way to rid oneself of the penalties is to have the item stolen, sell it, or give it away to another individual. Giving it to another as a loan or to merely care for the item (such as to a museum or bank) does not transfer the effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *fox's cunning*, *owl's wisdom*; **Cost** 12,500 gp



EXSANGUINATOR

Aura strong evocation and transmutation; **CL** 15th
Slot none; **Price** 104,006 gp; **Weight** 3 lb.

DESCRIPTION

+3 *keen wounding handaxe*; **AL** CN; **Int** 17, **Wis** 10, **Cha** 17; **Speech**, telepathy, 120 ft. darkvision and hearing; **Ego** score 19.

Lesser Powers: *Deathwatch* continually active, *daze monster* 3/day, *hold person* 3/day.

Greater Power: *Haste* on owner 3/day.

Personality: This handaxe is fashioned much like a meat cleaver. The chaotic and warped personality has one purpose and one purpose only, to drink the blood of the living. When a creature is hit by *Exsanguinator* it leaves a bloodless wound, the blood having been magically absorbed by the blade. A creature killed by the handaxe falls to the ground as a completely bloodless corpse. Whenever anyone of any alignment first grasps the weapon, a DC 19 Will save is required. On a failed save the handaxe uses its *haste* ability on the wielder who then turns on any living creatures nearby and attempts to satiate *Exsanguinator's* blood lust on them. If the character is chaotic and makes his save, he can use the weapon normally. However, the handaxe will continually whisper dreams of bloodletting into his mind telepathically. The handaxe demands that it be the wielder's primary weapon in combat, and another Will save is required if the character refuses. *Exsanguinator* uses its abilities in battle to assist its wielder in making easier targets for him to attack. Anytime the wielder spares an opponent in combat, another Will save is necessary to prevent an indiscriminate killing spree.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*, *mage's sword*; **Cost** 52,003 gp



MAGIC ITEM APPENDIX

MACE OF BLOOD

Aura moderate abjuration; **CL** 8th

Slot none; **Price** 16,000 gp; **Weight** 8 lb.

DESCRIPTION

This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; **Cost** 8,000 gp

TELEPORT TRUNKS

Aura strong conjuration; **CL** 14th

Slot none; **Price** 50,000 gp; **Weight** 50 lb. each

DESCRIPTION

These trunks always come in pairs. Each looks like an old wooden or hardened leather steamer trunk without a lock. They stand 2 feet high are 4 1/2 feet long and are 3 feet wide. They are nondescript until a creature climbs inside and the lid is closed. Upon doing so, that creature and all gear and objects up to its maximum load that will fit within the closed trunk, are instantly teleported as the *greater teleport* spell to the interior of the other trunk in the pair. The other trunk must be closed and empty for this to function. The *teleport* functions as

long as both trunks on are on the same plane. The trunk can hold one Medium, four Small, eight Tiny, twenty-four diminutive, or one hundred forty-four Fine creatures. A Large creature can squeeze into the trunk with a successful DC 20 Escape Artist but can not bring any gear other than mundane, nonbulky clothing and a light weapon. The trunk can function once every 10 minute up to 3 times per day.

CONSTRUCTION

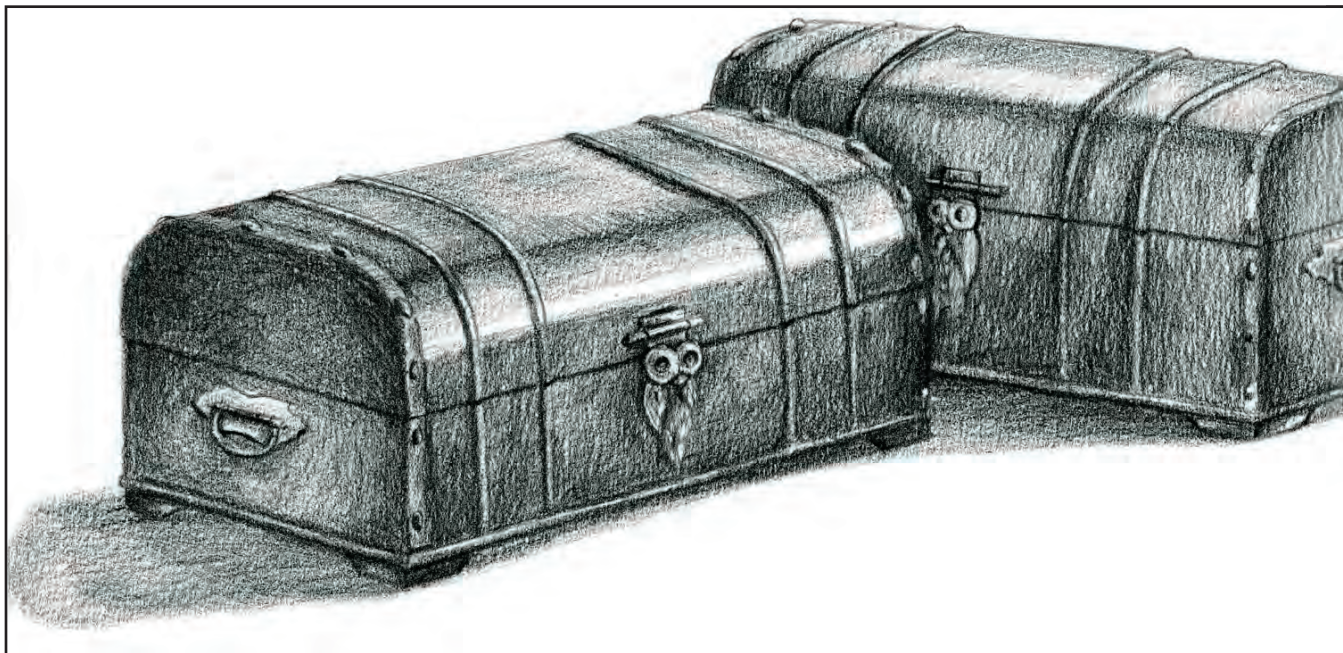
Requirements Craft Wondrous Item, *greater teleport*;

Cost 25,000 gp

WRAITH Weapon Special Ability: A *wraith* weapon can strike both corporeal and incorporeal creatures, since the weapon exists in both the Ethereal and Material planes. In addition it strikes material opponents as an incorporeal touch ignoring armor bonuses to AC. On a successful hit, the struck creature must make a DC 17 Fortitude save or take 1d6 points of Constitution damage. If a critical hit is scored, the Constitution loss is drain unless the save is made. On each successful attack that deals Constitution damage or drain, the wielder gains 5 temporary hit points. This attack is similar to the incorporeal touch of the wraith as detailed in the *Pathfinder Roleplaying Game Bestiary*. It does not create spawn.

Strong necromancy; **CL** 17th; Craft Magic Weapons and Armor, *energy drain*; **Price** +4 bonus

*Updated from the *Necromancer Games* adventure *D1: The Tomb of Abysthor* by Clark Peterson and Bill Webb.



Minor Artifacts

CURSED GAME OF TIRLENG-KA

Aura strong conjuration, enchantment and evocation, moderate abjuration, and faint divination and transmutation; **CL** 20th

Slot none; **Weight** 15 lb.

DESCRIPTION

This infamous game board is a chess set of alternating alabaster and malachite squares. The playing pieces are likewise composed of alabaster and malachite respectively. It was said to have been created a thousand years ago by the military genius Tirleng-ka. Legends say that no army led by the general could be defeated in battle. He was often noted as saying that the battlefield is like a chess match, and he would actually set up a game board in his command tent before a battle and play out a game through the course of the actual battle. It wasn't until later that one of his subordinates learned the truth; the battle truly was only a game to the general. He would play out the match against himself and order his troop maneuvers during the battle based on his moves in the game. Such was his skill at chess that he never failed to achieve victory, even though sometimes at an atrocious cost in lives.

When the rumors ran through the ranks of his officers and soldiers, men who had served him faithfully through dozens of campaigns, accepting the horrible tolls sometimes exacted as a necessary part of war, realized he had been playing games with their lives on a whim and had needlessly sent thousands to their deaths. His once-loyal forces mutinied in a howling bloodthirsty mob and found him in his command tent playing another game. They seized their general and flayed him alive, his blood splattering all over the chess match in progress. Strangely, when the deed was done, they found the chess board and pieces unsullied. The officers took the game board and pieces as spoils and divided the semi-precious stones among themselves. Thus in blood and betrayal was born the *curSED game of Tirleng-ka*.

It wasn't until years later when the pieces and board were finally reunited by chance, that the magical powers they possessed were discovered. Whether these powers had been present all along or only manifested due to the nature of the general's death is unknown. Regardless the new owner used the board's powers to become a powerful war-captain in his own right. It was also he, however, that discovered the curse of the game as well, when his officers betrayed him and hung him from the support pole of his own tent. Once again, the pieces were divided as spoils. Over the centuries, the pieces have been assembled only a few other times, each time the new owner was able to use the powers of the board to achieve great military victories only to end his life in betrayal and murder by his own men. The last owner was slain during the Battle of Tsar. The pieces were deliberately separated and hidden to prevent anyone from ever again gaining their power and suffering the inevitable fate, though there is always someone willing to look, thinking that they will be the one who is finally able to beat the curse.

As a finely crafted game board of alabaster and malachite, the item is worth 800 gp, and each individual piece (16 in all) is worth another 50 gp. However, only when the board and all of the pieces are assembled, does it begin to radiate a magical dweomer and the owner have access to

its powers.

To use the powers of the game, the wielder must spend 10 minutes setting up the board and arranging the pieces properly before the magic will function. Typically, field commanders did this in the safety of their tents overlooking the coming battlefield. Once the allotted time is spent in assembly, the wielder and all of his allies within line of effect out to any range gain a +2 insight bonus on their attack and damage rolls. If the board was assembled before the battle is joined, all allies gain a +2 insight bonus to initiative as well. Furthermore the weapons of all the wielder's effected allies are treated as aligned like the wielder's alignment for the purposes of overcoming damage reduction. These effects remain as long as the wielder remains by the board surveying the field of battle. If the board is upset, the effects are lost until another 10 minutes is spent preparing it. The wielder may fight and take actions to defend the board, but the effect ends if he steps more than 5 feet away, in which case it must be once again reset.

By manipulating pieces on the board (individually or as groups listed below) as a full-round action, the wielder can create additional effects as listed below. All effects are at caster level 20th.

- Malachite Pawn (8) — casts *bless* on all allies within 30 ft. once per day (stacks with insight bonuses).
- All Malachite Pawns (1) — functions as a *bronze horn of Valhalla* once per hour.



MAGIC ITEM APPENDIX

- Malachite Rook (2) — casts *wall of iron* once per day.
- Malachite Knight (2) — casts *magic fang* on all allied Animals within 100 ft. once per day.
- Malachite Bishop (2) — casts *flame strike* once per day.
- Malachite Queen (1) — functions as a *horn of blasting* 3/day.
- Malachite King (1) — functions as a *rod of rulership* once per day for up to 60 minutes at a time.
- Malachite Castle* (1) — casts *insect plague* once per day.
- Alabaster Pawn (8) — casts *virtue* on all allies within 30 ft. once per day.
- All Alabaster Pawns (1) — casts *shield of faith* on all allies within 100 ft once per hour.
- Alabaster Rook (2) — casts *globe of invulnerability* once per day.
- Alabaster Knight (2) — creates effects of *horseshoes of zephyr* on all allies' mounts within 100 ft. once per day.
- Alabaster Bishop (2) — casts *divine power* on all allies within 10 ft. once per day.
- Alabaster Queen (1) — casts *blade barrier* 3/day.
- Alabaster King (1) — casts *status* on all allies within one mile once per day.
- Alabaster Castle* (1) — casts *mass cure light wounds* on all allies within 300 ft. once per day.

Each individual piece can be moved as many times as described within its entry. In addition they can be used in conjunction with other pieces to activate those specific powers as well. Thus each malachite pawn can be used to cast a *bleed* once per day and then all the malachite pawns can be used to invoke the powers of a *bronze horn of Valhalla*. The bonuses from similar pieces don't stack on the same creatures unless they have already worn off. Otherwise different allies will have to come within range for the effect to work again. Next to each entry is a parenthetical number showing the numbers of that piece present on the board and thus, the number of times that power can be used during the specified time period.

*Castle — This involves maneuvering a king and one of the rooks of a like color. This function can only be used if neither that king nor the rook in question has already been moved previously in the battle.

The alleged curse on the game is up to you. It could be that all of the previous owners have met unfortunate ends due to coincidence, using the magic item callously and ultimately alienating their subordinates. Feel free to come up with something suitably grievous for your campaign. Regardless it should not be something that occurs soon, each of the prior owners having used the item to great effect for some time before meeting his fate. Build up the suspense of the presumed curse through foreshadowing and dropping veiled hints. Even if there is actually no curse, it should keep the players nervous and on their toes waiting for the headsman's axe to fall.

DESTRUCTION

If the game is set up and used in a battle which the wielder then deliberately loses and is himself killed with his blood spilling upon the game board, then it loses its magical properties, though perhaps not its sinister reputation.

THE NINE DISCIPLES

Aura overwhelming (all schools); **CL** 30th
Slot none; **Weight** 80–150 lb.

DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric — Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female — no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of *Part 5—Foundations of Infamy*) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the *Nine Disciples* were originally Disciples of Orcus — eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord — though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unyielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.

Player Handouts

Player Handout B

BARIONOR,

I COULD WAIT FOR YOU NO LONGER
AND ENTERED THE TOWER ALONE TO SLAY ITS
FOUL MASTER. THE AUGURIES STATED THAT
THE MEANS TO HIS DESTRUCTION ARE HIDDEN
IN HIS THRONE IN THE GREAT HALL.

I WILL FIND A WAY INSIDE AND MEET YOU THERE.

- SIR AIX DE FLOMME

Player Handout C



*My Illustrious Bloodmage,
Use the spell I have prepared
at the Plaza of the Disciples to
scatter the statuettes across the planes.
Only then will the citadel be safely
hidden away and forever protected
from any future meddlings by our
enemies who even now mass at the
Black Gates. Fail me not, and the
gifts of my liege will far outstrip even
the rewards of your already extended
life. Enact the ritual improperly, and
you leave the doorway open for others
to recall the citadel before the
appointed hour by replacing the statuettes.
Choose wisely, for our master watches
always.*

*By the hand of the Grand Cornu of Orcus,
Jeravix
High Speaker of the Demon Prince for
all the Mortal Realms*

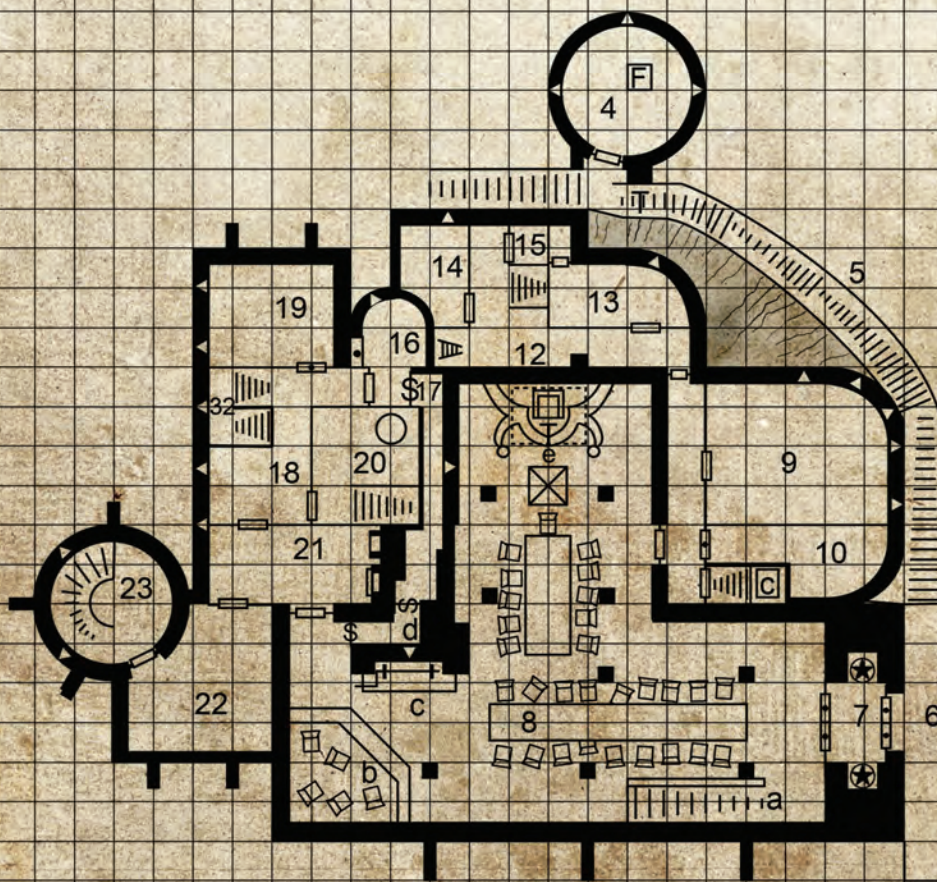
MAP APPENDIX

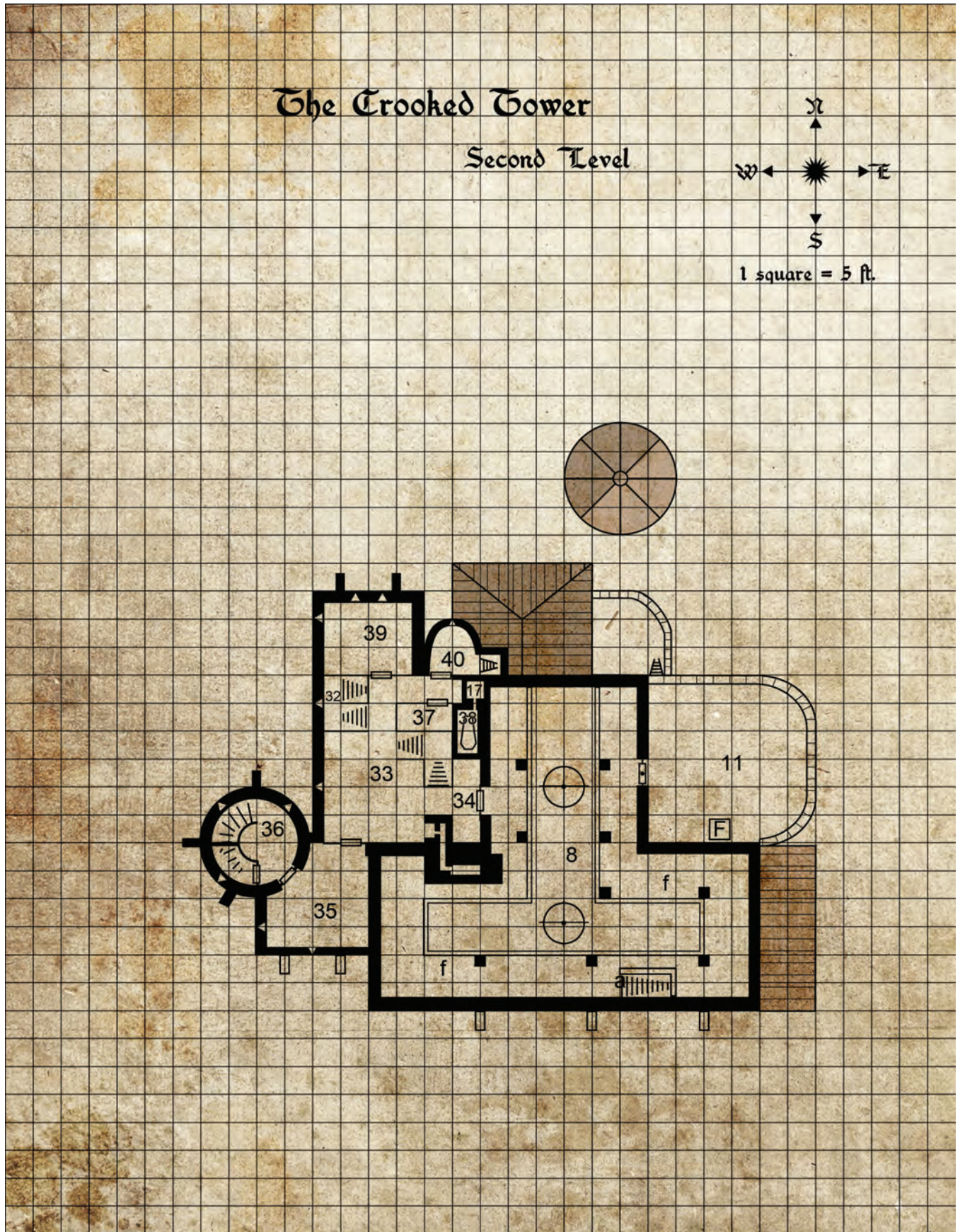




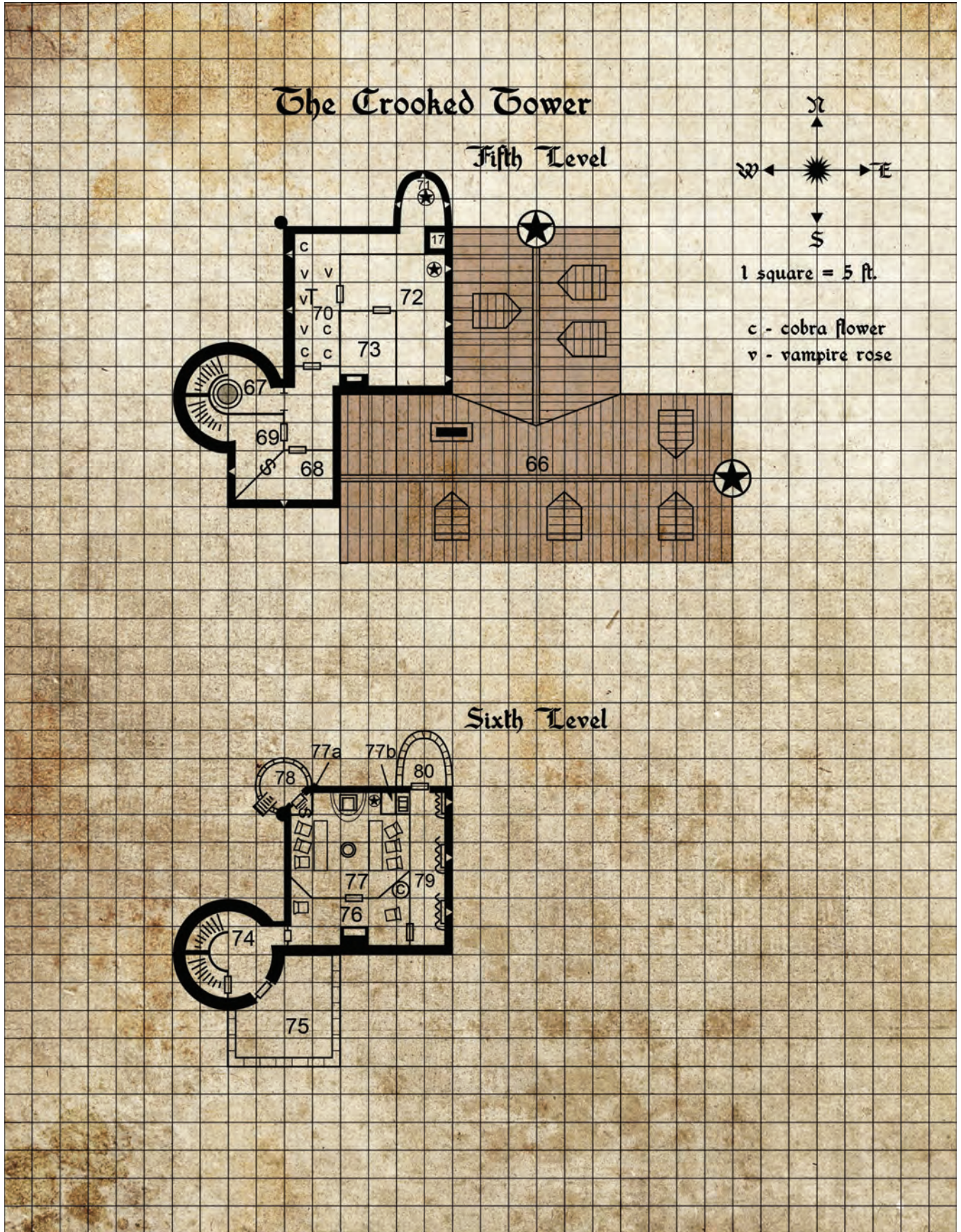
The Crooked Tower

First Level





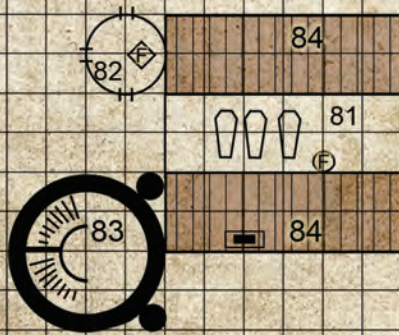
MAP APPENDIX



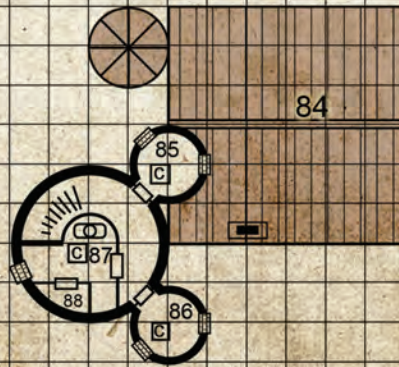
The Crooked Tower



Seventh Level



Eighth Level



Ninth Level



Tenth Level



slumbering TSAR



— Temple-City of Orcus, Part 5 — Foundations of Infamy

By Greg A. Vaughan

Just below the Plateau of the Demon Prince, province of the unholy clergy of Orcus, lies the High Terrace, former home of those rich and powerful in Tsar who were not members of the disciples of Orcus. Powerful nobles and military leaders alike rubbed shoulders along with their myriad dependents, agents and slaves. The streets of this terrace once saw crowds of monstrous slaves, heavily guarded palanquins, exotic steeds, and richly appointed chariots. All of these crowded the cobbled lanes between tall, gabled houses and warded towers, thankful to be above the lower castes of the city, yet fearful of a different sort of predator than that which roamed the streets of the Grunge and the Narrow Lanes below. For here beasts wore the accouterments of fine gentleman, and atrocities were born of whispers behind perfumed kerchiefs and at subtle glances that carried more weight than gold. For here lay the heart of much of the city's evil, the very foundations of infamy.

Chapter 8: The High Terrace

The buildings of the High Terrace have survived better than those of other portions of the city. Few have fallen to decay and the elements or damages inflicted by the Battle of Tsar. They remain whole, if decayed and somewhat run down, with blear-paned windows and cracking facades. There are very few sections that have been reduced to rubble like in the city's other quarters. Yet despite the wealth of stable and available shelters, these tenements are much more sparsely populated by beast and villain than elsewhere in the city. That is because those that do call the High Terrace home still consider themselves of a higher caste than the creatures of the city's lower neighborhoods. Whether this is because of some lingering residual hauteur or simply the increased deadliness of those denizens found here is debatable, but their lethality is without question.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

Ashborn Arachnae: See The Harrow Lanes in *Part 3—The Harrow Lanes*.

Babau Demons: See The Grunge in *Part 2—The Lower City*.

Daraka Demon: See The Harrow Lanes in *Part 3—The Harrow Lanes*.

Dread Ravens: See The Grunge in *Part 2—The Lower City*.

Ghasts: These foul, undead vermin wander out from the undercroft of the High Church (Area T8) to hunt. They consider arrowhawk eggs a delicacy and often climb into the dormers of buildings seeking the floating nests and then leap down into the streets when other potential prey wanders near.

GHAST
XP 600

hp 17 (See Area T8)

CR 2

Harpy Archers: These servants of Karkuune (see Chapter 7, Area P3) sweep low over the ruins searching for their missing master. If they spot anyone they sing and attempt to captivate their victims in order to exam them for signs of combat involving their master (acid burns, huge bite or claw marks, splattered dragon blood, etc.) After examining their victims they have a 50% chance of cutting their throats and a 50% chance of just robbing them. If most of the party remains uncaptured, they will engage in a ranged battle for only 1d4 rounds before retreating.

HARPY ARCHER
XP 12,800

hp 116 (See Area P3)

CR 11

Hell Moths: These creatures live under eaves and within the half-basements of the Maze's stone structures. They resemble a giant

The High Terrace Daytime Random Encounter Table

<u>d%</u>	<u>Encounter</u>
01–05	1d10 Meatmen and 1d10 Bonemen
06–07	Daraka Demon
08–15	1d3 Harpy Archers, harpy fighter 7
16–22	1d4+2 Hell Moths
23–28	1d4 Babau Demons
29–37	2d4 Ghasts
38–45	1d8 Trolls
46–50	2d6 Dread Ravens
51–00	No Encounter

The High Terrace Nighttime Random Encounter Table

<u>d%</u>	<u>Encounter</u>
01–05	1d10 Meatmen and 1d10 Bonemen
06–07	Daraka Demon
08–13	1d6 Ashborn Arachnae
14–18	2d4 Babau Demons
19–25	1d4+2 Hell Moths
26–36	3d4 Ghasts
37–41	1d2 Vampire Spawn
42–43	The White Walker, human vampire wizard 15
44–48	1d3 Vrock Demons
49–60	1d8 Trolls
61–00	No Encounter

version of a mundane moth but with spiraling bands of red and gray on its body, and a reddish hue to its wings. If these creatures are encountered, there is a 50% chance it is near some wooden structure of tangle of foliage that is susceptible to the moths' immolation ability and could turn into a major fire, though no such fire will spread far through the rubble and ruin.

HELL MOTH

XP 2,400

The Tome of Horrors Revised 235

N(E) Large aberration (extraplanar)

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

CR 6

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 76 (9d8+27 plus 9)

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

Resist fire 20

Spd 10 ft., fly 40 ft. (average)

Melee bite +10 (1d6+7 plus grab)

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



Special Attacks engulf, immolation

Str 21, **Dex** 16, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25
Feats Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness
Skills Fly +10, Perception +13, Stealth +8

Engulf (Ex) If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

Immolation (Su) A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

Meatmen and Bonemen: See The Grunge in *Part 2—The Lower City*.

The White Walker: See The Grunge in *Part 2—The Lower City*.

Trolls: See The Grunge in *Part 2—The Lower City*.

Vampire Spawn: See The Grunge in *Part 2—The Lower City*.

Vrock Demons: See The Harrow Lanes in *Part 3—The Harrow Lanes*.

The encounter areas of the High Terrace begin with a “T” and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the “T” and the numeral. For example the Secret Library is identified as T8-13.

T1. Middle Tower Gate (CR 15)

This is the second of the towers protecting access to the upper terraces of the city. It, too, is octagonal of slate-gray stone and rises 50 feet to a conical stone roof. Like the tower on the lower terrace, this one is now manned by undead guardians. However, shortly after the abandonment of the city, a crafty demon claiming to be an emissary of Orcus made its home for a short time amongst the black skeletons. Through this demon’s cunning and skill in engineering and trapmaking and the labor of the skeletons, it modified the interior into a massive trap. The labor took several years, and the demon left shortly thereafter. Who or what it truly was the black skeletons neither know nor care. Now they and their commander prevent all from passing through this gate and maintain the workings of the trap should anyone be foolish or ignorant enough to try and pass through their guard post.

The first floor of the tower has a 15-foot ceiling. The second floor of the tower occupies the remaining 35 feet of its height. All of the tower’s arrow slits have been bricked up, and there are no light sources within. Unless otherwise noted, all tower walls have a thickness of 1 foot.

This entire structure is a giant trap with several separate components, so read over this encounter carefully before running it. Read the following if the party approaches up the terrace road.

The cliff face alongside the road is exceptionally crumbly here, littering the surface in places with debris that has broken away from the rock face. The road climbs steeply and curves into the opening at the base of a tall stone tower. The octagonal tower stands 50 feet tall and completely blocks access to the terrace above save for its entry tunnel. It appears that there were arrow slits at one time in the tower’s second and third floors, but these have been bricked up. The entry tunnel of the gate extends into the tower 20 feet before ending at an iron-banded gate. The gate stands slightly ajar.

CHAPTER 8: THE HIGH TERRACE

Thirty feet down the trail from the tower is a permanent *alarm* spell. It sounds in the southern of the two western rooms of the tower anytime a creature size Tiny or larger passes over that portion of the trail. This alarm alerts the guardians to the presence of intruders so they can ready their trap. Anyone on the trail and making a DC 30 Perception check can faintly hear ringing bell through the stone of the walls. The crumbling cliff wall beside the path requires a DC 25 Climb check.

A DC 30 Perception check at the tower's eastern entrance can discern that the wall above is hinged to swing down but cannot tell how to activate or deactivate it. A DC 20 Perception check at the set of iron-banded gates notices the raised portcullis above but does not reveal its part in any trap, while a DC 28 Perception check at the gates determines that the floor of the waiting area beyond and the very wall that the gates are set into is designed to rise into the ceiling above. The nature of the true trap is still not discernable, but at this point a successful DC 40 Disable Device check can deactivate the trap.

The first set of gates open inward into a 20-foot-square waiting area with a matching set of gates on the opposite wall. These gates are firmly closed. The same Perception and Disable Device checks as those previously mentioned can be made in this area as well. However, once someone crosses the midway point of the room, the trap is activated.

Tower Trap: When the trap is activated, the entire central waiting area — floor, ceiling, and east and west walls (complete with gates) — suddenly rises 15 feet atop metal pistons mounted in the walls and is brought to into the second floor of the tower. Those standing in this section of the tower can make a DC 25 Reflex save to try and dive back through the eastern doorway before it is sealed off above. For those already standing in the doorway the Reflex save is only DC 15. Anyone failing this save by more than 5 is caught in the doorway as it reaches the ceiling above and takes 8d6 points of crushing damage as they are squirted backwards by the impact of being caught between the rising floor and the ceiling. The gates on the western wall are false doors and if opened reveal only a blank stone wall.

The waiting area rises into a cage of sorts on the second floor. Free-standing stone walls to the east and west further reinforce those that rise from below (double normal wall thickness) and block exit through the eastern gate off of the raised platform (the western gate is, of course, false and would provide no such egress. The ceiling of the waiting area remains in place preventing any exit that way. The way south is blocked by a wall of fired clay. The northern way is blocked by a hedge of sharpened spears (described further below). So without magic or a great deal of brute strength, the PCs lifted with the waiting area are effectively caged.

The rising of the waiting area into the second floor triggers two things that occur simultaneously. One is that the portcullis just east of the waiting area drops into the tunnel below blocking it. Anyone standing directly beneath the portcullis make a DC 20 Reflex save to jump forward or backward (their choice) to avoid being hit by the falling portcullis. Anyone hit takes 5d6 points of bludgeoning damage and must make a DC 15 Dexterity check to avoid being knocked prone.

The second thing triggered by the rising of the waiting area is that a movable wall to the north, on which have been mounted hundreds of 20-foot-long metal spears, begins moving to the south into the waiting area towards any creatures trapped within. It takes 1 round for the spear-mounted wall to move forward and be completely flush with the adjoining walls of the waiting area. During this time trapped creatures have an opportunity to cast spells or begin bashing through one of the walls to escape, because at the end of the round the 20-foot spears have passed completely through the waiting area reaching the far clay wall and lock in place creating a horizontal forest of sharpened steel poles. A character that makes DC 20 Perception check during this round notices the chains and pulleys flanking the spear wall that cause it to move. Such a character could make one DC 35 Disable Device attempt (modified

for the awkward angle and approaching spears) to stop the spear wall. Anyone still on the waiting area at the end of that round is pierced by 2d4 of the spears (–2 or +2 for each size category larger or smaller than Medium) and takes 1d8+10 points of damage from each spear. Likewise, without magic of some sort it is now impossible to maneuver through the waiting area because of the forest of spears.

With the triggering of the two events mentioned above, two secondary effects occur: First when the portcullis falls into the entry tunnel, a chain hooked to the top of it is released. This chain connects to a 15-foot-high-by-20-foot-wide section of the second floor's east wall that is hinged at the bottom. Once released, this section of wall immediately swings downward into the tunnel entrance where it locks in place blocking the tunnel entrance and trapping anyone inside between the portcullis and this new wall (DC 24 Disable Device to unlock). Anyone standing in the tunnel entrance or within 10 feet to the east of it is subject to attack by this swinging wall (+20 melee, 12d6 bludgeoning).

Second, the spears that come through the waiting area are just a few inches longer than the room itself causing them to break through the thin clay wall at the southern end (likewise PCs may have already done this in a hasty escape attempt). Beyond the clay wall is small alcove 20 feet wide by 5 feet deep with walls of stone on all sides except the north and a 15-foot stone ceiling, so anyone thinking to break through could actually step inside to avoid the spear trap. Unfortunately, sealed within this small chamber and pouring forth whenever the wall is breached (whether by spear trap or PC attack) is a massive **elder ochre jelly** that had been sealed within. Because the spears do not actually strike the jelly, they do not cause it to split. Anyone hit by the trap and bashing through the wall themselves is automatically hit by its slam attack (multiple targets can be hit in this way though it can only initiate its grab against one). Because of its amorphous nature it is not inhibited in the least by the maze of spikes.

TOWER TRAP

CR 13

Type mechanical; Perception DC varies; Disable Device DC 40

Trigger location; **Reset** manual

Effect multiple traps (one lifting room, DC 25 or DC 15 Reflex save to escape, 8d6, crush if save fails; one falling portcullis, DC 20 Reflex save to avoid, 5d6 bludgeoning; one spear wall, 2d4 spears, 1d8+10 each; one swinging wall trap, +20 melee, 12d6 bludgeoning; and one trapped elder ochre jelly that is freed); multiple targets (see explanation above)

This trap requires 2 days for the skeletons to reset, though they are unable to trap the ochre jelly again, allowing it to wander away if it still lives, and merely constructing a fourth stone wall for the caged area on the second floor. A character making a DC 35 Craft (traps) could likewise discern the inner workings of this trap and reset it in that amount of time, though a minimum of 3 creatures working together is necessary to reset the components.

Superior Masonry Walls, Floors, and Ceilings: 1 ft. thick; Hardness 8; hp 90; Break DC 35.

Clay Wall: 2 in. thick; Hardness 3; hp 5; Break DC 12.

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 25.

Creatures: The 9 black skeletons and their dread wraith commander occupy a pair of rooms at the western side of the tower's first floor. Other than the entry tunnel passing through the center of the tower, the rest of the first floor is constructed of solid stone to support the weight of the trap machinery above. The second floor is one open room with the mechanisms of the tower occupying most of the floor space. The rooms occupied by the undead are empty of furnishings, but the southern one has a ladder leading to a trapdoor in the ceiling so they can climb up to perform maintenance on the workings of the trap.

CHAPTER 8: THE HIGH TERRACE

BLACK SKELETONS (9)

CR 5

XP 1,600

The Tome of Horrors II 146

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +10

Aura frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 45 (7d8+14)

Fort +4; **Ref** +6; **Will** +5

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits

Spd 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)

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

Special attacks superior two-weapon fighting

Str 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

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

Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14

Languages Abyssal, Common

Gear 2 short swords, masterwork light crossbow, 10 +1 crossbow bolts

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

DREAD WRAITH

CR 11

XP 12,800

Pathfinder Roleplaying Game Bestiary "Wraith"

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifestense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, –1 size)

hp 184 (16d8+112)

Fort +12; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Spd fly 60 ft. (good)

Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks Constitution drain (DC 25), create spawn

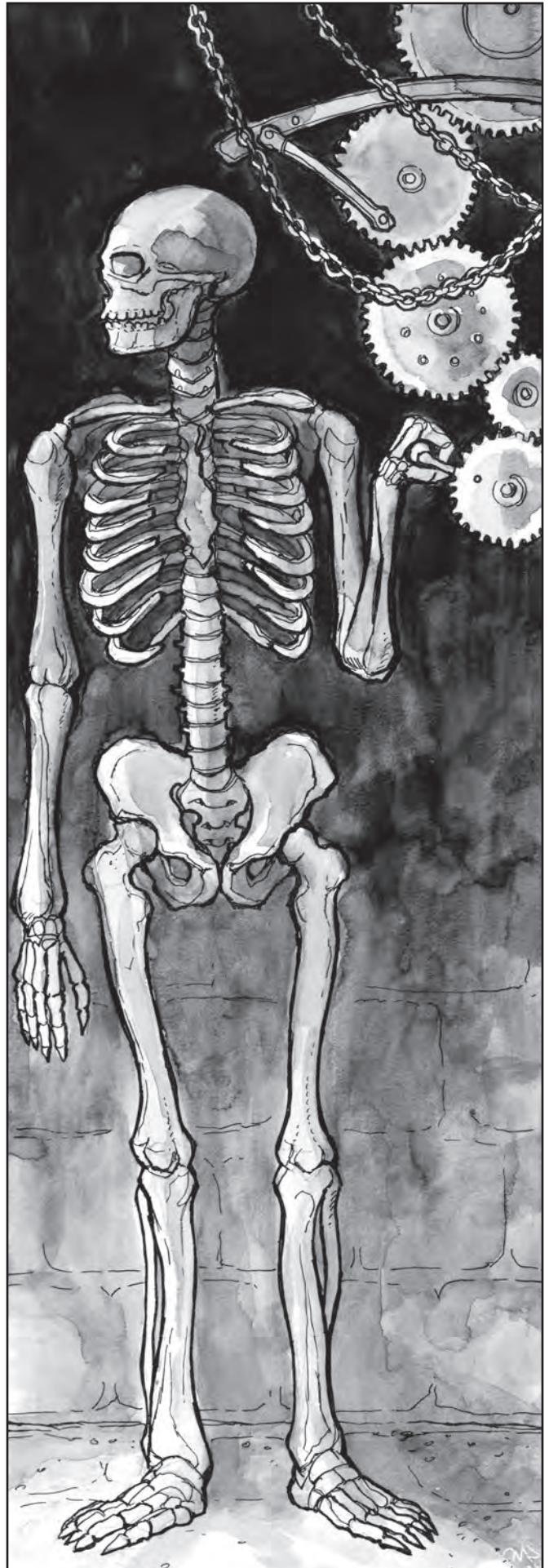
Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Abyssal, Common, Giant



CHAPTER 8: THE HIGH TERRACE

ELDER OCHRE JELLY

CR 8

XP 4,800

Giant ochre jelly (*Pathfinder Roleplaying Game Bestiary* "Ochre Jelly")

N Huge ooze

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

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size)

hp 150 (12d8+96)

Fort +12; **Ref** -1; **Will** -1

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Spd 10 ft., climb 10 ft.

Melee slam +12 (2d6+7 plus 1d6 acid and grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+5 plus 1d6 acid)

Str 20, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +11 (+15 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

Tactics: If the undead are alerted by the *alarm* spell, they gather their crossbows and assemble in the tunnel just west of the trapped waiting area. One skeleton dons the *necklace of fireballs* from its coffer. The skeletons assemble just beyond the western false wall — four across with one rank kneeling in front, crossbows at the ready, and one rank standing behind, crossbows likewise raised. The dread wraith and final black skeleton stand behind these ranks. As soon as the trap is activated and the false wall raises, anyone trapped between the portcullis and the swinging eastern wall sees the ranks of skeletons arrayed in the tunnel. The kneeling rank immediately fires into their midst (the portcullis do not provide cover but does provide concealment for purposes of misses). The second rank readies an action to fire on anyone beginning to cast a spell. The ninth skeleton hurls the largest of its *fireball* spheres over the skeletons and to the far end of the tunnel (well within the 70-foot range). Note that the bars provide concealment against this as well which equates to a 20% chance that the sphere hits the portcullis and detonates there instead of at the rear wall. Either way, the ranks of skeletons should be just outside its area of effect. The skeletons continue this until out of ammunition or the PCs manage to escape their confinement. The black skeletons then switch to their short swords and engage in melee. The dread wraith remains in the back for 3 rounds observing the battle and assisting the skeletons if the party manages to break through. Otherwise after 3 rounds it rises through the ceiling to check on the fate of any party members captured in the waiting area cage and tries to finish them off.

Characters that avoid the *alarm* or approach from the west find only a single black skeleton with its crossbow on guard duty in the western tunnel entrance. The rest of the skeletons stand in their rooms (4 in each); the dread wraith is in the northern room. Their crossbows hang in racks on the walls — the rooms' only furnishings.

Treasure: Beside the door in the southern room is an ornate platinum coffer worth 300 gp. Within, on a velvet cushion, rests a *necklace of fireballs* (*Type VII*) unless one of the black skeletons has already retrieved it.

T2. Upper Entrance

This building houses the upper entrance to the Tunnel. See Area G4-18 in Chapter 3.

T3. The Cold Dell

The residents of the High Terrace did not rate being interred within the crypts of the Citadel of Orcus but refused to be buried in the grave robber-plagued cemetery of the Harrow Lanes. Instead here at this dead end between the terraces, city wall and base of the Stoneheart

escarpment, the nobles constructed their own vaults in which to be laid to rest. However, even this necropolis of tombs, sepulchers, obelisks and vaults, both free-standing and hewn out of the cliff face, ultimately proved vulnerable to the needs of the city. During the final days of the battle, even these genteel tombs were stripped of their treasures, their former occupants animated and added to the forces defending the gates.

Strangely, the Cold Dell seems to perpetually lie in shadow, whether that of the mountain, terrace or city wall. Even on sunny days with no obstructions, this portion of the city mysteriously lies in a cold gloom. The temperature of the Cold Dell never rises above 40 degrees. This is immediately noticeable to anyone entering the area and does not detect as a magical effect, nor can it be removed. Creatures that enter the area must make a DC 15 Fort save from the unnatural chill or take 1d6 points of nonlethal damage unless protected from the cold. Every hour thereafter another Fort save must be made (DC 15 +1 per previous save) or take more damage. This damage cannot be removed until and creature leaves this area and warms up.

T3-1. Heart of the Dell (CR 8)

Traveling to the heart of this desolate necropolis is like entering an ice cavern. The light grows dimmer and dimmer into a kind of twilight, and the temperature drops noticeably, bringing a bone-numbing chill. The worn path ends at the base of the cliff where several ornate stone facades have been sculpted as the entrances to tombs. Other crypts stand along the path, their stone surfaces marked with the imbrue of time. Many of these vaults have been opened, their doorways black hollows like the sockets of a skull.

Creature: This far section of the Cold Dell is haunted by a **phantasm**, a translucent humanoid whose arms trail off into insubstantial wisps. It roams incorporeally between the tombs waiting for something living to wander through. It attempts to possess the rearmost PC in the party and, while it feeds off of his life energy, subtly provoke them into searching all of the crypts in the area, especially T3-3, T3-4 and T3-6, in an attempt to get them all killed.

PHANTASM

CR 8

XP 4,800

The Tome of Horrors II 113

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +21

Aura desecrating aura (10 ft.), unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 13 (+3 deflection, +5 Dex)

hp 114 (12d8+36 plus 24)

Fort +11; **Ref** +11; **Will** +12

Defensive Abilities incorporeal; **Immune** undead traits

Spd fly 60 ft. (perfect)

Melee incorporeal touch +17 (1d6+2 plus energy drain)

Special Attacks energy drain (1 level, DC 19), possession

Str —, **Dex** 21, **Con** —, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +9; **CMB** +9; **CMD** 24

Feats Ability Focus (possession), Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +15, Fly +28, Intimidate +18, Perception +21, Sense

Motive +21, Stealth +20

Languages Abyssal, Common

Possession (Su) Once per round, by making a successful incorporeal touch attack, a phantasm can merge its body with a

CHAPTER 8: THE HIGH TERRACE



creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it doesn't require a receptacle. If the attack succeeds, the phantasm's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that phantasm's possession ability for one day.

A possessing phantasm automatically deals one negative level (from its energy drain ability) each round. A possessed creature can attempt a Will save (DC 19) each round to force the phantasm out of its body. If successful, the phantasm is ejected from the host and cannot attempt to possess the same host for 1 minute. If turned or subjected to a *dismissal* spell while possessing a host, the phantasm is likewise ejected. The save DCs are Charisma-based.

T3-2. Desecrated Tombs

Each of these vaults has been broken open. They are empty save for scraps of burial shrouds and a few crushed and worthless funerary items. Their occupants were animated and sent to the field of battle; their treasures were claimed by the citadel's treasury.

T3-3. Sealed Tomb (CR 9)

This squat vault has a stone dome rising above it. At the dome's peak is an iron eagle, wings spread in flight and a wyrmling grasped in its claws. The stone door of this crypt is still in place, lead seals intact, runes of evil inscribed on its surface.

This was the vault of one of the city's more powerful families. A DC 25 Knowledge (nobility) recognizes the dire eagle and gold wyrmling symbol of the wicked Krellin family that disappeared from history with the fall of Tsar. A DC 17 Knowledge (religion) check identifies the symbols on the door as homage and tributes to

the demon prince they served. Hidden within the other symbols is a *glyph of warding* set to go off if anyone of a nonevil alignment touches the door.

GLYPH OF WARDING (BLAST) TRAP

CR 6

Type magical; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Effect spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.)

Creatures: This crypt was not despoiled during the Battle of Tsar. Such an act required a hefty bribe from the Krellin family, but, because of it, the family patriarch and the concubines he was entombed with remain inside undisturbed. They lie on stone biers within and have risen as **4 mummies** in the interim. They attack any who dare disturb their rest. The *mirror of opposition* listed with the **treasure** below hangs on the wall under a dusty shroud. The mirror is active, and anyone removing the shroud is subject to its effects.

MUMMIES (4)

CR 5

XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

Combat Gear one wears the *mask of the skull* mentioned in the **treasure** below and uses it in battle.

Treasure: Remaining within this tomb are the treasures the Krellin patriarch was interred with. These include urns holding a total of 2,000 pp, *bracers of defenselessness*, a *mirror of opposition*, a nonviable gold dragon egg encased in bronze and set with jewels (7,500 gp), and *mask of the skull*.



T3-4. Waiting Death (CR 15)

Standing here like a demonic needle, a tall obelisk of the blackest stone tapers to a peak 70 feet above. The stone is polished and reflective, almost glasslike. Midway up the obelisk's northern face is the outline of a gateway inscribed with runes of gold.

The obelisk is composed of obsidian transported from volcanic quarries far to the north, beyond the Desolation. This structure is completely hollow beneath its 3-foot-thick obsidian skin. Climbing the obelisk requires a DC 30 Climb check. The doorway is 10 feet by 10 feet and is situated 30 feet above the ground. Anyone attaining that height can see that it is written in Abyssal and reads, "Death's door waits but a knock."

Creatures: Within the hollow obelisk, standing on platforms connected by staircases around its interior, are **40 black skeletons**. These shock troops were created early in the city's history and sealed here where no individual faction could make use of them but where they could be called forth when necessary to defend Tsar. When the disciples of Orcus were looting the Cold Dell for undead fodder, whether they were unaware of the skeletons within or just had forgotten how to summon them forth is unknown. Regardless they remain undisturbed to this day. The only way to open their sealed door short of bashing through (Hardness 9, hp 100, Break DC 30) is simply to cast the arcane spell *knock*. When this occurs the black skeletons immediately begin pouring forth and sliding down the side of the obelisk (they make their Acrobatics checks and therefore take only 2d6 points of damage from the fall). Unless there is a cleric of Orcus present to command them or someone disguised as such

(Bluff check opposed to their Sense Motive +0), they attack anyone they find. Anyone posing as a cleric of Orcus must make a new Bluff check every 10 minutes or each time an order atypical of such an individual is given to avoid having the skeletons turn on them.

BLACK SKELETONS (40)

CR 5

XP 1,600

The Tome of Horrors II 146

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +10**Aura** frightful presence (60 ft., DC 15)**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 45 (7d8+14)**Fort** +4; **Ref** +6; **Will** +5**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits**Spd** 40 ft.**Melee** 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)**Special attacks** superior two-weapon fighting**Str** 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14**Base Atk** +5; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14**Languages** Abyssal, Common**Gear** 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a



CHAPTER 8: THE HIGH TERRACE

living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

Treasure: The skeletons do not have any treasure themselves, but the gold used to seal the door and fill the chiseled runes on its surface can be pried out and is worth 550 gp altogether.

T3-5. Ransacked Mausoleum

This rectangular building stands 30 feet high. Its outer walls are composed of burial niches receding into the structure where bodies could be deposited and secured behind stone seals. The openings to these recesses are 3 feet square and stacked eight high all the way around the building. Each of the stone coverings has been broken open revealing the niche beyond.

The disciples of Orcus broke into every single vault in this mausoleum. All items of value were taken as well as any useable corpses. A few hold only the bone fragments of skeletons too far decomposed to be a value and the shredded tatters of burial shrouds and other finery.

T3-6. Infested Crypt (CR 8)

A stone dome, chiseled from the native rock emerges from the base of the escarpment here. Flanking plinths hold small stone pyramids, each with a tongue of sculpted flame at its apex. Carved into the intact stone door of this vault is a similar symbol, a pyramid with a tongue of flame at its apex.



The appearance of this crypt could easily lead anyone to believe that it remains unspoiled. However, it was, in fact, looted like the others. Only in this case the door came open easily and was pulled to behind the departing priests. It has since become stuck in place requiring a DC 18 Strength check to force it, further lending to its pristine appearance. The symbol on the plinths and above the door is so old to have been lost in time. No Knowledge check or bardic knowledge is able to recall its origin, nor can divination spells.

Beyond the doorway is a cobweb-festooned corridor leading short way to a central room beneath the dome. Branching off of this axis are several burial chambers, their benches empty of corpses or treasure.

Creatures: After spending 2 rounds in this vault, one character is attacked by 2 spider swarms emerging through cracks in the walls and ceiling. Each round 2 more hungry swarms emerge to join in the feasting frenzy. In all there are a total of **12 spider swarms** within the crypt — little threat to characters of the party's level but extremely creepy nonetheless.

SPIDER SWARMS (12)

CR 1

XP 400

hp 9 (*Pathfinder Roleplaying Game Bestiary* "Spider Swarm")

T4. The Trollstone (CR 10)

A small park is situated between the nearby buildings and a bend in the river. It has become overgrown and wild, grasses reclaiming the graveled trails, and trees and shrubbery growing in profusion. At the center of the park stands an upright stone, crudely chiseled into an evocative form. When viewed at the correct angle, this menhir seems to resemble a tall humanoid hunched over with long arms dangling near its feet and savage features. Leaning against the base of this 15-foot stone is a small sculpted statuette, approximately 3 feet tall, that depicts a robed and hooded man.

The menhir has stood here since the founding of Tsar. A DC 35 bardic knowledge or Knowledge (history) recalls the legend of the Trollstone, as it is called. According to legend the stone is said to have been created when a powerful giant troll assaulted a pious and holy man somewhere at the foot of the Stoneheart Mountains. Faced with his certain death at the hands of the beast, the holy man prayed to his god for succor. When he opened his eyes the giant troll had been transformed to a pillar of stone. The legends never placed the Trollstone within Tsar, but then they never gave a location at all. Whether this truly is the Trollstone of legend or merely an oddly shaped rock is not apparent.

Unbeknownst to the party this actually is the Trollstone of legend tied in with Tsar's secret, lost history. The disciples of Orcus were familiar with the legend and created a park around the stone to showcase it as a sort of trophy. The statuette leaning against it is one of the *Nine Disciples* (see **Magic Items Appendix**), found in the Dread Swamp by a wandering Gaurak troll and kept here beside the Trollstone whose presence the gaurak finds oddly comforting. Since that time additional trolls have been arriving and peacefully lairing in the Trollstone's presence without the squabbling typical for their kind.

Creatures: Currently along with the **Gaurak troll**, there are another **4 trolls** residing here. A Gaurak troll is a hideously misshapen monstrosity with overly muscled shoulders and a belly shrunken with starvation; they are said to have been cursed by an ancient titan and hunger endlessly regardless of how much they eat. These creatures spend most of the day resting in the foliage (Stealth checks with a +4 circumstance bonus) and hunt in the area at night. Unless successful Perception checks are made, approaching parties do not notice the lurking trolls. When characters reach the Trollstone, the nearby trolls attack savagely from all directions, attempting to pin their quarry



against the bank of the river. If the party arrives here at night, there is a cumulative 20% chance each round that the trolls return from their hunting and attack.

GAURAK TROLL

CR 8

XP 4,800

Creature Collection II; Dark Menagerie 80

CE Huge humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 17, touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size)

hp 114 (12d8+48 plus 12); regeneration 5 (acid or fire)

Fort +14; **Ref** +3; **Will** +5

Defensive Abilities rock catching

Spd 40 ft.

Melee bite +15 (2d6+8), 2 claws +15 (1d8+8 plus grab)

Ranged rock +7 (2d8+12)

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

Special Attacks damage armor, rend (grapple, 1d8+12), rock throwing (120 ft.)

Str 24, **Dex** 9, **Con** 19, **Int** 6, **Wis** 9, **Cha** 15

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 27

Feats Cleave, Great Fortitude, Intimidating Prowess, Iron Will, Power Attack, Toughness

Skills Intimidate +19, Perception +8

Languages Giant

Damage Armor (Ex) A Gaurak troll's immense strength and

frenzied attacks are capable of tearing an opponent's armor apart so the troll can get to the meaty interior of its intended meal. If the opponent has both armor and shield, roll 1d6: a roll of 1-4 affects the shield and a roll of 5-6 affects the armor. Whenever a Gaurak troll makes a grab attack, make a grapple check, adding any magical bonus for the armor or shield in question to the opponent's CMD. If the grapple is successful, the affected armor or shield is torn away and thrown 30 feet in a random direction as the troll makes its rend attack. Armor damaged in this way provides no AC bonus until such time as it has been repaired. A DC 8 Craft (armor) check is required to repair the straps of such torn away armor before it can be used again, taking 20 minutes to repair for armor or 5 minutes to repair for shields. Magical force armor (such as a *mage armor* or *shield* spell is not affected by this attack).

TROLLS (4)

CR 5

XP 1,600

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

Development: The Gaurak troll does not understand why, but the faint emanations of the Trollstone compelled him to place the *Nine Disciples* statuette at its base. That's because the ambient stored magic of the statuette will slowly erode the magic imprisoning the troll. Whether a matter of hours or a matter of years is unknown, but eventually it would cause the release of Three-Fang the Troll Lord. A side effect of the placement of the powerful statuette against the Trollstone was the calling of something that had not occurred for thousands of years — a Troll Moot. A telepathic call has gone far and wide, hundreds of miles in every direction, instinctively summoning all trollkin to the Trollstone, the net effect being that upon his release

CHAPTER 8: THE HIGH TERRACE

Three-Fang would have a band of willing servitors ready to continue his crusade of destruction against all nontrolls. Removing the *Nine Disciples* statue from the base of the Trollstone has a dire unforeseen effect. See Event 5 in Chapter 3 of *Part 2—The Lower City* for further details.

Treasure: In addition to the *Nine Disciples* statue that can be found here, the trolls have gathered treasures which can be found with a DC 14 Perception check of the park's foliage. These treasures consist of 230 gp and three opals worth 500 gp each.

T5. The Upper Falls and Darken River

A tall cascade of water plummets over a great outcropping of the cliff 200 feet above, creating a curtain of water. The waters of this cataract are noticeably dark, and the pool at the base of the falls appears to be a rippling patch of inky blackness. From this natural pool a swift-flowing current travels between stony embankments towards the edge of the terrace. The froth of this waterfall puts out a mist that is bitter on the tongue and lips.

The aptly named Darken River begins here where it falls over the edge of the Plateau of the Demon Prince to the High Terrace below. From here it travels with uniform 50-foot width along its length until going over the edge of the terrace as a cataract that disappears into the Swill Hole (Area H5 of *Part 3—The Harrow Lanes*) and becomes the Missing River (Area H6) before emerging from the Lower Falls (Area D1 of *Part 2—The Lower City*) and its terminus in the Dread Swamp. The river above flows under the very foundations of the Citadel of Orcus and picks up that edifice's foul taint and a peculiar dark color. The color remains in the water until a few hundred feet after it has passed the Darken Bridge (Area T6) at which point the taint and coloring has worn away, leaving the river as a typical freshwater stream. Before this fading of the taint occurs, however, the river remains somewhat harmful. Anyone exposed to the water of the Upper Falls, its collection pool or the river itself prior to the safe point past the Darken Bridge is affected by a mild curse bestowed by the water. This curse effects such a creature as a *bane* spell (caster level 10) for 1 hour or until countered by a *bless*, *remove curse* or similar spell.

T6. Darken Bridge (CR 5)

An arching bridge of decidedly sinister aspect rises over an inky river here. The stone of the bridge is as dark as the stygian waters that froth around its supports. A 3-foot stone rail flanks the 20-foot-wide span; the rail posts on either side are topped with skulls crafted from the same black stone, and from their hollow mouths and eye sockets gleam flickering, red flames. The dark cobbles of the bridge are cracked in many places but appear sound. Most striking of all about the bridge is the huge, spectral skull, ram's curved horns flanking its fang-filled maw, that floats a few feet above the bridge's apex.

The Darken River here is 50 feet wide, and the bridge is 70 feet long to account for the river at flood stage. The waters of the river still retain their curse at this point, not clearing up until 200 feet east of the bridge. At the ends of the bridge it is 10 feet above the water, rising to 25 feet at the center point. The entire structure is constructed of basalt blocks. The sinister-looking basalt skulls have all been enchanted with a *continual flame* (caster level 25) but are harmless.

Ram-Horned Skull Trap: A great illusory ram's skull hangs

permanently suspended a couple feet above the bridge's surface at its center. This strange skull seems to follow the movements of anyone near the bridge with its hollow gaze. It is a *permanent image* cast at caster level 25th level but is seen differently by every creature that views it so that from their perspective its gaze seems to be following them individually. Even invisible or ethereal creatures are subjected to this phenomenon. The illusory skull is actually part of a trap that affects anyone who steps foot on any portion of the bridge or tries to fly or climb over or around it. The trap only affects those of a nonevil alignment. Evilly aligned creatures can see the skull but do not suffer its deadly effects for stepping foot on the bridge. All others, upon stepping on the bridge, see the skull suddenly transform into the most terrifying thing they have ever seen and come flying towards them. This is the equivalent of a *phantasmal killer* cast at 25th level. The spell affects each creature that tries to cross the bridge but can only affect a given creature once in a 24-hour period. Each creature sees its own worst fear and does not see what fears other may have. To those not effected by the trap, they do not see the skull change or move toward anyone at all, though they will see the affected creature flinch and react to the perceived attack.

PHANTASMAL KILLER TRAP

CR 5

Type magical; Perception DC 29; Disable Device DC 29

Trigger proximity; Reset automatic

Effect spell effect (*phantasmal killer*, 25th-level wizard, DC 19 Will save for disbelief and DC 19 Fort save for partial effect)

T7. The Maze (CR varies)

The domiciles of this terrace crowd together here forming a veritable maze of streets, alleys, squares and dead-ends. The northern portion of this neighborhood forms a hump or low hill creating an ascending swell of huddled roofs and spires. The city's perpetual miasma hangs low over these tenements in a bleary smog, always keeping the pinnacled roofs just out of focus and giving them a wavering, ethereal quality, void of distance or perspective. At the hill's peak is just visible a black steeple boldly rising above the surrounding chimney pots and gabled heights. The cracked and age-worn streets rising into this forbidding urban tangle seem to warn away all who might dare brave its crooked slopes and endless switchbacks.

The Maze, as this portion of the city was known, was the most densely populated neighborhood of the High Terrace. The minor nobility who could not afford the more expansive estates and spreading villas of the terrace's southern arm, yet too elite to resort to more accommodating dwellings in the Harrow Lanes, packed onto the slopes of this hill in a density rivaling the hovels of the Grunge. Only a native could successfully navigate these streets without help, providing a layer of defense in addition to that provided by the Darken Bridge (Area T6). At the center of the Maze stood the High Church where the elite of Tsar came to worship their foul liege, not permitted to access the unhallowed halls of the citadel but absent the underlying danger of joining the rabble at the Cathedral of Pain. Anyone examining the distant steeple of the church can make a DC 20 Perception check to discern that it is no steeple at all but rather a tapered cupola upon which stands a motionless figure. A DC 25 Perception check or magical augmentation reveals it to be the statue of a robed humanoid. Anyone who has seen one of the *Nine Disciples* notices a definite similarity between those and this dimly visible sculpture. See Area T8 for details.

CHAPTER 8: THE HIGH TERRACE



Creatures: Because of the many intact dwellings on the hill, the Maze has become the most densely populated portion of the High Terrace, though, other than denizens the High Church, these creatures do not form coherent social groupings. Rather an ecosystem of feral beasts has developed among the eaves and alleys here. At the top of this nightmarish food chain is a horrible **nightwing** that keeps a hidden lair among the Maze's sagging basements and sewer tunnels. The other denizens include **hell moths**, **arrowhawks**, **gorgons**, **blood reapers** and wandering patrols of **vrocks** and **ghasts** from the High Church. These creatures scrupulously avoid the nightwing and scatter when it makes its presence known. Strangely, as long as the party remains at ground level as it traverses the hill, it has no chance to encounter the nightwing, its subterranean lair being too well hidden amid the jumble of buildings and streets to be stumbled upon. However once a party takes to the air, they feel a growing menace and quickly spot the terrible beast rising from the Maze to attack them. It pursues using its *haste* and *unholy blight* abilities to pursue airborne foes as long as they remain in the airspace above the Maze. The surest ways to escape this creature is to leave the Maze or to immediately land in the huddled streets to avoid further notice. If the nightwing is slain, all of the Maze's inhabitants are instantly aware. Begin rolling encounters on the table below, ignoring earthbound ones that could not reach PCs as they fly.

NIGHTWING XP 38,400

hp 195 (*Pathfinder Roleplaying Game Bestiary 2* "Nightshade, Nightwing")

If the party wanders the streets at ground level, they have other difficulties to overcome. First, movement in the Maze is on a steep slope (see the "Hills Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game*) and costs double the movement to navigate. Second, the bewildering and haphazard layout of the streets requires whoever is determining the party's course to make a DC 20 Will save or Survival check to be able to proceed into the next intended square. Otherwise they either end up retracing their steps within the same

square or entering an unintended adjacent square (GM's choice). Third, instead of rolling on the normal encounter table for the High Terrace, roll on the one below once for every 50 feet traveled while in the Maze. As with the normal encounter tables, 3 consecutive rounds of combat always result in a second roll on the table.

d%	Encounter
01-10	1d4+2 Hell Moths
11-16	1d4 Adult Arrowhawks plus 1d4+1 Juvenile Arrowhawks
17-21	Blood Reaper
22-28	1d3 Gorgons
29-33	Elder Arrowhawk plus 1d2 Adult Arrowhawks
34-38	1d3 Vrock Demons
39-50	2d4 Ghasts
51-00	No Encounter

Arrowhawks: These creatures live within the attics and cupolas of the buildings of the maze. They typically fly just above the rooftops seeking prey and are ignored by the nightwing that is accustomed to seeing them in its hunting grounds. Arrowhawks that remain airborne after dark are some of the nightwing's favored prey.

JUVENILE ARROWHAWK XP 800

N Small outsider (air, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +8

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

hp 26 (4d10+4)

Fort +5; **Ref** +9; **Will** +2

Immune acid, electricity, poison; **Resist** cold 10, fire 10

Spd fly 60 ft. (perfect)

Melee bite +10 (1d6+1)

Special Attacks electricity ray (ranged touch +10, 50 ft., 2d6)

CHAPTER 8: THE HIGH TERRACE

electricity damage)

Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13

Base Atk +4; CMB +4; CMD 20

Feats Dodge, Weapon Finesse

Skills Escape Artist +11, Fly +19, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +16, Survival +8

Languages Auran

ADULT ARROWHAWK

XP 1,600

N Medium outsider (air, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +10

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

hp 37 (6d10+4)

Fort +6; Ref +10; Will +3

Immune acid, electricity, poison; **Resist** cold 10, fire 10

Spd fly 60 ft. (perfect)

Melee bite +11 (1d8+3)

Special Attacks electricity ray (ranged touch +11, 50 ft., 2d8 electricity damage)

Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13

Base Atk +6; CMB +8; CMD 24

Feats Dodge, Flyby Attack, Weapon Finesse

Skills Escape Artist +11, Fly +19, Knowledge (planes) +9, Perception +10, Sense Motive +10, Stealth +14, Survival +10

Languages Auran

ELDER ARROWHAWK

XP 4,800

N Large outsider (air, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +14

AC 23, touch 15, flat-footed 17 (+5 Dex, +1 dodge, +8 natural, -1 size)

hp 85 (10d10+30)

Fort +10; Ref +12; Will +4

Immune acid, electricity, poison; **Resist** cold 10, fire 10

Spd fly 60 ft. (perfect)

Melee bite +15 (2d6+9)

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

Special Attacks electricity ray (ranged touch +14, 50 ft., 3d8 electricity damage)

Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13

Base Atk +10; CMB +17; CMD 33

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)^B

Skills Escape Artist +13, Fly +19, Knowledge (planes) +13, Perception +14, Sense Motive +14, Stealth +14, Survival +14

Languages Auran

Blood Reapers: These horrid, red mantislike humanoids have four arms that end in scythelike razors. They stalk the lanes of the Maze seeking any victims they can find to satiate their blood lust. More than one encounter has resulted in the petrification of a blood reaper and exsanguination of a gorgon. They are all that is left of an eccentric noble's carefully cultivated assassin corps and continue to ply their arts within the often blood-slick streets on the hill.

BLOOD REAPER

XP 9,600

Creature Collection II: Dark Menagerie 22

NE Large aberration

Init +11; Senses darkvision 60 ft., scent; Perception +17

AC 27, touch 17, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size)

hp 142 (15d8+75)

Fort +10; Ref +12; Will +8

Spd 60 ft.

Melee 4 razor claws +17 (2d6+6 plus 1d4 bleed)

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

Special Attacks blood fire

Str 22, Dex 25, Con 20, Int 13, Wis 8, Cha 8

Base Atk +11; CMB +18; CMD 36

Feats Cleave, Dodge, Improved Initiative, Mobility, Skill Focus (Survival), Spring Attack, Weapon Focus (razor claw), Wind Stance

Skills Acrobatics +25, Climb +24, Perception +17, Stealth +21, Survival +23

Languages Aklo, Common (cannot speak)

Blood Fire (Su) Once per day, a blood reaper can cause a wound it has inflicted in the last hour to burn with agonizing pain. The victim must make DC 24 fortitude save or become nauseated with wracking pain for 1d6 rounds. The save DC is Dexterity-based.

Ghosts: These foul, undead vermin wander out from the undercroft of the High Church to hunt in the Maze. They consider arrowhawk eggs a delicacy and often climb into the dormers of buildings seeking the floating nests and then leap down into the streets when other potential prey wanders near. There is a huge colony of ghosts in and under the Maze, so do not remove their numbers from encounters at Area T8.

GHAST

XP 600

hp 17 (See Area T8)

Gorgons: These beasts are escapees from the High Church's stockyard (Area T8-20) that established territories in the Maze and defend them ferociously. They often run afoul of the blood reapers who consider them to be good hunting. They can be detected by the click of their hooves on the cobbles before they are ever seen.

GORGON

XP 4,800

hp 100 (*Pathfinder Roleplaying Game Bestiary* "Gorgon")

Hell Moths: These creatures live under eaves and within the half-basements of the Maze's stone structures. They instinctively avoid the wooden and plaster buildings to prevent starting a neighborhood-sweeping fire. If these creatures are encountered, consider the encounter to occur in the vicinity of predominantly stone surroundings. A DC 18 Intelligence check can make this connection, and by purposely avoiding areas that are of predominantly stone construction the party can count rolls that call for hell moths as no encounter.

HELL MOTH

XP 2,400

The Tome of Horrors Revised 235

N(E) Large aberration (extraplanar)

Init +7; Senses darkvision 60 ft., scent; Perception +13

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 76 (9d8+27 plus 9)

Fort +6; Ref +6; Will +7

CR 5

CR 8

CR 2

CR 8

CR 6

CR 10

T8. The High Church

As mentioned, the High Church served as the worship center of the city's elite lay members. Administered by the urbane Bishop Montague, services to Orcus in this facility were kept more palatable for its higher-class parishioners who followed the forms of Orcus worship in their quest for power in the city hierarchy if not for true devotion. As long as these affluent citizens attended the occasional mass, giving lip service to the demon prince, and then donated their appropriate tithe, Bishop Montague left them to their own devices. However for those of a more wicked bent seeking true service to the demon prince rather than just promotion among the city's elite, the bishop led secret rites of a harrowing nature in the church's basement out of sight of the effete parishioners that would have swooned in shock at the horrors perpetrated there.

When the city was abandoned, the powerful Bishop Montague made his own deal with demonic forces to ensure that his diocese would not fall to neglected ruin or (worse yet) be sullied by the simpleton clerics of the gods of Good. Rather, he called in a favor with a demon captain named Plaguebone to continue to occupy the church with his own cohort of followers and use it as a staging point to launch raids on the soft denizens of the Material Plan.

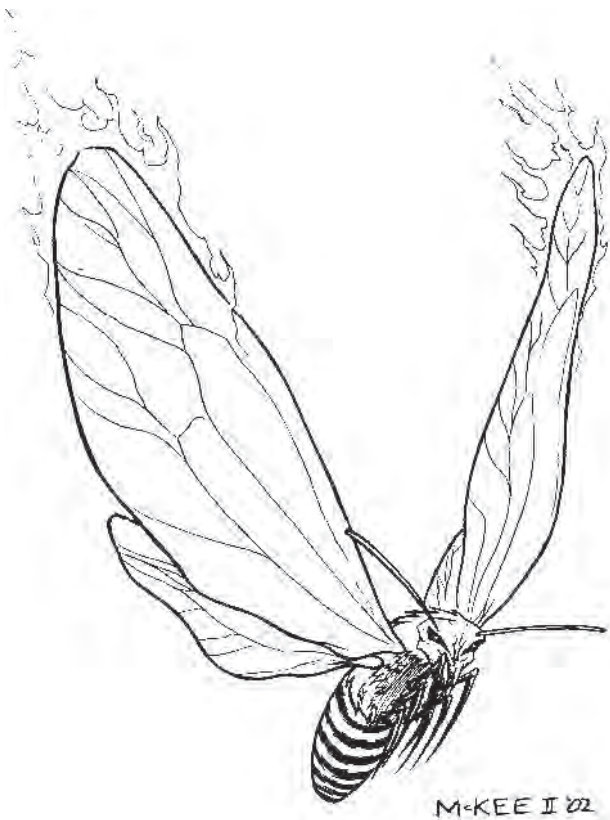
T8-1. Temple Yard

An open square in the depths of this maze of buildings holds a dark edifice of prodigious proportions. Lending to its sense of immense bulk is that fact that it is built upon an area of raised ground 5 feet higher than the surrounding street. This stone-banked plateau is ringed at the top by an iron-rail fence, now bent and much abused by the years. Wide steps cut into the enclosure's southern face lead up to the locked gates. Within, an overgrown yard of rank weeds and the occasional bone white peep of a tumbled tombstone surrounds a squat structure topped by a cupola upon which stands a short statue, high above the enclosed yard. A pair of eight-paneled double doors, constructed of dark-stained oak, block the only visible access into this structure.

The 5-foot embankment is easily surmounted by a Medium creature (DC 10 Climb check for smaller sizes) and the 4-foot iron fence atop it can be scaled with a DC 5 Climb check. The locked gate is rusted shut requiring a DC 20 Strength check to break it open if characters elect to go with that option. The overgrown yard surrounding the church has not been tended in some time with weeds growing 3 feet high. A cemetery was haphazardly laid out within this yard. A few of the gray tombstones still peak above the weeds, and many more have fallen over and disappeared in the undergrowth. All are illegible from wear, and the graves, if despoiled, hold only ancient bone and coffin fragments.

A DC 15 Perception check in the front yard of the church uncovers the broken remains of a stone statue in the weeds at the church's southeastern corner that appears to have fallen from the church's roof. A DC 20 Intelligence check or DC 12 Craft (sculptures) determines that the fragments once depicted some unknown angelic being. As to whom it is or why it was here, there is no clue. It once stood atop the cupola and was dislodged when the statue currently there appeared.

A DC 20 Perception check at the rear part of the church yard reveals a dug-out tunnel at the building's northwest corner almost completely obscured by weeds and leading down into the church's foundations. The opening is large enough for a Medium creature to crawl through and a Large creature to squeeze through and leads to Area T8-22. A DC 20 Perception or Survival check is able to detect traces of footprints from both clawed humanoid feet and Large cloven hooves left by creatures that have used this tunnel to exit the church in the past (ghosts and gorgons).



Resist fire 20

Spd 10 ft., fly 40 ft. (average)

Melee bite +10 (1d6+7 plus grab)

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

Special Attacks engulf, immolation

Str 21, **Dex** 16, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25

Feats Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness

Skills Fly +10, Perception +13, Stealth +8

Engulf (Ex) If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

Immolation (Su) A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

Vrock Demons: These creatures are out patrolling the Maze for Plaguebone. They initially attempt to capture or kill any strangers they meet. If an encounter goes against them, they prefer to *teleport* back to the High Church and report to their master rather than die in combat. There are a finite number of vrock at the High Church, so remove any killed here from those encountered at Area T8-5.

VROCK DEMON
XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CR 9

T8-2. Foyer (CR 10)

The dark walls of this foyer rise 60 feet to the peaked roof overhead. Quadruple-lobed pillars support this cavernous ceiling. Dust-coated tables and a few chairs are spaced around the room's perimeter. Heavy double doors in recessed portions of the north wall lead into other areas of the church, and a curtain blocks an opening in the center of the wall. Huge sheets and ropy strands of dust-covered cobwebs descend the walls and pillars of this room, making a gauzy canopy throughout. Just south of the central pillar a broken chain dangles from the ceiling, and the smashed remnants of an ornate chandelier lie on the floor beneath it.

Creatures: The entry to the church is inhabited by a **bebilith** brought here by Plaguebone. The vrock likes to take it hunting for intelligent prey in and around the city. The rest of the time it lairs in Area T8-13 but keeps a constant watch over this area. Plaguebone captured this bebilith on a layer of the Abyss completely devoid of illumination. As such this particular specimen has blindsight out to 120 ft. in addition to other abilities normal for its kind. This makes it especially well-suited to work with the **8 darkmantles** that also lair here. These dangle from the rafters and are noticeable on a DC 25 Perception check as seemingly solid protrusions among the many dangling cobweb clumps. The darkmantles drop towards any non-demon entering the room, using their *darkness* and constrict abilities. The bebilith then moves in and focuses on the largest target it can find to incapacitate and drag back to its lair for later consumption.

BEBILITH **CR 10**
XP 9,600
 hp 150 (*Pathfinder Roleplaying Game Bestiary* "Bebilith")

DARKMANTLES (8) **CR 1**
XP 400
 hp 15 (*Pathfinder Roleplaying Game Bestiary* "Darkmantle")

T8-3. Side Rooms

Each of these rooms has dust-covered tables and chairs where social gatherings and formal meetings could be held within the church. Thick tapestries depicting the glories of Orcus cover the walls, and sideboards hold a few treatises and tomes covering worship practices and protocols in service to the Demon Prince of the Undead. Curving stairs rise 30 feet up the outer walls of the turrets to second floor balconies where additional chairs and tables are set up to accommodate larger meetings. There is nothing of value in these chambers.

T8-4. Hall of Woe (CR 10)

A dark, low-ceilinged hallway of rich oak paneling extends from the thick curtain to a heavy oaken door. Alcoves line the claustrophobic hall holding dusty busts upon short, 3-foot pedestals. These busts depict ordinary human men and women, many of them elderly but all having a subtle air of menace about them.

The busts all depict former bishops of the High Church. Though all of those depicted are long dead and they have no magical effects tied to them, somehow they have attained over the long years a collective malign conscious from long exposure to their dark lord.

This manifests itself if anyone of a nonevil alignment walks between two of them. If this occurs they all open their stony mouths and let out a horrific wail similar in effect to a *wail of the banshee* spell at 17th level (treat as CR 10, all creatures within 30 feet must make a DC 23 Fort save or die). A secondary effect of this wail is that all creatures on the ground floor and above are immediately alerted to the presence of intruders. This is not a trap that can be located or removed, but can be easily avoided by destroying the busts (Hardness 8; hp 20 each; Break DC 23) or by crawling below or climbing or flying above them.

T8-5. Sanctuary (CR 15)

The hollow interior of this vast sanctuary stretches into shadows like an open tomb. The floor is a clutter of smashed and broken stone benches between tall columns. At one end is a raised dais upon which stands a tall statue of the ram-headed demon flanked by thick black curtains hanging from the 60-foot ceiling. Another curtain backs the display. A pentacle-shaped altar stands before the idol and six ponderous chairs stand to either side. Empty iron sconces protrude from high on the columns and along the stone walls as well.

Creatures: Once the worship area of the High Church, this chamber now houses Plaguebone's **9 vrock demons**. Any vocks encountered and slain at Area T7 should be deducted from the total at this area. The vocks perch on the 30-foot balcony overlooking the sanctuary from the southern end. This balcony has been cleared of benches but still rises in a series of tiers towards the rear where a secret door can be located with a DC 24 Perception check. Side doors lead off of this loft into the Area T8-3 side rooms.

The curtain behind the statue of Orcus hides a balcony 25 feet above the dais. The statue of Orcus itself stands 50 feet tall, its curling horns lost in the overhanging curtains. A DC 15 Climb check allows a character to scale the statue, and a DC 15 Acrobatics check allows a leap over to the balcony.

VROCK DEMONS (9) **CR 9**
XP 6,400
 hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

Tactics: The vocks open combat by using their *mirror image* abilities. All but three swoop down towards intruders using their stunning screech to incapacitate their foes. They enter combat and make prodigious use of their spore attacks. These demons fight wildly attempting to flank individual PCs. The last three vocks *teleport* to the center of the room and begin their dance of ruin. The other vocks fight to prevent them from being interrupted in their ritual.

Treasure: Heaped upon the upper balcony in the midst of many bones and flayed skins of past victims are 4,200 gp, 3,200 sp, 180 pp, a chest of jewels totaling 3,500 gp in value, a *mantle of faith*, and a *divine scroll* (CL 10: *flame strike*, *mark of justice*, *atonement*).

T8-6. Storage Chambers

These rooms are vacant save for abandoned pieces of furniture stored beneath dusty shrouds. Most of these furniture items are mundane, but occasionally searchers will find a strangely-out-of-place rack or iron maiden, complete with old bloodstains, seemingly incongruously left with the other chairs, tables and shelves.

T8-7. Undercroft Entrance

A stairwell descends into dank darkness. A slight air current makes the darkness below seem to exhale like a live beast.

There is nothing in these rooms but moisture and collected filth. The air current is caused by the basement door being set poorly in its frame.

T8-8. Vestry

Pegs along the walls hold the black robes of this place's evil clergy. There are a smaller number of blood-red ceremonial robes for more formal occasions. Shelves above the robes hold all manner of shawls, skull caps, ribbons, chains and other accessories of office. A rickety-looking wooden stair leads to the floor above.

There are sufficient robes here of various sizes to outfit a dozen people in the garb of a Disciple of Orcus. Such disguises are destroyed after the wearer is involved in 1d3 combat encounters. The stairs are sound but creak alarmingly if any weight is placed on them.

Treasure: The various unholy symbols of Orcus and other religious jewelry in gold and silver are worth a total of 750 gp if one can get over their foul origins.

T8-9. Private Chambers

These chambers once served as residences for the clergy of the church. They still retain their basic furniture — beds stripped of mattresses and covers, empty bookcases and desks, etc. These clergymen all abandoned the city in the Great Retreat and took anything of use or value with them.

T8-10. Dormitory

Rows of smashed bunks have been pushed against the walls in heaps of broken wood, straw ticking and rough blankets. A large hole has been broken through the wooden rafters and floorboards above. The rough edges of this hole are overgrown with tangles of stringy vines. Caught within these growths and lying on the floor beneath are large, greasy-looking feathers.

This once served as a dormitory for the lesser priests of the High Church. Plaguebone has smashed a hole through the floor for easy access between his lair and the lower rooms. The ceiling is 30 feet high, so it will require flight for the PCs to reach it. Plaguebone waits in the room above, possibly alerted by the statues at Area T8-4, combat at Area T8-5, or the creaking stairs at T8-8. He listens for the approach of creatures from the room above. His tactics are described at Area T8-11. The vinelike growths are the results of his spores flourishing in the wooden floors of his chamber.

T8-11. Bishop's Chamber (CR 17)

Once-fine wood paneling covers the walls and ceiling of this chamber, now warped and worm-eaten, the stains stripped by decay and corruption. Brass fittings and sconces likewise show advanced corrosion. The floor is dominated by a gaping hole surrounded by stringy growths of vine which also cling to the floor and walls in profusion. Three doors exiting to the south are little more than rotten planks of wood wedged into their frames. All of the furnishings and textiles that once decorated this chamber have been gathered into a heaping, nestlike pile of filth and ruin at the room's western end. Everywhere there are large, greasy feathers and mounds of dry, powdery dung. The smell is revolting.

Creature: This was once the chamber of Bishop Montague but now serves as the lair of the demon **Plaguebone**, a former captain in the armies of the Abyss and now one of the masters of Tsar. From here he lords it over his small army of demons and undead holding the High Church secure for his prince and using the rest of the city for his own personal hunting grounds. He is aware of Belishan and seeks to subtly thwart the Bloodmage at every opportunity (recently he unearthed and destroyed one of the vampire's coffins). And it was he who felt that the dragon Karkuune had become too powerful and secretly laced some its carrion feed with gore beetle larvae (see *Slumbering Tsar: The Desolation* for details).

PLAGUEBONE

CR 17

XP 102,400

Male vrock demon wizard 7/fighter 1 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +22

AC 26, touch 15, flat-footed 23 (+3 deflection, +3 Dex, +11 natural, -1 size)

hp 232 (9d10+72 plus 7d6+63 plus 1d10+9 plus 7)

Fort +18; **Ref** +13; **Will** +10

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

Spd 30 ft., fly 50 ft. (average)

Melee 2 +1 *anarchic clawed gauntlets* +22 (2d8+9), bite +20 (1d8+8), 2 talons +20 (1d6+8)

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

Special Attacks dance of ruin (DC 21), hand of the apprentice 7/day (ranged +15), spores, stunning screech (DC 27)

Spell-like Abilities (CL 19th):

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, summon (level 3, 1 vrock 35%)

Wizard Spells Prepared (CL 7th, ranged touch +15):

4th—*lesser globe of invulnerability*, *stoneskin*

3rd—*dispel magic*, *fireball*, *ray of exhaustion*

2nd—*acid arrow*, *ghoul touch* (DC 16), *mirror image*, *scorching ray*

1st—*mage armor*, *magic missile* (x2), *ray of enfeeblement*,

shocking grasp

0 (at will)—*acid splash*, *disrupt undead*, *ray of frost*, *read magic*

Str 27, **Dex** 17, **Con** 27, **Int** 18, **Wis** 14, **Cha** 16

Base Atk +13; **CMB** +22 (+24 sunder); **CMD** 38 (40 vs. sunder)

Feats Brew Potion^B, Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Scribe Scroll^B, Stand Still, Step Up, Weapon Focus (clawed gauntlets)^B

Skills Diplomacy +13, Fly +13, Intimidate +21, Knowledge (arcana) +24, Knowledge (local) +24, Knowledge (planes) +24,

CHAPTER 8: THE HIGH TERRACE

Perception +22, Sense Motive +15, Spellcraft +24, Stealth +11, Survival +14

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ arcane bond (*ring of protection* +3), arcane school—universalist

Combat Gear *metamagic rod* (empower), 3 hollow quills holding *dust of appearance* (1 application each); **Other Gear** *ring of protection* +3 (bonded item), +1 *anarchic clawed gauntlets* (see **Magic Items Appendix**), spell component pouch

Tactics: When Plaguebone becomes aware of intruders in the church, he waits for them here, letting his minions have an opportunity to deal with them. He prefers to hide in one of the side storerooms watching through a crack in the door and preparing by casting his *mirror image*, *heroism* and then *stoneskin*. He then opens combat by launching an empowered *fireball* with his rod through a hole in the door. He follows that by teleporting into the center of the party and unleashing his spores and then fighting with spells and his Whirlwind Attack.

Treasure: Buried beneath the hideous nest is a pile of skulls crawling with rats that the demon encourages to lair there and sometimes uses for snacks. The rats scatter if disturbed, but anyone digging through the nest must make a DC 20 Fortitude save or contract filth fever (see the “Diseases” section in Appendices of the Pathfinder Roleplaying Game). Hidden beneath this detritus is the demon’s spellbook containing his prepared spells as well as: 0—*dancing lights*, *detect magic*, *flare*, *light*; 1st—*charm person*, *color spray*, *detect undead*, *shield*, *shocking grasp*, *true strike*; 2nd—*continual flame*, *false life*, *obscure object*, *protection from arrows*, *scare*, *touch of idiocy*, *web*; 3rd—*daylight*, *haste*, *hold person*, *lightning bolt*, *nondetection*, *protection from energy*, *vampiric touch*, *wind wall*; 4th—*black tentacles*, *charm monster*, *enervation*, *greater invisibility*, *locate creature*. Also secreted here are a *luck blade* (1 wish remaining) and a soiled *robe of bones*.

T8-12. Priest Hole

The secret door to this chamber is carefully constructed and requires a DC 30 Perception check to locate. It can be locked from the inside requiring a DC 26 Disable Device or DC 25 Strength check to force. Because purges of the clergy were not unknown in the church of Orcus whenever different political factions among the Disciples came to power, this secret room was constructed to serve the bishop of the High Church as a hideout until the heat died down. Within the dusty chamber are a simple flea-infested cot, table and chair.

Treasure: Upon the dusty table, noticeable with a DC 12 Perception check is a *sustaining spoon* and a *glove of storing*. Within the glove is a *divine scroll* (*CL 12: sending* [x5]) to allow a sequestered bishop to stay in contact with his spies within the city.

T8-13. Secret Library (CR 10)

This room is only accessible by the secret doors from areas T8-5 and T8-14 or the broken wall into area T8-2.

Sagging wooden shelves line the walls of this chamber and the rotten remnants of a plush, black carpet still cling to the floor. A huge portion of the room’s southern oak paneling has been broken away to reveal a vast dark space beyond. The entire room is heavily shrouded in thick webs, and several sizable webbed bundles dangle in the macramé.

This room once served as secret library for the darkest and most vile texts belonging to the church. All of this were taken when the city was abandoned, leaving only a few dusty sheets of parchment lying on the shelves, yet even these hold horrendous truths and blasphemies to make all but the most wicked blanch.

Creature: Now the chamber serves as the lair of the **bebilith**.

Its tactics are described in Area T8-2. The webbing holds the bony remains of past meals. Some are humanoid and others are of less-identifiable species. The floor of the foyer is 30 feet below the broken opening.

BEBILITH
XP 9,600

CR 10

hp 150 (*Pathfinder Roleplaying Game Bestiary* “Bebilith”)

Treasure: The third web bundle cut open produces a spill of gold coins. Inside is a skeletal humanoid, shoved into its ribcage a leather sack with a split seam in the bottom. The bebilith chose this particular cocoon to store its treasures in. The sack holds a total of 382 gp, nine gems worth 400 gp each, a silver tiara worth 250 gp, and a silvered masterwork kama.

T8-14. Study

Though layered in dust, this room still bears the mark of former elegance. Rich tapestries, now moth-eaten and ruined, hang from the walls and chairs and tables of once-fine, now worm-riddled, wood complete the cozy décor. Old lamps still stand upon the tables, their oily wicks thick with dust. A dark red carpet covers the floor. A wooden stair rises to the east.

This once served as a study for the clergy of the church where they could retire to read their liturgy, scribe scrolls or otherwise escape to quiet and posh surroundings from the horrors of their work. A secret door on the east wall can be found with a DC 22 Perception check behind one of the tapestries.

T8-15. Cupola (CR 9)

This octagonal cupola has grimed windows looking out over the jumble of roofs and steeples that comprise this portion of the city. This hazy terrain of pinnacles and valleys seems to march away endlessly in rank upon rank. Heavy iron shutters stand open but can be closed and barred, creating a near impenetrable barrier over these windows. Hanging from the center of the vaulted 30-foot ceiling is the frame for a large bell, though the bell itself is nowhere in sight. A large, vulturelike creature perches upon this frame looking on with glowing eyes like some kind of demonic bird.

Creature: The creature is another **vrock**. The vrock keeps watch out the window for anyone trying to fly up and take the statue. It opens combat with its stunning screech before swooping down to engage the party in combat. It tries to pick up a lightly armored character and fly back to its perch to devour its victim in sight of his helpless compatriots. This demon has no treasure.

VROCK DEMON
XP 6,400

CR 9

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

T8-16. Cupola Roof

This roof can be accessed by flight or by climbing out one of the cupola windows and up onto the roof. This requires a DC 20 Climb check due to the slipperiness of the ancient wood. The view from atop here is breathtaking but attracts random flying encounters as described at Area T7. At the very top is the broken base of a statue (the angelic being lying at Area T8-1). In its place stands one of the *Nine Disciples* (see **Magic items Appendix**).

T8-17. Livestock Pits (CR 14)

The heavy stone door to this room is secured by thick chains held by a large padlock (DC 27 Disable Device). A DC 18 Perception check detects faint laughter and cackling from within.

The charnel smell of this vast subterranean vault is overwhelming. The ceiling rises only 10 feet overhead in a ponderous brick expanse, but the floor falls away from a narrow stair into a 20-foot-deep pit. At the bottom of this dank pit are several large iron cages, their rusted bars now all twisted and broken, useless in keeping in anything contained any longer. Within this pit is a scene taken from the Hells themselves. A swarming mass of naked humanoids writhes and screams like a vast, putrid tide. Their mottled, decayed flesh and feral faces betray their departure from humanity long ago, and their death stench confirms their long absence from life.

Creatures: Here the clergy of Orcus imprisoned the chattel used in their foul rituals and sacrifices: kidnap victims, prisoners of war, and many humanoids bred for generations in this dank hole. Since their abandonment ghoul fever overcame cannibalistic and desperate prisoners, and the pit now holds **73 ghastrs**. Occasionally they escape into The Maze but are mainly contained here in continual hunger and torment. They immediately rush anyone opening the door other than someone wearing the robes of a disciple of Orcus. From these individuals they cower in fear, mewling pathetically for food.

GHASTS (73)

CR 2

XP 600

Pathfinder Roleplaying Game Bestiary "Ghoul"

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 17 (2d8+8)**Fort** +4; **Ref** +4; **Will** +7**Defensive Abilities** all channel resistance +2; **Immune** undead traits**Spd** 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 15, effects elves normally), stench**Str** 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Weapon Finesse**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4**Languages** Common

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control



CHAPTER 8: THE HIGH TERRACE

of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) The overwhelming stink of death surrounds a ghast in a 10-foot radius. Anyone within that area must make a DC 15 Fort save or be sickened for 1d6+4 minutes. The save DC is Charisma-based.

T8-18. Church Crypts (CR 15)

The stone door to this room is sealed with three heavy locks and bears runes of warning and curses written in Abyssal. The keys have long been lost but the locks can be bypassed with DC 28 Disable Device checks. Though ominous, the writings are harmless.

The air in this long, vaulted chamber of ancient crumbling brick is stale and heavy. Heavy stone sarcophagi are placed haphazardly around the room, sealed under a layer of dust, their lids bearing the images of evil-looking robed men and women in repose. Heavy brick columns support the groined ceiling, and thick cobwebs hide the brickwork above and dangle down wisps like spectral hair, swaying in the slightest of air currents. Two of the sarcophagi closest to the door have been thrown open revealing empty coffins within.

Interred within this vault were the bishops and highest ranking Disciples of Orcus that served the High Church, as well as, the occasional noblemen that was able to bribe his way in to this (un) hallowed crypt. Each of the sarcophagi (opened with a DC 16 Strength check) holds the mummified remains of a man or woman wrapped in the molting shrouds of a Disciple.

Creatures: The two nearest sarcophagi are empty, and their former occupants, **2 mummies**, hide in the alcove in the southeast corner of the room. In addition **2 darkmantles** lurk on the cobwebbed, vaulted ceiling of that alcove. One of the mummies shuffles out to fight intruders but retreats to the alcove after only a round or two where the other hides behind one of the pillars. Once combat is engaged in the alcove, the darkmantles drop on living targets and further add to the melee. In the midst of this confusion the true master of the chamber, a **mummy lord**, rises from his sarcophagus marked with an “x” on the map. This former bishop of Orcus conceals his emergence with a *silence* on the stone lid and then moves out of the spells area to attack the PCs from behind with her most powerful spells.

DARKMANTLES (2) CR 1
XP 400
hp 15 (*Pathfinder Roleplaying Game Bestiary* “Darkmantle”)

MUMMIES (2) CR 5
XP 1,600
hp 60 (*Pathfinder Roleplaying Game Bestiary* “Mummy”)

MUMMY LORD CR 15
XP 51,200
Male human mummy cleric of Orcus 10 (*Pathfinder Roleplaying Game Bestiary* “Mummy”)
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; Perception +31
Aura chaos, despair (30 ft., paralyzed for 1d4 rounds, Will DC 22 negates), destructive aura (30 ft., +5 damage, 10 rounds), evil

AC 30, touch 10, flat-footed 30 (+10 armor, +10 natural)
hp 166 (8d8+24 plus 10d8+30 plus 28)
Fort +16; **Ref** +7; **Will** +19
Defensive Abilities death’s embrace; **DR** 5/—; **Immune** *magic missile*, undead traits; **Resist** fire 10

Weaknesses vulnerability to fire

Spd 15 ft.
Melee slam +14 (1d8+12/19–20 plus mummy rot)
Special Attacks channel negative energy 6/day (DC 18, 5d6), destructive smite 7/day (+5 damage), mummy rot (DC 22), spontaneous casting (inflict spells)
Domain Spell-like Abilities (CL 10th):
7/day—*bleeding touch* (melee touch +21, 5 rounds)
Spells Prepared (CL 10th, melee touch +21, ranged touch +13):
5th—*insect plague*, *slay living*^D (DC 19), *symbol of pain* (DC 19)
4th—*air walk*, *dismissal*, *divine power*, *giant vermin*, *inflict critical wounds*^D (DC 18)
3rd—*animate dead*^P, *deeper darkness*, *dispel magic*, *invisibility purge*, *searing light*
2nd—*bull’s strength*, *death knell*^P (DC 16), *hold person* (DC 16), *resist energy*, *silence*, *spiritual weapon* (attack +17/+12/+7, damage 1d8+3 force)
1st—*bane* (DC 15), *command* (DC 15), *deathwatch*, *divine favor*, *doom* (DC 15), *true strike*^D
0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*
D domain spell; **Domains** Death, Destruction

Str 26, **Dex** 10, **Con** —, **Int** 10, **Wis** 19, **Cha** 17
Base Atk +13; **CMB** +21; **CMD** 31
Feats Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Critical (slam), Improved Initiative, Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)
Skills Knowledge (arcana) +11, Knowledge (religion) +11, Perception +31, Stealth +15
Languages Common
Gear +2 *half-plate*, *cloak of resistance* +2, *ring of minor fire resistance*, *brooch of shielding* (101 hp)

Treasures: Each of the sarcophagi holds 200–1,200 gp worth of funerary items and jewelry. The mummy lord has a like amount of jewelry in addition to the magic items she carries.

T8-19. Corridor Nexus

The niter-encrusted walls of the corridor widen here to create a room with a single door exiting. The stench of death is overpowering as a result of the pile of cracked and ancient bones intermingled with soggy, mutilated corpses stacked here.

The corpses of many types of humanoids found in the city are here, food for the horde of ghouls that dwells in the church’s undercroft. The broken bones have had their marrow removed and the rotting corpses are half-eaten. The overghasts feed on them and occasionally throw scraps to the ghouls in Area T8-17.

T8-20. Corral (CR 13)

The door to this room is badly battered and has been spiked shut by pitons from without and reinforced with wooden beams. It requires a DC 18 Strength check to remove the pitons and get the door open or a DC 28 Strength check to batter it open.

This room smells strongly of carrion and offal. In the darkness within are several large kine with horns of shining silver.

Creatures: Trapped within this room are **6 gorgons**. These metallic cattle were brought to the church centuries ago to serve as special sacrificial beasts for Orcus. Those that were left behind have bred true and are now contained within this room by the overghasts. Occasionally a few are able to escape and the overghasts must round them up, if possible, and repair the door. The gnawed remains of a few

CHAPTER 8: THE HIGH TERRACE

humanoid corpses (taken from Area T8-19) litter the floor amidst the manure left by these creatures. The overghasts feed them occasionally and cull one from the herd every once in awhile to feed on. They immediately bellow and charge anyone they see in the doorway.

GORGONS (6) **CR 8**
XP 4,800
hp 100 (*Pathfinder Roleplaying Game Bestiary* “Gorgon”)

T8-21. Lesser Altars (CR 10)

Each of these rooms once served as storerooms for the church. When the city was abandoned and Bishop Montague left the High Church in the care of Plaguebone, he decided to leave some of his lesser clerics here to tend to the ghastrs in the undercroft and keep the devotions to Orcus going. To this end he used the favor of Orcus to transform several the lesser clerics into a type of ghoul known as an overghast, a hunched, knuckle-walking, apelike humanoid with mottled green flesh sprouting thorns and spikes, over-sized jaws and elongated, black tongue, and slimy tentacle growths sprouting from its abdomen.

Creatures: Residing within each of these rooms are **6 overghasts** dressed in formerly voluminous hooded black robes bursting at the seams to cover their hideous bulk. They tend a crude, blood-soaked altar of skulls dedicated to Orcus in each of these chambers. As long as the altar is intact, the room is under the effects of a *desecrate* spell. The effects of the spell are included in their stat block below.

DESECRATED OVERGHASTS (6) **CR 5**
XP 1,600

Creature Collection III: Savage Bestiary 91
CE Large undead

Init +6; **Senses** darkvision 60 ft., heightened scent; Perception +20
Aura stench (DC 16, 1d6+7 minutes)

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)
hp 73 (7d8+21 plus 21)

Fort +7; **Ref** +8; **Will** +9

Defensive Abilities channel resistance +2; **Immune** undead traits

Spd 50 ft.

Melee bite +14 (2d6+9 plus disease and paralysis), 2 claws +14 (1d6+9 plus paralysis) or tongue (melee touch) +14 (paralysis plus grab), 2 claws +14 (1d6+9 plus paralysis)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)

Special Attacks disease (DC 16), grappling tendrils, paralysis (DC 16, affects elves), spines

Str 25, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 25

Feats Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +9, Climb +17, Escape Artist +9, Perception +20 (+28 when using scent), Stealth +8, Survival +2 (+12 tracking by scent)

Languages Abyssal, Common

Grappling Tendrils (Ex) An overghast’s inner organs have transformed into animate tendrils. An overghast can transfer a grappled victim from its tongue to its tendrils as a move action. The tendrils grapple with the same strength as the tongue. While held in the tendrils, a victim automatically takes 2d6+7 points of damage each round from the creature’s bite as a free action, in addition to damage from its spines (see below). If only these tendrils hold an opponent, the overghast is not considered grappled.

Heightened Scent (Ex) Overghasts have the scent ability to a range of 90 feet rather than the standard 30 feet. Within 30 feet, they can effectively “see” by means of scent, as if with the blindsight ability.



Creatures that have no scent (such as incorporeal creatures or some constructs) cannot be “seen” by the overghast’s sense of smell.

Spines (Ex) Any creature grappling an overghast takes 1d6 points of piercing damage each round from bony growths.

Tactics: When the party enters one of these rooms, the overghasts attempt to grapple and restrain PCs while one tries to escape to rally its overghast brethren from the other rooms. They then all converge on the party and try to do battle in one of the altar chambers. If hard pressed one flees to release the gorgons in Area T8-20 and the ghastrs in Area T8-17.

Treasure: Each overghast wears a bone unholy symbol of Orcus and rosary at its rope belt worth 15 gp each for their craftsmanship.

T8-22. Breached Storage Chamber

This chamber is identical to those numbered as T8-6 in all respects save that a large hole has been gouged through the stone and earth in the northwest corner leading up to the churchyard above. This exit was dug by escaped ghastrs and gorgons over the years trying to evade pursuing overghasts. The overghasts are aware of the tunnel but are too unmotivated to bother filling it in. See Area T8-1 for more details of this egress. The floor of the room is puddled from rainwater and the furnishings sodden with rot as a result of this aperture.

Chapter 9: Plateau of the Demon Prince

Dominating the heights of the city, displayed against the grim backdrop of the gray bulwark of the Stoneheart Mountains, stands the pinnacle of the city and what was once the pinnacle of Orcus's influence on the earth. Here atop the massive foundations laid an age ago stood the mighty Citadel of Orcus, crafted in the image of the twisted demon prince himself. Now this high terrace stands bleak, forlorn, and strangely empty. Where once stood the veritable mountain of architecture that was the citadel is only a bare foundation and a great blank depression in the mountain face where the edifice stood. Rising from the sides of this blank face are carved massive batlike wings in bas-relief, hundreds of feet high, stretching out along the stone rampart from where the huge image of the demon prince towered.

The ground of this entire terrace has been covered by cracked and broken flagstones with lank weeds attempting to eke out an existence between them. In addition to the foundations of the citadel itself, this terrace has several other massive building features. These are huge mounds of stone and brick stacked into massive artificial plateaus 60 feet high and accessible by wide stairs. These served as parade grounds and locations for temporary billeting of troops and pilgrims. The ramshackle wooden buildings and hastily constructed stone towers and watch posts that once stood atop these vast stone decks are now little more than rubble and a few dried planks and splinters of wood.

When Belishan the Bloodmage activated the ritual left for him by the Grand Cornu of Orcus using the power of the *Nine Disciples*, the huge citadel was ripped from the very fabric of this plane and set wandering through the time and space, safe from intrusion. The Grand Cornu's plan allowed for the citadel to remain sacrosanct until Orcus himself called it back in his own good time. This was to be accomplished by scattering the ten idols integral to the spell's power across the entire world. Unfortunately his plans were thwarted by the treachery of Belishan who twisted the ritual by trying to capture one of the idols as a trophy to his own ego. As a result, only nine of the idols were dispersed and then no farther than the bounds of the city. These became the *Nine Disciples*. The tenth disciple remains in place, awaiting the return of its brethren so the massive spell can be undone and the citadel brought back to its foundations.

Random encounters in this barren plateau are very rare. Every 3 hours during the day, there is a 50% chance of being spotted by a patrol of 1d3 harpy archers leaving or returning to Area P3 as they search for their missing master. If they spot intruders on the plateau, they engage with bow fire for 1 round before retreating back to their lair to warn the rest of their clan. Do not subtract any archers killed as random encounters from the total at Area P3, as many members of the clan are out patrolling at all hours (though they remain unnoticed at night).

HARPY ARCHER
XP 12,800
hp 116 (See Area P3)

CR 11

The encounter areas of the Plateau of the Demon Prince begin with a "P" and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the "P" and the numeral. For example the Harpy Aerie is identified as P3-2.

Pt. Upper Tower Gate (CR 16)

This gray, octagonal tower rises like a rotting tooth at the highest ascent of the city's main road. Whatever arrow slits may have once existed in this structure have been bricked up, and its gate stands open, forming a dark opening at its base. Gauzy curtains shift in a breeze passing through the structure.

Like the other gate towers of the city this one stands 50 feet high rising to a conical roof. Gateways open at its base connecting the road to the plateau beyond. However, in this tower the gates and all interior walls have been removed creating a gigantic open chamber illuminated only by what little light can leak in through the gateways. The interior is further enshrouded by layer upon layer of tough webbing.

Creatures: Inhabiting the hollow interior of this tower is a strange spider creature from the Astral Plane known as a **corpse spinner**, that resembles a bone-white tarantula with bands of gray and silver on its abdomen and legs and skull-like markings on its thorax. With it are **6 corpsespun fighters**, adventurers who fell prey to it long ago and now exist as animate corpses sheathed in webs that have thousands of tiny spiders now dwelling inside them. When anyone steps into the tower's dark, web-shrouded interior they find themselves facing six shadowy, armored figures. These are the corpsespun fighters who attempt to flank and destroy intruders. While they distract the party, the corpse spinner attempts to maneuver in the darkness along the webs of the ceiling above the party and then drop a sheet of astral webbing over them before descending to use its poison. If the party circumvents this tower but comes near the entrance on the tower's western side, the corpsespun fighters will charge out to surprise the party and attempt to draw them inside. The corpse spinner itself will not emerge from the tower under any circumstances.

CORPSESPINNER
XP 12,800

CR 11

The Tome of Horrors II 32

N Huge magical beast (extraplanar)

Init +7; **Senses** astralsense, darkvision 60 ft., low-light vision; **Perception** +10

AC 25, **touch** 11, **flat-footed** 22 (+3 Dex, +14 natural, -2 size)

hp 127 (15d10+45)

Fort +12; **Ref** +12; **Will** +7

Spd 40 ft., **climb** 20 ft.

Melee bite +18 (2d8+7/19-20 plus poison)

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

Special Attacks create corpsespun, web (ranged touch +16, DC 28, 15 hp)

Str 20, **Dex** 17, **Con** 17, **Int** 7, **Wis** 15, **Cha** 10

CHAPTER 9: PLATEAU OF THE DEMON PRINCE

Base Atk +15; **CMB** +22; **CMD** 35 (47 vs. trip)
Feats Ability Focus (poison), Alertness, Combat Reflexes, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Skill Focus (Stealth)
Skills Climb +17, Perception +10, Sense Motive +8, Stealth +8
Languages Aklo
SQ astral jaunt

Astral Jaunt (Su) A corpsespinner can shift from the Astral Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th) except it accesses the Astral Plane.

Astralsense (Su) A corpsespinner can automatically detect the location of anything within 200 feet of it on the Astral Plane.

Create Corpsepun (Su) Creatures slain by a corpsespinner but not devoured rise in 1 hour as a corpsepun creature (see *The Tome of Horrors II* 202).

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 2d6 Intelligence damage, death at 0 Intelligence and rise as a corpsepun after 1 hour; *cure* 2 consecutive saves. The save DC is Constitution-based.

Web (Ex) As the standard ability but with range 80 ft. In addition the checks include both a +4 bonus because the webs are constructed of astral material and a +4 racial bonus. The corpsespinner cannot produce the magical astral webs during combat.

CORPSESPUN FIGHTERS (6)

CR 11

XP 12,800

Male corpsepun human fighter 11 (*The Tome of Horrors II* 203)

NE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +7

AC 20, touch 10, flat-footed 20 (+6 armor, +4 natural)

hp 104 (11d10+22 plus 22)

Fort +9; **Ref** +5; **Will** +6 (+9 vs. fear)

Defensive Abilities bravery +3, channel resistance +2; **DR** 10/magic; **Immune** undead traits

Spd 30 ft.

Melee longsword +20/+15/+10 (1d8+9/19–20) or slam +17 (1d6+6)

Special Attacks spider spray, spider transfer, weapon training (heavy blades +2, natural weapons +1)

Str 20, **Dex** 10, **Con** —, **Int** 1, **Wis** 12, **Cha** 15

Base Atk +11; **CMB** +16 (+18 overrun); **CMD** 26 (28 vs. overrun)

Feats Alertness, Cleave^B, Dazzling Display^B, Great Cleave^B, Greater Weapon Focus (longsword)^B, Improved Initiative, Improved Overrun, Iron Will^B, Lightning Reflexes, Power Attack, Quick Draw, Toughness^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +17, Intimidate +12, Perception +7, Sense Motive +3
SQ armor training 3

Gear chainmail, longsword

Spider spray (Ex) Once every 1d4 rounds as a standard action, a corpsepun can send a hail of spiders from its mouth in a cone 20 feet long. Each creature in the area must make a DC 17 Reflex save or be hit by 2d6 spiders. A successful save reduces the number of spiders that hit by half.

The spiders quickly spread across the opponent's body in the same round they contact it. An opponent can easily dispatch a number of spiders equal to its Dexterity modifier (minimum of 1) on its turn as a full-round action. On the corpsepun's next action, all the spiders automatically bite, delivering a highly debilitating poison.

Poison—spider bites; *save* Fort DC 17 (+1 per 3 spider bites); *frequency* 1/round for 4 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves.



Spider Transfer (Ex) Whenever a corpsepun successfully hits an opponent with a natural attack, 1d4 spiders are automatically transferred to the opponent. The spiders quickly spread and bite a foe (as detailed in the spider spray ability above). They are dispatched as above.

Treasure: Secured in a bundle of webbing at the very peak of the tower's ceiling and discoverable only with a DC 32 Perception check are the spider's collected treasures: the desiccated and perfectly preserved corpse of a woman wearing a +2 *mithral shirt* clutching a gold holy symbol of Sefagreth, God of Commerce, Trade and Cities (see *Bard's Gate* by **Necromancer Games**) worth 75 gp, a small sack holding 19 chunks of onyx worth 35 gp each, and a finely made glass figurine depicting a dancing owlbear (this was once part of a music box but is still worth 20 gp).

P2. Plaza of the Disciples

A dark river flows out of the edifice ahead as straight as a measuring rod. It is carefully contained within high stone embankments. Near the center of the plateau, the river splits and surrounds a circular, stone isle before continuing on its course to the edge of the terrace and over a huge cataract. The stone isle at the river's center is perfectly round and surfaced in smooth red stone. A border of slick-looking black stone encircles the edge of the island. Black stone also marks straight lines within the circle that form a huge pentagram covering the entire island. At each point of the pentagram's star and at the angle where each of the star's arms comes together is a stone plinth. Nine of the stone plinths are empty. Only the tenth provides any clue as to what used to occupy the others. This stone plinth, at the point of the star closest to the great temple mount beyond stands a nondescript statue of a robed humanoid. Details are unclear at this distance.

CHAPTER 9: PLATEAU OF THE DEMON PRINCE

The Darken River emerges here from the base of the citadel's foundations and surrounds the artificial island that is the Plaza of the Disciples. The channel proceeds deep under the mountains to some hidden spring inaccessible without *water breathing*. The river is 50 feet wide for its entire length on this terrace. The banks stand 10 feet above the frothing, black waters of the river. Here the foul water is at its most potent in the city. Anyone exposed to the waters of the river on this plateau are subject to the curse it carries. The waters themselves are considered unholy water and inflict 1d4 points of damage per round to good creatures and 2d4 points of damage per round to good outsiders. In addition anyone touching the water is affected as if by a *bestow curse* (caster level 10) with a -6 decrease to one ability score (chosen at random) until removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle* or *wish*. There is no physical means of reaching the island, so PCs will have to devise their own way across to the plaza.

The plaza itself is the sight of the great spell that was activated by Belishan the Bloodmage to tear the very fabric of reality and hurl the Citadel of Orcus in between the planes and beyond the reach of mortals. The spell was crafted by the Grand Cornu and fueled by the ten magical statues that stood around the plaza. However, Belishan's meddling in attempting to snare one of the statues for himself for later study fundamentally warped the spell and allowed for it to be reversed. This information is revealed by the midnight peddler in Event 1 of Chapter 3 (*Part 2—The Lower City*) or can be found on a scrap of parchment deep in the dungeons beneath the Crooked Tower (*Part 4—The Crooked Tower*). The very air of the plaza seems to almost hum with lingering power and any sort of detection or divination spells cast while in the plaza result in an immediate backlash inflicting 6d6 points of damage to the caster and requiring a DC 20 Fortitude save or the caster is rendered comatose for 8 hours. This coma is not restful and spells are not regained during this time. The character can be awoken from the coma with a *heal*, *limited wish*, *wish* or *miracle* or a DC 35 Heal check.

The single remaining statue looks much like the others, a fairly nondescript human wearing the cassock and frock of a priest, much worn by age and weather. Like the other statues this one seems to depict a specific individual. It and its plinth are of a single piece of extremely hard stone. If any of the *Nine Disciples* is touched to a plinth it immediately seals seamlessly to the stone and there is a momentary surge of power causing it and all other disciple statues atop their plinths to glow with an intensity equal to a *daylight* spell for 1 round. If all nine of the *Disciples* are reattached to their plinths proceed with Concluding the Adventure below.

P3. The Lair of Karkuune

A huge double cave opening has been dug through the stone façade and earthen core of one of the massive tiers upon the terrace. It is clearly visible from the upper tower gate (Area P1), and before its opening is spread a field of debris, bones and wreckage scattered as if tossed out by a giant cleaning house.

This was once the lair of one of Tsar's most powerful inhabitants, the old black dragon Karkuune. Karkuune was a powerful ally of the Grand Cornu of Orcus and assisted him in many endeavors, serving as muscle and assassin as needed to spread fear and the will of Tsar far across the land. Karkuune lived in a swampy area in the northwestern portion of what is now the Desolation. When the Army of Light came, Karkuune wisely fled rather than face the combined might of this powerful force that even included some good dragons as allies. When the city was abandoned and the armies departed, Karkuune returned to find the lands despoiled and his former lair destroyed. Rather than return to the poisoned lands of the Desolation he moved into the city and burrowed out a lair within the massive foundations of the old Citadel of Orcus.

Karkuune became a powerful force within the city much to the chagrin of the Bloodmage and some of the other movers and shakers within the ruins. For centuries the dragon refused to ally with any particular faction and remained a wild card and dangerous irritant to

all. Finally the demon captain Plaguebone grew tired of the dragon and hatched a plot to assassinate him by lacing his meals of carrion with gore beetle larvae. The dragon's moldering corpse now lies out on the Desolation where it fell (see Chapter 7 of *Slumbering Tsar: The Desolation*). Now all that remains in his lair are his treasures and those loyal servitors and offspring who have remained behind to await his return.

P3-1. Cavern Entrance (CR 13)

Dug into the face of the huge platform is a gaping opening bisected by huge columns of earth and stone that extend back into the cavern and support the roughly dug 40-foot roof. The floor is likewise of stone ground smooth from the passage of some bulky creature, chunks of fallen debris have been pushed back against the walls.

When Karkuune dug his lair into the unstable fill of the platform, he was forced to leave large columns to support the cavern roof. Over the years the stone and earth have shifted and settled, becoming stable, though occasional chunks still fall and shatter on the floor below. This poses no danger to the party but may serve to unnerve them as they witness a massive boulder fall and shatter nearby. The walls are of rough stone and require a DC 20 Climb check.

Creatures: The columns at the cavern entrance have rough ledges formed 30 feet above the floor by Karkuune's digging. Using these ledges as watch posts are **2 harpy archers**. They are members of a flight of harpies that has served the dragon as guardians for more than a century. They hide atop the ledges with cover from below, watching for intruders. If they see intruders entering the cave they begin singing both to captivate the intruders and alert their compatriots at Area P3-2. They attempt to lead captivated prey into the pit at Area P3-3, firing upon any hostile PCs with their bows. The other harpies arrive in 4 rounds to assist them.

HARPY ARCHERS (2)
XP 12,800
hp 116 (See Area P3)

CR 11

P3-2. Harpy Aerie (CR 16)

A side cavern 20 feet higher than the main floor branches off here and serves as the lair for the small flight of harpies that have faithfully served Karkuune for centuries. The aerie of the harpies is a disgusting cave of filth, feathers and feces. At the center of the cave is a cleared area with a single statue standing in its midst. This simple statue depicts a robed and hooded man with a morose expression on his face. This statue has stood in this cave for generations, and the harpies can sense some great power about it but have no true inkling of what it is. They treat it as their tribal totem not allowing any harm to come to it and making sure it stays clear of the otherwise squalid conditions of their lair. It is one of the *Nine Disciples* (see **Magic Items Appendix**).

Creatures: Dwelling in this aerie are **4 harpy archers** and their matriarch, a **harpy assassin**. They respond to alarms as described in Area P3-1. They are aware that Karkuune left the lair some time ago and has not returned. They do not know that he is dead. Alm'iqra the matriarch has sent patrols in search of the dragon but none have located him yet. Sworn to protect his lair, they dare not abandon it or leave it to mount a full-scale search for fear that he will return and seek his vengeance upon them. They are aware of his offspring in Area P3-4 but never venture there and wait for them to starve to death, finding them to be disgusting half-breeds. The offspring dare not leave the inner cave having felt the sting of the harpies' arrows before.

CHAPTER 9: PLATEAU OF THE DEMON PRINCE



HARPY ARCHERS (4)

XP 12,800

Female harpy fighter 7 (*Pathfinder Roleplaying Game Bestiary* "Harpy")

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 24, touch 17, flat-footed 18 (+6 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 116 (7d10+14 plus 7d10+14 plus 7)

Fort +13; **Ref** +14; **Will** +9 (+11 vs. fear)

Defensive Abilities bravery +2

Spd 20 ft., fly 80 ft. (average)

Melee 2 talons +15 (1d6+1)

Ranged +1 *frost composite bow* [+1 Str] +21/+21/+16/+11 (1d8+5/19–20/x3 plus 1d6 cold)

Special Attacks captivating song (DC 17), weapon training (bows +1)

Str 12, **Dex** 20, **Con** 14, **Int** 6, **Wis** 11, **Cha** 19

Base Atk +14; **CMB** +15; **CMD** 32

Feats Dodge, Flyby Attack, Great Fortitude, Improved Critical (composite longbow)^B, Manyshot, Point Blank Shot^B, Rapid Shot, Skill Focus (Bluff), Skill Focus (Perception), Weapon Focus (composite longbow)^B, Weapon Specialization (composite longbow)^B

Skills Bluff +8, Fly +16, Intimidate +11, Perception +9, Perform (song) +6

Languages Common

CR 11

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of cat's grace*; **Other Gear** +3 *studded leather armor*, +1 *frost composite bow* [+1 Str], 10 cold iron arrows, 10 silvered arrows, 5 +2 arrows, *lesser bracers of archery*, *cloak of resistance* +2, *ring of protection* +1

MATRIARCH ALM'IQRA

CR 13

XP 25,600

Female harpy fighter 7/rogue 1/assassin 3 (*Pathfinder Roleplaying Game Bestiary* "Harpy")

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; Perception +15

AC 24, touch 17, flat-footed 24 (+6 armor, +5 Dex, +1 dodge, +1 insight, +1 natural)

hp 142 (7d10+14 plus 7d10+14 plus 1d8+2 plus 3d8+6 plus 7)

Fort +12 (+13 vs. poison); **Ref** +16; **Will** +8 (+10 vs. fear)

Defensive Abilities bravery +2, uncanny dodge

Spd 20 ft., fly 80 ft. (average)

Melee +1 *longsword* +18/+13/+8/+3 (1d8+2/19–20), 2 talons +12 (1d6)

Ranged +3 *hand crossbow* +26/+21/+16/+11 (1d4+6/17–20)

Special Attacks captivating song (DC 23), death attack, sneak attack +3d6, weapon training (crossbows +1)

Str 12, **Dex** 20, **Con** 14, **Int** 12, **Wis** 11, **Cha** 19

Base Atk +16; **CMB** +17; **CMD** 34

CHAPTER 9: PLATEAU OF THE DEMON PRINCE

Feats Dodge, Exotic Weapon Proficiency (hand crossbow), Flyby Attack, Improved Critical (hand crossbow)^B, Improved Initiative, Improved Precise Shot, Persuasive, Point Blank Shot^B, Precise Shot, Rapid Reload (hand crossbow), Skill Focus (Stealth), Weapon Focus (hand crossbow)^B, Weapon Specialization (hand crossbow)^B
Skills Bluff +18, Diplomacy +11, Disable Device +6, Disguise +11, Fly +22, Intimidate +16, Perception +15 (+16 locate traps), Perform (song) +18, Stealth +18

Languages Common, Draconic

SQ armor training 2, poison use, trapfinding

Combat Gear wand of magic missiles (1st) (13 charges), 2 potions of cure moderate wounds; **Other Gear** +4 leather armor, dusty rose prism ioun stone, +1 longsword, +3 hand crossbow, 25 crossbow bolts

Treasure: Most treasures collected by these harpies are taken by their dragon master, but they have managed to collect a small hoard consisting of 187 sp and a blue diamond worth 2,000 gp.

P3-3. Garbage Pit (CR 6)

A wide pit opens in the floor here roughly 20 feet deep and almost completely blocking the tunnel ahead. The foul stench of putrescence rises from the pit whose floor seems to be covered in decomposing garbage and filth and a swarm of buzzing flies. Lying atop this offal are the remains of a large, bloated ovoid creature with rocklike skin, three thick legs, three tentacles and gaping maw in the center of its body. The creature's flesh is sagging, giving it a deflated look, and it has been partially devoured.

Too lazy to properly dispose of his garbage and wastes outside his lair, Karkuune merely dug this pit and dumped everything here. In addition it serves as an added layer of defense. A fall into the pit inflicts 2d6 points of damage and requires a DC 21 Fortitude save to avoid being nauseated for 1d4 rounds and contracting a particularly virulent strain of slimy doom (see the "Diseases" section in the Appendices of the Pathfinder Roleplaying Game). Karkuune kept an ottyugh as a garbage disposal and additional guardian.

Creature: Recently one of Karkuune's starving offspring entered the pit and slew the ottyugh. The **half-black dragon gargoyle** is still in the pit and attacks any who approach by first throwing handfuls of the filth which cause no damage but require saving throws if they succeed on a ranged touch attack. If engaged in melee, he cries out for his brethren in inarticulate howls. They do not respond, but he will not know that.

HALF-BLACK DRAGON GARGOLYE
XP 2,400

CR 6

hp 57 (See Area P3-4)

Ranged thrown filth +7 (disease)

P3-4. Abandoned Lair (CR 10)

Beyond the stinking pit is a long, irregularly shaped cavern. The marks of some huge occupant mar the floor and walls, and many large, black, molted scales are scattered about as well as the skeletal remains of past meals. A raised alcove at the back of the room has the faint glint of gold. In the center of the floor between here and there is a pile of some sort of tissue in what appears to be a humanoid form. A cloud of black flies hovers over it.

This chamber served as the lair of the black dragon, Karkuune. Here he resided with his offspring, several half-dragon gargoyles he had bred in hopes of creating an unstoppable force capable of subjugating the entire city. Unfortunately his plan was foiled when through

some genetic defect his offspring proved to be of exceedingly low Intelligence. Knowing of his harpy servants' disdain for the brutish freaks, he kept them here in his private lair while he thought of some other use for them.

In the center of the floor is a mound of rotting carrion that Karkuune had been feeding upon. In an effort to rid himself of a powerful rival in the city, the demon Plaguebone (see Area T8) seeded the carrion with gore beetle eggs. Karkuune ate the eggs and later was flying outside the city when the eggs hatched in his gullet. The swarm of larvae quickly began to consume him from the inside out, and the once proud and powerful dragon suffered an ignoble demise as he plummeted from the sky while being eaten from within.

Some of the gore beetle eggs remained in the carrion and hatched as well, creating a gore beetle swarm. The swarm quickly killed one of the half-dragon offspring (the pile of humanoid remains) who was sampling the carrion himself, and the other three fled to the dragon's treasure ledge to escape them. Recently one of the got the nerve to fly over the swarm and went to Area P3-3 to find food. The ledge at the rear of the chamber is 10 feet high and piled upon it is Karkuune's treasure hoard.

Creatures: Hiding on the rear ledge are **2 half-black dragon gargoyle** offspring. These two starving creatures have been hiding here from the **gore beetle swarm** in the carrion pile for weeks, too unimaginative to think of a way out and fearing the harpies outside if they should come up with something. They remain in hiding until the swarm is destroyed and then immediately attack maniacally as they try to reach the carrion and feed. It is possible that a party could let them feed and avoid a battle with them — at least until they had sated themselves.

HALF-BLACK DRAGON GARGOYLES (2)
XP 2,400

CR 6

CE Medium dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +5

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

hp 57 (5d10+30)

Fort +7; **Ref** +6; **Will** +4

DR 10/magic; **Immune** acid, paralysis sleep

Spd 40 ft., fly 80 ft. (average)

Melee 2 claws +11 (1d6+6), bite +11 (1d4+6), gore +11 (1d4+6)

Special Attacks breath weapon 1/day (60-foot line of acid, 5d6 acid damage, Reflex DC 18 half)

Str 23, **Dex** 14, **Con** 22, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +11; **CMD** 23

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+15 stony environs)

SQ freeze

GORE BEETLE SWARM

CR 8

XP 4,800

Creature Collection 87

N Tiny vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +0

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size)

hp 136 (16d8+64)

Fort +14; **Ref** +6; **Will** +5

Defensive Abilities half damage slashing and piercing weapons, swarm traits; **Immune** vermin traits

Spd 90 ft., climb 90 ft.

Melee swarm (4d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 22), gas sacs

Str 2, **Dex** 13, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

Base Atk +12; CMB —; CMD —
Skills Climb +9

Gas Sacs (Ex) Gore beetles shunt waste gases from their digestive processes into a series of sacs located underneath their armor. When threatened they vent this gas once per day as a free action, affecting anyone within 10 feet. Those within the area of effect must make a DC 22 Fortitude save or suffer from nausea for 1d4 rounds. The save DC is Constitution-based.

Treasure: The abandoned treasures of Karkuune include 1,030 gp, 10,805 sp, 3,000 cp, 1,200 pp, assorted gems and jewels worth 11,000 gp, two minor wondrous items and a medium wondrous item (select or roll randomly from the tables in the Pathfinder Roleplaying Game). The rest of his treasure and magic went to equipping his harpy archers.

P4. The Citadel of Orcus

Atop a 60-foot-high foundation of bedrock and earth sits a blank surface of stone. Three wide stairs rise to this surface. The outline of the former citadel is still discernable, but no stone of it remains. An indentation in the cliff face shows where it once stood, reaching hundreds of feet into the air, roughly in the shape of a bloated, crouching humanoid. High above massive bas-relief carvings of batlike wings adorn the mountainside, protruding from where the citadel's shoulders would have been. As mentioned, the spell of Belishan cleanly removed the citadel from its footings and removed it to another plane until such time as the ritual is reversed. The entire blank surface still faintly radiates an aura of conjuration even after all these years.

If the ritual is reversed as described at Area P2, see Event 8 in *Concluding the Adventure* for details of the citadel's reappearance. Until that occurs, however, there is nothing to be gleaned from this featureless stone slab.

Concluding the Adventure

Event 8: Reunion of the Disciples

This event occurs as the last of the *Nine Disciples* is fitted into its place in the Plaza of the Disciples (Area P2).

The last of the stone disciples of Orcus fuses to its plinth, and a hush follows as if in expectation of some great event to happen. What you were expecting, you are not sure, but you are disappointed to see that apparently nothing happened. Perhaps there is some other step necessary that you have missed.

Your thought is interrupted as a murder of crows suddenly takes flight in a squall of feathers and harsh cawing from the rooftops of the terrace below. Their movement precedes, only by a fraction of a second, a silent boom that ripples through the city like a shockwave just below hearing range. The foundations of the buildings give off a loud creak but immediately fall silent — a breath held by the entire city. The silence is suddenly filled with the roar of a rising wind coming off of the Desolation, sweeping over the Black Gates of the city and rising up the terraces to sweep against the mountain escarpment. The wind rises to a screaming torrent, and a wavering, greenish glow begins to create strangely shaped shadows on the ground at your feet.

Turning you now see that a huge glowing vortex has formed in the air at the mountain's base directly over the old foundations of the missing citadel. Sparks and noxious gasses stream out of this vortex blanketing the topmost plateau in a thickening fog below the rushing winds. A smell like that of a fetid river bottom, long denied the touch of a freshening breeze, grows stronger by the second. The stinking black river that flows from beneath the foundations suddenly reverses its course, blown backward and upward by the rising wind off of the Desolation.

The black waters rise into the air atop the great foundations like a spreading oil slick. A dark shape takes form in the widening vortex beneath the sheen of the foul, pitchy flow. AS the waters rise higher and higher into the vortex, the shape coalesces into a monstrous humanoid form, curving horns flanking its flat skull, a wide paunch above thick legs, a wand or staff clutched in an outstretched hand. It is the demon-prince Orcus himself stepping forward out of this gateway. Still the vortex grows, as does the shadowed form — now a colossus-figure towering over the city. In mind-numbing fear you wonder if it will eclipse the mountain itself.

The wind begins to die and the fog shreds to streamers, the stench slowly dissipating on the remaining breeze. The dark waters of the river collapse back to earth in great sheets of tainted water. Now you can see it is no demon prince but rather a massive construction built to resemble the Lord of the Undead seated upon his throne, clutching his skull-tipped wand before him, dripping with the effluvia. The black waters have once again resumed their course out from the foundation and down into the city. Where once was bare foundation, now a cyclopean citadel stands, built in the image of him to whom it was raised. The chalk wings inscribed on the cliff face now rise from the shoulders of the citadel. Orcus is once again in attendance over his city. At the citadel's base where stairs rise from the plateau, yawning gates stand open beckoning the foolish to enter. The Hidden Citadel is returned.

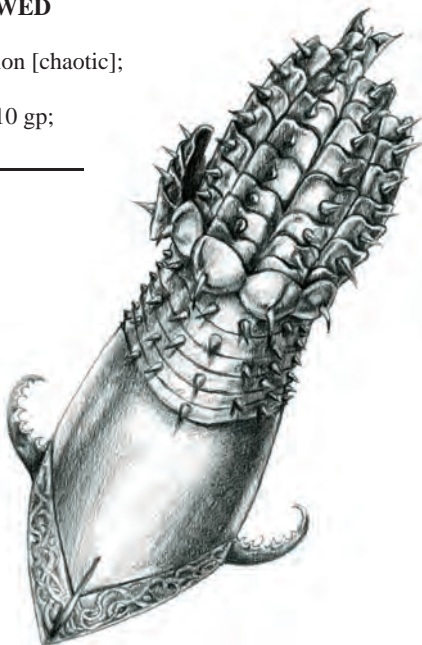
Magic Item Appendix

+1 ANARCHIC CLAWED GAUNTLETS

Aura moderate evocation [chaotic];
CL 7th
Slot hands; **Price** 18,610 gp;
Weight 2 lb.

DESCRIPTION

Clawed gauntlets are similar to spiked gauntlets but in addition to having their own spikes, they also reinforce and enhance the normal claw attacks of the wearer, increasing the damage dealt by one die type. On a wearer without claws, they deal the typical 1d6 points of damage typical for Large spiked gauntlets. These particular clawed gauntlets have been enchanted to be chaotically aligned and infused with the power of chaos. They function as an *anarchic* weapon.



CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Cost** 9,610 gp

Minor Artifact

THE NINE DISCIPLES

Aura overwhelming (all schools); **CL** 30th
Slot none; **Weight** 80–150 lb.

DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric — Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female — no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of *Part 5—Foundations of Infamy*) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in

place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the *Nine Disciples* were originally Disciples of Orcus — eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord — though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unyielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

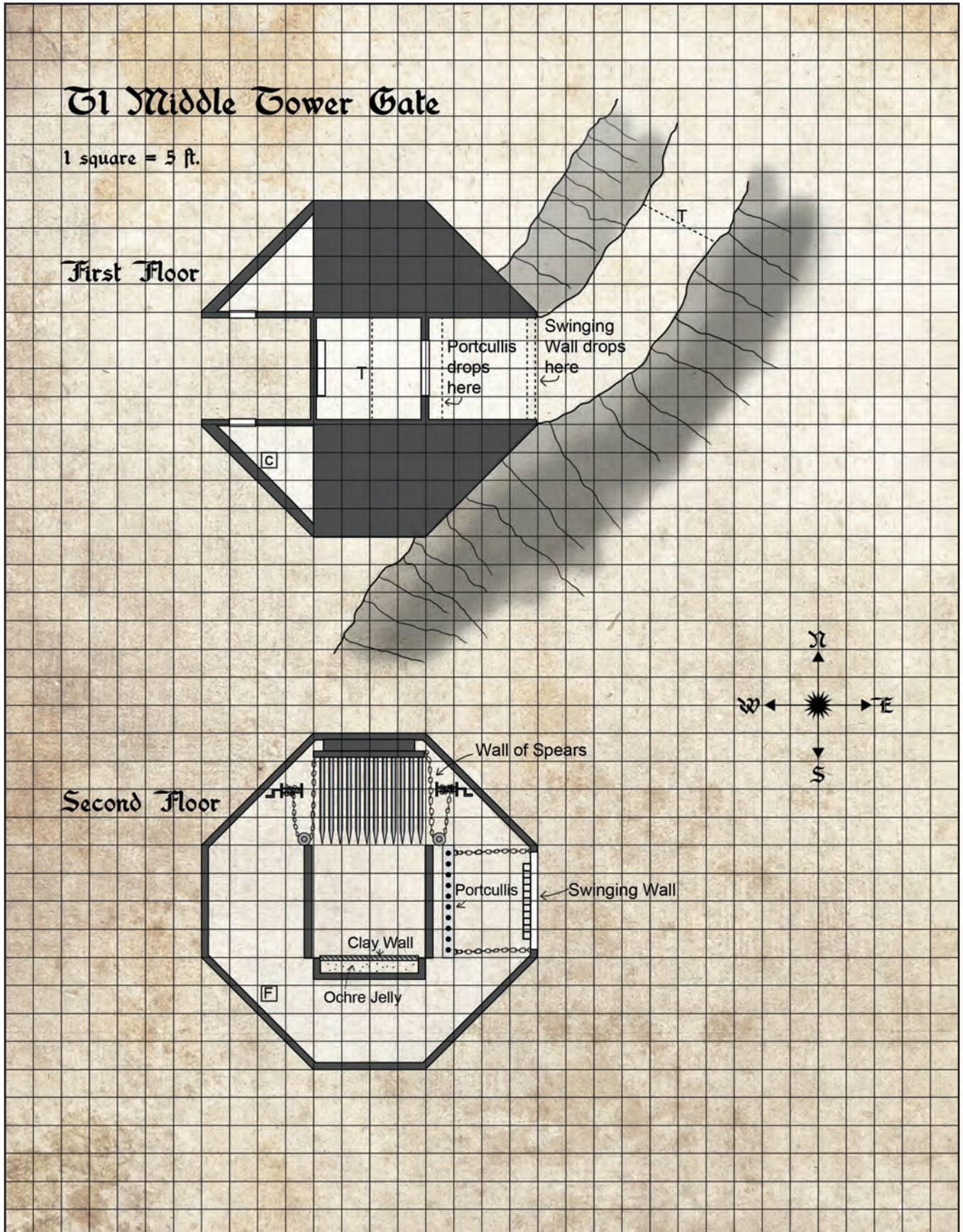
DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.

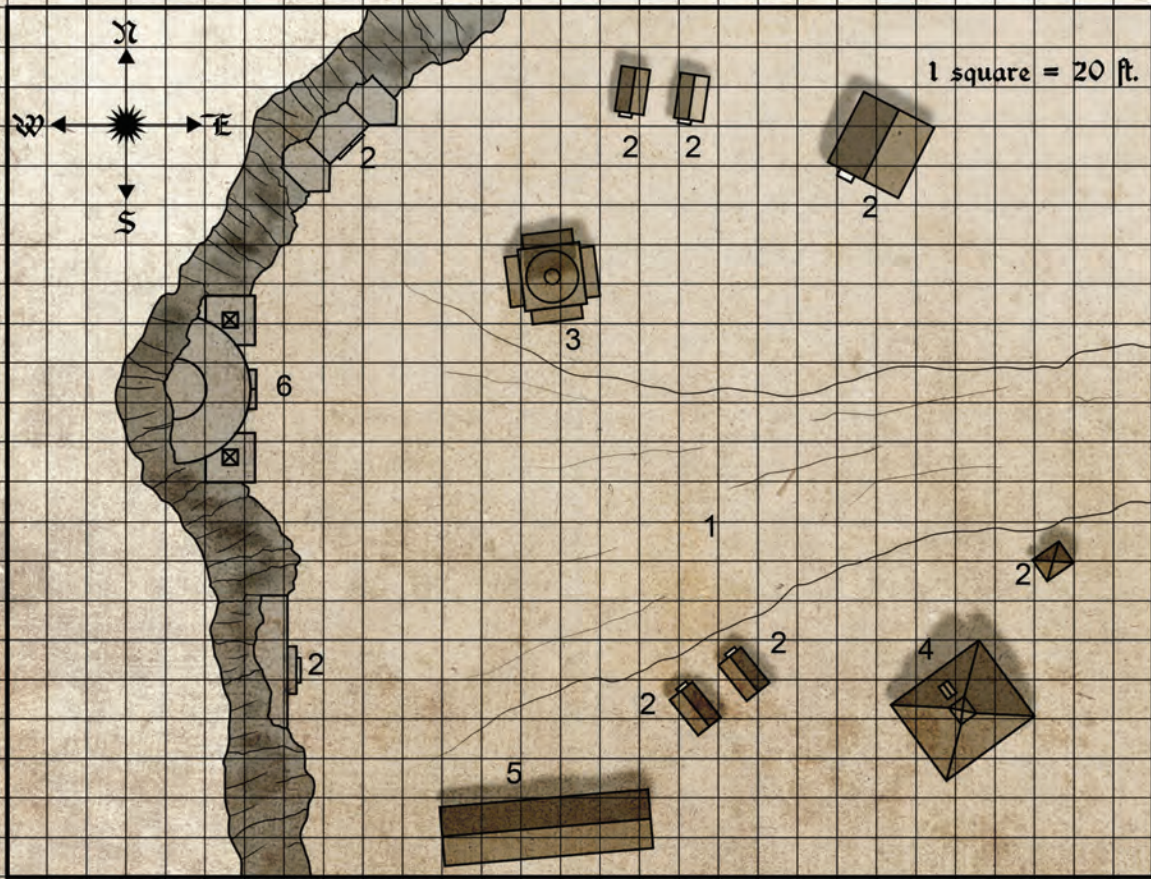


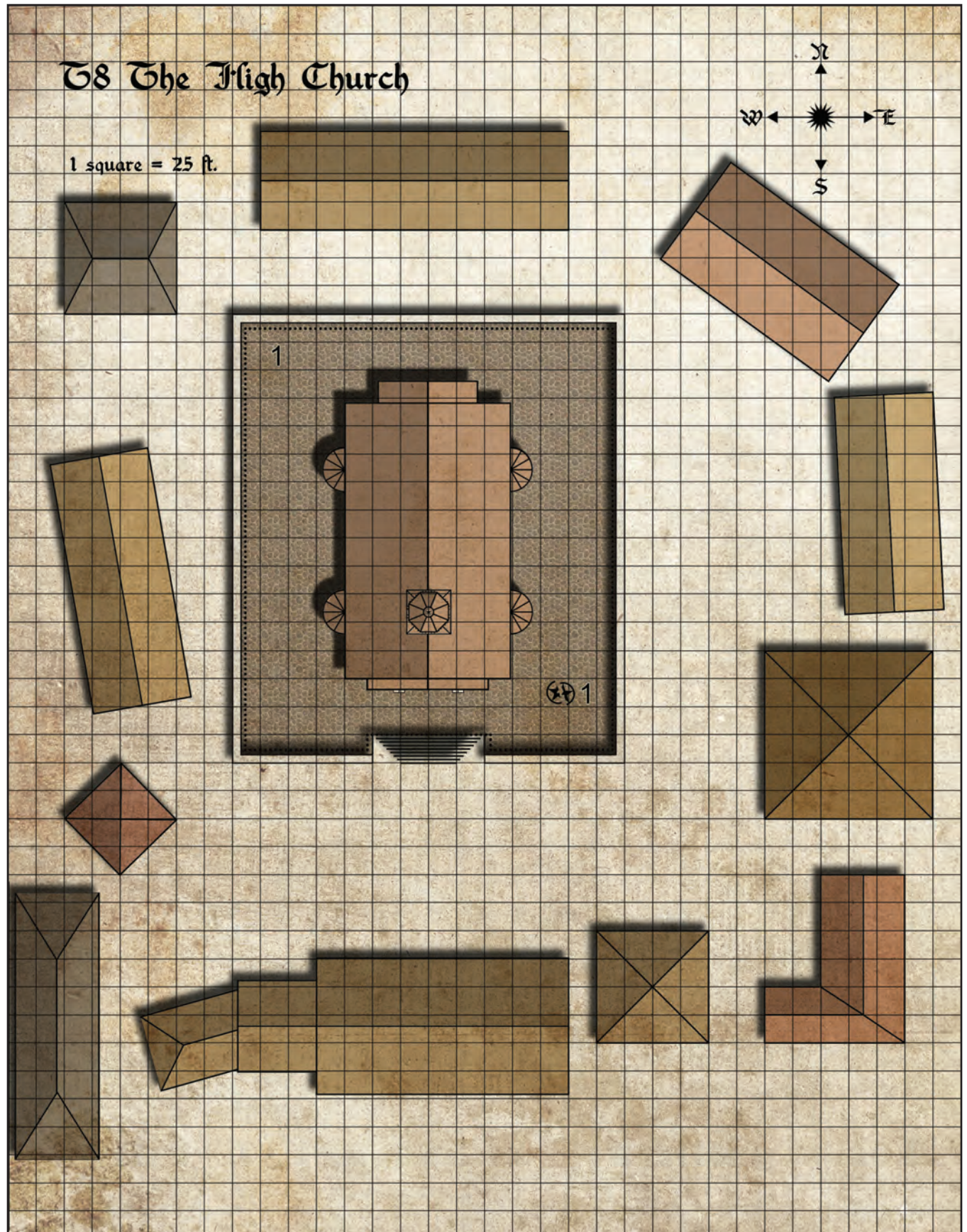
MAP APPENDIX





T3 The Cold Dell



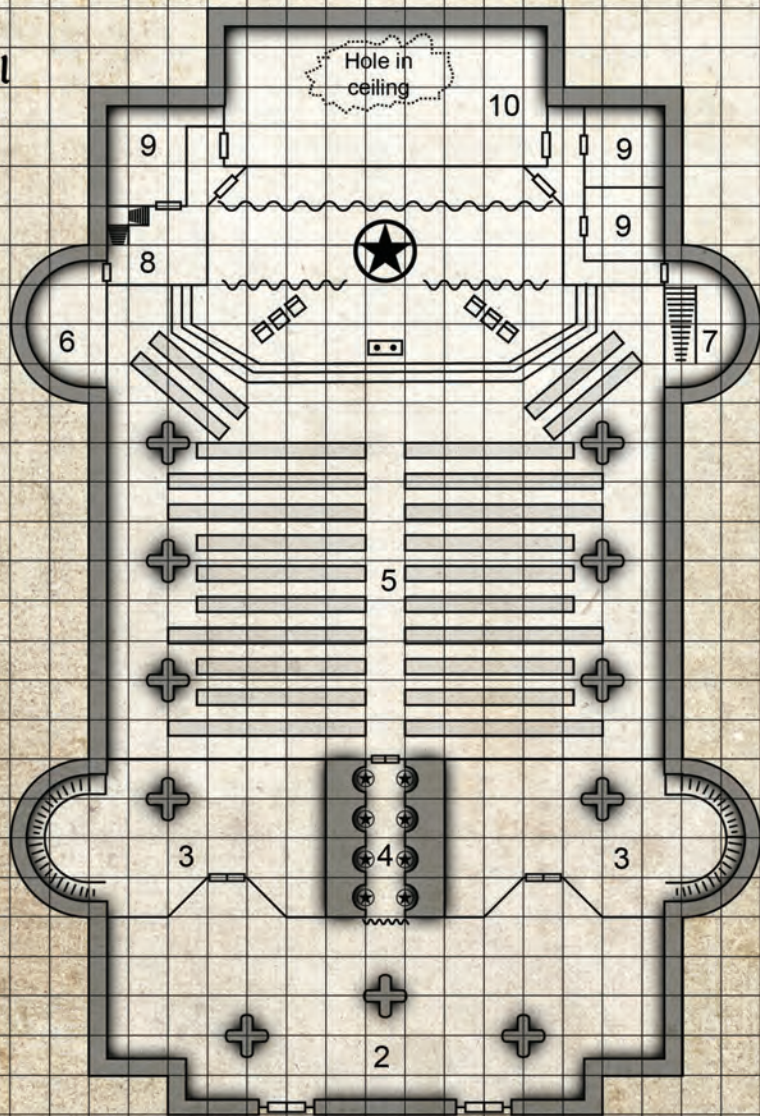


68 The High Church

1 square = 10 ft.



First Level

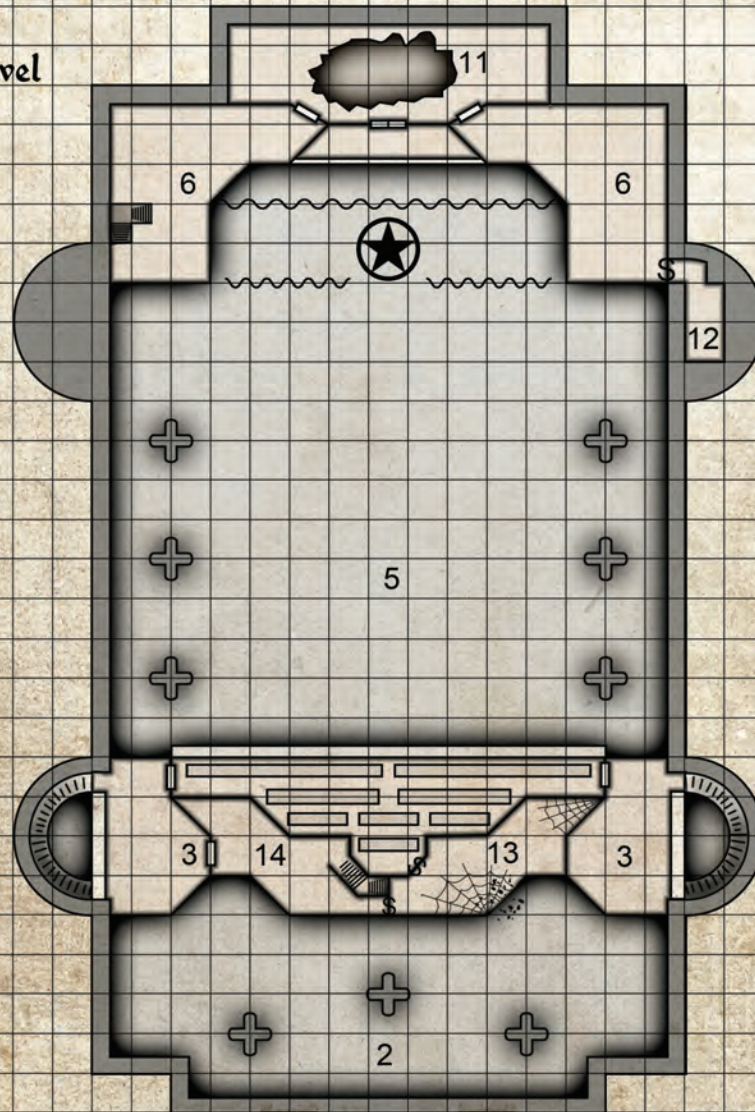


T8 The High Church

1 square = 10 ft.



Second Level

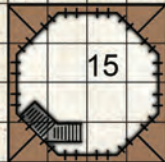


T8 The High Church

1 square = 10 ft.



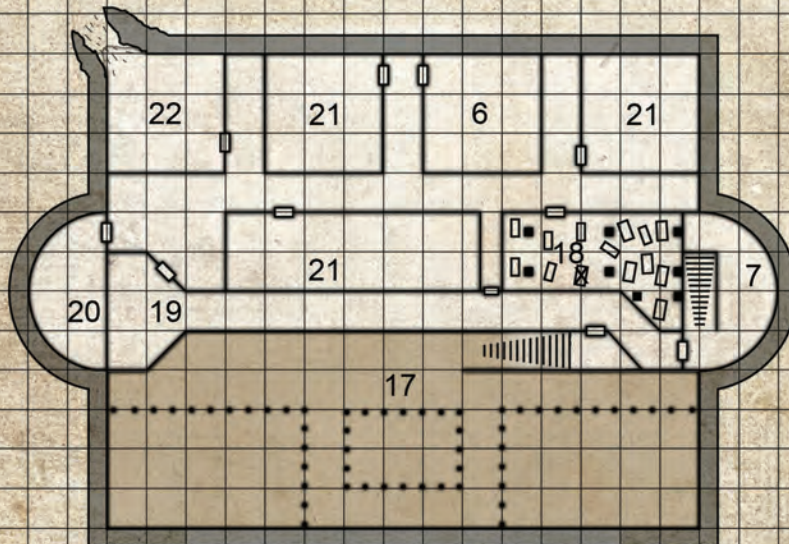
Cupola



Roof



Undercroft



The Slumbering Tsar Saga



*Part 3 of 3
The Hidden Citadel*

slumbering TSAR



— The Hidden Citadel, Part I — At the Feet of Orcus

By Greg A. Vaughan

When called back from beyond, the Hidden Citadel stands as a bastion of evil, a symbol of Orcus's potency among the world of mortals. From this redoubt, the High Altar of Orcus shone out over the lands with its pall of evil and brought everything it touched under its sway. Only with the fall of the city and the citadel's banishment to far planes did this vile influence contract to merely the city precincts and the nearby lands of the Desolation. But with the citadel's recall, the horrors and wickedness that were once locked within have again been brought forth upon the world, needing those brave enough to step in and prevent their spread. What hand can be set against a monument of such depravity? Only heroes dare tread at the feet of Orcus and hope to live.

Introduction

"This world is mine...it awaits but my return to reclaim it."

—Arvonliet, Prince of Beauty and Hate
(ca. 10,000 years ago)

At last you behold before you *Slumbering Tsar: The Hidden Citadel*, last book in the *Slumbering Tsar Saga* adventure series by Frog God Games. If you are running this adventure, then it is likely that your players have already experienced the rigors of *Slumbering Tsar: The Desolation* wherein they were tested by the travails of the wastelands surrounding the temple-city of Tsar, as well as, *Slumbering Tsar: Temple-City of Orcus* and the dangers of that sinister ruined city. If they ran through those adventures, then your players' characters should be around 16th level and have probably had the opportunity to create replacement characters or adopt one of the many NPCs available in the previous adventures as their own to continue on with the quest.

Having battled through such adversity, the players have finally reached the heart of evil and its secret so terrible that even the gods are blind to its true danger. *Slumbering Tsar: The Hidden Citadel* consists of six parts: *Part 1—At the Feet of Orcus*, *Part 2—Echoes of Despair*, *Part 3—The Throne of the Demon Prince*, *Part 4—In the Belly of the Beast*, *Part 5—The Mind of Chaos*, and *Part 6—Caverns of the Barrier*. This adventure is designed for four to six 16th-level characters. By the end of this adventure, when the characters have finally completed the series, they will truly be heroes of renown and deserving of some respite having reached 21st level or possibly higher. As with the previous adventures, a good mix of character classes is recommended, but in the spirit of 1st Edition feel, combat abilities are crucial. Also like the prior adventures, this one is exceedingly dangerous — characters will die! There are opportunities to recover lost characters and some NPCs are available to serve as potential replacement PCs, but be forewarned that if players are loath to lose their favorite PCs they may want to roll up new characters for this adventure series.

More than just adventures, this series is a mini-campaign that can take your players' mid-level characters far on their careers, provided they survive. Each adventure is playable as a stand-alone module, but to truly reap all of the rewards and grasp the fullness of the threat at hand, they work best as a complete series. The adventures are set in and around the environs of the ruined temple-city of Orcus known as Tsar, where a great battle was fought between the disciples of Orcus and the forces of Good. The first adventure encompassed a settlement known as The Camp, which the party likely used as its base camp during their explorations in and around the Desolation, a vast field of death and destruction left by the long ago war. The second adventure covered the abandoned ruins of the great temple-city itself — not quite as abandoned as rumor would have one believe. Here the party explored the various nooks and crannies of the city to find the pieces necessary to assemble a magical pentagram needed to summon the great Citadel of Orcus. With that task completed, the party has finally arrived at the culmination of its efforts, the entrance to the great citadel itself. Within its unhallowed halls lie death and worse for the unwary and a greater secret than ever whispered under the light of the sun — a hidden passage to the Caverns of the Barrier and the horror and revelation that wait. Each of these adventures is like the layers of an onion that the party peels back as they progress in their exploration until, finally, they reach the ultimate goal of their quest and discover the sinister and true purpose and history of this ancient redoubt of vile wickedness.

While set in a generic world, these adventures do draw on background and information presented in the *Rappan Athuk—The Dungeon of Graves* series and *Rappan Athuk Reloaded* boxed set by Necromancer Games. Those adventures are not necessary to run this adventure or any in the saga. If you would like to remove this

adventure to your own campaign world entirely, you can do so with little effort by ignoring the fate of Orcus's followers and the pursuit by the Army of Light following the Battle of Tsar or tailoring it to fit the history of your own setting.

Adventure Background

Gods have many names. They shift with the tides of time like the scoured peaks of windswept mountains. To the microcosmic eye of Man the peaks seem set and immutable, but with the perspective of ages they seem fragile things — knife-edged, cloud-piercing pinnacles in one moment and low, rolling domes of smooth-surfaced stone overgrown with grass and lichen the next. To Man they are eternal, to the eons of existence they are ant hills swept away with the wind and rain. Such is the way with the immortals — gods of strength and abundance to one civilization become gods of knowledge and ancient lore to another an age later only to be seen as gods representing death and the decay of the old world after yet another age has passed, replaced by new gods each time who take their place. No god escapes time unscathed, and many, if they do not manage to make the transition to new times and new worshippers, are forgotten altogether. Such is the fate of Arvonliet the Bringer of Light, and such was the fortune of the Three Gods.

An age ago when the world was a much-younger place, the Prince of Beauty sought to walk its fields and meadows and consort with its simple inhabitants. No one knows why Arvonliet chose this particular world to lavish his attention upon, but lavish it he did. An angelic being of almost painful beauty, Arvonliet became known as the Bringer of Light for his radiant presence that revealed itself to Man and the older races. He brought great achievement, artifice, and indulgence to his followers, and if he also introduced jealousy, spiteful competition, and vice, no one was the wiser. For Arvonliet was not only the self-proclaimed Prince of Beauty but also the Prince of Hate. He saw the world not as a canvas upon which to lavish his gifts in order to create a masterpiece for all to enjoy but rather as a lump of clay to be manipulated and shaped into an image totally servile to him regardless of the cost to the sculpting medium. Yet such was his grace and beauty that the mortal races saw none of his inner darkness and willingly devoted themselves to his path of gradual corruption and slavery.

In time the Prince of Beauty persuaded the most powerful among the mortal races to prepare for him a permanent domicile and invite him to come and personally live among them, the culmination of his insidious plan. These great masters of magic and science set about to create such a gateway — a gateway that would permanently open to Arvonliet's home in the Abyss. Too late did the true gods of Good realize what was occurring and grasp the gravity of Arvonliet's plan. Too late they acted to prevent the gateway from being opened, for the Prince of Beauty and Hate's followers had already willingly sacrificed their lives and souls to make the aperture permanent.

At that time, chief among the deities of goodness and light in the world were the Three Gods — so named because they were triplets descended directly from the great Creator. Two of the siblings remain known to this day, though no longer in the same vaunted light that they once enjoyed. At that time the brother and sister Thyr and Muir were still accompanied by their third sibling Kel, Goddess of Protection and Self-Sacrifice. This triumvirate of deities learned of Arvonliet's plot too late to prevent the permanent gateway from being completed, a gateway that would unleash all of the horrors of the Abyss and allow the Prince of Beauty and Hate to permanently physically enter the world and claim it as his own plane.

Too late to stop the gateway's creation, they were not too late to

INTRODUCTION



prevent it from being used. They quickly realized that one of them must sacrifice his or her immortal existence to create an impenetrable barrier and forever seal the gateway and prevent Arvonliet's direct access to the world of Man. Kel the Protector was the logical choice and quickly expended her very essence to erect the Keltine Barrier, impervious to mortal might and inaccessible to the prince's immortal power from beyond its confines. Before he could take his first step through his new gateway, Arvonliet was thrown back by the hastily erected barrier. It was then that he first openly made his oath to claim the world as his own when he was able to overcome this obstacle to his plans.

Arvonliet's bravado notwithstanding, the vengeful sibling gods were not yet through with him. In a surprise attack the celestial forces of Thyr and Muir stormed the palace of Arvonliet in the Abyss. With his own forces concentrated on entering the mortal realm, Arvonliet was caught unprepared. Though at uncountable cost to the celestial armies, the prince's demonic armies were defeated and scattered and Arvonliet lay helpless before the twins. Rather than destroy him and grant him the peace of eternal oblivion, they chose to punish him for all eternity for what he had done and to remember in vain all that he once had. With words of power they called forth the secret, dark heart of the prince and twisted his once-beautiful form into a ramlike caricature of a man so that he could no longer fool mortals with a tempting façade. Then they forced upon him the clipped, guttural name Orcus, which means "twisted" in the Language Primordial, to forever mark him as the pariah he had become. Then they destroyed his physical form relegating his soul to the status of a minor demon in the legions of the Abyss so that he could suffer in torment while remembering the power he once commanded. Their anger spent, the twin gods then subsumed the portfolio of their lost sister and returned in mourning to their home in the Upper Planes.

But they had not counted on the strength of Arvonliet's ambition nor the depths of his hate.

In the mortal world, Thyr and Muir raised a massive mountain range, dwarfing all other ranges in the world, over the Keltine Barrier and named it the Stoneheart Mountains after the now-cold heart of their beloved sister who had sacrificed all for the world and now lay entombed beneath its peaks. The last patriarch of Kel's church then built a shrine atop the spot where the Keltine Barrier was buried deep beneath the mountains. This patriarch was later sainted by the churches of Thyr and Muir, and the shrine became known as Saint Harul's Hold—St. Harul's for short. Ages passed and the memories of what had gone before faded and much was lost as is wont to happen among the mortal races. Kel was forgotten, the Three Gods remembered only as Two, Arvonliet was wiped from the memory of Man, and the significance of St. Harul's and what lay beneath was forgotten...by all but Orcus.

Over time Orcus ascended through the ranks of the Abyss, winning major victories in the eternal warfare of the Lower Planes and assassinating those who stood in his way. As he gained in power he developed a penchant for reanimating those he had defeated so that they could serve him in death. And ultimately he achieved the rank of demon prince, once again ruling a layer of the Abyss. However, he never again enjoyed the power and influence of when he had once nearly controlled the mortal realms. Nevertheless he remembered his ancient plan and his ancient oath and devised a way if not to control the world as the Prince of Beauty than to conquer it as the Demon Prince of the Undead. Thus he once again turned great effort and attention to the mortal realms to establish a new church, one founded on blood and violence and appealing to the savage races as well as the power hungry.

Orcus's followers began to secretly infiltrate the shrine at St. Harul's a thousand years ago, and for the second time, just as when unwitting mortals joined in the plots of Arvonliet millennia before, the site became a focus of subtle corruption and evil manipulation. In the space of a century, these subversives had completely subsumed

INTRODUCTION

the former holy place and transformed it into the burgeoning city of Tsar, the high altar of Orcus's worship in the world. The history books tell of the good people finally becoming fed up with this center of vile wickedness and launching a great crusade that ultimately led to the city's destruction. But the histories do not tell of the true events that sparked the crusade or what plot had been hatched in the city centuries before.

Orcus had a very compelling reason to expend his energy and risk his best followers in the corruption of St. Harul's, for he remembered what lay beneath — his permanently sealed gateway — and in the ensuing ages he had devised a plan to bring down the Keltine Barrier that barred him from the completion of his ancient oath of conquest.

No mortal could penetrate the barrier formed from the very essence of a deity, and since he could not fully enter the Material Plane where the Keltine Barrier actually existed, he could not bring the full might of his immortal power to bear upon it. Having grown in cunning and power over his long torture in the ranks of Abyss, he now reckoned himself prepared to face the interference of any meddling gods if he could but penetrate the barrier. Not to be denied, he developed a plan to overcome this problem. After obtaining control of St. Harul's he secretly sent his disciples digging and delving into the mountain beneath the city until they hit upon the ancient caverns he knew they would find. There they found the long-forgotten Keltine Barrier still serving to bar Orcus from physically entering the world as more than a shadow of himself.

Once the barrier was located, he set his disciples to fulfilling his plot to destroy it. At his behest, and at the cost of many of his most powerful followers, the disciples managed to steal an egg from the brood of a gold dragon, the most powerful of all dragon species. His best magicians and artificers then set about hatching the egg and placing the wyrmling in magical sleep in the Caverns of the Barrier. There they contrived the means to overcome their inability to destroy the barrier and Orcus's inability to affect it directly with his power. They managed to open a small conduit to the Abyss and through their artifice concocted a means to feed small amounts of Orcus's unholy essence directly into the sleeping wyrmling. Thus the third episode of corruption at this same ill-fated site began.

Through a process spanning over a thousand years, the dragon would slowly develop into a unique great wyrm with all the might of its natural species and also filled with the unholy essence of Orcus — the Corrosion Dragon. The dragon, when fully matured, would awake and bring to bear its combined heritage in a powerful corroding breath weapon capable of finally shattering the hated barrier. Then when Orcus could at last step through in victory, the dragon would serve as his personal steed as he launched a new age of conquest and slaughter across the world. However, to come to fruition the project required utter secrecy for a thousand years. As Orcus planned, Tsar continued to grow in evil and served as a monumental distraction taking any possible attention away from the forgotten caverns below. The caretakers of the project, themselves, were sealed away in the caverns, unknown to all save the highest ranking of Orcus's disciples. The caretakers named this dragon Garagor the Sleeper and waited...and waited.

Not all had forgotten the existence of the Keltine Barrier that lay hidden beneath Tsar. Thyr and Muir, who were present when their long-lost sister had erected the barrier, remembered well the significance of the site. Though they had no idea that Orcus had devised a means to penetrate the barrier, they were suspicious, nonetheless, of the demon prince's focus on that particular location. They assumed it was nothing more than an act of petty vengeance by him to strike back at his hated enemies, but a nagging doubt lingered deep in their hearts. To this end they commissioned three of their greatest servants, powerful celestials all, representing the Three Gods of old to undertake the deadly mission of infiltrating Tsar and uncovering what Orcus was plotting. Against all odds the Three Spies succeeded at the unthinkable — they discovered the caverns and Orcus's plans for the Keltine Barrier. However they were themselves discovered and were unable to escape with the news of their discovery. All three were lost — two of their horribly defiled heads were sent back to the celestial realms as a warning from Orcus, the third disappeared

and was assumed to have been utterly destroyed. None of the eternal essences of these three was ever received in their home planes, and their loss was considered complete.

The heavenly hosts mourned the loss of these three paragons of the celestial realms. The powers on high were outraged at their defilement and eternal damnation. Thyr and Muir, equally outraged, were also restive over the possible meaning of this affront and any connection it might have with the hidden caverns. Yet they could say nothing of the forgotten barrier for fear of the news of its existence potentially spreading and jeopardizing its existence at the hands of any powerful evil being that saw it as an opportunity. Rather they joined the clamor of outrage until it turned to cries of justice and, perhaps in some dark corners, vengeance.

The gods sent avatars to their earthly followers with messages of holy wrath and righteous fervor. As a result of these visitations the last overking of the southern kingdoms, backed by the churches of Good and Neutrality, called for a grand crusade against Tsar and the evil followers of Orcus. He appointed the archmage Zekkor to lead this crusading force, this army of vengeance, this army of redemption, this Army of Light.

When the Army of Light marched on the city, Orcus realized the precariousness of his situation. When it became obvious that his disciples could not prevail by sheer force of arms, despite a legion of Abyssal reinforcements, he chose another ruse to once again draw attention away from what lay beneath the city. He had his Grand Cornu sacrifice his own existence to permit the disciples of Orcus to escape the city and lead the Army of Light into a little trap Orcus had been developing for many years in the Forest of Hope. This Dungeon of Graves served as a distraction to continue to draw any curious eyes away from the ruins of Tsar and its secrets and to focus them on this new high altar of Orcus. In addition the Grand Cornu's power caused the Citadel of Orcus to be ripped from its foundations and placed in an extradimensional void beyond the reach of any meddlers until the time was ripe for it to be called back and Orcus's master plan brought to fruition. This latest ruse has worked well for the past few centuries, allowing the master plan to draw ever closer to completion — that is until a band of heroes turned its attention to the Desolation and the forgotten city at its heart and caused the citadel to be returned Tsar early.

Adventure Summary

Having recalled the Citadel of Orcus to the Material Plane where it can once again be accessed, the party is finally able to enter this heart of evil to expose its secrets to the light of day once and for all. This adventure is a traditional dungeon crawl in every sense of the words as the party explores the not-so-abandoned halls of the citadel and deals with the traps and deadly horrors that continue to lurk within its bowels. However, while making this sojourn, the party will begin to piece together the true history of the citadel and learn of some greater plan of Orcus's that is afoot. They will also learn of the three angelic spies who were lost here centuries ago and actually sparked the great Battle of Tsar that ensued.

Delving ever further, the party will discover the final resting place of two of the Three Spies and ultimately the means to accessing the long-hidden caverns of the Barrier, as well as, the fate of the third spy who had managed to survive all this time. In the caverns they discover the truth of the Three Gods, the Keltine Barrier, and Garagor the Sleeper. They also discovered the elite guardians bred by Orcus and trained by his most powerful servants — the terrible Black Orog. Only by facing these fearsome foes and then destroying the now-awakened Corrosion Dragon can they foil Orcus's plot of conquest and secure the Keltine Barrier once again against an Abyssal incursion.

disciples, Disciples, and disciples

In many places throughout this adventure and the two previous ones in this series, you will find reference to the Disciples of Orcus. Sometimes this is capitalized sometimes it is not. That is because it refers to three separate entities. Unfortunately, sometimes the dividing lines of these entities blurs and the distinction bleeds over and can mean more than one thing at the same time. To somewhat alleviate any confusion, the following explanation of these three meanings is provided as follows:

disciples of Orcus — This is a generic term that refers to those who venerate the demon prince, whether a part of the official clergy or not. It is synonymous with saying followers of Orcus or worshippers of Orcus, for instance. This phrase has been used frequently, especially in the first two adventures to refer to both the armies that fought on the side of Tsar and the dwellers of the city as well. While not all worshipped Orcus devoutly, and some perhaps secretly despised him, all worked directly or indirectly to further his goals for the temple-city of Tsar.

Disciples of Orcus — This refers to the formal clergy of Orcus, specifically the clerics, and makes up one of the factions within the Citadel of Orcus — the most powerful faction actually. All Disciples of Orcus are disciples of Orcus, but not all disciples of Orcus are Disciples of Orcus (in fact most aren't).

disciples of Orcus — Just to further muddy the waters, this also refers to the official clergy of Orcus. It, in fact, refers to a prestige class unique to the worshippers of Orcus. The name of the prestige class is “disciple of Orcus.” Many of the clerics of Orcus also had levels in this prestige class. Thus many of the Disciples of Orcus were disciples of Orcus, as well as, disciples of Orcus.



Adventure Hooks

The primary hook for this adventure is completion of the previous two adventures in the series, *Slumbering Tsar: The Desolation* and *Slumbering Tsar: Temple-City of Orcus*. However, if you have not played those adventures, some of the adventure hooks from it have been included here to serve as a platform for launching this adventure. In these instances, assume that the Citadel of Orcus is already extant within the ruined city.

1. To Boldly Go: The Desolation is a largely ignored and unexplored wasteland where two massive armies virtually smashed themselves to pieces. Those who have braved its depths have hurriedly passed through, studiously ignoring the battleground around them and the ruined city it surrounds. Surely something of value remains to be gleaned from such a cataclysmic conflict of old. In this instance, the party, having gained enough power to attempt it, can be one of the few to have ever tried plumbing the great unknown that is Tsar and the Desolation surrounding it. Most have deemed the city too dangerous or devoid of anything of value, but there are always legends of some great treasure that must have been forgotten there somewhere. Perhaps the party just wants to be the first to have successfully braved the ruined city and lived to tell of it.

2. Trail Blazers: A party of this level has many connections gained over their career. One of these, a merchant-lord and sometimes patron of their expeditions, has his eye on the lucrative trade of the distant

north. There are fortunes to be made but the risks and expense are too great to make caravans through the Desolation worthwhile; great dangers stem from the ruins of the evil city. However, if a party of proven adventurers could tame the area and open a safe trade route, a monopoly on the new route could be established and fortunes made by all. Maybe he wants someone to clear the monsters out of Tsar altogether and establish a stronghold there to guard the trade route from bandit incursions. Either way such an endeavor has never been successfully accomplished, but if the right group could be persuaded to undertake the task...

3. Land Grant: Rewards come in many forms to parties of successful adventurers, not always just heaps of gold and magic items. For the successful completion of a recent mission a king has bestowed upon a member of the party noble title and grant to land at the farthest flung reaches of his holdings. The land just so happens to be the long-unclaimed city of Tsar. The party must come to Tsar to try to tame and refortify the ruins in order to establish their fiefdom. A variation on this theme is that a newly ennobled baron has just received such a grant and needs to hire a party of adventurers to reclaim his lands for him. Perhaps minor titles and land grants await them if they are successful.

4. Sleepless Knights: A cleric of Muir has located in the temple archives a set of orders issued by Zekkor during the Battle of Tsar that somehow survived and were transported back to civilized lands. These orders detail the assignment of the paladin-lord Bishu and his company, adherents to the faith of Muir, to hold the city of Tsar and await relief from the Army of Light. Lord Bishu was always thought

lost in the Dungeon of Graves like the rest of the Army of Light. The fact that he never returned and the possibility that he or some of his command may have survived for some time at Tsar holding to their duty has ignited the church hierarchy. What did Bishu accomplish during his time in the city? Do his bones—surely now sacred relics of the church—still rest there awaiting repatriation? Could he or any of his knights somehow by the grace of the gods have survived all the intervening span of years and man their posts still awaiting relief? The church cannot afford to send any of its own on a possibly foolhardy mission into unknown danger with only a small hope of success, but adventuring parties are often to known to undertake such assignments.

5. Sinister Secrets: Zelkor was not the only one suspicious of the disciples' sudden withdraw from the city after the Battle of Tsar. The record of that event is well-known and has been pondered by many since that day. Was it all just to trap and destroy the Army of Light at Rappan Athuk? If so why not reoccupy Tsar, a vast and defensible temple-city along a lucrative trade route, instead of settling for a dingy hole in the ground in some far-flung forest? Could the entire withdrawal and debacle in the Forest of Hope have been a ruse within a ruse to draw attention away from seemingly abandoned Tsar for some other, altogether unguessed reason? Questions such as these and more have been on the minds of the patriarchs of the temples of Thyr and Muir for some time. Now they wish to send in a small group to infiltrate the unplumbed ruins and discover what sinister secret may have been kept so well for so long. This hook works well with parties of a noble or holy content. It could also be used in conjunction with Adventure Hook 5 above.

DM Notes

This module, and in fact the entire series, is designed to provide the players with great freedom in where they go and what they do. Familiarize yourself with the entire adventure including the NPCs and their motivations. These NPCs and the many clues and encounters can guide the players in what directions they might go, but allow them to make their own choices. Don't be afraid to let foolish players suffer for poor decisions if they get in over their heads, but if innocent mistakes or unlucky rolls are to blame you might allow a well-played party the opportunity to withdraw from overwhelming encounters (if they are wise enough to do so).

As the party progresses through the various encounter areas, allow them to add experience points and level up if applicable whenever they stop to camp or rest for any significant period of time. A good way to adjudicate this is to let them add their experience points to their characters any time they stop long enough for the spellcasters to regain their spells. The adventure is designed to bring a party of six 16th-level characters up to 21st level by the end. Parties of four characters can reach higher. Allow them to do so. The encounters in the adventure can be played in any order the characters see fit even if they come face to face with opponents who are too powerful for them. As mentioned earlier, characters are likely to die, and opportunities to recover those characters or introduce replacement characters have been written into the adventure.

Chapter I: Overview of the Citadel

The ruins of Tsar spread out over a series of three terraces abutting the base of the Stoneheart Mountains. These terraces are each 200 feet high and hold a different quarter of the city, all contained within its massive walls. The hideous fortress of Kirash Durgaut guards the Black Gates of Tsar at the city's main entrance. The Citadel of Orcus stands atop the highest terrace, centered and adjacent to the massive mountain escarpment. The city stretches three-quarters of mile to both the north and south and a mile-and-half east to the main gates 450 feet below.

The citadel itself is built in the image of the hideous demon lord it venerates. It is sculpted from the native rock of the mountain—and enhanced in places by masonry where necessary—to resemble a huge image of Orcus seated on his blasphemous throne and clutching the infamous Wand of Orcus in his right hand—a king seated upon his throne surveying all that he rules. Outspread wings have been incised in chalk into the cliffs above the citadel's shoulders. The citadel itself stands 920 feet tall from the base of its cloven hooves to the tips of the horns above its ram skull (see Map 1-1 for an elevation view).

Walls, Floors, and Ceilings

The walls, floors and ceilings of the citadel are composed of reinforced masonry of an extremely dark, extremely dense granite quarried from the surrounding mountains, and much of the citadel is hewn directly from the native stone (50% chance for either at any given location unless otherwise noted). Over both hewn stone and masonry is a layer of dark plaster, though in many places it is chipped, cracked or broken away altogether exposing the surface below. Walls are at least 1-foot thick. Floors and ceilings are usually as thick as the distance between the levels—which can be scores of feet—unless there is sublevel mentioned. As is, the walls and heavy columns found throughout the citadel seem to groan with the immense bulk that rests atop them. How it stands at all attests to either the great power of Orcus or the genius of his engineers. Unless otherwise noted in the text, ceilings are a standard 20 feet high.

Reinforced Masonry Walls, Floors, and Ceilings: 1 ft. thick (minimum); Hardness 8; hp 180 (per foot of thickness); Break DC 45 (separate for each foot of thickness); Climb DC 25 (with plaster coating), 15 (without).

Hewn Stone Walls, Floors, and Ceilings: 3 ft. thick (minimum); Hardness 8; hp 540 (per 3-ft. thickness); Break DC 50 (separate for each 3-ft. thickness); Climb DC 25 (with plaster coating), 22 (without).

Plaster Coating: 1 in. thick; Hardness 1; hp 5; Break DC 15; Climb DC see above.

Windows and Arrow Slits

Windows in the citadel vary between arrow slits and wide apertures allowing in light and fresh air—usually depending on its elevation above the ground and the importance of the occupants beyond. Arrow slits are usually 9 inches wide by 3 feet tall. Windows are typically 2 feet

wide and 4 feet tall. Both have a sill a few inches deep that can serve as a shelf in a pinch. Unless otherwise noted, all have external iron shutters that can be closed and latched from the inside. However, there is a 1 in 4 chance for any given aperture that the shutter has rusted and fallen away leaving only corroded hinges mounted in the stonework.

Iron Shutter: 1 in. thick; Hardness 10; hp 30; Break DC 28 (locked).

Spy holes are typically 1 inch in diameter and are easily visible from the back side; an alcove in the wall allows for the viewer's face to press against the spy hole, and the wall in this 3-foot-diameter area is only 2 inches thick.

Doors

Unless otherwise noted, doors in the citadel are of strong wood. Some have iron bars to secure them and others have keyed locks. In most cases any keys have long since been lost, and the doors now remain unlocked. Any locked or barred doors are specifically noted in the text.

In several places, passageways are blocked by iron portcullises meant to control the flow of thralls and prisoners in the citadel. These are operated by nearby winches that are still functional unless otherwise noted. However unless oiled first, using one of these winches causes a loud, metallic screeching noise that is audible up to 200 feet away (modify Perception checks for distance and obstructions). These winches lock when the portcullis is in the up or down position, though they can easily be released by the operator of the winch.

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25 (locked), 30 (barred); Disable Device DC 20 (unless otherwise noted).

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Lift DC 25; Break DC 28.

Lighting

Typical lighting in the citadel is provided by iron wall sconces mounted 10 feet high and enchanted with red *continual flame* spells. These are spaced in corridors on alternate walls every 80 feet providing at least shadowy illumination throughout, and there is usually one mounted on each wall of the rooms unless otherwise noted. These can be torn from the walls with a successful DC 20 Strength check or causing 20 points of damage against a Hardness 10. However, any attempt to do so has a 50% chance of destroying the enchanted sconce itself and causing the *continual flame* to extinguish. They can also be extinguished with a successful *dispel magic* against a 10th-level caster.

Private residences and bedchambers (including barracks) do not have these enchanted sconces, allowing the residents to sleep. Instead these rooms used torches mounted in brackets, candles mounted in hanging chandeliers, or free-standing candelabras. Most of these were taken or have deteriorated over the years, so these rooms are typically unlit and require either darkvision or a light source to be explored.

Ventilation

Because of its size and mazelike corridors, many parts of the citadel seem more like caves than rooms in a building. In order to prevent them from becoming overly stuffy and hot, a clever system of ventilation shafts and ducts was built into the structure. These are separate from the many flues and chimneys in rooms that have fireplaces or ovens. Such chimneys exit the citadel at many inconspicuous points around its outer surface and, in its heyday, created a cloud of smog that lingered around the huge idol to a dark prince. The chimneys and ventilation shafts are completely separate and never cross, though they both may enter the same room at different points. Their openings on the citadel's surface are covered by iron grates (Hardness 10, hp 20, Break DC 30) and can only be located with a DC 30 Perception check (50% chance to be either a chimney or a wind tunnel).

Chimneys are typically 1- to 2-foot wide square shafts that rise nearly vertically until exiting from a concealed point somewhere on the citadel's outer surface. Navigating the chimneys require appropriate Escape Artist checks to squeeze and Climb checks to ascend or descend, which is made more difficult by the centuries-old layer of soot that lines each (DC 25 Climb check). Such work is incredibly dirty and extremely dangerous. A fall can plummet several hundred feet to a bad end, and a larger creature getting stuck could find itself trapped and literally die of thirst unable extricate itself.

The ventilation ducts, called wind tunnels by the builders of the citadel, are much cleaner and less malign. Though they are only 1 foot in diameter and require the necessary squeezing, they generally run horizontally, servicing only one level of the citadel. Only where the ceiling heights of a level differ greatly will one find more vertically oriented wind tunnels. These run above the ceilings of the level's rooms and exit horizontally at various points on the citadel's outer surface. They are accessed through iron grates in the ceilings of chambers and corridors (Hardness 10, hp 20, Break DC 30) that can be located with a DC 15 Perception check if there is appropriate lighting.

The greatest danger of the wind tunnels are the iron fans that are spaced every 50 feet or so. These completely block the tunnel and are designed to increase the air circulation. This is accomplished by tasked **small air elementals** that appear and pass through them every few minutes in whirlwind form causing the fan to spin and circulating the air of the wind tunnels. As a result there is a constant breeze in the tunnels and the air within the citadel remains fresh. Due to their gaseous nature, the elementals are uninhibited in their travels through the tiny wind tunnels. An air elemental does not attack anyone it meets unless he tries to prevent it from passing through the fan.

Each time a fan is encountered, there is a cumulative 5% chance that the elemental will appear and immediately pass through it. The fan then spins for the next minute on its own. Immediately after passing through, the elemental disappears returning to whatever mystical queue they occupy when not working in the wind tunnels. Unless an air elemental is passing through it at the moment, a spinning fan can be stopped by an object such as a club or spear. However, this causes 3d6 points of damage to whatever is stuck into the fan (see the "Exploration" section in Chapter 7 of the Pathfinder Roleplaying Game for tables on damage to items).

If a creature touches a spinning fan, it likewise stops the fan but also takes 3d6 points of damage. A *dispel magic* against a 20th-level caster or a *dimensional anchor*, *protection from evil* or similar spell that wards against extradimensional travel prevents an air elemental from being summoned for the duration of the spell. Slaying an elemental does not prevent future summonings to that fan, as there seems to be an inexhaustible supply of them. A fan can also be broken to prevent it from functioning (Hardness 10, hp 30, Break DC 20), though it still causes damage to anyone who tries to do so while it is spinning. In addition, unless a creature can become insubstantial or is size Tiny or smaller, a fan must be broken in order to allow passage beyond. An air elemental is not summoned to a broken fan.

SMALL AIR ELEMENTAL

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Air")

CR 1

Navigating in the chimneys and wind tunnels is tricky. They do not follow straight or even necessarily logical paths to reach their destination. A chimney on the citadel's surface can lead to any single randomly selected room that has a fireplace, furnace, oven, forge, or boiler that is at the chimney opening's level or lower. Wind tunnels only travel to rooms on their level, but they each connect to several rooms in a labyrinth of crossing tunnels that eventually connect to the rooms of every region on a level. When determining where a given wind tunnel leads, allow a DC 15 Survival or Knowledge (dungeoneering) check for the character to travel in the desired direction with a 1 in 4 chance for each 50 feet of travel to find an opening into a room of that level. Arriving at a desired room requires travel of 200–500% (roll 1d4+1) of the actual distance to that location.

Citadel Exterior

Climb attempts on any of the citadel's vertical exterior surfaces require a DC 22 Climb check. Most of these surfaces are hewn stone, but in some places (as determined by the DM) they are composed of reinforced masonry and require only a DC 15 Climb check. About 80% of the citadel's outer surface is hewn stone with the remaining 20% being reinforced masonry.

Wandering Monsters: If the PC's are moving around on the outside surfaces, balconies or parapets of the citadel, check on 1d20 for a random encounter every 30 minutes or after the party makes any significant noise.

Adult Blue Dragon: If slain subtract from Area 256 in Chapter 4 (*Part 3—The Throne of the Demon Prince*).

Citadel Exterior Random Encounter Table

d20	Encounter
1	1d6 Spider Eaters
2	2d4 Wolf-Spiders
3	2d4+4 Spider Swarms
4	1d3+3 Spire Wyverns
5	Adult Blue Dragon
6	1d2 Advanced Clockwork Scouts
7	Slick Spot
8	1d8 Black Puddings
9	1d3 Vrock Demons
10–20	No encounter

ADULT BLUE DRAGON

XP 25,600

hp 184 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue")

CR 13

Advanced Clockwork Scouts: These resemble small monstrous spiders and scout for the Magitect (Area 128 of Chapter 3, in *Part 2—Echoes of Despair*).

ADVANCED CLOCKWORK SCOUT

XP 400

The Tome of Horrors Revised 62

N Tiny construct

Init +5; Senses darkvision 60 ft., low-light vision; Perception +5

CR 1

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)
hp 5 (1d10)

CHAPTER 1: OVERVIEW OF THE CITADEL

Fort +0; **Ref** +5; **Will** +3
Immune construct traits

Speed 40 ft.
Melee slam +3 (1d6)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 10, **Dex** 21, **Con** —, **Int** —, **Wis** 16, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 14 (26 vs. trip)
Skills Perception +5
SQ animal appearance

Animal Appearance (Ex) Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed on a DC 15 Knowledge (nature), Perception or Survival check to notice that the scout is not an actual animal.

Black Puddings:

BLACK PUDDING CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

Slick Spot: Requires Climb check with DC +10 to avoid falling.

Spider Eaters: These giant creatures have batlike wings but otherwise resemble massive hornetlike creatures with two forelimbs and a hooked stinger tail.

SPIDER EATER CR 5
XP 1,600
N Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 18, touch 10, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, -1 size)
hp 63 (6d10+30)
Fort +10; **Ref** +6; **Will** +3
Defensive Abilities freedom of movement

Speed 30 ft., fly 60 ft. (good)
Melee sting +10 (1d8+5 plus poison), bite +10 (1d8+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks implant

Str 21, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 24
Feats Dodge, Mobility, Skill Focus (Perception)
Skills Fly +9, Perception +14

Freedom of Movement (Su) Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex) Sting—injury; *save* DC 18; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spider Swarms:

SPIDER SWARM CR 1
XP 400
hp 9 (*Pathfinder Roleplaying Game Bestiary* "Spider Swarm")

Spire Wyverns: Like some type of prehistoric bird, leathery wings flap behind an elongated head with a tooth-filled maw. The reptile has a long sinuous tail that ends in a barb that lashes about violently.

SPIRE WYVERN CR 4
XP 1,200

Creature Collection Revised 184

N Medium dragon

Init +3; **Senses** darkvision 60 ft., keen senses, low-light vision;
Perception +6 (+16 visual Perception checks)

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 37 (5d12+5)

Fort +5; **Ref** +7; **Will** +2

Immune paralysis, sleep, sonic effects

Speed 20 ft., fly 120 ft. (poor)

Melee bite +8 (1d8+2), 2 talons +8 (2d6+2), sting +8 (1d8+2 plus poison)

Special Attacks screech of the spires

Str 14, **Dex** 17, **Con** 13, **Int** 5, **Wis** 6, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 20

Feats Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talons)

Skills Fly +7, Perception +6 (+16 visual Perception checks), Stealth +11

Languages Auran (cannot speak)

Keen Senses (Ex) Spire wyverns can see at a distance of up to 1 mile with a great degree of accuracy. They do not take penalties for visual Perception checks within this distance. Their keen senses grant them a +10 racial bonus to visual Perception checks.

Poison (Ex) Sting—injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet other than spire wyverns unless a DC 15 Fortitude save is made. The save DC is Charisma-based.

Vrock Demons:

VROCK DEMON CR 9
XP 6,400

hp 113 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

Wolf-Spiders: This creature appears as a large monstrous spider with the head of a wolf. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles.

WOLF-SPIDER CR 4
XP 1,200

The Tome of Horrors Revised 373

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 45 (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 (+8 ranged, DC 15, 6 hp)

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)
Feats Alertness, Improved Initiative, Weapon Finesse
Skills Climb +10, Perception +11, Sense Motive +2, Stealth +8
 (+16 in webs), Survival +2 (+6 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.

Citadel Layout

Due to the vastness of the citadel, each of its levels has been subdivided into one or more regions based on similarity of purpose or simply proximity. An overview map is provided of each level, but a close up map provides the details of the rooms in each region. The individual regions are described in the chapters for their level. For example, Regions 1 and 2 The Great Temple and Death Chambers are both located on Level 1, the Feet of Orcus and are detailed in Chapter 2. Room numbers remain consistent throughout the citadel starting with 1 and continuing through 419 on Level 9, the Crown of Orcus. Numbering for the Caverns of the Barrier begins at 1 again. The description of the Caverns of the Barrier begins in Chapter 11.

Rumors of the Citadel

While perhaps few and far between, there will be opportunities for the party to question individuals that they encounter while within the citadel. If the attitude of these individuals can be changed to Friendly with a Diplomacy check or with an equal Intimidate check, then a further Diplomacy check can be used to gain rumors from the table below.

DC 10:

“Beware the Creeper of the Halls. He takes the heads of those he stalks and leaves only his bloody kiss.” True. Refers to Bishop Clarendon and his disconcerting habit of decapitating his victims and then stamping their foreheads with his signet ring.

“In its heyday, the Citadel of Orcus held many different factions. Most left with the Great Retreat, but some still live on carrying out their duties of old.” Partially true.

“The Deathbringer Cult is the ghosts of the old citadel’s executioners. They still perform their duties faithfully.” False.

“The legends say that Orcus kept his dearest treasures in the crown of his citadel.” True but not as imagined (see Chapter 10, Area 419, **Part 5—The Mind of Chaos**).

“Those knights went crazy and killed each other to the last man. Their ghosts still haunt the place crying out for more blood.” Largely true.

DC 15:

“The factions of the old citadel included the clergy, the Deathbringers, the Templar Guard, and the Overseers. Other unofficial factions existed as well.” True.

“Beware the Serpent’s Coils. It is a guild of thieves, cutthroats, and demons and remained behind when the other factions left the citadel.” True.

“The rats and spiders in the citadel are all spies that report intruders to Orcus. Such vermin should be exterminated on sight.”

The Pall Over Tsar

Perhaps it began as a result of the foul pollutants produced by the vile industries within the city combined with inadequate air currents to clear it away, or maybe it is some fell curse placed over the ruins because of its long association with an Abyssal lord or exacted by the vengeful gods of Good. Whatever the source, the Pall over Tsar is a very real and very dangerous facet of life in the citadel. The Pall is a perpetual hazy shroud over the city that cannot be touched, tasted or smelled yet is always visible—though a little less obvious at night. It extends to a height of 500 feet above the highest terrace and out to the farthest verges of the city walls. It entirely encompasses the Citadel of Orcus, though it does not extend into the Caverns of the Barrier beneath. Everything within those bounds is within the Pall and is affected by it. Like a light fog, up close the Pall is virtually unnoticeable but as distances increase it becomes increasingly apparent. Anything more than 500 feet away takes on a warped, insubstantial quality, as if seen through an oily glass, and makes details and distances difficult to determine. The Pall is a manifestation of the influence of Orcus over the city and has the following effects:

- *Detect evil* spells are overloaded and read everything as evil, even the purest paladin. Only the evil-detecting portion of the spell is affected. The aura power of the detected creature still functions based on the creature’s HD, though it reveals the aura power of good and neutral creatures just as if they were evil creatures.

- The area of effect of any spell with a Good descriptor is reduced by half, if applicable.

- Blocks direct sunlight from reaching the city to the extent that creatures with daylight powerlessness or light sensitivity (such as wraiths or orcs) are unaffected even if standing outside at noon. It does not block the sun enough, however, to prevent a vampire or vampire spawn from being destroyed if brought outside during daylight hour.

- Creates an insidious infection of evil in any creature that dares sleep (or enter a trance in the case of elves) while within the city’s walls. This does not include a creature being knocked unconscious or otherwise rendered asleep, only when a creature attempts to rest. Any sentient living creature of at least 4 Intelligence that sleeps within the citadel or city suffers hideous nightmares of Abyssal realms and demonic worship centered around a hideous, bloated, ram-headed demon prince. The compulsion to bow before this demon prince is strong. This requires a DC 20 Will save each time the creature so rests. If the save is failed, upon waking the creature’s alignment will slip one step closer to evil. This does not automatically turn a character against his party but could make things more difficult. If an evil alignment is reached by these means, then the next failed save results in a devotion to the worship of Orcus. At this point the character becomes an NPC under the control of the DM until such time as the alignment shift has been reversed. Reversing a shift to an evil alignment also removes any compulsion to worship Orcus.

Like a *helm of opposite alignment* this alignment shift can only be removed by a *wish* or *miracle* spell, and the affected creature will resist doing so. For characters with an alignment requirement, an *atonement* is also necessary for the curse to be fully lifted. There is one additional means of removing this alignment shift, and that is to spend the night in the Garden of Tranquility’s Face hidden deep in the wastes of the Desolation as described in Chapter 4 of **Slumbering Tsar: The Desolation**. Being cured in this way precludes the need for an *atonement* spell.

Even if a cursed character is cured, any additional rest periods spent within the citadel or city require a new saving throw to see if the process is repeated.

CHAPTER 1: OVERVIEW OF THE CITADEL

Partially true. Some vermin are actually the clockwork scouts of the Magitect.

“The Great One still walks the halls of the citadel bringing death to the servants of evil. None has seen his face and lived. It is said he is an avatar of a dead warrior god.” Partially true. Sir Balderama still occupies the Shanks of Orcus and hunts evil creatures, but he is merely a paladin of Muir, not a godly avatar.

“Orcus crafted a powerful servant out of gears and spare body parts. This foul creation still haunts the citadel to this day slaying all it finds.” False, but this alludes to the Magitect (Chapter 3, Area 128 of **Part 2—Echoes of Despair**).

“Beware the iron statues. They spawn deadly guardians.” False (see Chapter 5, Area 283 in **Part 4—In the Belly of the Beast**).

“A college of wizards once occupied the upper reaches of the citadel. Surely much magic still remains.” True.

DC 20:

“Every generation the Deathbringer Cult makes a pilgrimage high into the citadel to craft their assassin blades.” True.

“The Creeper stays mainly in the Lap of Orcus.” True.

“The sign of the Deathbringers was a red mask. Some in the citadel still wear these and keep to the old ways.” Partially true. The Deathbringer Cult has coincidentally adopted the image of the original Deathbringer faction.

“A gemstone key holds the means to entering the lost crypts of the Disciples where many great treasures were buried with the dead.” True. This refers to the carnelian key at Area 195 in Chapter 4 of **Part 3—The Throne of the Demon Prince**.

“The monkey head curses those who would dare steal from it.” True (see Chapter 4, Area 226 in **Part 3—The Throne of the Demon Prince**).

“The Serpent’s Coils still run games of chance but only for the highest stakes. If you can find the game, you can get in...though the cost is your soul.” Mostly true (see Chapter 4, Areas 229 and 230 of **Part 3—The Throne of the Demon Prince**).

DC 25:

“The crusade against Tsar was started because of three spies sent by the gods of Good. Two were captured and executed, but the third escaped and has never been seen since. The gods started the war in an effort to find that spy and the knowledge he holds.” True.

“A race of goblinoids was enslaved long ago by one of their own kind. They are now the deadliest assassins in the world.” Mostly true. This refers to the Deathbringer Cult but is probably an exaggeration.

“Every seventeen years a virulent plague tears through the citadel and kills nearly every living thing. That’s why there are so many undead. The latest plague is now a year overdue.” False.

“Before creating the Black Orcs of the Stoneheart Mountains, Orcus experimented with another race of servitor creatures — the Black Orog. These proved to be so wild and deadly that they could not be controlled. Rather than destroy his creations, he merely sealed them away somewhere in the citadel” Partially true. The Black Orog were sealed in the Caverns of the Barrier (Chapter 11 in **Part 6—Caverns of the Barrier**) below the citadel, though not for the reasons described.

“Bearing arms aid those who seek passage across the void. But

first their riddle must be answered.” True. This refers somewhat cryptically to Area 3 of the Caverns of the Barrier (Chapter 11 of **Part 6—Caverns of the Barrier**).

DC 30:

“The great Saca-Baroo still lives in the citadel somewhere. His failed experiments lurk through the halls bringing fiery death to all they meet.” True. See the Forges (Chapter 3 in **Part 2—Echoes of Despair**).

“An extradimensional assassin was sent by the Disciples of Orcus. Who he seeks and why is unknown, but it must be someone of great importance.” True. This refers to both The Stalker in **Slumbering Tsar: Temple-City of Orcus** and the assassin, Kush, in Event 5.

“The Disciples of Orcus never left the citadel in the Great Retreat. They actually remained behind and continue to guard some powerful secret.” Mostly false.

“The Paladin-Lord Bishu went into the upper reaches of the citadel on his own and was never seen again.” Mostly true.

DC 35:

“One noble family of Tsar proved so wicked and depraved that even the Disciples of Orcus could not stand their presence. This family was completely wiped out and its name removed from all records. What they could have done to so scare the Disciples is unknown.” True. This refers to the Forgotten Family (see Chapter 7, Area 393 of **Part 5—The Mind of Chaos**).

“Hunters still seek a spy who escaped Orcus’s clutches before the great war. It is said that the spy still moves through the endless maze of corridors of the citadel, forever on the run.” True. This refers to the midnight peddler (see Event 5).

DC 40:

“To pass through the dungeons, one must cross his fingers for luck and hide it behind his back.” True. This is the pass sign for the trap at Area 33 in Chapter 3 (**Part 2—Echoes of Despair**).

“Often when a god is slain, some part of its essence, held repressed, is stripped away and becomes an antithetical deity. Some say this is how the goddess Hel came into being, though none know what good deity she may have spawned from.” True. Hel was created an age ago by the repressed dark side of Kel when that deity was slain. Hel herself does not recall her origins but certainly holds true to tenants wildly opposite of the Lady of Protection.

Events in the Citadel

Despite its long years as a timeless sepulcher, the citadel is not a static dungeon. Various events and encounters occur with both the creatures that haunt its halls and those that are newly arrived as a result of the party's actions to recall the citadel to the Material Plane. Other than Events 1 and 4, which can occur whenever you feel like inserting them to liven up the adventure or if the players seem to need help, most of these events require a specific trigger before they take place. That trigger is described in the events below and included in the adventure text to alert you that such an event has been triggered.

Event 1: Whispers in the Dark Terminus ad Quem (CR 6)

This event can occur anytime the party stops for the night whether in the citadel, the surrounding city, or even beyond its walls in the Desolation or farther abroad. It can even take place on the streets of Bard's Gate if the PCs have used the magic that is surely available to them at this level to return there for a brief respite or to re-equip. Wherever it occurs, it always occurs at the darkest watches of the night. Have the PCs make a DC 12 Perception check and proceed with the boxed text when one is successful, making necessary changes for subsequent visits or different circumstances.

In the still of the darkest watch, you detect a faint squeaking coming from out in the night. As you strain to listen, the squeaking becomes louder and is clearly the creaking of some wooden conveyance. Whatever it is, it is steadily approaching.

Allow the PCs to wake their comrades, prepare their weapons and spells, or whatever. Other than the party members, no one else has been awoken, and no one else can hear the squeaking noise. Proceed with the following if anyone goes out to discover the source of the noise.

Looking into the darkness you can make out little in the pitch black. Then as the squeaking grows louder, you see through the thin night mists the silhouette of a dark figure pushing a handcart. The wheels of the cart produce the squeaking sound. As it approaches directly toward you, you can see that the figure is swathed in a long, hooded robe of coarse, gray cloth. His face is not visible, though you can just make out the shape of a protruding lower jaw. The cart appears to be full of all sorts of mundane items and junk, certainly nothing that appears to be threatening. If you were in any other place at any other time, you would think this is a rather ordinary traveling peddler.

The cart stops before you, and the dark figure begins rummaging through it saying only one word in a low, gravelly voice, "Buy?"

This strange figure is the **midnight peddler**, the same one that has visited the party for the last two adventures. He is a mysterious outsider that only appears at certain times to certain people. No one else heard his approach because, once again, it is the party he is wanting to see. His motivations remain his own, though there are others who have begun to suspect his intentions. As before, in exchange for buying his wares he provides important information or clues for the successful completion of the adventure. If attacked, he uses his death chill once and then plane shifts away. He can be encountered again later, however, despite how the initial meeting goes.

MIDNIGHT PEDDLER

CR 6

XP 2,400

The Tome of Horrors Revised 264

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16**AC** 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)**hp** 52 (7d10+14)**Fort** +6; **Ref** +6; **Will** +9**Speed** 20 ft.**Melee** touch +7 (death chill)**Special Attacks** death chill**Str** 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15**Base Atk** +7; **CMB** +7; **CMD** 19**Feats** Alertness, Dodge, Great Fortitude, Improved Initiative**Skills** Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16, Survival +10**Languages** Abyssal, Common, Celestial, Terran**SQ** divination, plane shift

Death Chill (Su) The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.

Divination (Su) The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a *divination* spell (caster level 12th).

Plane Shift (Su) The midnight peddler can plane shift to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

On his first visit, he pulls out a small bag of netting stuffed with dried leaves from his cart. An attached label reads, "Tendriculos Tea" in Draconic. He demands 50 gp for this item. He does not haggle and does not allow any other items to be purchased. If refused, he leaves, quickly disappearing into the darkness. If the purchase is made, the buyer finds nothing special about the tea other than an extremely foul smell if steeped in boiling water but in addition to the purchase the peddler relates the following cryptic information.

"The Fifty and One had heard and come when their captains called them. One escaped, one stayed true, but all the rest have fallen."

This refers to the fates of the Fallen Fifty and One (see the side bar in Chapter 2). It reveals that one of the knights managed to escape the citadel (Martimus the Lost from *Slumbering Tsar, Part 1: The Desolation*), one of them remained uncorrupted by the citadel (see Sir Balderama in Area 97, Chapter 3 of *Part 2—Echoes of Despair*), and all the rest fell to the various dangers and temptations of the citadel.

Development: The midnight peddler continues to make contact with the party throughout the adventure, culminating in Event 5. Stage additional encounters with him whenever you choose, though they should always occur after dark when the party has stopped for the night. Each time select some worthless trinket such as a bottomless pewter tankard, a fish-shaped weather vane, a pickled grick tentacle, a pair of goggles without lenses, or a small chest with a label on one panel with an arrow and the words, "this side up" that the peddler offers to sell for 50 gp in exchange for another cryptic clue. Select from the clues provided below and make up new ones to help the party along if you deem it necessary. Use the clues that reference an area before the party actually travels there in order to keep them relevant and useful to the party. The mystery of the peddler should continue to grow until the advent of Event 5.

CHAPTER 1: OVERVIEW OF THE CITADEL

“If lost from light do souls repine, to reclaim needs pinnacles arcane or divine. Or seeking aid to this woe erase, by rest with those ‘neath tranquility’s face.”

This clue is only given if one of the PCs falls under the sway of the Pall over Tsar, and the rest of the party does not recall this clue (or did not hear it) in the previous adventure. It describes the method to remove the taint of the Pall from a PC including the spells *wish* and *miracle* or spending the night in the memorial garden of the trumpet archon Azarkites hidden in the Desolation (see Area A6 in Chapter 4 of *Slumbering Tsar: The Desolation*). If the party has visited that small cemetery and forgotten, allow a DC 20 Intelligence check to recall the archon’s statue and its strangely peaceful expression.

“Destroy the Bell to open the Well. But recalling the saint’s virtues also brings forth his adversary of old.”

This provides a direct clue about how to open St. Harul’s Well (Area 4a) but also warns that revealing the well’s true purpose as tribute to Kel’s memory will also release the magic holding the final great enemy that St. Harul faced, Three-Fang the Troll Lord (see Event 6 below).

“Lady of Protection becomes Lady of Pestilence. When darkness is stripped away and cast aside, what becomes of the light?”

This clue belies the true nature of the goddess Hel, Lady of Pestilence, and her creation as the result of the goddess Kel’s sacrifice in erecting the Keltine Barrier. This information skirts dangerously close to the great secret of the citadel and allows searchers to begin homing in on the peddler’s location (see Event 5).

“Those that are forgotten may not be gone, and nameless fears sealed away seldom are.”

This refers to the fate of the Forgotten Family of Tsar and its ongoing secret influence over the Disciples of Orcus and the fate of the citadel itself. More details of this can be found in Areas 393 and 417 (Chapters 7 and 9 respectively of *Part 5—The Mind of Chaos*).

“Three threes through time and space have come, each failing in its own task done. Three gods to stem the tide of hate, minus one because they came too late. Three spies to bring the dark to light, all fallen though one must haunt the night. Three captains bold in armor gleaming, two in darkness, one worth redeeming.”

This refers to the three times in history that three powerful beings for good have come to this location and failed in their appointed task. It refers to the Three Gods who thwarted Arvonliet in the caverns below but only at the cost of Kel’s life. It refers to the three spies sent by Thyr and Muir to discover the secrets of the Citadel of Orcus and whose failure resulted in the grand crusade and the Battle of Tsar that ultimately destroyed the Army of Light. And it refers to Lord Bishu and his two captains who led the Fifty and One into the citadel and ultimately to their doom as well, though it does give a hint that Captain Barchus (Chapter 5, Area 320 in *Part 4—In the Belly of the Beast*) may not have to be an enemy if he can be freed from Bishu’s domination. As the clue above, this brings attention dangerously close to the midnight peddler’s doings.

Event 2: Repatriation of Angels (CR 2)

This event occurs only after the party has freed the souls of both Pylorus and Regium (see Areas 22 and 28). If both the marble sentinel and the flayed angel in those areas are destroyed, 30 minutes after the second is slain, the powers of the Upper Planes take notice of the celestial’s reformation on their native plane and send a visitation to the PCs. When that occurs, read the following description.

A strange sense of peace suddenly floods the area leaving you almost breathless in this otherwise contemptible place. A globe of light appears floating overhead illuminating you in its rays of purest light. A soft, musical voice descends from the globe and alights on your ears like a quiet symphony. Through the music of the voice you clearly hear the words, “Be it known that the celestial powers have received the return of two of their own. The essences of Pylorus the Watchman and Regium, King of Hosts, once again rest in heavenly realms after these long years of torturous service. Also be it known, that with the freedom from their unholy prisons, we are grateful and do not take such tasks of bravery and valor lightly. You shall be rewarded, but with this boon we beseech you, find lost Castothraine as well. His absence still wounds our hearts. We ask you find the third spy and bring him home to finally end the war of old.”

With that the glow from the floating light momentarily flairs and you feel its presence engulfing you as golden light is absorbed into your skin. Then the light and the presence are gone. You are alone again, but your skin still feels tingly and alive with the touch of those golden rays.

The creature that appears to the PCs is a **lantern archon** sent as messenger from the realms of Thyr and Muir. With the return of two of the Three Spies to their home plane, they foresee that an end may be in sight to the evil of Tsar. To assist in this, each nonevil member of the party is granted a permanent boon. The touch of the light causes the PCs’ weapons (including unarmed strikes) to be considered good-aligned for the purpose of overcoming damage reduction. This is true for all weapons that the PCs obtain in the future as well, unless such a weapon is already evil-aligned. This supernatural effect is permanent and cannot be dispelled. This effect does not cause the PCs to give off any sort of good aura or detect as any alignment other than their own. It affects only their weapons in regards to damage reduction. If the archon is attacked before it grants its boon, it merely disappears without conferring its blessing and does not return.

LANTERN ARCHON

CR 2

XP 600

hp 20 (*Pathfinder Roleplaying Game Bestiary* “Archon, Lantern”)

Event 3: Temporal Fluctuations

This event occurs only after the PCs have visited The Burning Pit pub at Area 180 (Chapter 4 of *Part 3—The Throne of the Demon Prince*) and witnessed the portal that has opened to the Plane of Time. After that initial encounter, the portal continues to eject inhabitants of the Plane of Time into the citadel at random intervals. This event can be used multiple times and can stretch over several days of exploration by the party. Eventually the portal mends itself after the last of the creatures in this event have been encountered. Select from the following when you decide to run this event, or create a new one as you see fit. They can occur anywhere in the citadel.

Crawler Swarm (CR 11)

Scurrying down the corridor towards the party is a swarm of 7 **temporal crawlers**, creatures that 6-foot, gray-furred spiders with burning red eyes and an hourglass symbol on their abdomen. These creatures have come through the portal and now hunt in the citadel. Their prescience allowed them to detect the PCs, and they now rush forward to make a meal of them. They open their attack by firing their slowing webs before crawling around on the floor, walls, and ceiling to try and flank their prey. They are immune to the effects of their webs.

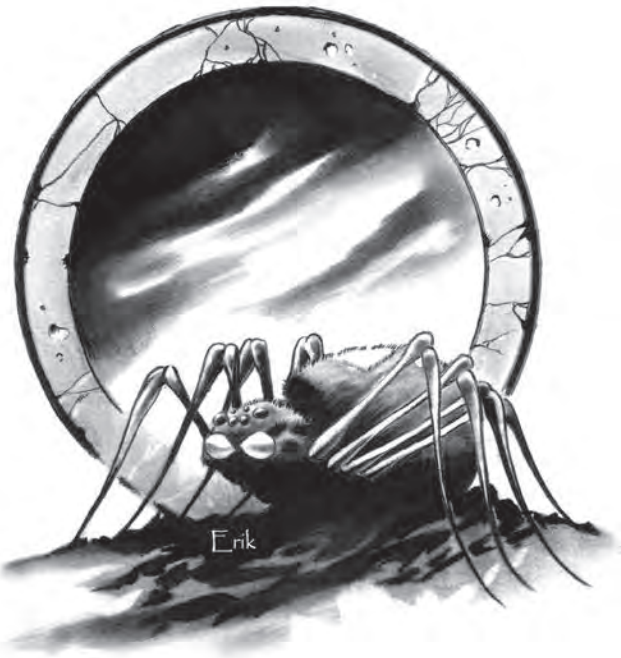
TEMPORAL CRAWLERS (7)

CR 6

XP 2,400

The Tome of Horrors II 160

CHAPTER 1: OVERVIEW OF THE CITADEL



N Medium magical beast (extraplanar, time)

Init +8; **Senses** darkvision, 60ft, low-light vision; **Perception** +10

AC 17, touch 15, flat-footed 17 (+4 Dex, +1 insight, +2 natural)
hp 45 (6d10+12)

Fort +7; **Ref** +9; **Will** +3

Defensive Abilities foresight; **Immune** temporal magic

Speed 40 ft., climb 20ft.

Melee bite +8 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+4 rounds DC 14), slowing webs

Str 15, **Dex** 19, **Con** 15, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 22 (34 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +15, Perception +10, Stealth +12

Slowing Webs (Ex) The web of a temporal crawler emanates a *slow* effect (as the *slow* spell, caster level 6th) that affects all creatures within 10 feet of the web. Affected creatures can make a successful DC 15 Fortitude save the round they are affected to negate the effects. Creatures are *slowed* as long as they stay within 10 feet of a web. The *slow* effects can be counterspelled with the successful casting of a *haste* spell if the caster makes a successful caster level check (DC 16) before casting the *haste* spell. The save DC is Constitution-based.

A temporal crawler can fire a web up to four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the temporal crawler.

An entangled creature can attempt a DC 19 Escape Artist check or burst it with a DC 19 Strength check. Both are standard actions. The check DCs are both Constitution-based and the Strength check DC includes a +4 racial bonus.

Temporal crawlers often create sticky sheets of webbing up to 20 feet square. Approaching creatures must make a successful DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/magic.

Foresight (Su) A temporal crawler can see a few seconds into the future. This ability prevents a temporal crawler from being

surprised, caught flat-footed, or flanked. It also grants the temporal crawler an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the temporal crawler can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Temporal crawlers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Time Hunters (CR 18)

A **time flayer huntsman** and his pack of **4 temporal crawlers** located the portal and came through. Now he and his **5 time flayer brush-beaters** scour the tunnels of the citadel looking for the most dangerous prey — sentient beings — and the PCs will do nicely. When the party encounters this group, it will be with four of the brush-beaters. They resemble shimmering white humanoids with eyes of sparkling fire and float inches above the ground. The brush-beaters approach the party from the front and attempt to drive them back the way they came, while one takes a move action to blow a strange, warbling hunting horn. This call alerts the time flayer huntsman and the rest of his party. He then releases the temporal crawlers who charge towards the sound of the horn and arrive in 4 rounds. They enter combat with their webbing (the time flayers are immune) before closing. The brush-beaters try to maintain a holding action using total defense to keep the party in place but do not initiate attacks unless the advanced time flayer is threatened. The advanced time flayer arrives in the next round and hangs back to fire his bow at the PCs to bring them down. The time flayer accompanying holds his position to defend his master against any attacks. If the brush-beaters are slain before the advanced time flayer arrives, he begins to track the party to ambush them later.

TIME FLAYERS (5)

CR 12

XP 19,200

The Tome of Horrors II 163

NE Medium outsider (extraplanar, time)

Init +6; **Senses** darkvision 60 ft.; **Perception** +21

AC 28, touch 18, flat-footed 28 (+2 Dex, +1 dodge, +5 insight, +10 natural)

hp 110 (13d10+39)

Fort +9; **Ref** +12; **Will** +13

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic

Speed 40 ft.

Melee +1 *greatsword* +19/+14/+9 (2d6+7/19–20)

Special Attacks temporal displacement, unmaking

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

Base Atk +13; **CMB** +17; **CMD** 35

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Weapon Focus (*greatsword*)
Skills Acrobatics +13, Bluff +20, Climb +10, Diplomacy +19, Escape Artist +16, Intimidate +20, Knowledge (history) +18, Knowledge (planes) +21, Perception +21, Stealth +24, Sense Motive +21, Survival +21

Languages Abyssal, Auran, Common, Daemonic, Infernal, Temporan

SQ time jaunt

Gear +1 *greatsword*

Foresight (Su) A time flayer can see a few seconds into the future. This ability prevents a time flayer from being surprised, caught flat-footed, or flanked. It also grants the time flayer an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time flayer can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time flayers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Reality Bend (Su) As a free action, a time flayer can fold the dimensional space surrounding it so its true location is hard to

CHAPTER 1: OVERVIEW OF THE CITADEL

discern. Attackers have a 50% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. *See invisibility* does not reveal the creature's location, but *true seeing* does.

Temporal Displacement (Su) As a melee touch attack, a time flayer can send a creature a few seconds into the future. A DC 19 Fortitude save negates. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy only to reappear in the same space 1d4 rounds later. This effectively removes that creature from combat for the duration. If the space is occupied when the creature returns, it suffers no damage and is shunted aside. The time flayer can use this ability three times per day.

Time Jaunt (Su) As a standard action, a time flayer can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time flayer and up to four other creatures within a 30-foot radius that the time flayer designates. Unwilling creatures can attempt a DC 19 Will save to avoid being carried away. This ability is otherwise similar to the *greater teleport* spell. The save DC is Constitution-based.

Unmaking (Su) An opponent slain by a time flayer is unmade—erased from the very fabric of time. No memories or recollections of the unmade creature exist anywhere in reality. Past events the creature was responsible for are now attributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers the unmaking. The kingdom is still safe, but no one can quite recall who saved it.

TIME FLAYER HUNTSMAN

CR 16

XP 76,800

Male advanced-HD time flayer (*The Tome of Horrors II* 163)

NE Medium outsider (extraplanar, time)

Init +9; **Senses** darkvision 60 ft.; **Perception** +29

AC 33, touch 23, flat-footed 33 (+5 Dex, +2 deflection, +1 dodge, +5 insight, +10 natural)

hp 178 (21d10+63)

Fort +15; **Ref** +22; **Will** +20

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic

Speed 40 ft.

Melee +3 *greatsword* +29/+24/+19/+14 (2d6+9/19–20)

Ranged +4 *composite longbow* +30/+25/+20/+10 (1d8+8/19–20/x3)

Special Attacks temporal displacement (DC 23), unmaking

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

Base Atk +21; **CMB** +25; **CMD** 48

Feats Critical Focus, Dodge, Great Fortitude, Improved Critical (composite longbow), Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Skill Focus (Survival), Staggering Critical, Weapon Focus (greatsword)

Skills Acrobatics +19, Bluff +28, Climb +14, Diplomacy +27, Escape Artist +22, Intimidate +28, Knowledge (history) +26, Knowledge (planes) +29, Perception +29, Stealth +32, Sense Motive +29, Survival +35

Languages Abyssal, Auran, Common, Daemonic, Infernal, Temporan

SQ time jaunt (DC 23)

Combat Gear 8 *beads of force*; **Other Gear** +3 *greatsword*, +4 *composite longbow* (+4 Str), *ring of protection* +2, *cloak of resistance* +3, platinum hunting horn (450 gp)

TEMPORAL CRAWLERS (4)

CR 6

XP 2,400

hp 45 (See above)

Time Runs Amuck (CR 14)

A noble time elemental has come through the time portal and found itself trapped in the Material Plane. It has not handled this situation well and now rampages through the citadel seeking a way

home and lashing out at any living creatures it finds. It gladly turns its attention to the party. It appears as a yellowish-red dust cloud that seems to randomly form limbs and gaping mouths.

NOBLE TIME ELEMENTAL

CR 14

XP 38,400

The Tome of Horrors Revised 181

Large elemental (elemental, extraplanar, time)

Init +9; **Senses** darkvision 60 ft.; **Perception** +33

AC 25, touch 19, flat-footed 25 (+5 Dex, +1 dodge, +4 insight, +6 natural, –1 size)

hp 190 (20d10+80)

Fort +10; **Ref** +19; **Will** +18

Defensive Abilities foresight; **DR** 15/—; **Immune** elemental traits, temporal magic; **SR** 25

Speed fly 20 ft. (perfect)

Melee 2 slams +24 (2d6+4 plus cell death)

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

Special Attacks alter age 1/day (DC 24), multi-manifestation, temporal displacement 3/day (20 minutes, DC 24)

Spell-like Abilities (CL 20th):

1/day—*time stop* (DC 21)

Str 18, **Dex** 20, **Con** 18, **Int** 18, **Wis** 18, **Cha** 15

Base Atk +20; **CMB** +25; **CMD** 45 (can't be tripped)

Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Finesse

Skills Diplomacy +22, Fly +34, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (local) +27, Knowledge (planes) +27, Perception +33, Sense Motive +27, Stealth +24, Survival +27

SQ time jaunt (Will DC 24)

Languages telepathy 100 ft.

Alter Age (Su) Once per day, a noble time elemental can age a creature simply by touching it (this requires a melee touch attack). If successful, the target must succeed on a Fortitude save or advance



CHAPTER 1: OVERVIEW OF THE CITADEL

forward one aging step (from adulthood to middle age, from middle age to old, from old to venerable, and so on). If a character ages, he takes all the effects to his physical ability scores, but does not gain any of the bonuses to his mental ability scores. A venerable creature affected by this ability dies (from massive cell death) and cannot be restored to life by mortal magic. The save DC is Constitution-based.

Alternately, a time elemental can use its alter age ability to reduce a character's age. If the target is unwilling, the time elemental must succeed on a melee touch attack. An unwilling target can make a Fortitude save to avoid the effects. If the save fails, the target ages one age step backwards (from middle age to adulthood for example) and gains all bonuses to physical ability scores from his new age (simply flip the penalties listed on the aging table into an equal numbered bonus). A character that regresses in age does not reduce its mental ability scores. This ability does not affect a character that has died from old age.

A time elemental can also use this ability to age vegetable matter 10–200 years (older or younger) or mineral matter 100–2,000 years (older or younger).

Royal time elementals can use this ability twice per day.

Cell Death (Ex) Damage dealt by a time elemental's slam attack does not heal naturally (but it can still be healed magically). Additionally, a creature slain by a time elemental can only be raised through the successful casting of a *miracle*, *true resurrection*, or *wish* spell.

Foresight (Su) A time elemental can see a few seconds into the future. This ability prevents it from being surprised, caught flat-footed, or flanked. It also grants the time elemental an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time elemental can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time elementals are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like). Note, the *time stop* ability of the noble and royal time elementals can affect those time elementals of lesser power (i.e., a noble can affect a common and a royal can affect a noble or common).

Multi-Manifestation (Su) A time elemental exists in several other dimensions at any given time. As a standard action, it can bring forth 1d4 of these manifestations to its current locale in order to gain multiple attacks that round. Treat each manifestation as a separate time elemental with hit points equal to the time elemental's current hit points. A manifestation cannot use any of the supernatural or spell-like abilities of the time elemental (a manifestation does however gain the time elemental's foresight ability). A time elemental cannot have more than four manifestations present at one time.

Because each manifestation is a part of the time elemental that called them, a successful attack on the time elemental or any of its manifestations deals an equal amount of damage to them all.

Temporal Displacement (Su) By making a melee touch attack against a foe, a noble or royal time elemental can remove that creature from the current time stream if it fails a Fortitude save. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy. For a number of minutes equal to the time elemental's Hit Dice, the displaced creature is effectively nonexistent. No form of magic, effect, or force can detect or aid such a creature. A displaced creature can attempt a Wisdom check (DC equal to the initial Fort DC) on its turn to break the effects and end the displacement. The save is Constitution-based.

When the effect ends, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it is shunted aside to the first open space and takes no damage. A noble or royal time elemental can use this ability three times per day.

Time Jaunt (Su) A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time elemental and up to four other creatures within a 30-foot radius. Unwilling creatures can attempt a Will save to avoid being carried away. This ability is otherwise similar to the spell of the same name (caster level equal to the elemental's HD). The save DC is Constitution-based.

Time Stop (Sp) Noble and royal time elementals can create an effect identical to a *time stop* spell once per day (caster level equals the time elemental's HD).

The Time Lord's Court (CR 20)

A **time lord**, a powerful noble time flyer, and his entourage have come through the portal to investigate. He seeks to access the level of any threat represented by the open portal as well as determine if the lands beyond are suitable for conquest to expand his holdings. With the time lord are **6 time flyer** retainers, and a **time flyer captain** with **3 trained temporal crawlers**, and a **common time elemental** advisor. When encountered, they have just set up camp with strange tents and hammocks of webbing spun by the temporal crawlers. Anyone coming within 10 feet of the camp risks the effects of the slowing web (the time lord and his entourage are, of course, immune to the effects). Two of the time flyers are on guard duty, but the rest are not particularly alert as they set up camp. If the party is spotted, the time lord orders them captured for questioning. He knows nothing about the citadel, having only recently arrived, and has not yet learned that the portal does not allow entry back to the Plane of Time.

TIME LORD XP 204,800

CR 19

Male advanced-HD noble time flyer (*The Tome of Horrors II* 163)
NE Medium outsider (extraplanar, time)

Init +8; **Senses** darkvision 60 ft.; **Perception** +37

AC 41, touch 24, flat-footed 41 (+7 armor, +3 Dex, +5 deflection, +1 dodge, +5 insight, +10 natural)

hp 304 (29d10+145)

Fort +17; **Ref** +23; **Will** +22

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic; **SR** 17

Speed 30 ft.

Melee +3 *keen shock greatsword* +41/+36/+31/+26 (2d6+15/17–20 plus 1d6 electricity)

Ranged +5 *shuriken* +38/+33/+28/+23 (1d2+13)

Special Attacks temporal displacement, unmaking

Spell-Like Abilities (CL 25th):

3/day—*deathwatch*, *freedom of movement*, *hold person* (DC 17),

speak with dead (DC 18)

1/day—*delayed blast fireball* (DC 22), *greater dispel magic*

Str 27, **Dex** 18, **Con** 21, **Int** 23, **Wis** 20, **Cha** 21

Base Atk +29; **CMB** +37; **CMD** 62

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Power Attack, Skill Focus (Stealth), Spring Attack, Stunning Assault*, Weapon Focus (greatsword), Wind Stance
Skills Acrobatics +30, Bluff +37, Climb +34, Diplomacy +37, Escape Artist +33, Intimidate +37, Knowledge (history) +35, Knowledge (planes) +38, Perception +37, Stealth +40, Sense Motive +37, Survival +37

Languages Aquan, Auran, Common, Daemonic, Draconic, Ignan, Terran, Temporan

SQ time jaunt

Gear +3 *keen shock greatsword*, +2 *scale mail of spell resistance* (SR 17), *ring of protection* +5, *robe of stars*

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

TIME FLAYER CAPTAIN XP 76,800

CR 16

hp 178 (See "Time Flayer Huntsman" above)

TIME FLAYERS (6) XP 19,200

CR 12

hp 110 (See above)

CHAPTER 1: OVERVIEW OF THE CITADEL

TEMPORAL CRAWLERS (3)
XP 2,400
hp 45 (See above)

COMMON TIME ELEMENTAL
XP 4,800

N Medium outsider (elemental, extraplanar, time)
Init +9; **Senses** darkvision 60 ft.; **Perception** +23

AC 21, touch 18, flat-footed 15 (+5 Dex, +1 dodge, +2 insight, +3 natural)

hp 102 (12d10+36)

Fort +7; **Ref** +13; **Will** +10

Defensive Abilities foresight; **DR** 10/—; **Immune** elemental traits, temporal magic; **SR** 19

Speed fly 20 ft. (perfect)

Melee 2 slams +17 (1d6+3 plus cell death)

Special Attacks multi-manifestation

Str 16, **Dex** 20, **Con** 16, **Int** 14, **Wis** 14, **Cha** 11

Base Atk +12; **CMB** +15; **CMD** 33 (can't be tripped)

Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse

CR 6 **Skills** Fly +28, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (planes) +17, Perception +23, Sense Motive +17, Stealth +20, Survival +17

SQ time jaunt (DC 19)

CR 8 **Languages** telepathy 100 ft.

Treasure: In a chest of strange, rainbow-colored metal is the time lord's personal treasure stash. It consists of 4,000 pp, a star ruby (5,000 gp), and a *book of knowledge* (see sidebar).

Event 4: Infernal Spy (CR 16)

This event can occur at any time as the party explores the citadel. The rogue Skabeus is a **bone devil** spy sent by his infernal master Baalzebul—one of the archdukes of Hell—who had become suspicious of the activities in Tsar and suspected Orcus's hand in the city once again. Skabeus has been sent to gather information for Baalzebul and thwart any of the demon prince's plans he is able to. He first spots the party while they travel through the citadel. Have the PCs make Perception checks opposed to his Stealth checks to glimpse him, though he quickly moves out of their line of sight to avoid recognition. He waits until the party has completed a battle and appears somewhat vulnerable before revealing himself. See **Tactics** below.

SKABEUS

XP 76,800

Male bone devil rogue 7 (*Pathfinder Roleplaying Game Bestiary* "Devil, Bone")

LE Large outsider (devil, evil, extraplanar, lawful)

Init +10; **Senses** darkvision 60 ft., see in darkness; **Perception** +26
Aura fear aura (5 ft., DC 22, 1d6 rounds)

AC 31, touch 16, flat-footed 31 (+4 armor, +6 Dex, +1 dodge, +11 natural, -1 size)

hp 199 (10d10+60 plus 7d8+42 plus 7)

Fort +15; **Ref** +18 (+20 vs. traps); **Will** +9

Defensive Abilities evasion, trap sense +2, uncanny dodge; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

Speed 40 ft., fly 60 ft. (good)

Melee +2 *human bane sickle* +22/+17/+12 (1d8+7), claw +17 (1d6+2), bite +17 (1d8+2), sting +17 (3d4+2 plus poison) or bite +19 (1d8+5), 2 claws +19 (1d6+5), sting +19 (3d4+5 plus poison)

Ranged mwk shortbow +22/+17/+12 (1d8+1/x3 plus 1d6 cold)

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

Special Attacks poison (DC 23), rogue talent (surprise attack), sneak attack +4d6

Spell-like Abilities (CL 12th):

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—quicken *invisibility* (self only)

1/day—summon (level 4, 1 bone devil, 35%)

Str 21, **Dex** 22, **Con** 22, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +15; **CMB** +21; **CMD** 38

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Multiattack, Quicken Spell-Like Ability (*invisibility*), Skill Focus (Stealth), Weapon Focus (sickle)

Skills Acrobatics +26, Bluff +24, Climb +15, Diplomacy +17, Disable Device +31, Escape Artist +24, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +26 (+29 locate traps), Sense Motive +19, Spellcraft +16, Stealth +28

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ rogue talents (fast stealth, weapon training), trapfinding

Combat Gear 10 flasks of alchemist's fire, 3 flasks of acid; **Other Gear** +1 *leather armor*, +2 *human bane sickle*, masterwork shortbow, 50 +1 *frost arrows*, 20 cold iron arrows, masterwork thieves' tools

The *book of knowledge* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

BOOK OF KNOWLEDGE

Aura moderate conjuration and divination; **CL** 11th
Slot —; **Price** 4,800 gp; **Weight** 3 lb.

DESCRIPTION

Spirits that inhabit the book can be dispatched by the owner to perform the following tasks.

- Gain general information on the local population (within 20 miles), providing a +4 inherent bonus to Knowledge (local) or Diplomacy checks used to gather information. This use of the book takes 1 hour.

- Scan the mind of a known subject matter expert within 20 miles to ascertain the answer to a question. The book's owner may then make an appropriate Knowledge skill check using half of the subject's normal skill bonus in addition to any skill bonus that the owner may have. Answers are written on blank pages in the book by the spirits. Subjects under the effects of *mind blank*, *protection from evil*, or similar spells that prevent the intrusion of *detect thoughts* or summoned creatures cannot be scanned in this manner. Scanning spirits can be detected by the subject with a DC 22 Perception check and sent away with a successful *dispel magic* or if the subject succeeds on a DC 22 Will save, in which case the book will not function again for one day. This use of the book requires 4 hours.

There are 20 pages in the book for answers to be written on. When found, 2d10 of these pages have already been used. When full, the book cannot be used again until pages are blank again. Writing on a page fades after 1 year allowing its use again.

Whenever a Knowledge skill check fails, there is a 10% chance that the spirits collect false information and write it on a page instead.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, *summon monster II*; **Cost** 2,400 gp

CHAPTER 1: OVERVIEW OF THE CITADEL

Tactics: When Skabeus decides to reveal himself, he approaches the party invisibly and stops 10 feet away from them (outside his fear aura) before appearing to them. He speaks to them telepathically and proposes a truce. If attacked he casts *wall of ice* to cover his retreat and departs. He then stalks the party while invisible, spying through intervening walls with *x-ray vision* if necessary. He tries to maneuver into their midst invisibly before appearing and letting his fear aura affect as many as possible. He attacks those that remain using *wall of ice* to split the party up. If the party seems too powerful for him, he instead snipes at them with poisoned arrows using fly to retreat outside the citadel and continue his attacks.

Development: Use Skabeus however best suits your needs. He can be a continuing foil during the adventure or an unknown benefactor to help them if they get in over their heads. If the party chooses to attack, he attempts to kill all of them but one, so he can capture that individual and question and torture him at his leisure. If the party chooses to make a truce — he is lawful and will abide by it — you can use him to provide rumors and hints gleaned from his own investigations in the citadel. He can also be used as an exotic replacement PC for a player who has lost his character if you so choose.

Event 5: Death of a Salesman (CR 18)

This event occurs when the midnight peddler gives his final clue to the party. Ideally, this should be run fairly late in the adventure after he has already imparted most or all of the clues provided in Event 1. When the peddler is encountered in this event, run it just like Event 1 with the peddler offering an orc's jawbone for 50 gp in exchange for the following piece of information.

"In caverns deep beneath disciples' feet sleeps the corrupted, corruptor, and those that glorify them. When wakes the Sleeper, then comes the Reaper to harvest a world long denied him."

The peddler departs as always, but 1 round later read the following.

The familiar creaking of the peddler's cart receding into the distance is suddenly interrupted. There is the sound of a scuffle followed by a thud and a loud crash. Then all is quiet again.

With his final clue, the midnight peddler struck too close a chord with Orcus's secret and allowed his pursuers to zero in on him. As he walked away from the party, the **assassin daemon** Kush stepped from a nearby wall incorporeally and delivered a death attack, which instantly slew him (he does not use his angel of death ability since the outsider cannot be resurrected). He tumbled to the ground which likewise tipped his peddler's cart over. If the party reacts instantly, they have 1 round to reach the scene of the attack before Kush leaves. The attack occurred only 40 feet from the party's position, but is around a corner or otherwise out of their line of sight. If the PCs arrive within 1 round, allow them to make DC 26 Will saves to notice Kush standing over the bloody body. He is a nondescript figure with no noticeable features — almost seeming genderless — that seems to continually slip beneath the notice of the viewer. If he is spotted, they can attack and attempt to follow him before he becomes incorporeal again and flees through a nearby wall. He uses his supernatural and spell-like abilities to try and escape any pursuit. If he is slain, a scroll composed of dried dretch hide and written in ink of black blood (**Player Handout D**) can be found in his belt pouch. If the party takes longer than 1 round to reach the scene, then Kush is already gone.

KUSH, KING OF ASSASSINS XP 153, 600

Male assassin daemon rogue 4/assassin 3 (*Creature Collection III: Savage Bestiary* 37)

CR 18

NE Medium outsider (daemon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +26

AC 31, touch 17, flat-footed 31 (+6 armor, +6 Dex, +1 dodge, +8 natural)

hp 179 (14d10+42 plus 4d8+12 plus 3d8+9 plus 4)

Fort +14; **Ref** +21; **Will** +8; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge (level 17th), incorporeality, quiet death, trap sense +1, uncanny dodge, unremarkable; **DR** 10/good; **Immune** acid, death effects, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

Speed 30 ft.

Melee +3 *keen dagger* +28/+23/+18/+13 (1d4+7/17–20 plus poison)

Ranged +3 *hand crossbow* +28/+23/+18/+13 (1d4+3/19–20 plus deathblade poison)

Special Attacks angel of death, death attack (DC 23), poison, rogue talents (bleeding attack, surprise attack) sneak attack +7d6, swift death, true death (DC 25)

Spell-like Abilities (CL 14th):

At will—*assassin's senses**, *darkness*, *disappear**, *find traps*, *greater teleport* (self plus 50 lbs. of objects only), *misdirection* (DC 18)

3/day—*bloodied blade**, *invisibility*, *locate creature*, *lure** (DC 19), *see invisibility*

1/day—*discern location*, *greater invisibility*, summon (level 4, 1d3 leukodaemons 35%)

Str 18, **Dex** 23, **Con** 16, **Int** 16, **Wis** 15, **Cha** 22

Base Atk +19; **CMB** +23; **CMD** 40

Feats Dodge, Improved Initiative, Mobility, Quick Draw, Rapid Reload, Skill Focus (Stealth), Skill Focus (Survival), Spring attack, Stealthy, Step Up, Weapon Finesse

Skills Acrobatics +30, Disable Device +31, Disguise +35, Escape Artist +34, Knowledge (local) +13, Perception +26 (+28 locate traps), Sense Motive +23, Sleight of Hand +27 (+37 hide weapons), Stealth +48, Survival +32, Use Magic Device +16

Languages Abyssal, Daemonic, Draconic, Infernal; telepathy 100 ft.

SQ assassin features, hide in plain sight, poison use, trapfinding

Combat Gear 3 vials of deathblade poison; **Other Gear** +3

keen dagger, +3 *hand crossbow*, 10 poisoned crossbow bolts (deathblade), *bracers of armor* +6, *ring of protection* +4,

masterwork thieves' tools

* See sidebox.

Assassin Features (Ex) An assassin daemon has the special abilities of the assassin prestige class (though not the attack bonus, saving throw modifiers, hit points, or skill points) of an assassin equal in level to 1/2 the assassin daemon's racial Hit Dice (usually 7th level). If the assassin daemon takes any levels in the assassin prestige class, it stacks with equivalent level of the assassin daemon for determining special abilities (for example, a 14-HD assassin daemon that takes 3 levels of the assassin prestige class has the special abilities of a 10th-level assassin).

Incorporeality (Su) An assassin daemon can become incorporeal at will as a standard action or return to its corporeal state, likewise as a standard action. While incorporeal it retains its DR 10/good but loses its natural armor bonus to AC. It does, however, gain a deflection bonus to AC equal to its Charisma modifier.

Poison (Su) +3 *keen dagger*—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

An assassin daemon's dagger is automatically and continually coated in a virulent poison. The ability functions only with the assassin daemon's +3 *keen dagger* and not with any other weapon it might wield. This is an ability of the daemon, not the dagger.

Unremarkable (Su) Creatures must make a DC 26 Will save to notice the assassin daemon, even if it is fully corporeal and standing in the open. A creature affected by this ability will afterwards remember the daemon as an ordinary, nondescript member of

CHAPTER 1: OVERVIEW OF THE CITADEL

whatever gender and species the daemon wishes. If the daemon attacks or otherwise takes an overtly hostile action, this ability is negated, although in this case it might still remain unnoticed due to its other magic or a successful Stealth check. The save DC is Charisma-based.

Development: After Kush has escaped or been dealt with, the party can examine the midnight peddler and his cart. The first thing of obvious interest is the mound of gold that has spilled from the cart onto the floor (see **treasure** below). Examining the peddler reveals a single stab wound to the spine with traces of poison around it. The daemon's death attack was instantly fatal. Removing the peddler's coarse gray robes reveals a humanoid creature with shriveled, gray skin and pointed elven ears. Its eyes are opalescent even when dimmed by death. Its jaw is not protruding as has previously been observed, but marks on its cheeks and ears show where something was wired to fit over the creature's lower face for many years (an examination of the orc's jawbone purchased by the party notes small

holes drilled through it allowing it to be hung over the lower portion of one's face by wires).

A DC 25 Knowledge (the planes) check reveals this corpse to be a much-wizened and abused ghaele azata. Concealed in the folds of the robes is a tattered and threadbare white silk harlequin's mask; holes surround the edges of the mask where jewels have been removed. A DC 35 Knowledge (the planes) check recognizes this as resembling the symbol of the powerful ghaele known as Castothraine, the Prince of Guile, an azata infamous as a spy for infiltrating the strongholds of evil and ferreting out their secret weaknesses. This noble spy has been missing since before the Battle of Tsar. Reduce the DC for this Knowledge check by 10 if the party has already learned of Castothraine from Event 2.

These are indeed the remains of the Prince of Guile. This azata spymaster was one of the Three Spies sent into Tsar by Thyr and Muir to determine Orcus's doings. He was successful in learning of the secret caverns and Orcus's plans, but he and his compatriots were discovered. The other two, Pylorus and Regium were captured,

New Spells

These spells in the assassin daemon's spell-like abilities appeared in either *Relics & Rituals* or *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**. They are included here for your convenience.

ASSASSIN'S SENSES

School divination; **Level** bard 3, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF/F (severed finger of a professional assassin)
Range personal
Target you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

The critical threat range and multiplier of any weapon or natural attack that you are using increase by 1. This stacks with the Improved Critical feat, the *keen* weapon quality, and other conditions that may have already increased these. It does not stack with multiple castings of this spell.

BLOODIED BLADE

School transmutation [evil]; **Level** cleric 4, druid 4, evil 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (one drop of the caster's blood)
Range touch
Target one weapon touched
Duration 1 day + 1 round/level (see below)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cast this spell on any piercing or slashing weapon, and it becomes dormant until activated by the weapon dealing at least 1 point of damage on a living creature or until the next sunrise, at which point the spell is discharged without effect.

Once activated, the weapon gains a limited feral intelligence and a lust to shed more blood. Every 5 points of damage that the weapon deals grants a +1 morale bonus to attack and damage rolls (maximum +5) for 1 round/caster level. Since this is a morale bonus, it stacks with any enhancement bonuses the weapon may have, but is not considered a magic bonus for purposes of overcoming damage reduction. In addition, any creature struck by a *bloodied blade* must make a Will save or suffer a -2 morale penalty on attacks made against the blade's wielder due to the horrible aura of glee emanating from the weapon when it draws blood. This effect ends when the spell expires.

If the spell is cast on a weapon wielded by someone other than the caster, the weapon may receive a saving throw to avoid the effects of the spell if the wielder wishes. Weapons with the *holy* weapon quality must make a saving throw when they slay a living creature while under the effects of this spell to avoid becoming *unholy*. Similarly intelligent weapons with non-evil alignments that slay a living creature while under the effects of this spell must make a Will save or have their alignment shift one step before neutral evil. These effects can be reversed by a *remove curse* spell.

DISAPPEAR

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 2 rounds (D)
Saving Throw none; **Spell Resistance** no

You disappear from sight with a brief puff of blue smoke and become invisible (as the spell) for the round of the casting and the following round. If not already visible, you reappear at the start of your action on the third round.

The spell was designed to be helpful under duress in order to escape combat. As a result, you receive a +4 bonus to concentration checks made to cast defensively or continue to casting even while being distracted. This bonus stacks with any other bonuses from Combat Casting, etc.

LURE

School enchantment (compulsion); **Level** bard 4, druid 2, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small mundane item)
Range close (25 ft. + 5 ft./2 levels)
Target person who sees it first (see below)
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

When you place this enchantment on a small mundane item, the first person to see it must make a Will save or experience an overwhelming desire to possess it. This causes him to move immediately towards it, ignoring all dangers. While under the influence of this spell, the victim is considered flat-footed and fights at a -4 attack penalty.

CHAPTER 1: OVERVIEW OF THE CITADEL

but he managed to elude capture — though only at a great price. Knowing that his plan was in jeopardy, Orcus spared no effort in tracking down the spies. Unable to counter the might of a demon prince who had watchers on all possible paths to the celestial realms and searchers seeking any glimpse of the spy, Castothraine made the only choice available to him. He went into deep cover — deeper than he had ever gone before. To thwart the demon lord's trackers, he had to sacrifice his very identity as the Castothraine and even as an azata. He took on the persona of the midnight peddler and maintained it for centuries, never resuming his old identity for fear of discovery before the precious information he carried could be relayed back to Thyr and Muir.

He dared not reveal himself or overtly pass on the information he carried, knowing that to do so would immediately call down the watch dogs of Orcus who would then destroy him and any whom he had told. He also knew that even in his peddler disguise he'd never be able to personally make it past the watchers to the Upper Planes. Therefore, he became a strange, enigmatic figure selling worthless goods and seemingly meaningless bits of advice to a select few who came to the Desolation — one more unusual character in a land inhabited by nothing but unusual characters. However, with each person he approached (the PCs are not the first) he gauged their ability and willingness to take on the task he had left undone. With each success by those individuals he revealed a bit more and pointed them a bit closer to the truth. With the PCs' success in infiltrating so far into the citadel, he gambled to reveal the final bits that would allow them to finally uncover the truth and in doing so was finally located and destroyed, but not before equipping his unwitting pupils with the tools to finish his mission.

After a few moments, the corpse will shrivel and fall apart into dry flakes. Castothraine's essence has finally returned to the realm of Thyr and Muir.

Treasure: With the passing of the peddler, all of the junk in his cart has converted back into the gold coins that it really is. As a result, the tipped cart has spilled 5,650 gp onto the ground.

Event 6: Opening the Well (CR 20)

This event occurs after the Abyssal gibbering orb lich in Chapter 6, Area 324 (*Part 4—In the Belly of the Beast*) known as the Bell has been slain. The lich's phylactery need not have been destroyed, and he may have reanimated in a new body as described in Event 7; all that matters is that the lich' form entrapped in Area 324 has been destroyed. Its destruction serves as the trigger for this event.

Whenever this occurs, the blood-filled well at Area 4a suddenly empties. In its place is the true St. Harul's Well, an open shaft that descends into the earth with a stair spiraling down the inside edge. No trace of the blood remains just as no stairs existed prior to the opening of the well. The blood fount has ceased to exist and this stairwell shaft has been called into being from an alternate plane of existence, though it now permanently occupies this one. When the party first returns to the High Altar chamber in the Feet of Orcus, read the following description as they lay eyes on the opened well for the first time.

Something has changed since you were last in this chamber. The omnipresent smell of blood seems to have gone, and now a fresh scent, like pure mountain air fills the room. The great marble well in the room's center, once stained with blood and filth, now stands clean and almost glowing in the polish of its pristine white marble. The stairs leading up to its lip are now clean and clear of debris. And where once words crudely carved in the Abyssal language gouged the well's surface, now a flowing elegant script, glowing with silvery light reads, "St. Harul's Well, Patron of That Which Was Lost but Not Forgotten."

The stairs within the well are wide and shallow, making it a descent easy. They spiral down a total of 200 feet to Area 1 of the Caverns of the Barrier (see Chapter 16 in *Part 6—Caverns of the Barrier*). On the wall beside each step is chiseled an image in the stone. There are a total of three alternating images, and each repeats 111 times along the descent. Two of the images are easily recognizable as the sword of Muir and the cross of Thyr. The third image depicted, however, is a kite shield (the symbol of Kel the Protector, though the party is unlikely to know this short of a DC 50 Knowledge [religion] check). Nine steps down from the top of the well sits a silver lantern glowing with a dim, orange light. This is the phylactery of the Bell. See Event 7 for details.

Though the party has succeeded in opening the Well of St. Harul and gaining access to the hidden caverns beneath, all is not well. For the activation of the magic causing the well to appear has stripped away some of the earlier magic crafted by St. Harul in his lifetime. This stripping effect was just enough to destroy the already weakening spell cast by St. Harul millennia ago when he faced the horrific **paragon troll**, Three-Fang. As a result, Three-Fang who has been imprisoned in the Trollstone ever since that time (see Area T4 of *Slumbering Tsar: Temple-City of Orcus*) has awakened from his slumber and is drawn to this symbol of his former nemesis's power. Three-Fang arrives in Area 4 of the citadel shortly after the party and immediately attacks with a bellowing charge, seeking his first meal in thousands of years. In reviving the memory of St. Harul and his well, the party also has the opportunity to destroy one of the most powerful foes he ever faced.

THREE-FANG XP 307,200

CR 20

Male paragon troll
CE Large humanoid (giant)

Init +13; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +29

AC 47, **touch** 42, **flat-footed** 38 (+9 Dex, +12 insight, +12 luck, +5 natural, -1 size)

hp 204 (6d8+84 plus 72); **fast healing** 20, **regeneration** 5 (acid or fire)

Fort +29; **Ref** +21; **Will** +21

DR 20/epic; **Resist** cold 10, fire 10; **SR** 45

Speed 90 ft.

Melee bite +41 (1d8+33), 2 claws +41 (1d6+33)

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

Special Attacks rend (2 claws, 1d6+32)

Spell-like Abilities (CL 15th):

3/day—*greater dispel magic*, *haste*, *see invisibility*

Str 36, **Dex** 29, **Con** 38, **Int** 21, **Wis** 24, **Cha** 21

Base Atk +4; **CMB** +43; **CMD** 61

Feats Combat Reflexes^B, Improved Initiative^B, Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Acrobatics +25, Climb +32, Intimidate +37, Knowledge (nature) +21, Perception +29, Stealth +21, Survival +23

Languages Giant

Event 7: The Bell Rings Twice . . . or More (CR 20)

This event occurs after the Abyssal gibbering orb lich in Area 324 (Chapter 6 of *Part 4—In the Belly of the Beast*) has been destroyed. With its phylactery safely ensconced in St. Harul's Well, the Bell continues to reform until its phylactery has been destroyed. Instead of forming a completely new body as occurs with an ordinary lich, the Bell instead inhabits the body of any other dead gibbering moulder within the citadel (including Sir Mab in Area 19). For that very purpose, several such corpses were stored in Area 358 (Chapter 7 of

CHAPTER 1: OVERVIEW OF THE CITADEL

Part 5—The Mind of Chaos and animated as zombies. The Bell's animating spirit is able to inhabit one of these gibbering moulder zombies 24 hours after the lich's destruction. Even if these zombies are slain, the Bell can still inhabit their corpses as long as they were not *disintegrated* or otherwise utterly destroyed. The Bell cannot inhabit a corpse that it has already inhabited before. Therefore, even if its phylactery isn't destroyed, the Bell can be prevented from rising again by utterly destroying all of the gibbering moulder zombies in the citadel after it has been slain while inhabiting the body of each one. Then the Bell could only reform if a suitable new gibbering moulder corpse was brought into the citadel.

Once the Bell's inhabits a suitable corpse, it gains all of its former abilities as an **Abyssal gibbering orb lich**, and the new body takes on the appearance of its original form. The Bell relentlessly seeks to slay whoever it was that destroyed its original body before turning its megalomaniacal attention to conquering the rest of the citadel for itself. Once it has been freed from the belfry it can be encountered anywhere within the citadel as it seeks its killers. As mentioned, this can occur again and again until it is permanently destroyed.

THE BELL

CR 20

XP 307,200

Abyssal gibbering orb lich (*Pathfinder Roleplaying Game Bestiary* "Fiendish; Lich")

CE Huge undead (extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +59

Aura fear (60 ft., DC 29), gibbering (60 ft., DC 29)

AC 34, touch 18, flat-footed 24 (+9 Dex, +1 dodge, +16 natural, -2 size)

hp 310 (27d8+162 plus 27)

Fort +17; **Ref** +20; **Will** +24

Defensive Abilities all-around vision, amorphous, channel

resistance +4, rejuvenation; **DR** 15/bludgeoning, good, and magic;

Immune cold, electricity, flanking, undead traits; **Resist** fire 15;

SR 29

Speed 5 ft., fly 20 ft. (good)

Melee 11 bites +26 (2d8+7/19–20 plus grab), touch +25 (1d8+13 plus paralyzing touch)

Ranged 12 eye rays +27 touch (eye rays)

Space 15 ft.; **Reach** 10 ft.

Special Attacks paralyzing touch (DC 29), smite good 1/day (+6 attack/+27 damage), swallow whole (5d6 acid damage, AC 18, 31 hp)

Str 25, **Dex** 29, **Con** —, **Int** 30, **Wis** 24, **Cha** 22

Base Atk +20; **CMB** +29 (+33 grapple); **CMD** 49 (can't be tripped)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge,

Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Critical (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +39, Climb +37, Escape Artist +39, Fly +39, Intimidate +36, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (planes) +37, Knowledge (religion) +40, Perception +59, Sense Motive +49, Spellcraft +40, Stealth +39, Survival +37

Languages Abyssal, Aklo, Auran, Celestial, Common, Daemonic, Draconic, Ignan, Infernal, Terran, Undercommon

SQ flight

Eye Rays (Su) Each eye ray resembles a spell cast by a 27th-level caster. Each has a range of 150 ft. and a save DC of 29. It can fire all of its rays in any direction but cannot aim more than 5 rays at a single target due to its aiming limitations. The save DCs are Charisma-based. The 16 eye rays are as follows:

Cone of cold: Target affected as spell taking 15d6 cold damage (Reflex half).

Disintegrate: Target must succeed on Fortitude save or affected as spell.

Dominant monster: Target must succeed on Will save or affected as spell.

Energy drain: Target affected as spell gaining 2d4 temporary

negative levels (Fortitude partial).

Feeblemind: Target must succeed on Will save or affected as spell.

Finger of death: Target must succeed on Fortitude save or affected as spell. Take 3d6+13 on a successful save.

Flesh to Stone: Target must succeed on Fortitude save or affected as spell.

Greater dispel magic: Works as targeted dispel.

Harm: Target affected as spell taking 150 points of damage (Will half).

Hold monster: Target must succeed on Will save or affected as spell.

Horrid wilting: Works as spell but targets one creature. Target must succeed on Fortitude save or affected as spell.

Inflct critical wounds: Target affected as spell taking 4d8+20 points of damage (Will half).

Lightning bolt: Target affected as spell taking 10d6 electricity damage (Reflex half).

Irresistible dance: Target affected as spell (Will partial).

Power word blind: Target blinded as spell.

Telekinesis: Can move objects up to 375 lb. as spell (Will negates).

Gibbering (Su) The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet to make a DC 29 Will save or suffer the effects of an *insanity* spell (CL 27th). This is a sonic mind-affecting effect. The save DC Charisma-based.

The Bell's phylactery is hidden in St. Harul's Well as described in Event 6. It resembles a silver, bell-shaped lantern etched with a ring of sixteen eyes around its top and glows with a dim, orange light. The flickering orange light is the bell's soul within the lantern. A DC 20 Perception check notices the tiny image of a kite shield within this central flame (this is the image of Kel placed in the phylactery by Orcus to symbolize the captivity of her symbol while the well was sealed. The lantern is difficult to destroy (Hardness 20, hp 40, Break DC 40) and sheds light in a 10-foot radius. Anything within the area of that light is affected as if in an *antimagic field*. This *antimagic field* is always active and makes the phylactery even more difficult to destroy. If anyone thinks to use the *Hammer of Mordecai's Doom* (see **Magic item Appendix**), they find that it is unaffected by the *antimagic field* and ignores the Hardness of the phylactery. Orcus is not the only deity who has foreseen things to come and placed a special purpose on the weapon. The *hammer's* long-hidden purpose is to destroy the Bell and free knowledge of Kel the Protector. As long as the phylactery exists, the Bell can inhabit a new gibbering moulder body. If it is destroyed, then he is trapped in his current body and is permanently slain if that body is destroyed.

Event 8: Lifting the Pall

This event represents the removal of Orcus's insidious and corrupting influence over the citadel and the ruins of Tsar, an influence felt in the form of the Pall over Tsar (see above). However, this pall can be lifted if the following requirements are met:

1. The first is that the Citadel of Orcus must be returned to the Material Plane, as has presumably happened if this adventure is being run.

2. Secondly the Well of St. Harul must be opened and the identity of St. Harul's patron rediscovered (as described above in Event 6 with the opening of the well and discovery of Kel's symbol).

3. Thirdly the Abyssal gibbering orb known as The Bell must be permanently destroyed — including its phylactery.

4. Finally the betrayer that triggered the citadel to be ripped from the city, Lord Bishu, must be brought to justice (see Area 419 of Chapter 10 in **Part 5—The Mind of Chaos**).

When all of these conditions are met, the greasy pall that seems to cover the citadel and surrounding city evaporates as do the effects described earlier in this chapter. Anyone already affected by the Pall must still have the effects removed by one of the listed methods, but no further effects occur. In addition, the Darken River that flows from beneath the foundations of the citadel becomes pure water again — though still somewhat dark in color — and loses its cursed effects as

CHAPTER 1: OVERVIEW OF THE CITADEL

it flows through the city (see Areas T5, T6, and P2 of *Slumbering Tsar: Temple-City of Orcus*).

The final result of the lifting of the Pall is that the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**) is redeemed. If the party has recovered the *hammer* either from the dweller at the crossroads in *Slumbering Tsar: The Desolation* or Mordecai's Stair in *Slumbering Tsar: Temple-City of Orcus*, then whatever PC is carrying it feels a vibration emanating from the hammer. Upon inspection it is revealed that the images of Thyr and Muir on the hammer's head are glowing. In addition, the central, faceless figure is likewise glowing and, as the PCs watch, a benevolent female face appears on it. This is the face of Kel the Protector, sister of Thyr and Muir. However, a DC 50 Knowledge (religion) check is necessary to identify this newly pictured deity. With this transformation and removal of Orcus's presence, it once again becomes the *Hammer of the Three Gods* (see **Magic items Appendix**), and the curse on the weapon is lifted.

Event 9: Return of the Devourer (CR 19)

This event is triggered by the redeeming of the *Hammer of Mordecai's Doom* as described in Event 8 above. This action recalls the spirit of the ancient devourer that first slew Mordecai and consumed his soul. With the likely destruction of this creature in the previous adventure and the redemption of the accursed weapon, the soul of that foul being, still in turmoil is alerted and sent by Orcus once again to the Material Plane. This time, however, it appears as an **advanced devourer lord**. It focuses its attacks on whomever wields the hammer hoping to steal his soul (which will reinitiate the curse of the hammer). It no longer has the soul of Patriarch Mordecai and must, therefore, rely on the life essence it steals. It begins the battle with 15 levels that it stole from an aasimar before arriving. It fights to its final destruction knowing that if it cannot reclaim the hammer then curse of the hammer and Orcus's intertwined hold over the city are forever broken.

MORDECAI'S DOOM REBORN

CR 19

XP 153,600

Advanced-HD devourer lord (*Pathfinder Roleplaying Game Bestiary* "Devourer"; *The Tome of Horrors II* 214)

NE Huge undead (extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +33

Aura *deseccate* (20 ft., -3 profane penalty to channel energy)

AC 32, touch 12, flat-footed 28 (+4 Dex, +20 natural, -2 size)

hp 225 (26d8+208)

Fort +17; **Ref** +15; **Will** +20

Defensive Abilities channel resistance +4, spell deflection; **DR** 10/magic; **Immune** undead traits; **SR** 40

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +35 (2d8+17/19-20 plus energy drain)

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

Special Attacks command devourer 11/day, create spawn, devour soul (DC 29), energy drain (1 level, DC 29)

Spell-like Abilities (CL 30th):

At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 22), *confusion*^{4th} (DC 22), *control undead*^{7th} (DC 25), *death knell*^{2nd} (DC 20), *ghoul touch*^{2nd} (DC 20), *greater spectral hand*^{4th*}, *inflict serious wounds*^{3rd} (DC 21), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *slay living*^{5th} (DC 23), *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 21), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 21)

3/day—quicken *spectral hand*^{2nd}

1/day—*darkness*, *fear* (DC 22), summon (level 6, 3 devourers, 100%)

Str 42, **Dex** 18, **Con** —, **Int** 21, **Wis** 18, **Cha** 26

Base Atk +19; **CMB** +37 (+39 sunder); **CMD** 51 (53 vs. sunder)

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Command Undead^B, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Sunder, Lightning Reflexes, Power Attack, Quicken Spell-like Ability (*spectral hand*), Spell Penetration, Weapon Focus (claw)

Skills Bluff +34, Climb +45, Diplomacy +24, Fly +26, Intimidate +27, Knowledge (arcana) +34, Knowledge (planes) +31, Perception +33, Sense Motive +23, Spellcraft +34, Stealth +14

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft., undead telepathy (even mindless undead) 100 ft.

* See sidebox

Create Spawn (Su) A creature slain by Mordecai's doom rises in 1d4 minutes as a devourer under its control.

New Spell

This spell known by Mordecai's Doom originally appeared in *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**. It is included here for your convenience.

GREATER SPECTRAL HAND

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect one greater spectral hand

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell functions in all ways like *spectral hand*, with the following exceptions. Upon casting the spell, the caster loses 1d8 hit points that return when the spell ends, but not if the hand is destroyed. Any ranged touch range spell of 6th-level or lower that can be cast by the spellcaster can be delivered by *greater spectral hand*. The hand has the spellcaster's save bonuses +2, AC 24 plus the caster's Intelligence modifier. The hand has as many hit points as are lost during the casting.

Event 10: Calling the Justicar

This event can occur at anytime during the adventure that the party chooses but only if they completed the necessary actions as described in Event 6 in *Slumbering Tsar: Temple-City of Orcus*. If that is the case, then any of the PCs involved in that process may, as a free action, call the name of Gerrant of Gilboath ("Gerrant" is sufficient) three times. Upon doing so, in the next round the **ghost** of Gerrant appears much like a summoned creature. He carries the ethereal versions of his equipment, even if he had previously bequeathed the material versions to the party members or they have since been lost or destroyed. Once summoned, Gerrant remains free willed but fights or otherwise assists the summoner to the best of his ability. While in battle, his ethereal sword functions as if it had the *ghost touch* property allowing it to strike material targets. Gerrant will remain for 10 minutes and can only be called once.

GERRANT OF GILBOATH

CR 18

XP 153,600

Male human ghost paladin 10/Justicar of Muir 7 (see **Prestige Class Appendix**)

LG Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +25

Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex)

(vs. ethereal) **AC** 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural)

hp 227 (10d10+70 plus 7d10+49 plus 10)

Fort +25; **Ref** +15; **Will** +23

Defensive Abilities channel resistance +4, divine grace, incorporeal, rejuvenation; **Immune** charm, disease, fear, illusions, undead traits

Speed fly 30 ft. (perfect)

Melee +2 *holy ghost touch sword* +24/+19/+14/+9 (1d10+6/19–20) or corrupting touch +20 (18d6, Fort DC 25 half)

Special Attacks channel positive energy (DC 22, 5d6), enemy of evil, mark of justice, scourge of evil, smite evil 4/day (+7 Atk/+10 dmg), sword of courage, telekinesis

Spell-like Abilities:

At will—*detect evil* (CL 10th)

2/day—*zone of truth* (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—*break enchantment, neutralize poison*

3rd—*daylight, dispel magic, magic circle against evil, remove blindness/deafness*

2nd—*eagle's splendor, owl's wisdom, remove paralysis, resist energy, shield other*

1st—*bless, bless water, cure light wounds (x2), lesser restoration, protection from evil*

Str — (19 vs. ethereal), **Dex** 16, **Con** —, **Int** 15, **Wis** 18, **Cha** 24
Base Atk +17; **CMB** +20 (+21 vs. ethereal); **CMD** 37 (34 vs. ethereal)

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)^B, Improved Bull Rush, Improved Initiative^B, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Unseat, Weapon Focus (bastard sword)

Skills Diplomacy +20, Fly +6, Handle Animal +18, Heal +17, Knowledge (nobility) +15, Knowledge (religion) +15, Perception +25, Ride +18, Sense Motive +17

Languages Celestial, Common, Giant

SQ celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing

Gear +4 *full plate armor, amulet of natural armor* +3, +2 *holy ghost touch bastard sword, silver holy symbol of Muir* (25 gp)

Character Resources

The Citadel of Orcus is not intended for the party to enter and complete their quest in a single foray. Probably they will want to leave the citadel and the surrounding ruins to camp in order to avoid the effects of the Pall over Tsar, at least until the Pall can be broken by laying to rest the demonic knight at the citadel's peak and opening the well that hides the secrets of the cavern below. The actual exploration of the citadel could take several weeks of game time. If they so choose, the party has the opportunity to retreat to civilization for healing or help, and at their levels with the teleportation magic available to them this should be a fairly simple matter.

Though distance is unlikely to be much of a factor, the nearest settlement is the drifter colony of riff-raff and thugs known as The Camp, about 20 miles to the southeast across the Desolation. If the party has played through the first two adventures, they are likely to have established strong connections in The Camp or perhaps now rule it outright. The Camp is fully detailed in *Slumbering Tsar: The Desolation*, but a short summary is provided here if you do not have access to that resource. If the actions of the players in the previous adventures have changed the power structure or population of the settlement, modify the following as necessary.

If the party needs healing, they can purchase spells or scrolls from Father Death, the unusually friendly priest of Nergal who keeps a small temple in the settlement, or can purchase potions from the swamp hag apothecary. They can also have magic items made in excess of the

The Camp

The Camp (Hamlet): Nonstandard (Modified Anarchy); AL CN; 100 gp limit; Assets 1,750 gp; Population 355; Mixed (68% human, 10% orc or half-orc, 6% dwarf, 5% goblinoid, 3% halfling, 3% gnome, 2% elf or half-elf, 2% other races, 1% giant).

Authority Figure: The Usurer, male lich Wiz11/Exp5 (moneychanger and blacksmith).

Important Characters: The Bender Brothers, male gnomes Rog6/Asn3 (landlords); Clantock, male half-orc Ftr8/Rog3 (mercenary captain); Father Death, male hobgoblin Clr8 (Nergal); Finnelaus, male elf Bbn6 (livery master); Griswald, male ghost (undertaker); Lucky Bjorc Balsam, male orc Exp10 (tavern keeper); Mama Grim, swamp hag (apothecary); Sammar, male human Brd4/Ari1 (diplomatic agent of Bard's Gate); Simon, male half-elf Mnk7 (hermit); Skeribar, male human Rgr10 (guide).

Others: Rgr5 (x7); Clr3 (x2); Ftr1 (x5); Rog4 (x3); War5 (x3); War4 (x18); War2 (x3); War1 (x21); Adp1 (x4); Exp3 (x10); Exp2 (x12); Exp1 (x36); Com3 (x16); Com2 (x41); Com1 (x161).

Notes: The economy of The Camp is based on "iron bits" that are provided by the Usurer. Citizens exchange their gold to the Usurer for iron bits on a one-for-one basis. Visitors, however, must exchange their gold through the Usurer at a rate of 5 gp for 1 ib. The Usurer shares the profits off of this with the rest of the town, so the local merchants refuse to accept any form of currency other than the Usurer's iron bits. This artificial inflation helps to keep an otherwise stagnant economy alive to some extent. Visitors must maintain a permanent residence in The Camp for 30 days in order to be counted as citizens and gain the more favorable exchange rate.

town's gp limit by the Usurer who is an 11th-level wizard with the Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, and Scribe Scroll feats. The Usurer admits to being a spellcaster but hides his existence as a lich under powerful illusions. The emporium and tavern in The Camp sell mundane supplies and equipment. Furthermore, though Bard's Gate is several weeks or months travel distance (depending upon your campaign world), at the party's level even that metropolis is not out of reach of *teleport* spells or similar magic.

For the time spent by the party camping or traveling through the ruined city or Desolation, roll on the following encounter tables twice a day and twice a night.

Acid Rain: These torrential downpours rise suddenly in the moisture-laden clouds of the northwestern portion of the Desolation known as the Boiling Lands and blow over the surrounding areas. The wind currents coming down from the mountain slopes keep them from drifting over the city itself, and they usually die out before reaching The Camp. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so adequate shelter can prevent the party members from being exposed to the damage-causing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that it is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc. if they are exposed to the downpour. Metal and wood are undamaged.

Allips: These foul undead are the remains of those soldiers who cracked under the constant strain of battle and ended up taking their own lives. They now come forth seeking revenge upon the living. They resemble a cloud of boiling shadows with a vaguely humanoid shape and gaping skeletal maw.

Tsar and the Desolation Daytime Random Encounter Table

d%	Encounter
01–04	Acid Rain
05	Bane Cloud
06–07	Geyser
08–15	1d6+6 Ghoul Wolves
16–19	1d6 Toxic Mudmen
20–26	2d6 Dread Ravens
27–29	Nabasu Demon
30–34	1d2 Will-O'-Wisps
35	Clay Golem
36–40	1d4 Poisonbearer Ghouls
41–44	1d2 Mohrgs
45–50	2d6 Zombies
51–00	No Encounter

Tsar and the Desolation Nighttime Random Encounter Table

d%	Encounter
01–03	Acid Rain
04–06	Bane Cloud
07–12	1d6+6 Ghoul Wolves
13–16	1d12 Toxic Mudmen
17–21	1d4 Babau Demons
22–26	1d12 Ghasts
27–30	1d6 Will-O'-Wisps
31–36	2d6 Poisonbearer Ghouls
37–41	Nabasu Demon
42–48	2d20 Skeletons
49–52	2d4 Allips
53–59	2d12 Zombies
60–62	1d6+5 Vargouilles
63–64	Dread Wraith
65–00	No Encounter

ALLIP XP 800

Pathfinder Roleplaying Game Bonus Bestiary "Allip"
CE Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; **Perception** +7
Aura babble (60 ft., DC 15)

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)
hp 30 (4d8+12)
Fort +4; **Ref** +4; **Will** +4
Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

Speed fly 30 ft. (perfect)
Melee incorporeal touch +4 (1d4 Wisdom damage)
Special Attacks touch of insanity

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16
Base Atk +3; **CMB** +3; **CMD** 17
Feats Improved Initiative, Lightning Reflexes
Skills Fly +16, Intimidate +10, Perception +7, Stealth +8
Languages Common
SQ madness

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must

succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

Babau Demons: These vicious brutes sally forth from the ruins of Tsar (see Area G4, *Slumbering Tsar: Temple-City of Orcus*). At night they cloak themselves in *darkness* in order to creep close to the party in order to attack with surprise and make sneak attacks.

BABAU DEMON

CR 6

XP 2,400

hp 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau")

Bane Cloud: The poisonous vapors and twisted nature of the Boiling Lands created these warped monstrosities out of air elementals summoned to fight in the Battle of Tsar. Now they roam the region in a perpetual rage, railing against what they have become and what they have lost. They appear as a low-hanging fog moving sluggishly over the earth with noxious greenish-yellow color, though this often resembles the normal exhalations of the Boiling Lands. The omnipresent fog protects it from the sun's harmful rays.

BANE CLOUD

CR 4

XP 1,200

Creature Collection II: Dark Menagerie 14
CE Medium outsider (air, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 26 (4d10+4)

Fort +2; **Ref** +4; **Will** +6

Immune acid, elemental traits, weapon damage

Weaknesses vulnerability to sunlight

Speed fly 20 ft., (poor)

Melee slam +5 (1d6+1)

Special Attacks poison cloud

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

Base Atk +4; **CMB** +5; **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Fly +3, Knowledge (planes) +6, Perception +9, Sense Motive +9, Stealth +10

Languages Auran

Poison Cloud (Ex) As a standard action a bane cloud can create a highly poisonous cloud in a 5-foot radius that lasts for 1d6 rounds. Victims caught in the cloud must succeed on a DC 14 Fortitude save each round or take 1d6 points of damage and 1d2 points of Dexterity and Constitution damage (half damage on a successful save). The save DC is Constitution-based and includes a +1 racial bonus.

Vulnerability to Sunlight (Ex) The bane cloud takes 1d4 points of damage per round of exposure to direct sunlight (not a *daylight* spell).

Clay Golem: A single berserk clay golem, a siege construct whose master died in battle, wanders the Desolation looking for something to smash. It attacks anything that moves without hesitation. Strangely, at night it lies dormant until dawn.

CLAY GOLEM
XP 9,600

CR 10

hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

Dread Ravens: These malevolent carrion birds fly over the Desolation in search of new flesh to feast upon. Anything that is lively is subjected to a barrage of spells from a safe height. Near the city any flock encountered is serving as spies for Belishan the Bloodmage (see Chapter 7 of *Slumbering Tsar: Temple-City of Orcus*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

DREAD RAVEN
XP 600

CR 2

Creature Collection 58

NE Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

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

hp 13 (2d10+2)

Fort +4; **Ref** +6; **Will** +2

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2)

Spells Known (CL 3rd, ranged touch +6):

1st (5/day)—*grease* (DC 11), *magic missile*, *shield*

0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost*

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** –1; **CMD** 12

Feats Eschew Materials^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Dread Wraith: Thousands of evil soldiers of Tsar fell in battle with the Army of Light and later returned as undead monstrosities forever seeking revenge upon the living. However, the dread wraiths are the remnants of powerful champions of evil who fell on the field of battle. These dark figures vaguely resemble armored ogres, trolls, or even less identifiable beasts. They emerge only at night to satiate their lust for death.

DREAD WRAITH
XP 12,800

CR 11

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, –1 size)

hp 184 (16d8+112)

Fort +12; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge

(planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

Create Spawn (Su) A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a dread wraith’s touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Geysers: Geysers abound in the active earth of the Desolation. Most are obvious, but some spout sporadically from hidden fissures and are difficult to detect by casual observation. When this encounter is rolled, it indicates that one of these hidden geysers has spouted while a character or characters are within 2d10–2 feet. The eruptions last for 1d3 rounds and extend their plumes 100 feet into the air, creating damaging fallout from their scalding waters within a 20-foot-radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Ghosts: These undead travel in packs and try to ambush potential meals in their existence of eternal hunger. A former ghost of the Desolation now serves as the undertaker of The Camp, but most are not that civilized and don’t wait for their prey to die before trying to make a meal of them.

GHAST
XP 600

CR 2

Pathfinder Roleplaying Game Bestiary “Ghoul”

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

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

hp 17 (2d8+8)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities all channel resistance +2; **Immune** undead traits

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4
Languages Common

Disease (Su) *Ghoul Fever:* Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and

behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) The overwhelming stink of death surrounds a ghast in a 10-foot radius. Anyone within that area must make a DC 15 Fort save or be sickened for 1d6+4 minutes. The save DC is Charisma-based.

Ghoul Wolves: These undead predators roam the Desolation in packs seeking carrion or fresher fare to consume. They are a persistent problem that can quickly become more than a nuisance to wounded and exhausted travelers whom they attack in preference to others. They resemble wolves with matted fur that is torn away from their putrid flesh in patches. Stark white eyes look out above broken, yellowed fangs.

GHOUL WOLF
XP 600

CR 2

The Tome of Horrors Revised 370
NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 18 (4d8)

Fort +1; **Ref** +3; **Will** +6

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

Nabasu Demon: These creatures appear through an Abyssal gate formed in the Desolation deep in a terrain feature known as the Chaos Rift. They come forth to hunt the Desolation for humanoids to feed upon. They are malign and pursue potential game for days, even into Tsar, if necessary choosing the best moment to attack. They do not enter The Camp, sensing the Usurer's powerful presence and not wishing to raise his ire.

NABASU DEMON
XP 4,800

CR 8

hp 103 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nabasu")

Mohrgs: Some of the vilest offenders who died upon the plain have come back as mohrgs. They hide among the many skeletons that line the fields, remaining stationary upon the ground until someone wanders by within striking distance or stops to rest nearby. They try to blend in with the many bones that lie exposed in the dust. A successful DC 15 Perception check notices their unusual visceral growths from a distance of 20 feet alerting the traveler that all is not as it seems.

MOHRG
XP 4,800

CR 8

hp 91 (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

Poisonbearer Ghouls: Many undead have risen upon the fields of the Desolation as a result of the titanic battles fought here. Of all of them, however, only the poisonbearer ghouls actually carry the poisons of this tainted land within them. Now packs of these feral beasts roam the Desolation seeking to destroy and devour all they find. They resemble ordinary ghouls with a greenish cast to their skin oozing sores and pustules erupting from their flesh. There is not a ghoul on the hollow column.

POISONBEARER GHOUL
XP 1,200

CR 4

Creature Collection III: Savage Bestiary 93

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits

Speed 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2 claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

Str 15, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11

Languages Common, Infernal

Death Spray (Su) The instant a poisonbearer ghoul is killed or destroyed, pustules on its skin all burst simultaneously, so that all creatures within 5 feet are exposed to its ghoul fever.

Disease (Su) *Ghoul Fever:* Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a poisonbearer ghoul.

Poison (Su) Spit (20 ft. range)—contact or bite—injury; *save* DC 15; *frequency* 1/round 6 rounds; *effect* 1d4 Constitution damage and ghoul fever; *cure* 2 consecutive saves, magical means must overcome SR 19. The save DC is Charisma-based.

Skeletons: These creatures seem to spontaneously generate from among the countless number of unburied dead that still lie on the field, bones bleaching in the sun.

HUMAN SKELETON
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

Toxic Mudmen: Created by the leakage of the magical forces brought to bear upon the Desolation and the poisons that remain as a result, these creatures came into being and remain to this day. They dwell in the boggiest parts of the Desolation and are highly territorial of their lairs seeking to destroy or drive away all intruders.

TOXIC MUDMAN
XP 600

CR 2

hp 22 (See **Monster Appendix**)

Vargouilles: Swarms of these revolting creatures roam the benighted plain in search of prey to subject to their incapacitating shrieks and terrible kisses.

VARGOUILLE
XP 600

CR 2

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Vargouille")

CHAPTER 1: OVERVIEW OF THE CITADEL

Will-O'-Wisps: These strange, sadistic creatures venture out upon the Desolation and seek to lead travelers to their doom. They try to lure them toward the nearest lair of another creature so they can hover nearby and enjoy the suffering of their victims. If they catch someone alone, they attack and attempt to slay him.

WILL-O'-WISP **CR 6**
XP 2,400

hp 40 (*Pathfinder Roleplaying Game Bestiary* “Will-O'-Wisp”)

Zombies: Not all who died in the Desolation and arose as undead absorbed the poisons of the place and transformed into poisonbearer ghouls. Many bodies just fell unheeded into the mud and were forgotten. In many cases, the mud acted as a preservative, so when restless unlife came, wrinkled and black-stained cadavers rose rather than just skeletal remains. Many now haunt the Boiling Lands following their orders as soldiers in life: Slay the enemy. Just about any living creature looks like the enemy to a zombie.

PLAGUE ZOMBIE **CR 1/2**
XP 200

Pathfinder Roleplaying Game Bestiary “Zombie”

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

Immune undead traits

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

Zombie rot: slam; *save* DC 11; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Chapter 2: The Feet of Orcus

Level 1: The Feet of Orcus (Regions 1 and 2) — Map 2-1

Difficulty Level: 13

Entrances: Main entrance at the Great Cloisters (Area 1), the *teleport* trap from Area 342 (Area 2).

Exits: Stairs (Area 4e) to Region 3 and Region 4, secret door and stairs (Area 32) to Region 6.

Wandering Monsters: Check on 1d20 (+2 in Region 2) every 30 minutes or after the party makes any significant noise:

d20	Encounter
1	1d6 Giant Black Widows
2	1 Stone Golem
3	2d4+4 Spider Swarms
4	Deathbringer Scouting Party
5	Incarnus
6–20	No encounter

Deathbringer Scouting Party: This group is composed of 1 **Deathbringer assassin** and 1d4+2 **Deathbringer rogues** out scouting the area. They will attack to try and gauge the PCs' strength but will retreat through the wind tunnels if the assassin is killed.

DEATHBRINGER ASSASSIN **CR 11**
XP 12,800
hp 114 (See Area 24)

DEATHBRINGER ROGUE **CR 8**
XP 4,800
hp 71 (See Area 8a)

Giant Black Widows: These Large spiders are offspring of the Gargantuan beast at Area 8c.

GIANT BLACK WIDOW **CR 3**
XP 800
hp 37 (*Pathfinder Roleplaying Game Bestiary 2* “Spider, Giant Black Widow”)

Incarnus: Incarnus is the ghost of an ogre mage that was a long-ago victim of the Death Chambers. His spirit still roams restlessly, seeking vengeance on the living. He can be permanently laid to rest if the idol in Area 26 is thrown down and destroyed.

INCARNUS **CR 10**
XP 9,600

Male ogre mage ghost (*Pathfinder Roleplaying Game Bestiary* “Ghost”; “Oni, Ogre Mage”)
 LE Large undead (giant, incorporeal, native, oni, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

AC 17, touch 17, flat-footed 14 (+5 deflection, +3 Dex, –1 size)
hp 84 (8d10+40); regeneration 5 (fire or acid)
Fort +11; **Ref** +5; **Will** +10
Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **SR** 21

Speed fly 60 ft. (perfect)
Melee corrupting touch +12 (10d6, Fort DC 19 half) or draining touch +12 (1d4 ability drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks corrupting gaze (DC 19)
Spell-like Abilities (CL 9th):
 Constant—*fly*
 At will—*darkness*, *invisibility*
 1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deeper slumber* (DC 16)

Str —, **Dex** 17, **Con** —, **Int** 14, **Wis** 14, **Cha** 21
Base Atk +8; **CMB** +9; **CMD** 27
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will
Skills Bluff +16, Disguise +16, Fly +10, Intimidate +16, Knowledge (arcana) +12, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +7, Use Magic Device +14
Languages Common, Giant
SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

Spider Swarms: These swarms roam the halls and attack en masse.

SPIDER SWARM **CR 1**
XP 400
hp 9 (*Pathfinder Roleplaying Game Bestiary* “Spider Swarm”)

Stone Golem: This mindless automaton attacks anyone not wearing the garb of one of the factions of the citadel.

STONE GOLEM **CR 11**
XP 12,800
hp 107 (*Pathfinder Roleplaying Game Bestiary* “Golem, Stone”)

The Feet of Orcus is the lowest level of the citadel. Anything below this level is considered part of the Caverns of the Barrier. This level is divided into two regions: the Great Temple and the Death Chambers.

Region I — The Great Temple (Map 2-2)

This region consists of the main entrance to the citadel and the main temple — at one time the High Altar of Orcus on this world. It is also the only region that anyone who was not a resident of the citadel was allowed to enter unless under guard or as a prisoner. Most visitors never had any desire to explore further. In addition to the main temple hall, to the south this region housed the garrison assigned to protect the temple itself from invaders and interlopers.

I. The Great Cloisters (CR 11 or varies)

Shadowed beneath the massive legs of the demon, accessible between its cloven hooves, is a high-vaulting colonnade that runs the length of the citadel's front face at ground level. Cyclopean pillars and engaged columns support the ceiling vault 240 feet above. Standing in the center of the back wall is a huge, black double door, fully 50 feet high. Spaced in alcoves along the length of the vast cloister are 20 foot statues depicting muscular humanoids with animalistic heads—jackals, serpents, goats, hawks, and the dreaded rams of Orcus. A quiet hush seems to immerse the area of the cloisters subduing the sounds of the dead city that sprawls beneath the feet of the citadel.

The hush over the cloisters is actually just a natural byproduct of the area's acoustics. The dark stone of the citadel's construction allows only a dim light into parts of the cloisters. At the base of the northern cloven hoof, in an alcove behind one of the statues is a secret door that can be located with a DC 30 Perception check. Beyond it a passage ends at another secret door requiring a similar check. This one opens into Area 32. The double doors to Area 4 are unlocked and perfectly balanced. They open easily. Spy holes cut in the outer walls 35 feet above look down from Areas 3 and 8c above. Unless a PC is within 3 feet of them, they can only be noticed with a DC 50 Perception check.

Creatures: The statues within the cloisters are composed of the same dark rock as the citadel. These statues are randomly occupied by a spirit of Orcus and animate as **greater stone golems**. Anytime someone comes within 15 feet of one of these statues, there is a 1 in 4 chance that it animates. When this happens, its eyes begin glowing with an evil reddish light, and it immediately attacks anyone who does not make the proper symbol of obeisance to Orcus. This gesture can be guessed with a DC 25 Knowledge (religion) check (+15 circumstance bonus for a follower of Orcus). The golems continue to attack until destroyed or until there are no opponents within 60 feet at which point they return to their alcove and become inanimate once again. In this state they retain any damage they suffered but can animate again with the same chance as before. It is possible for more than one of these golems to be active at once.

GREATER STONE GOLEM CR 12 XP 19,200

Giant stone golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Stone", "Giant")

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 27, touch 6, flat-footed 27 (-2 Dex, +21 natural, -2 size)

hp 117 (14d10+40)

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

DR 10/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +23 (4d8+11)

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

Special Attacks slow

Str 32, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +27; **CMD** 35

2. Teleport Prison (CR 10)

There is no light source in this room. The description assumes the PCs have some method of seeing.

This square room is plain and unadorned. A thick layer of dust covers the floor in an undisturbed layer. In the northeast corner, an armored figure lies slumped against the wall. Corroded banded mail covers the desiccated corpse of what must have once been a massive man. A lanky black beard still dangles from its hollow, cadaverous face. The hilt of a greatsword protrudes from its chest where it seemingly plunged the blade into its own breast.

This room has no entrance and no exits. It is entered by way of the *teleport* trap at Area 342 (Chapter 6, *Part 4—In the Belly of the Beast*) and was intended to hold its victim until the Grand Cornu sent a wizard to retrieve the prisoner (or more frequently the corpse).

Creature: These are the mortal remains of Bomont the Mighty, one of the Fifty and One. When the curse befell the companions of Bishu, Bomont slew several of his companions that had fallen prey to the corruption of the citadel before setting off to explore with Sir Elden and Captain Perival. He ran afoul of the *teleport* trap in Area 342 and found himself here unable to escape. After battering fruitlessly at the solid walls (the scratches and nicks can still be seen with a DC 12 Perception check), the knight despaired and took his own life. He now exists as an **advanced demiurge**. It resembles a translucent, hollow-eyed form of its once-living appearance. Anyone unfortunate to enter this chamber is subjected to his transfixing gaze and soul touch attacks. Though he could easily escape his corporal prison, he chooses to remain and brood over his mortal remains.

BOMONT THE MIGHTY CR 10 XP 9,600

Advanced-HD demiurge (*The Tome of Horrors Revised* 94)

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +5 deflection)

hp 152 (16d8+80)

Fort +12, **Ref** +9, **Will** +14

Defensive Abilities incorporeal; **Immune** undead traits; **SR** 21

Weaknesses vulnerability to iron

Speed fly 40 ft. (good)

Melee incorporeal touch +14 (1d8 cold)

Special Attacks soul touch, transfixing gaze

Str —, **Dex** 15, **Con** —, **Int** 14, **Wis** 14, **Cha** 20

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

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Bluff +17, Fly +23, Intimidate +22, Perception +23, Sense

CHAPTER 2: THE FEET OF ORCUS

Motive +23, Stealth +19, Survival +16

Soul Touch (Su) A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 23 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiurge's soul touch for one day. This is a death effect. The save DC is Charisma-based.

Transfixing Gaze (Su) Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 23 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 18th). An affected creature can attempt a new save each round to break the effects.

Vulnerability to Iron (Ex) A cold iron weapon ignores the demiurge's incorporeal state and deals normal damage.

Treasure: The knight's once-magical armor is now ruined and worthless, but his +2 *greatsword* is still in good condition.



3. Lookout (CR 12)

A low, 5-foot-high tunnel connects this room to Area 5. The secret door requires a DC 20 Perception check to locate from either side. The room itself is a 10-foot cube and has spy holes at eye level on the east and south walls watching the main doors and the Great Cloisters. The eastern half of the floor and the lower half of the east wall is overgrown with **4 patches of invisible mold**. This strange dungeon hazard is identical to yellow mold in every way except it is naturally invisible making it much more difficult for creatures to detect it before disturbing it (DC 40 Perception check). A creature within 5 feet when a patch discharges its spores is immediately aware of its presence. Anyone farther away must make a DC 20 Perception check to detect its presence. See *invisibility* functions normally against the mold, but *dispel magic* and *invisibility purge* have no effect upon it.

INVISIBLE MOLD
XP 4,800

Pathfinder Roleplaying Game Core Rulebook "Yellow Mold"

CR 8

4. High Altar of Orcus (CR 16)

A vast, dark chamber, like a void in the earth extends from the huge gates of the citadel. The coffered ceiling rises 60 feet overhead. Great pillars of black marble line the sides of the hall bowing from the citadel's ponderous weight. Wide bronze bowls attached to the sides of the pillars 30 feet above burn with tall purple flames. Dark statues stand in the corners, and sections of the room are curtained off. Dominating the center of this sanctuary is a wide, 20-foot-high tower, 60 feet in diameter and composed of once-white marble now stained with blood and filth. Stairs spiral up along the outside of this tower. The floor of the chamber is dust-coated and strewn with thick cobwebs hanging from piles of debris that upon closer inspection in the dim light reveal themselves to be skeletal corpses in armor lying in positions of combat — skulls and ribs of horses visible among them as well.

This huge temple once served as the High Altar of Orcus on this world. That distinction is currently held by the Chapel of Orcus on the 14th level of the Dungeon of Graves (see *Rappan Athuk Reloaded* by **Necromancer Games**), but at one time this chamber served as the center of organized Orcus worship in the world. And like many of Orcus's favorite things, it is a corrupted site once devoted to holiness. The chamber is huge, so it has been broken down into subsections describing its distinction features.

The statues in the corners next to the confessionals (Area 4c) are composed of black basalt and stand 30 feet tall. They all depict the robed figure of a faceless, goat-headed humanoid. Above the northeasternmost statue is a secret door in the north wall. It can be reached by climbing the statue and stepping over when the door is opened. It can be located with a DC 20 Perception check by a PC within 5 feet of it. Also hidden on the walls at various spots marked on the map are spy holes looking out into the temple chamber from Areas 5 and 8. These spy holes are 35 feet above the floor and can only be detected with a DC 50 Perception check unless within 3 feet of them.

This chamber is also where the paladin-lord Bishu led his company, the Fifty and One, to seize control of the city in the absence of the Army of Light (see The Fallen Fifty and One side box for details). The skeletal remains are those of many of his knights as well as most of their mounts along with the foul creatures and undead that they faced.

Creatures: Still inhabiting this chamber and guarding it against intrusion in parody of his original mission is the ex-paladin, Sir Valdemir, now in cursed existence as a **half-fiend antipaladin**, and his steed Tasker, a **corrupted unicorn**. He was once a human paladin of Muir but was affected by a terrible curse while exploring the tower that tainted him with half-fiendish blood. He and his mount are currently on the far side of the tower (Area 4a) and the first indication of his presence is the sound of Tasker's hooves as they clip-clop across the floor and he emerges from his position of cover. Valdemir lowers his helmet visor, draws his scimitar, and spurs Tasker into a gallop.

SIR VALDEMIR
XP 76,800

CR 16

Male half-fiend human antipaladin 14 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin"; *Pathfinder Roleplaying Game Bestiary* "Half-Fiend")
CE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; **Perception** +2

Aura cowardice (10 ft.), despair (10 ft.), evil, sin (10 ft.)

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +2 natural)

hp 137 (14d10+42 plus 14)

Fort +16; **Ref** +11; **Will** +15

Defensive Abilities plague bringer, unholy resilience; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

Speed 20 ft., fly 40 ft. (good)

Melee +1 *mighty cleaving scimitar* +20/+15/+10 (1d6+6/18–20), claw +14 (1d4+2), bite +14 (1d6+2) or mwk silver dagger +20/+15/+10 (1d4+4/19–20), claw +14 (1d4+2), bite +14 (1d6+2)

Ranged +1 *composite shortbow* +19/+14/+9 (1d6+6/x3)

Special Attacks aura of vengeance, channel negative energy (DC 21, 7d6), cruelties (DC 21, diseased, exhausted, shaken, blinded), fiendish boon 14 min./day (+4 bonus), smite good 1/day (+14 damage), smite good 5/day (+4 attack/+14 damage), touch of corruption 10/day (7d6)

Spell-like Abilities (CL 14th):

At will—*detect good*,

3/day—*darkness*, *poison* (melee touch +19, DC 18), *unholy aura* (DC 22)

1/day—*blasphemy* (DC 21), *contagion* (DC 17), *desecrate*, *unhallow* (DC 19), *unholy blight* (DC 18)

Spells Prepared (CL 11th):

4th—*slay living* (melee touch +19, DC 18)

3rd—*defile armor**, *nondetection*

2nd—*bull's strength*, *corruption resistance**, *hold person* (DC 16)

1st—*bane* (DC 15), *curse water*, *death knell* (DC 15), *doom* (DC 15)

Str 20, Dex 18, Con 17, Int 14, Wis 15, Cha 19

Base Atk +14; CMB +19; CMD 33

Feats Cleave, Improved Sunder, Mounted Archery, Mounted Combat, Power Attack^B, Ride-By Attack, Spirited Charge, Trample

Skills Diplomacy +10, Fly +9, Intimidate +21, Knowledge (nobility) +9, Knowledge (religion) +19, Ride +18, Stealth +18

Languages Abyssal, Common, Orc

Gear +2 *scale mail*, *amulet of natural armor +1*, +1 *mighty cleaving scimitar*, +1 *composite shortbow* (+5 Str), 25 arrows, masterwork alchemical silver dagger, tarnished and battered holy symbol of Muir (5 gp), carved bone holy symbol of Orcus

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

TASKER

CR 11

XP 12,800

Male advanced corrupted unicorn cleric of Orcus 7 (*Pathfinder Roleplaying Game Bestiary* "Unicorn")

CE Large magical beast

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

Perception +27

Aura chaos, evil, magic circle against good

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size); +2 deflection vs. good

hp 108 (4d10+16 plus 7d8+28 plus 7)

Fort +13; **Ref** +12; **Will** +15; +2 resistance vs. good

Immune charm, compulsion, poison

Speed 60 ft.

Melee gore +17 (1d8+8), 2 hooves +14 (1d3+4)

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

Special Attacks channel negative energy 14/day (DC 25, 4d6), destructive smite 10/day (+3 damage), powerful charge (gore 2d8+16), spontaneous casting (inflict spells)

Spell-like Abilities (CL 16th):

At will—*detect good* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within the Citadel of Orcus), *neutralize poison* (DC 23)

Domain Spell-like Abilities (CL 7th):

12/day—*touch of evil* (melee touch +16, 3 rounds)

Spells Prepared (CL 7th):

4th—*air walk*, *bloodied blade****, *unholy blight*^D (DC 23), *poison* (melee touch +16, DC 23)

3rd—*cure serious wounds*, *prayer*, *rage*^D, *searing light* (ranged touch +14, x2)

2nd—*bread of life**, *bull's strength*, *hold person* (DC 21),

lesser restoration, *shatter*^D (DC 21), *spiritual weapon* (+18/+13 attack/1d8+2 force)

1st—*bane* (DC 20, x2), *divine favor*, *doom* (DC 20), *obscuring mist*, *sanctuary* (DC 20), *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *detect poison*, *guidance*, *purify food and drink*
D domain spell; **Domains** Destruction, Evil

Str 27, Dex 23, Con 19, Int 15, Wis 29, Cha 30

Base Atk +9; CMB +16; CMD 32 (36 vs. trip)

Feats Alertness, Combat Casting, Extra Channel, Multiattack, Run, Weapon Focus (gore)

Skills Acrobatics +20, Knowledge (religion) +12, Perception +27, Sense Motive +21, Stealth +13, Survival +13 (+16 in forests)

Languages Abyssal, Common

SQ magical strike, wild empathy +19

* See sidebox

**See Event 5 sidebox



New Spell

This spell in Tasker's repertoire originally appeared in *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. It is included here for your convenience.

BREAD OF LIFE

School transmutation; **Level** cleric 2

Casting Time 1 round

Components V, S, DF

Range touch

Target one 2-lb. loaf of bread

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You bless a loaf of bread with healing magic. Consuming a quarter of the loaf as a standard action that provokes attacks of opportunity sustains a Medium creature for 1 day as if it was a full meal. Two quarters will sustain a Large creature, and the entire loaf will sustain a Huge creature. Each quarter consumed heals 1d8 points of damage +1 per caster level.

Tactics: Before emerging from behind the Area 4a, Tasker first casts *prayer*, and Valdemir casts *bull's strength* on himself. When they charge, Tasker attacks with his gore as Valdemir makes a Ride-By Attack. They then pull up decide whether or not to make another charge. If they did not encounter much resistance, they pause out of range while Tasker casts *bloodied blade* on Valdemir's scimitar before charging again. If they sustained serious injuries, Tasker instead casts *air walk* and gallops above the party while Valdemir rains on them with arrows. This continues while Tasker casts *spiritual weapon*, *unholy blight*, *hold person*, and *doom*.

4a. St. Harul's Well

What first appears to be a squat tower is actually a massive well rising 20 feet above the floor where it opens onto its hideous contents. Composed of fine marble that was once of the purist white, the sheer sides of the well are now streaked with dried filth and gore. To the east and west curving railless stairs follow the well's contour and provide access to its lip. From there an observer looks out over the 40-foot diameter well, filled to the brim with swirling, clotting blood. The sight is gagging and the stench is overpowering. High on the eastern face of the well's exterior, words in the harsh Abyssal tongue have been crudely carved into the marble. These words read, "The Well of St. Harul, Patron of Nothing."

Likely a precursor to the desecration wrought to the Font of the Ancients later in the Stoneheart Mountain Dungeon (see *DI: The Tomb of Abysthor* by *Necromancer Games*), the Disciples of Orcus have taken what was once a sacred relic and have perverted it to their foul purpose. The well holds exactly what it looks like, swirling blood — ice cold but fresh. Anyone entering can attempt to swim through it but risks hypothermia as described under "Cold Dangers" in the *Pathfinder Roleplaying Game Core Rulebook*. Divers will find that there is no discernable bottom; it seems to extend endlessly into the earth. The whole detects as overwhelming Necromancy and Conjunction that cannot be dispelled. The well exists as an extension of Orcus's will and functions as an artifact. The blood it holds symbolizes the countless victims who have fallen before the demon prince through the eons.

The inscription on the well — mockingly engraved in its side by the Disciples when the citadel was founded — tells the truth of the well. It actually is an artifact from the time when Tsar was only the small shrine of St. Harul's Hold. At that time it was a font of holy water that bestowed various magical effects. None now remember that Harul was the last patriarch of Kel or even who Kel was for that matter. Even the Disciples knew only that he was a follower

of Orcus's hated enemies and that there was no record of whom or what he represented. As such they created their mocking epitaph, not realizing that they were providing a clue as to the saint's true nature.

St. Harul's Well is the secret to accessing the hidden Caverns of the Barrier (*Part 6—Caverns of the Barrier*). But in order to open it, the well's curse must be broken as described at Area 324 and in Event 6. Not only does it provide access — if the right conditions are met — to the most-guarded of Orcus's secrets, it also serves as the key to rediscovering the identity of Kel the Protector and lifting the curse of Orcus that lies over the entire city in the form of the Pall over Tsar. So ironically, in their cruelty and hubris the Disciples of Orcus have provided the first step of the journey necessary to undo all that Orcus has so carefully plotted over millennia. Should this come about, those long-dead clerics whose souls now reside in their master's realm will face a far more unpleasant eternity at the hands of their wrathful deity than they could ever have imagined.

4b. Visage of the Great One (CR 12)

Standing here at the back of the temple is a massive statue depicting the ramlike head of Orcus. It is fully 30 feet high and stares down the length of the fane with a look both arrogant and angry. Its eyes are two great, pure black crystals. A pair of battered, rusty shields lies on the floor before the idol. A DC 30 Perception check notices that the nubs of rusted iron spikes protrude from the stonework around the eyes of the idol.

The gemlike eyes of the statue are actually the crystallized souls of two of Orcus's past Grand Cornus who fell out of favor with the demon prince. In punishment, they were bound in this form of continual torment and serve to give the idol its power. The power is that anyone approaching within 30 feet of the idol is subjected to a *dominate monster* spell at caster level 20 (DC 20 Will save). A successful save renders the victim immune to the domination of the idol for 24 hours but subjects them to the effects of a *crushing despair* spell for 20 minutes (no save for this effect). If the save is unsuccessful the victim is subtly dominated to revere Orcus as his deity. This manifests itself in a desire to not leave the city boundaries to camp (thus subjecting oneself to the effects of the Pall) and then, in turn, not resisting the effects of the Pall over Tsar and automatically failing the saving throw for each rest period spent in the city. This domination effect lasts for 20 days or until dispelled or until both eyes are destroyed.

The knights discovered the effects of these crystal eyes and spiked a pair of shields in place over them which proved an effective deterrent; the eyes must be seen to function. The eyes can be destroyed by brute force but are extremely durable (Hardness 15, hp 100, Break DC 80). If an eye is destroyed, the insane spirit of the entrapped priest is released as an **advanced spectre** that immediately attacks. If both eyes are destroyed, the idol loses its domination ability. The eyes cannot be removed from the statue without destroying them.

ADVANCED SPECTRES (2)

CR 10

XP 9,600

Advanced-HD spectre (*Pathfinder Roleplaying Game Bestiary* "Spectre")

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +26

Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 105 (14d8+42)

Fort +7; **Ref** +7; **Will** +12

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 22)

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 16

The Fallen Fifty and One

Most trusted of Zelkor's generals and most esteemed among the Army of Light for their piousness and fighting prowess was the paladin-lord Bishu and his company of knights, the Fifty and One. To them was given the daunting task of securing the city of Tsar while the Army of Light pursued the fleeing disciples of Orcus in their Great Retreat. Lord Bishu and his two captains, the paladins Barchus (pronounced Barkus) and Perival, led their men through the city up into the Citadel of Orcus and quickly secured the temple chamber, divining many of its traps and removing the worst of its wards. They then established a bivouac in the Templar chambers to the south after discovering the secret of its curtain of darkness.

While prepared for any military challenge, they did not understand the threat posed by the Pall over Tsar. After the first night, some of the knights began to succumb to the alignment-altering effects of the Pall. Setting a guard on the main doors, they began making cautious probes higher into the citadel. It was then that unrest began to set in, explorers began to disappear, and the first murder occurred — Sir Keldrin slew another knight in an argument over a flask of wine.

Keldrin was tried and executed but the damage was done. Bishu met with his captains and the company's chaplain and spiritual leader, Bishop Silas of Clarendon, in private conference. They suspected some taint had spread from the upper reaches of the citadel and forbade any further expeditions. At their orders, the company hunkered down in its bivouac and developed a siege mentality, determined to hold their post until reinforcements arrived.

Unbeknownst to the leaders, evil had begun to take hold amid the company, affecting even them. During their private meeting, those among the company who were farthest gone began to

spread whispers and seeds of doubt, saying that their leaders were betraying them and hiding some great treasure or perhaps salvation itself from the company somewhere higher in the citadel. More fights broke out. Guards disappeared from their posts. Order and discipline broke down. Finally in desperation as Lord Bishu saw the self-inflicted casualties mount among his own men, he left Captain Perival in charge and headed alone into the citadel seeking the means to free his men from their curse. Shortly thereafter, the knights suddenly found themselves trapped in the citadel as it no longer rested on the Material Plane. Without Bishu's guidance, true mutiny finally broke out. Many more knights deserted into the upper reaches of the tower. Amongst them was Bishop Clarendon, but not before he had single-handedly murdered many of his closest friends in the company. Those that fled to the heights of the citadel fell to various traps, curses, and fates worse than death. Those that remained behind finally fell into a pitched battle and every man was slain.

Lord Bishu during this time was successful in his quest, discovering the solution to end the evil plaguing his company and the means of salvation. Unfortunately, by that time he was too far gone and betrayed his own tenants for the sake of his pride and personal glory and thus became the most cursed of all his followers. With this action the Grand Cornu's final spell was activated, and the Citadel of Orcus was ripped from the Material Plane and flung into an extradimensional void. And thus to this doom of death and betrayal fell the much-esteemed Fifty and One. To this day these once-noble knights continue to haunt the citadel as undead or in accursed forms.

The location and current form of each of these doomed knights is included here for your reference. **(cont. on next page)**



The Fallen Fifty and One (cont.)

#	Name	Fate	Current Location
1.	Sir Martimus	cursed with immortality	Wandering the Desolation
2.	Sir Bomont	demiurge	Area 2
3.	Sir Valdemir	half-fiend antipaladin	Area 4
4.	Lady Emmeth	skeletal remains	Area 4
5.	Sir Chaucival	skeletal remains	Area 4
6.	Sir Rhet	skeletal remains	Area 4
7.	Sir Dorixane	faithless knight	Area 4e
8.	Sir Yarith	faithless knight	Area 4e
9.	Sir Keldrin	faithless knight	Area 4e
10.	Sir Ithe	faithless knight	Area 4e
11.	Sir Aedanharp	faithless knight	Area 4e
12.	Sir Boros	greater shadow	Area 14 (body 9, head 16)
13.	Sir Colfrewr	greater shadow	Area 14 (body 9)
14.	Sir Xander	greater shadow	Area 14 (body 9)
15.	Sir Brevis	greater shadow	Area 14 (body 9)
16.	Sir Jiskossa	greater shadow	Area 14
17.	Lord Raxanir	greater shadow	Area 14
18.	Sir Dwarelaith	greater shadow	Area 14
19.	Sir Chale	greater shadow	Area 14
20.	Sir Issafel	greater shadow	Area 14
21.	Sir Iskander	greater shadow	Area 14
22.	Sir Hector	greater shadow	Area 14
23.	Sir Eyrion	greater shadow	Area 14
24.	Sir Mab of Claymont	gibbering mouther	Area 19
25.	Sire Paredes	The Dark Wraith	Area 22
26.	Count Grebbell	n'gathau	Area 54a
27.	Lord Vai	wight lord	Area 71
28.	Sir Balderama	mongrelfolk paladin	Area 97
29.	Bishop Clarendon	alley reaper	Wandering Level 3
30.	Sir Bleu	faithless knight	Wandering Level 3
31.	Hareg of Axebrow	faithless knight	Wandering Level 3
32.	Sir Firion	faithless knight	Wandering Level 3
33.	Sir Ketharak	faithless knight	Area 130
34.	Sir Gavlon	faithless knight	Area 130
35.	Sir Mezthel	faithless knight	Area 130
36.	Sir Jameson	faithless knight	Area 130
37.	Sir Kalabak	faithless knight	Area 130
38.	Sir Angor	decapitated body	Area 162
39.	Sir Thormadine	marrow knight	Area 309
40.	Sir Drelm	tallow golem	Area 311
41.	Lord Shume	hollow knight	Area 314
42.	Sir Ilyan	dread wraith	Area 319
43.	Sir Tomar	dread wraith	Area 319
44.	Captain Barchus	skeleton warrior	Area 320
45.	Sir Quinn	spiderweb mummy	Area 322
46.	Sir Elden	crimson death	Area 325
47.	Captain Perival	shadow demon	Area 347
48.	Baron Tolivar	mirror fiend	Area 363
49.	Sir Fortingray	vampire	Area 383
50.	Sir Elzerakab	mummy lord	Area 400
51.	Lord Bishu	demonic knight	Area 419

CHAPTER 2: THE FEET OF ORCUS

Base Atk +10; **CMB** +10; **CMD** 27

Feats Ability Focus (energy drain), Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +20, Knowledge (history) +16, Knowledge (religion) +19, Perception +26, Stealth +20, Survival +17

Languages Common

4c. Confessionals (CR 12)

Black curtains of immense size hang from the 60-foot ceiling and reach the floor to section off these corner alcoves. These private, screened areas served as confessionals where adherents of Orcus could come and confess their failures and shortcomings to their god. Spy holes identical to those described in the main hall of the temple look down into the three of the four confessionals so guards or clerics could monitor particularly interesting or egregious confessions. The tile floor before the statues is worn smooth from many generations of parishioners kneeling in supplication.

The western confessionals each have a well-crafted secret door at ground level that can be located with a DC 30 Perception check. However, a DC 20 Perception check specifically on the floor of these confessionals notices a path of wear in the stone that leads to the secret doors and gives a +15 circumstance modifier to the Perception check to find the doors themselves.

Creatures: In the corner of each of these stands another of the faceless, goat-headed statues as in the main hall of the temple, though these are only 20 feet tall and are composed of hardened clay coated in a black lacquer. These are actually **advanced clay golems** that activate and attack anyone who enters the curtained area and doesn't immediately kneel and intone the proper ritual saying, "Forgive me my Prince, for I have not sinned enough."

ADVANCED CLAY GOLEM

CR 12

XP 19,200

Advanced-HD clay golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Clay")

N Large construct

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

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 129 (18d10+30)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +24 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +26; **CMD** 36

4d. Curtains of Darkness

At each of these points, a curtain of magical darkness stretches from floor to ceiling completely obscuring sight into the area beyond. Beyond each is a large alcove with two more of the faceless statues and a door. There are spy holes at eye level (DC 30 Perception check to notice) flanking the southern door.

Ornately inscribed in Common on the floor before each of the curtains is the phrase "Speak the name of my home or join me for eternity." Crudely scratched in the floor below these inscriptions is the word, "Thanatos." A DC 20 Knowledge (planes) or (religion) confirms this as the name of Orcus's home in the Abyss. The curtains are insubstantial and function just like a *deeper darkness* spell other than being only inches thick and impossible to negate with light sources magical or otherwise. However, they are also part of a deadly trap. Each of these curtains functions like a *sphere of annihilation* on anything touching it without first intoning the password. The

inscription is the not-so-subtle clue that failing to do so will result in utter destruction (more than one overzealous disciple willingly did so, not realizing the full repercussions of their actions). The knights quickly fathomed the nature of these traps and inscribed the passwords so they could be easily bypassed.

4e. Observation Platforms (CR 12)

Beyond the secret doors, stairs climb into two oddly shaped chambers. From the chambers long, railless stairs rise into the ceiling 40 feet above. At one time dark curtains covered the east and south walls, but they have fallen and are now little more than rotten scraps moldering on the floor. Revealed behind the fallen curtains are the strange walls of this chamber. Though composed of stone like the rest of the citadel, these walls have been magically enchanted so that from within these rooms they are transparent, looking out over the Great Temple. From the temple side, though, they appear as ordinary stone. This effect is permanent and cannot be dispelled with anything short of a wish. The Disciples of Orcus could use these chambers to observe the privileged masses who were allowed to come and worship in the citadel itself rather than in one of the lower churches within the city itself.

Creatures: In one these rooms (whichever you choose) are **5 faithless knights**. These are the remains of members of Bishu's company that turned on each other and were slain in combat with their own brethren. They resemble spectral versions of their former selves. They observe the party in the temple and emerge to attack at a likely opportunity, though not while Sir Valdemir still lives. He and they despise each other. If slain, they and their equipment disappear. They can only be permanently laid to rest by lifting the Pall over Tsar. Otherwise they merely reform in one of these two rooms again at the next nightfall.

FAITHLESS KNIGHTS (5)

CR 8

XP 4,800

Male human faithless knight fallen paladin 7 (*Creature Collection Revised* 228)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +5

Aura fear (60 ft., DC 18)

AC 26, touch 10, flat-footed 26 (+9 armor, +5 natural, +2 shield)

hp 85 (7d10+35 plus 7)

Fort +12; **Ref** +5; **Will** +6

Defensive Abilities rejuvenation

Speed 50 ft.

Melee +1 longsword +15/+10 (1d8+7/19-20 plus cursed weapon)

Special Attacks cursed weapon

Str 22, **Dex** 17, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +13; **CMD** 26

Feats Great Fortitude^B, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +19, Intimidate +9, Knowledge (nobility) +12, Knowledge (religion) +12, Perception +5, Ride +10, Sense Motive +11

Languages Celestial, Common, Giant

Gear +1 half-plate, masterwork heavy steel shield, +1 longsword

Cursed Weapon (Su) The faithless knight's weapon is infused with the dark powers that cursed him. On a successful hit with the weapon, the victim must make a DC 18 Fortitude save or suffer one of the following effects in addition to the weapon's normal damage. Roll d6 to determine the effect.

d6

Result

1 1 Strength damage

2 1 Dexterity damage

3 1 Constitution damage

4-6 Gain 1-3 negative levels

CHAPTER 2: THE FEET OF ORCUS

This property only functions in the hands of the faithless knight. The ability damage and negative levels can be removed in the normal fashion. The save DC is Charisma-based.

Rejuvenation (Su) Until confronted for its crimes on holy ground, a faithless knight cannot be destroyed. If reduced to 0 hit points, it simply vanishes along with all its equipment and reforms on the following night. Its equipment remains behind when it is finally laid to rest.

5. Assassin's Post

This room is dusty and empty. At one time assassins employed by the Disciples to eliminate troublesome parishioners were posted here to spy on and quietly eliminate their targets. The room's ceiling is only 10 feet high, and it has no light source. A secret door on the east wall can be found with a DC 20 Perception check. The south secret door is obvious from this side. Spy holes look out into the main temple.

Shoved into the western spy hole and discoverable with a DC 15 Perception check is a small, leather-bound book. This book contains the lost journal of Sir Martimus, one of Lord Bishu's knights. See **Player Handout E**. Martimus was one of the knight's afflicted by the Pall and turned to evil. However, he managed to escape the citadel just as it was flung from the Material Plane. He has since lived a cursed existence wandering the desolate plains outside of Tsar prevented from dying from natural causes or by his own hand. PCs may have encountered him in *Slumbering Tsar: The Desolation*.

6. Guard Station

Two alcoves flank the corridor beyond the door. Each has a spy hole looking out into the main temple where Templar guards could watch anyone coming through the curtain of darkness. They are dusty and bare now. Anyone proceeding down the south passage feels a cold chill run down their spine. This is merely a bit of ambient negative energy lingering from the tragedy of the bivouacked knights and has no game effect.

7. Templar Hall

The passage widens into an octagonal room with four exits, two passages and two doors. Pillars near the walls support the vaulted ceiling. A few bits of gear lie scattered on the floor: a mended stirrup, a bit of leather strap, a whetstone, etc. Crudely painted on the walls flanking the south door are a cross on one side and an upturned longsword on the other.

Though access to the highest plateau of the city was restricted, a guard of the citadel's elite Templars was maintained here in the Feet of Orcus to keep an eye on the comings and goings of those privileged enough to enter the citadel, as well as, defend against any immediate threats at the citadel's main gates. Later when the Fifty and One arrived, they found these rooms to be defensible enough to serve as their camp while they secured the citadel. The symbols painted on the walls represent Thyr and Muir and can be recognized with a DC 10 Knowledge (religion) check.

8. Spying Chambers

Each of these chambers is 30 feet higher than the rest of the level and is accessed by steep stairwells. Here Templar guards watched the visitors to the main temple and two of the confessionals. These chambers do not have light sources in order to prevent any backlight from escaping through the spy holes. There are three of these chambers.

8a. West Spying Chamber (CR 12)

Creatures: Currently occupying this chamber are **4 Deathbringer rogues**. These small goblinoids have pale gray skin with pointed ears and bulbous eyes with red pupils. They have set old crates beneath the spy holes so they can use them, are likely to have seen the party in Area 4, and will be listening for them to come up the stairs. They are currently out on a scouting mission and used a wind tunnel to reach this chamber (DC 15 Perception check to notice the broken ceiling grate). See Chapter 1 for details of using the wind tunnels. See Area 24 for details on the Deathbringer Cult.

DEATHBRINGER ROGUES (4)
XP 4,800

CR 8

Male or female silid rogue 9 (*The Tome of Horrors II* 145)
CE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; **Perception** +10

AC 18, touch 16, flat-footed 18 (+2 armor, +5 Dex, +1 size)

hp 89 (9d8+36 plus 9)

Fort +7; **Ref** +11 (+14 vs. traps); **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.

Melee +1 deathbringer blade kukri +14/+9 (1d3+3/18–20)

Ranged light crossbow +12 (1d6/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):

1/day—*blur*

Str 15, **Dex** 21, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 22

Feats Improved Initiative, Martial Weapon Proficiency (kukri), Stealthy, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +17, Climb +16, Disable Device +21, Escape Artist +21, Knowledge (local) +12, Perception +10 (+14 locate



CHAPTER 2: THE FEET OF ORCUS

traps), Stealth +27, Survival +10

Languages Goblin, Undercommon

SQ rogue talents (fast stealth, ledge walker, stand up), trapfinding

Combat Gear 2 flasks of alchemist's fire; **Other Gear** leather armor, +1 *deathbringer blade kukri* (see **Magic Item Appendix**), light crossbow, 10 crossbow bolts, thieves' tools, climber's kit, 8 pitons

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

Tactics: If the silids are aware of the party, they wait in the darkness, two at the top of the stairs and two on the first landing. The two on the landing have the harnesses of their climber's kits affixed to pitons that have been driven into the ceiling, allowing them to lie flat against the ceiling in the extreme western corner. There they use their *blur* ability to hide. Twenty feet up in total darkness and out of the direct line of sight, a player must state their character is looking up in order to gain a Perception check against these creatures. When the PCs reach the landing, the rogues at the top of the stairs use readied actions with surprise to hurl alchemist's fire into their midst. They then lie down to gain cover along with their *blur* spells and fire their crossbows down the stairs. When the alchemist's fire has burned out, the two silids on the ceiling release their harnesses as a move action and make Acrobatics checks to try and avoid taking any lethal damage from the fall. They then make sneak attacks at the weaker-looking party members. They turn their *deathbringer blades* on themselves rather than surrendering.

8b. Central Spying Chamber

This dusty room is empty.

8c. East Spying Chamber (CR 8)

The corridor and stairs leading up to this area are choked with cobwebs. Some of the strands are extremely thick and do not burn well.

This unlit chamber is completely shrouded in thick webbing; however, there are none of the telltale signs of the monstrous inhabitants you would expect to find — no bundled corpses, webbed egg sacs, or monstrous spider denizens. In fact it has the air of a place long abandoned.

For unknown reasons, the builders of the citadel gave this room an 80-foot ceiling rather than the standard 20-foot variety, making the room a vertical shaft reaching upward. Whatever purpose it was intended for was unrealized, and it served as just a normal spying chamber.

Creature: Now, however, its upper reaches have been put to use. The layer of webbing makes this room appear to have a normal 20-foot ceiling. Above that layer, the remaining 60 feet have become the abode of a **Gargantuan black widow**. It lurks in the shaft using its climb speed to easily negotiate the heights. It was much smaller when it moved in here and has since grown too large to leave. A DC 30 Perception check is required to notice that there is in fact empty space beyond the webbing layer above. Burning this layer of webbing does not reach the spider's abode above. When the PCs enter the room, the spider releases key segments of the web causing the entire thing to drop like a net entangling the occupants of the room. The spider then descends and attacks the entrapped creatures from above. Remember to include its +1 attack bonus for attacking from higher ground.

GARGANTUAN BLACK WIDOW

CR 8

XP 4,800

hp 115 (*Pathfinder Roleplaying Game Bestiary 2* "Spider, Giant Tarantula")

Ranged no barbed hairs

SQ strong webs

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Treasure: Dangling from the ceiling 80 feet above are the web-enshrouded carcasses one would expect to find. These are now little more than husks of dried bone and flesh, but one of them holds a pouch containing 29 cp and 9 emeralds worth 200 gp each.

9. Templar Mess Hall

A dusty, long oaken table and heavy chairs line this room. Lying out on the table, as if on display, are four humanoid forms hidden under the shrouding layer of dust.

This chamber served as the mess hall for the citadel's Templars and later for Lord Bishu's knights. On the table are the desiccated remains of four of those knights — lying in state. Two of these corpses wear +2 *chainmail*, one wears +1 *half-plate*, and the last wears masterwork full plate. Each bears a weapon atop its breast. These are a +2 *longsword*, a masterwork silver battleaxe, a +1 *bastard sword*, and a +2 *short sword*. However, the most disturbing thing about these knights' corpses is that each is missing its head. Each of these knights was a victim of the crazed chaplain of Bishu's company Silas, Bishop of Clarendon. He kept each of their heads as trophies. Their fellow knights laid them out here in preparation for burial which, of course, was never accomplished.

10. Kitchen

This old kitchen is small but well outfitted. A brick fireplace and oven stands in one corner. Opposite is a basin mounted in the wall into which a small harpy sculpture spits a steady stream of water. A drain in the basin prevents it from overflowing. Wooden beams crisscross the room 8 feet above the floor, and hooks mounted into these hold various pots, pans, and cooking utensils. Some of those items have been removed and from these hooks dangle dried and shriveled lengths of sausages, ham hocks and bundles of tubers. Below this array, barrels hold the long-deteriorated remnants of hard tack and grain.

This room was taken over by the knights to serve as their kitchen. They had supplies to last them for several months but were never able to use them due to the short duration of their stay in this camp. The foods left behind are now inedible.

11. Larder

This room was stripped bare by the Templars when they joined the Great Retreat. The knights never used it. A door in the north wall is locked. The small room beyond holds nine tightly sealed casks of rum that is still good. These casks each weigh 50 lb. while full and are worth 90 gp apiece. Bishop Silas of Clarendon originally found the key still in this door and located the rum supply beyond. He relocked the room and kept the key to prevent the alcohol stores from tempting his men during what he believed could have been a long and boring occupation. The key was later dropped and now rests forgotten in Area 162.

12. Captain's Quarters

Whatever furnishings this room originally held, they were broken up to serve as fuel for the room's small fireplace. Though in disarray, it is evident that three individuals later shared this room. Three separate bedrolls lie crumpled on the floor. Next to two of them are cracked leather saddlebags. In the center of the room are a folding camp table and a stool. A broken ink pot and sheaves of papers lie on the floor nearby. All lie beneath an undisturbed layer of dust.

This former chamber of the Templar captain was later used by the leaders of the Fifty and One, Lord Bishu and his captains Barchus and Perival, as their headquarters. The papers on the floor are various notes, duty rosters and orders issued by these captains. Anyone examining these and making a DC 20 Knowledge (nobility and royalty) check is able to piece together the names of all three of the captains who led this expedition and confirm that this was, in fact, the camp of the missing Fifty and One. The last order, dated less than a week after the company's arrival in Tsar, simply states to hold position, cease all forays into the citadel's upper levels, and double the watch until "the enemy" can be located and destroyed. It does not provide a clue as to the true fate that befell these men. A DC 17 Perception check finds scrawled in the margin of a single page the words, "What was Martimus up to atop the northeastern statue?" This is in reference to the hiding place at Area 5. The saddle bags hold only mundane personal effects.

Treasure: A DC 28 Perception check is able to find one piece of fine vellum that a DC 25 Knowledge (history) check is able to determine are the original orders signed by Zelkor to Lord Bishu to lead his Fifty and One into Tsar and secure the city against any internal or external threats until the Army of Light could send reinforcements. These orders would be worth 2,500 gp to a historian or the churches of Thyr and Muir.

13. Armory

It is obvious that this hall once served as a camp. The broken and shredded remains of camp cots, bedrolls, saddle bags, and various bits of armor, clothing and equipment lie strewn about. Dark stains in the center of the floor mark the remains of past camp fires. Empty weapons racks line the walls.

This chamber served as the main camp for the knights accompanying Lord Bishu, though a few of the higher-ranking members took quarters in the billets to the east. Formerly it served as the armory and training hall of the Templars guarding this level of the citadel.

A DC 15 Perception check turns up something useful for every minute spent searching. Roll 1d6 and consult the table below. Each item can only be found once.

d6 Item Found

- 1 Pair of finely wrought silver spurs worth 85 gp as a set
- 2 Antique chapbook of Vanitthu, God of the Steadfast Guard, worth 150 gp to a collector
- 3 Saddlebag holding 2 healer's kits
- 4 Silver holy symbol of Thyr (25 gp)
- 5 Pouch with 45 pp
- 6 Signet ring of Sir Mab of Claymont (15 gp as jewelry or 250 gp if returned to the family)

14. Templar Billets (CR 15)

This shadowy hall has open doors lining it on either side. At the far end is a closed door with a great red symbol painted on it. The rib cages and skulls of armored warriors crunch in clouds of dust underfoot, lying as they died — locked in mortal combat.

This hall is where the final battle of the survivors of the Fifty and One took place. The final few knights slew each other to a man. All of their armor and equipment is now corroded and worthless. The north and south rooms served as the quarters for the Templar guards and later for some of the higher-ranking knights that accompanied Bishu. Each holds only four simple wooden bunks and nothing else of interest or value. A DC 25 Knowledge (arcana) identifies the symbol as an archaic mark among the superstitious that once meant "cursed."

Creatures: The shades of these knights and some of their murdered brethren still haunt this corridor in the form of **12 greater shadows**. Due to their strong connection to this area they can collectively call forth a supernatural ability once per day that functions as a *deeper darkness* centered on the middle of the corridor for 12 hours or until all of the shadows are destroyed. They attack by first initiating the darkness and then leaping out through the surrounding walls to attack.

GREATER SHADOWS (12)
XP 4,800

CR 8

hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

Treasure: Miraculously, there is a still-intact potion bottle held in a pocket mounted on the back of a battered shield. It holds a *potion of cure serious wounds*. It can be found with a DC 20 Perception check, but for each round of combat there is a cumulative 5% chance that it will be smashed and ruined.

15. Sergeants' Quarters

Probably at one time this room served as soldiers' quarters, but it is no longer identifiable from its contents. Any furnishings have been smashed to bits and thrown around like a tornado ripped through the chamber. Gashes and chips have been taken out of the walls as well.

Once the Templar sergeants' quarters, this room was taken over by Silas, Bishop Clarendon when the Fifty and One arrived. When the Pall overcame the cleric he went insane and began murdering his comrades, removing their heads to keep as trophies. Before finally relocating to the upper reaches of the citadel, he thoroughly trashed his room in a fit of rage. Not knowing what to make of the drastic personality change of their chaplain, the knights thought that perhaps the room was cursed and refused to enter it. A DC 20 Perception check locates a defaced gold half-sun holy symbol of Arn, Herald of Light, worth only 30 gp in its damaged condition. It was left behind by Bishop Silas when he fled the knights' encampment.



16. Latrine

This musty-smelling chamber must have once been a latrine. A wooden bench lines the south wall with holes cut into it. Resting on the bench between two of the holes is a desiccated head staring at you with empty sockets.

This room was once a latrine but has not been used in centuries. The severed head became naturally mummified in the dry chamber. It is a bearded human. A DC 12 Perception check notices a small brown half-sun drawn on the forehead. A DC 25 Knowledge (religion) identifies it as a bishop's symbol of office from the church of Arn. It is actually dried blood as can be determined by a DC 20 Heal check.

This was Sir Boros, the first of Bishop Silas's victims. As with all of them, after severing the head he dipped his ring of office into the fresh blood and stamped the forehead with it. Anyone examining the head finds a piece of parchment stuffed in its mouth with a DC 8 Perception check. It is a taunting note left for Lord Bishu by the bishop when he abandoned the knights' encampment. It simply states, "Here's the head of Boros back, you whining catamite. He was the first, but he'll surely not be the last. My blade eagerly awaits the taste of your blood. — Clarendon."

Region 2 — Death Chambers (Map 2-3)

This region holds the execution chambers of the citadel. In the citadel, the execution of criminals, prisoners or just the unlucky was not just a punishment or deterrent, it was an unholy ritual to Orcus. As such, the citadel's executions were taken to a fine art as sacrifices to the demon prince. A special order of torturers and executioners was created and devoted specifically to this task; they were called the Deathbringers. This region of the citadel served as the home of these specialists as well as the area where they plied their trade.

17. The Screaming Hall (CR 8)

A wide corridor of dressed stones stretches north to a massive double door. Every inch of their surfaces are covered with carvings of humanoid faces in pain or horror. Though the faces are all unique, each shares the same image of a mouth gaping open to scream. A huge bas-relief above the north double door depicts the ram-horned visage of Orcus. His mouth, too, gapes open, but whether in a scream or mocking laughter is difficult to discern. At the south end of the corridor, blood red curtains cover two side corridors.

This aptly named corridor is decorated with depictions of what awaits those who are brought in as guests of the Deathbringers. It

CHAPTER 2: THE FEET OF ORCUS

also serves as a **trap** and alarm system for any uninvited guests. The curtains that hang over the side corridors are extremely thick and serve to muffle sound quite well causing a –15 penalty to any Perception checks made by individuals in those rooms listening to activity in the hall. The curtains hide guard rooms, but they were never particularly attentive knowing that the hallway’s trap would alert them quite well if intruders entered.

Trap: When anyone not accompanied by a Deathbringer reaches the point marked on the map, the bas-relief of Orcus above the double doors begins to laugh hysterically and then unleashes a *greater shout* as a 20th-level caster affecting everyone in the hall, but not those who have stepped behind the curtains into the side passages. The trap resets itself after 1 hour.

GREATER SHOUT TRAP **CR 8**
Type magical; **Perception** DC 34; **Disable Device** DC 34

Trigger proximity; **Reset** automatic
Effect spell effect (*greater shout*, 20th-level wizard, 10d6 sonic, stunned 1 round, deafened 4d6 rounds, DC 23 Fortitude save half damage and deafness and negates stunning)

18. Empty Guard Room

This long, bare chamber has two columns supporting the vaulted ceiling. A trickle of water falls from a spout into a stone basin in the far corner.

In the days of the citadel, Templar guards were stationed here to protect the Death Chambers. They didn’t enjoy duty in these comfortless rooms but were not particularly attentive knowing the trap in Area 17 would give them ample warning. They also knew better than to proceed any farther down the corridor to avoid activating the trap themselves. The room has remained empty since then.

19. Inhabited Guard Room (CR 20)

A long empty chamber stretches to the west. Two pillars support the vaulted ceiling. At the far end a bas-relief sends a stream of water into a stone basin. The hilt of a sword is just visible above the lip of the basin.

Creature: This room is the mirror image of Area 18 and was once just as empty. Now it serves as the abode for the tortured form of one of the cursed knights of the Fifty and One. Sir Mab of Claymont now exists as a **massive advanced gibbering moulder**. Having fallen prey to this terrible curse higher in the citadel, he retreated to this relatively isolated chamber where as a result of his curse he does not starve to death or age appreciably. One advantage of his highly advanced form is that he has gained an additional camouflage ability not normally found in gibbering moulder. Now he takes up the entire area between the room’s two central pillars waiting for prey to come and investigate the room. A Perception check opposed to his Disguise check or *true seeing* can detect the creature for what it is. He holds his action to engulf anyone who walks across his surface or uses his ground manipulation to slow targets if none walk across him. If no one enters, he begins to follow them hoping to catch them at an opportune moment.

MASSIVE ADVANCED GIBBERING Moulder **CR 20**
XP 307,200
Advanced-HD massively giant advanced gibbering moulder

(*Pathfinder Roleplaying Game Bestiary* “Gibbering Moulder”, “Giant”, “Advanced”)

NE Gargantuan aberration

Init +6; **Senses** darkvision 60 ft.; **Perception** +27

AC 36, touch 8, flat-footed 34 (+2 Dex, +28 natural, –4 size)

hp 331 (17d8+255)

Fort +22; **Ref** +9; **Will** +15

Defensive Abilities all-around vision, amorphous, camouflage; **DR** 5/bludgeoning; **Immune** critical hits, flanking, precision damage

Speed 10 ft., swim 20 ft.

Melee 6 bites +17 (2d6+8/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks blood drain (2d6+8 bite plus 1 Con), gibbering (DC 33), ground manipulation, spittle (+10 ranged touch), swallow whole (12d6+48 damage plus 2 Con damage, AC 24, hp 33)

Str 26, **Dex** 15, **Con** 41, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 36 (can’t be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)

Skills Disguise +20, Perception +27, Swim +36

Languages Common

Treasure: The sword sitting in the fount is a +2 *axiomatic bastard sword*.

20. Torture Chamber (CR 13)

This room extends away from the door in three long wings. Each wing has a center aisle flanked by rows of sadistic machines. Every sort of torture device imaginable is present in this room, and at the end of each wing, watching over the handiwork of his torturers, is a 20-foot-tall statue of Orcus, its horned head brushing the ceiling, a sardonic leer on its lips. The floors and walls are stained black with generations of work performed in this room. Two doors exit from the eastern wing.

Not only did the Deathbringers specialize in execution by conventional means, but they were skilled at introducing their victims to the torments of Orcus that awaited them in the afterlife. More than one victim spilled its life blood on the floor of this room before ever making it to the rooms of finality beyond. The statues of Orcus are harmless, though certainly unnerving.

Creatures: Since the construction of the citadel, this chamber has entertained thousands of the disciples’ enemies and allies, all at the expert ministrations of the Deathbringers. The omnipresent spirit of Orcus that occupied the tower kept the spirits of these countless victims quelled, but with the abandonment of the citadel these spirits are no longer quiescent. They now inhabit the many torture machines that remain behind as **24 possessed torture devices**. Still intimidated by the authors of their demise, the animated objects do not bother the Deathbringer cultists whose garb resembles that of the ancient torturers. Due to the many barbs, blades, and needles that festoon these machines, their slam attacks are considered slashing/piercing attacks and have a critical threat range of 19–20.

POSSESSED TORTURE DEVICES (24) **CR 4**
XP 1,200

Enhanced animated object (*Pathfinder Roleplaying Game Bestiary* “Animated Object”)

NE Medium construct (evil)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

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

hp 36 (3d10+20)
Fort +1; **Ref** +1; **Will** -4
Defensive Abilities hardness 10; **Immune** construct traits

Speed 30 ft.
Melee slam +5 (1d6+2/19–20 plus cursed barbs)

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)
SQ metal (2 CP)

Cursed Barbs (Su) Due to the many barbs, blades, and needles that festoon these machines, their slam attacks are considered slashing/piercing attacks and have a critical threat range of 19–20. In addition they have the *unholy* weapon quality, dealing an additional 2d6 points of damage to good-aligned creatures.

21. Deathbringers' Lounge (CR 5)

This oddly shaped chamber has plush, shag carpets that have seen better days, fine mahogany chairs and settees, cloak racks, and a fine teak bar. In a side alcove is an obsidian fountain in the shape of an imp spitting into the basin. Streaming from the imp's mouth is blood rather than water, however.

This lounge was provided for the comfort of the Deathbringers and their honored guests in between sessions in the torture chamber. The furnishings are worn from long use but are of the finest quality. Behind the bar are many bottles of exotic liqueurs. The fountain is actual blood and is magically connected with the well at Area 4a. Here the Deathbringers performed ritual ablutions of their face and hands prior to commencing their torturous activities.

This chamber still sees use from the Deathbringer Cult in its current incarnation (see Area 22 and the side bar). There are areas of disturbed dust and some furnishings showing more wear than others indicating more recent use, and these can be discovered with a DC 25 Perception or Survival check. The silids have set a **trap** on the liqueurs and do not bother them. Rather the carnivorous little beasts drink directly from the fountain of blood.

Trap: All of the liqueur bottles have been treated with nitharit contact poison and the liqueurs within are spiked with arsenic (Arsenic—ingested; *save* DC 13; *onset* 10 min.; *frequency* 1/min. for 4 min.; *effect* 1d2 Constitution damage; *cure* 1 save). There are a total of 23 bottles and all are kept free of dust by the silids who apply new poison when needed.

BOTTLE SMEARED WITH CONTACT POISON CR 5
Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; **Reset** manual
Effect poison (Nitharit—contact; *save* DC 13; *onset* 1 min.; *frequency* 1/min. for 6 min.; *effect* 1d3 Constitution damage; *cure* 1 save)

22. Deathbringers' Antechamber (CR II)

The corridor widens here into an octagonal room with two doors exiting to the south and east. In the center of the room an alabaster statue stands on a pedestal in the center of eight cushioned seats, the pedestal serving as the seats' backs. The statue of flawless marble depicts a beautiful human noble, arms upraised, back arched and face contorted in agony. A rod pierces the back of his neck and transfixes him through the chest.

This antechamber served as the entrance to the private chambers of the Deathbringers. The statue depicted what they considered their form of art — torture and execution. Now, however, it is a much more literal translation of their craftsmanship.

Creature: The spirit of the angel, Pylorus (see Area 23), now animates the statue as an **alabaster sentinel**. Having been executed and dominated by the Deathbringers, though Pylorus's spirit hates its confinement and its executioners it remains completely cowed. It is under orders to attack anyone not associated with the Deathbringers. As with the animated objects in Area 20, the current Deathbringer Cult benefits from its resemblance to the Deathbringers of old and are not even aware of the statue's animation. If the statue is destroyed, Pylorus's spirit is finally freed to return to its home in the Upper Planes (see Event 2).

ALABASTER SENTINEL CR 11
XP 12,800

Creature Collection III: Savage Bestiary 140

NE Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

Aura aura of authority (Will DC 16)

AC 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)

hp 111 (14d10+20 plus 14); fast healing 5

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

DR 10/adamantine; **Immune** magic, construct traits

Speed 30 ft.

Melee +3 *warscepter* +24/+19/+14 (1d10+13/19–20/x3) or slam +21 (1d8+10)

Spell-like Abilities (CL 16th):

At will—*charm person* (DC 14), *dispel magic*, *greater command* (DC 18)

3/day—*dimension door*, *hallucinatory terrain* (DC 17), *shield of law*, *wall of stone*

1/day—*dominate person* (DC 18), *haste*

Str 25, **Dex** 12, **Con** —, **Int** 17, **Wis** 16, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 32

Feats Alertness, Cleave, Great Fortitude, Improved Critical (*warscepter*), Improved Initiative, Power Attack, Toughness

Skills Knowledge (history) +17, Knowledge (nobility) +17,

Knowledge (religion) +17, Perception +21, Sense Motive +21

Languages Common, Celestial

Gear +3 *warscepter*

Aura of Authority (Su) An alabaster sentinel is constantly under the effects of a *divine raiment* spell (see sidebar). A DC 17 Will save negates its effects. The save DC is Charisma-based.

Immunity to Magic (Ex) An alabaster sentinel is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* slows an alabaster sentinel (as the *slow* spell) for 2d6 rounds, with no saving throw. *Transmute mud to rock*



heals all of the sentinel's lost hit points.

A *stone to flesh* spell does not actually change the sentinel's structure but does negate its damage reduction and immunity to magic for 2 rounds.

New Spell

This spell from the alabaster sentinel's aura of authority originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

DIVINE RAIMENT

School abjuration; **Level** cleric 3, missionary 3, protection 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target self or one creature of same religion

Duration 2 rounds/level

Saving Throw Will negates; **Spell Resistance** no

This spell is similar to *sanctuary*, but with the distinction that it does not break if you directly attack another while under the protection of the spell. Whether you attack or not, anyone wishing to direct harm towards you must make a Will save. Success means the attacker may act normally and need not save again in order to continue attacking. Failure means the attacker loses the action committed to the attack and may not attack the protected creature at all that round. However, the attacker may attempt another save the next round.

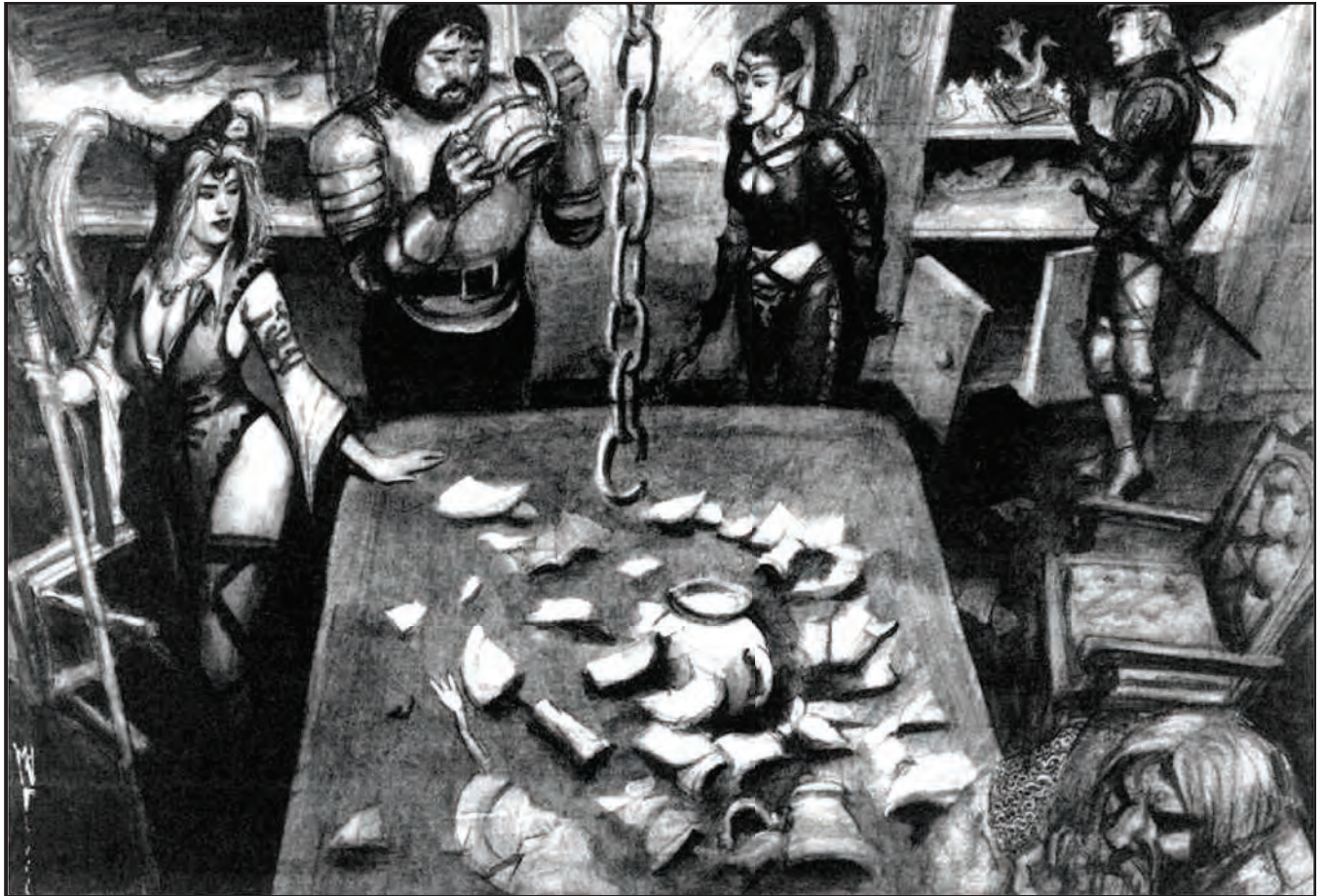
Warscepter (Exotic Two-Handed Melee Weapon)

Warscepter: Cost 25 gp; Damage 1d6 (S), 1d10 (M); Crit x3, Weight 8 lb., Type bludgeoning.

23. Dining Room and Kitchen

A narrow passage leads into a short dining room. A once-fine table has been tipped over and pushed to the side of the room. The chairs are arrayed in a semicircle facing the west wall where there hangs a gruesome spectacle. A giant man, with skin of gleaming white, hangs slumped against the wall. Great feathery wings extend from his shoulders, and each is pierced by heavy iron spikes that pin them to the cracked plaster and stone behind. It is from these anchors that the body dangles. The feathers of the wings are matted and many of them are missing. The body itself is scored and slashed with numerous horrid wounds, and the cracked, brownish stains from long-dried blood color the flawless skin. The abdomen is a gaping wound with a tangled mass of eviscerated bowels. Most horrid of all is the neck that ends at a jagged stump revealing the white of spinal column and leathery brown cords of dried tendons.

This chamber once served as the dining chamber of the Deathbringers. When the Three Spies were captured, after much interrogation and torment by the highest Disciples of Orcus, they were turned over to the Deathbringers for elimination. In this room the sadists made terrible sport of Pylorus the Watchman, a powerful



empyrean angel (see *The Tome of Horrors II* by **Necromancer Games** for details of these creatures) known as the Gatekeeper of the Heavens for his eternal vigilance in piercing the veils of evil. The wing spikes were once enchanted to prevent the angel's magical abilities from functioning, and he was slowly eviscerated before finally being beheaded. The head was sent back to the Upper Planes as a warning. The tortured essence of Pylorus became entrapped within the citadel and animates the alabaster sentinel in Area 22.

A side room served as a small, well-equipped kitchen. It has not been used since the days of the Great Retreat.

Treasure: A DC 40 Perception check of the kitchen's fireplace reveals a hidden cavity beneath the hearth ashes. Lying within is the Large +3 *brilliant energy longsword* once wielded by Pylorus. Rather than turn it over to the Disciples to be corrupted like other captured weapons, the Deathbringers kept it as their own trophy and hid it here.

24. Chambers of the Deathbringers (CR 17)

The plaster of the walls has been stripped away to reveal the masonry beyond. This has been painted in a nauseating coat of dried blood. The iron sconces that once adorned the walls have been torn down leaving the room unlit. The black carpet that once covered the floor has been torn up and gathered into a dozen small, contoured mounds. Small utensils and items made from scrap iron litter the floor. Doors open to the north, east, and south.

These chambers once served as the quarters of the small but highly feared sect in the Citadel of Orcus known as the Deathbringers. It was they who administered the ultimate will of their dark lord and

performed the majority of sacrifices for the high altar. The central hall served as a sitting room and the two southern rooms were bunk rooms for the members. All the original furnishings have been removed and the south rooms now look much like the sitting area.

An examination of the bits of equipment and items found in these rooms reveals that it has all been scavenged from larger items and modified for Small users. The walls have been painted with blood from the font at Area 21. Inscribed in this gruesome paint are words and phrases crudely written in a strange dialect of Goblin (DC 10 Linguistics check for anyone who speaks that language to translate). These say such things as "The Dark Wraith is always watching," "Fear the wrath of the Deathbringer," and "Follow the wisdom of Saca-Baroo."

Creatures: Following in the footsteps of the original inhabitants, this entire area has been taken over by a new group of occupants — the Deathbringer Cult (see side box). In this area are **7 Deathbringer rogues**, **3 Deathbringer assassins**, **2 Deathbringer shadowlords**, and a **Deathbringer sibyl**. These creatures dwell in these rooms using the carpeting mounds as seats and bedding. They rarely use the doors because they prefer to utilize the wind tunnels that run directly above this area and Area 25. They have removed the grates and disguised the openings so they can only be found with a DC 25 Perception check. They have also disabled all of the wind tunnel fans between these areas. These openings and those in Area 25 are marked with an "x" on the map. Feel free to determine the twists and turns of these connecting wind tunnels as you see fit.

DEATHBRINGER ROGUES (7)

CR 8

XP 4,800

hp 71 (See Area 8a)

DEATHBRINGER ASSASSINS (3)

CR 11

XP 12,800

Male or female silid rogue 5/fighter 4/assassin 3 (*The Tome of Horrors II* 145)



CE Small humanoid (goblinoid)

Init +10; **Senses** darkvision 60 ft.; **Perception** +9

AC 23, touch 18, flat-footed 23 (+3 armor, +6 Dex, +1 dodge, +2 shield, +1 size)

hp 114 (5d8+20 plus 4d10+16 plus 3d8+12 plus 5)

Fort +10; **Ref** +15 (+16 vs. traps); **Will** +3 (+4 vs. fear); +1 vs. poison

Defensive Abilities bravery +1, evasion, improved uncanny dodge, trap sense +1, uncanny dodge

Weaknesses light blindness

Speed 30 ft.

Melee +1 deathbringer blade rapier +18/+13 (1d4+5/18–20 plus poison)

Ranged shortspear +16 (1d6+2)

Special Attacks death attack (DC 13), rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):
1/day—*blur*

Str 15, **Dex** 22, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +9; **CMB** +10; **CMD** 27

Feats Blind-Fight^B, Dodge^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Stealthy, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Climb +14, Disable Device +16, Disguise +9, Escape Artist +20, Intimidate +5, Perception +9 (+11 locate traps), Stealth +27, Survival +6

Languages Goblin, Undercommon

SQ armor training 1, poison use, rogue talents (fast stealth), trapfinding

Combat Gear 3 doses of shadow essence, *potion of invisibility*;

Other Gear studded leather armor, +1 buckler, +1 deathbringer

blade rapier (see **Magic Item Appendix**), shortspear, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

DEATHBRINGER SHADOWLORDS (2)

CR 13

XP 25,600

Male silid rogue 9/shadowdancer 5 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 90 ft.; **Perception** +10

AC 19, touch 17, flat-footed 19 (+3 armor, +6 Dex, +1 dodge, +1 size)

hp 132 (9d8+36 plus 5d8+20 plus 9)

Fort +9; **Ref** +15 (+18 vs. traps); **Will** +3

Defensive Abilities defensive roll, evasion, improved uncanny dodge (18th level), trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.; shadow jump 40 ft.

Melee +1 deathbringer blade short sword +18/+13 (1d4+3/19–20) or mwk dagger +17/+12 (1d3+2/19–20)

Ranged mwk dagger +17/+12 (1d3+2/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6, summon shadow

Spell-like Abilities (CL 6th):

2/day—*silent image* (DC 8)

1/day—*blur*, *shadow conjuration* (DC 12)

Str 15, **Dex** 22, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +9; **CMB** +10; **CMD** 27

Feats Combat Reflexes, Craft Magic Arms and Armor, Dodge, Mobility, Quick Draw, Stealthy, Weapon Finesse, Weapon Focus

(short sword)^B

Skills Acrobatics +23, Climb +19, Disable Device +22, Escape Artist +31, Knowledge (local) +7, Perception +10 (+14 locate traps), Perform (dance) +11, Stealth +35, Survival +10

Languages Goblin, Undercommon

SQ hide in plain sight, rogue talents (fast stealth, ledge walker, stand up, weapon training), trapfinding

Combat Gear *oil of magic weapon, oil of darkness, 2 flask of alchemist's fire*; **Other Gear** +1 leather armor, +1 deathbringer blade short sword (see **Magic Item Appendix**), 3 masterwork daggers, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

DEATHBRINGER SIBYL**CR 13****XP 25,600**

Female silid witch 14 (*The Tome of Horrors II* 145, *Pathfinder Roleplaying Game Advanced Player's Guide* "Witch")

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; **Perception** +6

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

hp 93 (14d6+28 plus 14)

Fort +6; **Ref** +6; **Will** +9

Weaknesses light blindness

Speed 30 ft.

Melee +1 sickle +11/+6 (1d4)

Ranged mwk sling +11 (1d3-1)

Special Attacks hexes (DC 20, cauldron, evil eye, flight, healing, slumber), major hexes (DC 20, agony, major healing, retribution), sneak attack +1d6

Spell-like Abilities (CL 15th):

At will—*feather fall, fly* (15 minutes/day)

1/day—*blur, levitate, scrying* (familiar only)

Spells Prepared (CL 14th):

7th—*harm* (DC 20, melee touch +10), *power word blind*

6th—*cone of cold* (DC 19), *legend lore, swarm skin**

5th—*baleful polymorph* (DC 18), *cloudkill* (DC 18), *mass pain strike** (DC 18)

4th—*beast shape II, charm monster* (DC 17), *cure serious wounds, enervation* (ranged touch +10)

3rd—*bestow curse* (DC 16), *dispel magic, lightning bolt* (DC 16, x2), *vampiric touch* (melee touch +10)

2nd—*bear's endurance* (x2), *detect thoughts* (DC 15), *false life, see invisibility*

1st—*burning hands* (DC 14), *cure light wounds* (x2), *ill omen**, *obscuring mist*

0 (at will)—*dancing lights, detect magic, guidance, touch of fatigue* (melee touch +10)

Patron Saca-Baroo (transformation)

Str 9, **Dex** 15, **Con** 14, **Int** 17, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +5; **CMD** 18

Feats Alertness (with familiar), Brew Potion^B, Combat Casting, Dodge, Go Unnoticed*, Persuasive, Scribe Scroll, Stealthy, Weapon Finesse

Skills Craft (alchemy) +16, Diplomacy +15, Escape Artist +20, Fly +14, Heal +9, Intimidate +18, Perception +6, Spellcraft +12, Stealth +24, Swim +3

Languages Goblin, Undercommon

SQ witch's familiar (bat)

Combat Gear *oil of greater magic weapon, 3 arcane scrolls* (CL 14th: *cure critical wounds*), *arcane scroll* (CL 14th: *reincarnate*), tanglefoot bag, 2 flasks of alchemist's fire; **Other Gear** *bracers of armor* +2, +1 sickle, masterwork sling, 20 sling bullets

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

Limber (Ex) Silids are able to squeeze and move through tight

The Deathbringer Cult

The Deathbringers of the citadel departed with the Great Retreat, yet their legacy lives on in the lonely halls. Among the thralls serving the disciples of Orcus was a small, enigmatic race of goblinoids called silids. These gray-skinned creatures had been discovered in deep caves in the Stoneheart Mountains and enslaved to work in the nearly lightless and airless forges of the citadel. The Overseer Sect was never overly adept at keeping track of these small, fecund slaves that had become skilled at hiding in the wind tunnels, so when the Great Retreat occurred many were left behind unbeknownst to their former masters.

These remaining silids were decimated by the many traps and dangers that remained in the citadel's haunted halls before finally finding their way down to the Death Chambers. There they encountered the dread wraith remains of Sir Paredes in Area 26. The superstitious goblinoids began worshipping the dead knight as a savior of their stripe (the word for a group of silids), and he accepted their homage and gave them his protection in the deadly citadel environs. In the surrounding chambers they discovered the discarded clothing and accouterments of the Deathbringer Sect and adopted them as their own as they forged a new society devoted to the worship of the Dark Wraith as they called their new deity. Ironically, in their ritual of bringing sacrifices to be slain by the Dark Wraith they began calling themselves the Deathbringer Cult — completely unaware of the name of the sect that once inhabited these chambers.

The Deathbringer Cult now comprises this small but powerful stripe of silids. The dangers of the citadel and the deadly demands of their god leave them few in number, but those few have high class levels and have become experts at ambush and survival. They wear the ragged remains of the original inhabitants' black robes and emulate the red masks once worn by the citadel's executioners by painting a stylized face in red on their chests. With the help of a strange benefactor, every generation they make a pilgrimage to the forges higher in the citadel and craft their special *deathbringer blades* (see **Magic Items Appendix**). These unique weapons complete the customary Deathbringer cultist ensemble.

The rank and file of the Deathbringer Cult are the Deathbringer rogues, skilled in the stealth and guile necessary to survive as scavengers within the Citadel of Orcus. Next in the hierarchy are those rogues who have honed their skills to a deadly art; these are the Deathbringer assassins. They serve as the battle leaders of the cult. Certain rogues that possess a natural talent for the manipulation of their shadowy demesne are trained to further develop this ability. These are called the shadowlords and serve as the bodyguards to the cult leader. It is from their ranks that new Deathcrafters are chosen, so assassination attempts and coups are not uncommon. The leader of the cult is the Deathcrafter. This individual serves as the go-between with the Dark Wraith (by virtue of a powerful amulet he possesses that provides him with some protection) and leads the pilgrimages to craft *deathbringer blades*. Each new shadowlord receives training in this craft.

Outside the official hierarchy of the cult are certain female silids that possess an innate talent for magic. These silids become sibyls and serve as advisors and mates to the Deathcrafter. It is through their visions that they plot the route for the generational pilgrimage into the citadel's upper levels, as the sacred route is never written down. A new development in the ranks of sibyls is the Sibyl Queen, an ancient silid crone who has divined the route for the last three generations of pilgrimages. The secret of her longevity is unknown, but all the cult members fear her — even the Deathcrafter and other sibyls. One benefit of the advantages of her extensive experience is her development of many poisons and alchemical concoctions that she creates and are now standard equipment for the cult members.

CHAPTER 2: THE FEET OF ORCUS

places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

BAT FAMILIAR XP —

CR —

Bat familiar (*Pathfinder Roleplaying Game Bestiary* “Familiar, Bat”)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +15

AC 23, touch 16, flat-footed 21 (+2 Dex, +7 natural, +4 size)

hp 46 (14 HD)

Fort +2; **Ref** +6; **Will** +11

Defensive Abilities improved evasion; **SR** 19

Speed 5 ft., fly 40 ft. (good)

Melee bite +13 (1d3–4)

Space 1 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells and hex

Str 1, **Dex** 15, **Con** 6, **Int** 12, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –2; **CMD** 4

Feats Weapon Finesse

Skills Diplomacy +7, Escape Artist +12, Fly +21, Intimidate +3, Perception +15, Spellcraft +7, Stealth +27

Languages speak with bats; empathic link with master, speak with master

SQ share spells

Tactics: In battle the Deathbringer rogues use *blur* to attempt to tumble into flanking positions with their Acrobatics in order to make sneak attacks. The shadowlords use their *blur* and hide in plain sight abilities to try and reach the weaker rear ranks of the party. The sibyl uses *bear's endurance* on the assassins while they study targets in order to make death attacks. She has her familiar deliver touch spells and then supports the assassins with *lightning bolt*, *bestow curse*, and *burning hands*. If she is threatened, she uses *obscuring mist* to fly to a nearby wind tunnel. She uses her scrolls and *cure* spells to assist her allies. Any battle in here alerts the inhabitants of Area 25. The silids prefer not to use their *deathbringer blades*' self-destruct ability if many of their comrades are in its area of effect.

Treasure: A search of the various mounds of bedding in these chambers turns up a total of 6,080 gp, 12,500 cp, a gold sacrificial knife (175 gp), four small sapphires worth 50 gp each, and a black cloak bearing the image of a red death mask (DC 30 Knowledge [religion] to recognize as the symbol of the citadel's Deathbringer faction).

25. Deathcrafter's Chamber (CR 19 and 18)

The smell of mildew mixes with the acrid stench of some foul incense. Low braziers crafted from dented serving platters create a dim glow in this room. A dark pool occupies the western end of the room, and a dark archway opens to the east. Black floor tiles are scattered with various bits of cloth and debris. Ancient wooden shelves sag against the north wall holding assorted unidentifiable items, and several overturned wooden buckets serve as stools around the pool

This room once served as a bath and laundry for the Deathbringers. Now it serves as the personal chambers of the leader of the Deathbringer Cult and his harem and bodyguards. The western pool is 3 feet deep and was used for the oft-blood-spattered laundry of the citadel's executioners. Now it serves as the cult leader's personal wading pool. A hidden pool occupies the eastern portion of the room

and serves as a **trap**. To the east is an ancient privy which is now used by the cult leader's female counterpart as a garden and laboratory. Like Area 24, disguised entrances to the wind tunnels are hidden on the ceiling above, and the walls have been stripped of plaster to ease climbing.

Creatures: Residing in the bath chamber is the **Deathcrafter** lounging in his filthy pool along with **2 Deathbringer sibyls**. Standing guard around the pool are **4 Deathbringer shadowlords**. The pool itself requires a DC 14 Fortitude save for any non-silid that touches its waters or they contract slimy doom (see the “Diseases” section in the Appendices of the *Pathfinder Roleplaying Game*). The eastern privy chamber is floored with mounds of compost and dark earth with the old stone benches serving as small tables. Crouching in the fetid muck within the small room is the **Sibyl Queen**.

DEATHBRINGER SHADOWLORDS (4) **CR 13**
XP 25,600

hp 132 (See Area 24)

DEATHBRINGER SIBYLS (2) **CR 13**
XP 25,600

hp 93 (See Area 24)

DEATHCRAFTER **CR 16**
XP 76,800

Male silid rogue 9/shadowdancer 8 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 90 ft.; **Perception** +11

AC 20, touch 17, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +1 size)

hp 157 (9d8+36 plus 8d8+32 plus 9)

Fort +10; **Ref** +16 (+19 vs. traps); **Will** +5

Defensive Abilities defensive roll, evasion, improved uncanny dodge (21st level), rogue talent (resiliency), slippery mind, trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.; shadow jump 160 ft.

Melee +3 *deathbringer blade short sword* +23/+18/+13 (1d4+5/19–20) or +1 *cold iron dagger* +20/+15/+10 (1d3+3/19–20)

Ranged +1 *cold iron dagger* +20/+15/+10 (1d3+3/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6, summon shadow

Spell-like Abilities (CL 9th):

2/day—*silent image* (DC 10)

1/day—*blur*, *shadow conjuration* (DC 14), *shadow evocation* (DC 15)

Str 15, **Dex** 22, **Con** 18, **Int** 12, **Wis** 9, **Cha** 11

Base Atk +12; **CMB** +13; **CMD** 30

Feats Combat Reflexes, Craft Magic Arms and Armor, Dodge, Mobility, Quick Draw, Skill Focus (Craft [weapons]), Spring Attack, Stealthy, Weapon Finesse, Weapon Focus (short sword)^B

Skills Acrobatics +26, Climb +22, Craft (weapons) +27, Disable Device +30, Escape Artist +34, Knowledge (local) +10, Perception +11 (+15 locate traps), Perform (dance) +13, Stealth +38, Survival +11

Languages Abyssal, Goblin, Undercommon

SQ hide in plain sight, rogue talents (fast stealth, ledge walker, stand up, weapon training), trapfinding

Combat Gear *oil of darkness*, 2 flask of alchemist's fire; **Other**

Gear +2 *leather armor*, +3 *deathbringer blade short sword* (see **Magic Item Appendix**), 2 +1 *cold iron daggers*, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

CHAPTER 2: THE FEET OF ORCUS

SIBYL QUEEN

XP 153,600

Female silid witch 14/lorekeeper 5 (*The Tome of Horrors II* 145, *Pathfinder Roleplaying Game Advanced Player's Guide* "Witch")
CE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; **Perception** +18

AC 16, touch 16, flat-footed 13 (+2 deflection, +1 Dex, +2 dodge, +1 size)

hp 102 (14d6 plus 5d6 plus 33)

Fort +8; **Ref** +7; **Will** +16

Defensive Abilities secrets (dodge trick, the lore of true stamina)

Weaknesses light blindness

Speed 30 ft.

Melee +1 *vicious punching dagger* +13/+8 (1d3/x3 plus 2d6)

Ranged dart +12/+7 (1d3-1 plus poison)

Special Attacks hexes (DC 24, cauldron, evil eye, flight, healing, slumber), major hexes (DC 24, agony, major healing, retribution), secret (weapon trick), sneak attack +1d6

Spell-like Abilities (CL 20th):

At will—*feather fall*, *fly* (15 minutes/day)

1/day—*blur*, *levitate*, *scrying* (familiar only)

Spells Prepared (CL 19th):

9th—*foresight*, *mass cure critical wounds*, *mass suffocation** (DC 23)

8th—*discern location*, *irresistible dance* (DC 22), *mass inflict serious wounds* (DC 22)

7th—*harm* (DC 21, melee touch +12), *heal*, *stilled slay living* (DC 20), *vision*

6th—*cone of cold* (DC 20), *find the path*, *stilled beast shape III*, *swarm skin**

5th—*baleful polymorph* (DC 19), *cloudkill* (DC 19), *major creation*, *mass pain strike** (DC 19)

4th—*beast shape II*, *black tentacles*, *charm monster* (DC 18), *cure serious wounds*, *phantasmal killer* (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *lightning bolt* (DC 17), *locate object*, *vampiric touch* (melee touch +12)

2nd—*bear's endurance*, *cure moderate wounds*, *detect thoughts* (DC 16), *false life*, *see invisibility*

1st—*burning hands* (DC 15), *cure light wounds* (x2), *ill omen**, *obscuring mist*

0 (at will)—*dancing lights*, *detect magic*, *guidance*, *touch of fatigue* (melee touch +12)

Patron Sacra-Baroo (transformation)

Str 8, **Dex** 13, **Con** 10, **Int** 19, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +7; **CMD** 22

Feats Alertness (with familiar), Brew Potion^B, Combat Casting, Dodge, Persuasive, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [local]), Stealthy, Still Spell, Toughness, Weapon Finesse

Skills Bluff +17, Craft (alchemy) +25, Diplomacy +17, Escape Artist +19, Fly +21, Heal +21, Intimidate +20, Knowledge (arcana) +27, Knowledge (local) +27, Perception +18, Spellcraft +21, Stealth +23, Swim +3

Languages Aboleth, Abyssal, Aklo, Goblin, Necril, Terran, Undercommon

SQ witch's familiar (bat)

Combat Gear *mask of the skull*, *oil of greater magic weapon*, 3 *arcane scrolls* (CL 14th: *cure critical wounds*), *arcane scroll* (CL 14th: *reincarnate*), tanglefoot bag, 2 flasks of alchemist's fire, 2 doses of blue whinnis; **Other Gear** *ring of protection* +2, +1 *vicious punching dagger*, 2 darts, healer's kit (8 uses)

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

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

CR 18

YAGA

XP —

Bat familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Bat")

N Diminutive magical beast (augmented animal)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +23

AC 23, touch 16, flat-footed 21 (+2 Dex, +7 natural, +4 size)

hp 51 (19 HD)

Fort +4; **Ref** +8; **Will** +14

Defensive Abilities improved evasion; **SR** 23

Speed 5 ft., fly 40 ft. (good)

Melee bite +15 (1d3-4)

Space 1 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells and hexes

Str 1, **Dex** 15, **Con** 6, **Int** 12, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** -2; **CMD** 4

Feats Weapon Finesse

Skills Bluff +11, Diplomacy +7, Escape Artist +12, Fly +29, Intimidate +7, Knowledge (arcana) +13, Knowledge (local) +13, Perception +23, Spellcraft +15, Stealth +27

Languages speak with bats; empathic link with master, speak with master

SQ share spells

Tactics: Combat in here draws any surviving cultists in Area 24 to defend the leaders. These silids do not respond to sounds of battle in Area 24 but do prepare for combat here. The sibyls first cast *bear's endurance* and *guidance* on the Deathcrafter who likewise uses his *blur* ability on himself. The shadowlords hide near the door where they can ready sneak attacks on anyone who comes in. The Deathcrafter remains to the rear using the shadows to hide and waiting to use his shadowjump ability to sneak attack a soft target. The sibyls flank him and use *detect thoughts* and *see invisibility* and ready *lightning bolt* attacks for intruders. The silids do not use their *deathbringer blades'* abilities within range of the Deathcrafter, though he will not hesitate to do so if he feels the battle is lost.

The Sibyl Queen does not respond to battle in here or anywhere else. Rather she takes position atop one of the tables and casts *false life*, *bear's endurance*, *detect thoughts*, and *see invisibility*. She then readies her mask for when anyone tries to enter and follows with *lightning bolt* and *burning hands*. Once one intruder has breached her lair, she tries to trap him in with her using *cloudkill* and attempts to change him into a slug with a *baleful polymorph*. If hard pressed, she uses *obscuring mist* to conceal her as she heals her wounds and unleashes a *black tentacles* in the doorway to distract the intruders before changing into a bat to escape through the wind tunnels. She is indiscriminate in the use of her spells not caring who gets caught in their effects. If she manages to escape, she makes her way to Area 113 (see **Part 2—Echoes of Despair**) where she joins Sacra-Baroo.

Trap: A 5-foot-deep pool occupies the eastern portion of the room as marked on the map. It was once the bathing pool of the ancient Deathbringers. Now the cultists spread cinders on its surface giving it the appearance of the surrounding rough tile floor. Anyone stepping on this false surface immediately falls into the pool whose bottom has been lined with rusty spikes. The silids use this pool as their privy, so any exposure requires a DC 20 Fortitude save to avoid contracting slimy doom. An injury caused by the spikes requires a second save with a DC 26. The fall itself causes no damage. Even silids are not immune to the diseased water in this pool and know to avoid it.

CAMOUFLAGED SPIKED PIT TRAP

CR 1

Type mechanical; **Perception** DC 12; **Disable Device** na

Trigger location; **Reset** automatic

Effect DC 20 Reflex save avoids; 5 ft. deep (no falling damage, disease); pit spikes (Atk +10 melee, 1d6 spikes per target for

CHAPTER 2: THE FEET OF ORCUS

1d4+2 plus disease each)

Treasure: Among the assorted junk on the shelves is a necklace of teardrop-shaped aquamarines (5,000 gp), a silver snuffbox (70 gp) holding 4 applications of *dust of dryness* in powder form, a small gold cylinder (350 gp), and a red-lacquered death mask (25 gp) inscribed crudely with the words “The Dark Wraith” in the same manner as the script in Area 24 (DC 30 Knowledge [religion] to recognize as the symbol of the citadel’s Deathbringer faction, now serving as the tribal totem of the silids). Hidden in one of the braziers (DC 25 Perception) is an *elemental gem (fire)* unaffected by the heat. Upon the stone benches in the Sibyl Queen’s alcove is a complete alchemist’s lab, 17 flasks of alchemist’s fire, 4 flasks of acid, 3 smokesticks, 5 doses of blue whinnis, and 4 doses of shadow essence. There are also reams of notes written in the silid dialect that describe how to make these various substances that would be worth up to 1,000 gp to an alchemist.

26. Deathbringer Chapel (CR 14)

No light source illuminates this round chamber, and the air is frosty, our breath forming in clouds before you. Despite its lack of furnishings and corners, deep shadows seem to crowd from all around giving it a menacing, claustrophobic feel. Chipped red paint still faintly outlines a giant pentagram on the floor, and a tall statue depicting a goat-headed demon with ram’s horns and immense wings stands against the far side. The gray stone of this statue is almost black with sticky layers of dried blood.

Creature: This chamber served as the private chapel of the Deathbringer Sect of the citadel. Now it serves as the abode of Sir Paredes, the Dark Wraith, an **advanced dread wraith sovereign**. Paredes was slain by Lord Bishu in the upper reaches of the citadel and eventually settled into this room as his abode over the long years. When the silids first arrived he easily cowed them, and eventually he convinced him he was a deity and caused them to develop a cult around him. They paint his idol with blood from their kills (which they then eat) and sacrifice their own members to him when times are lean. Paredes has grown much more powerful over the years. He always emerges from the statue when anyone enters and attacks as soon as he realizes it is not his cultists.

THE DARK WRAITH XP 38,400

CR 14

Advanced-HD dread wraith sovereign (*Pathfinder Roleplaying Game Bestiary* “Wraith”, *Advanced Bestiary* 101)

LE Medium undead (incorporeal)

Init +19; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +29

Aura unnatural aura (30 ft.), unnatural chill (30 ft., DC 28)

AC 36, touch 36, flat-footed 20 (+10 deflection, +15 Dex, +1 dodge)

hp 232 (16d8+160)

Fort +15; **Ref** +20; **Will** +16

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits; **SR** 24

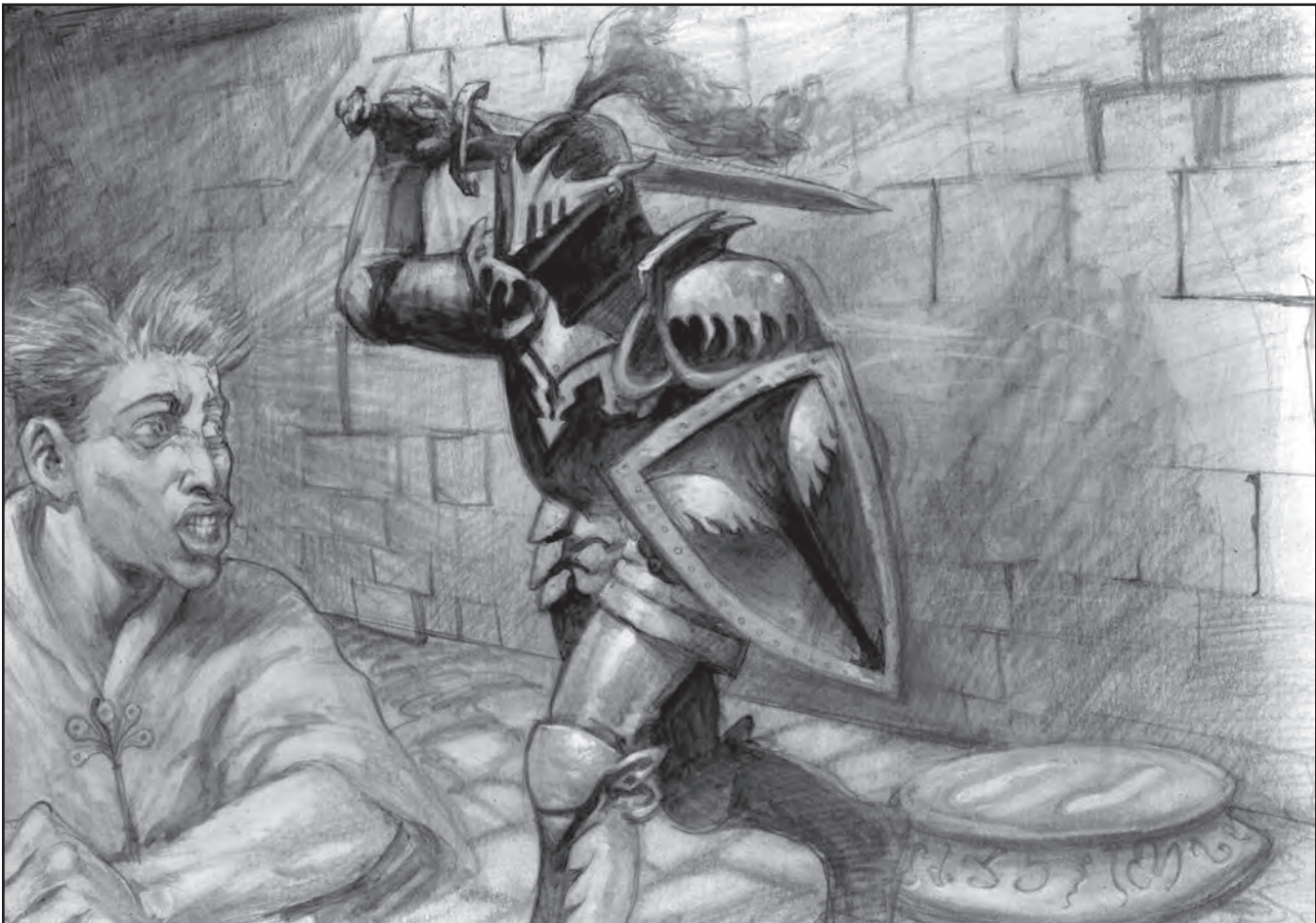
Weakness daylight vulnerability

Spd fly 60 ft. (perfect)

Melee incorporeal touch +27 (2d6 negative energy plus 1d8 Con drain)

Special Attacks command wraiths, create spawn

Str —, **Dex** 40, **Con** —, **Int** 20, **Wis** 22, **Cha** 31



CHAPTER 2: THE FEET OF ORCUS

Base Atk +12; **CMB** +12; **CMD** 48

Feats Alertness^B, Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +26, Disguise +29, Fly +42, Intimidate +29, Knowledge (planes) +22, Knowledge (religion) +22, Perception +29, Sense Motive +29, Stealth +32

Languages Abyssal, Common, Goblin

Command Wraiths (Su) The Dark Wraith can automatically command normal wraiths and dread wraiths within 30 feet as a free action. Normal wraiths and dread wraiths never attack the Dark Wraith unless compelled.

Constitution Drain (Su) Creatures hit by the Dark Wraith's touch attack must succeed on a DC 28 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Daylight Vulnerability (Ex) The Dark Wraith takes a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Unnatural Chill (Su) The area around the Dark Wraith is noticeably colder than the ambient temperature. Each creature within 30 feet of the Dark Wraith takes 2d6 points of cold damage and must make a DC 28 Fortitude save or be paralyzed. The damage and saving throw are repeated each round that the creature remains within range. A creature that takes cold damage or is paralyzed is shaken for 1 minute. Incorporeal creatures and those immune to cold damage are immune to this effect. The Dark Wraith can suppress or reactivate this effect at will as a free action. The shaken condition is a mind-affecting fear effect. The save DC is Charisma-based.

Development: The Dark Wraith's pride has grown swollen with his own importance over the last centuries, and the thought of his destruction terrifies him. If reduced to 20 hp he retreats into the statue. If it appears that the party can still threaten him, he surrenders and reveals his true name. His recollections of what occurred to the Fifty and One are very vague, and he can provide no information beyond the fact that treachery and darkness descended upon the company. However, he still clearly remembers where he was slain (Area 326, see Chapter 6 in *Part 4—In the Belly of the Beast*). He offers the party the location of his mortal remains — which have a *holy avenger* and a *figurine of wondrous power* — in exchange for their agreement to let him flee the citadel. If released he gives rough directions to the spot where he fell and leaves the citadel to begin haunting the ruined city of Tsar. He does not know any creatures or traps that may stand between here and his remains and, in fact, is unaware that his remains have since been moved to Area 418.

27. Crossroads of Finality

The corridor widens ahead into a four-way intersection. In the center of this junction stands a tall, slender statue of a prong-horned humanoid with cloven hooves and a wide-sleeved robe, his arms crossed and tucked into the sleeves. Long fangs protrude above swollen lips spread in a knowing grin. At your approach the statue begins to slowly rotate in a clockwise direction with a grinding noise and a puff of dust.

This statue, known as the Chooser of Finality, represents a fairly obscure aspect of Orcus as a diviner of fates (DC 25 Knowledge [religion] check to recognize). The Deathbringers of Orcus considered executions as divine sacrifices to their demon lord and sought his will in the method of dispatch. Anytime a creature enters this chamber the statue begins to rotate in a clockwise direction for 2 rounds before stopping facing one of the four passages. Determine randomly which passage it faces. Much to a sacrificial victim's regrets, if the statue ended up facing south it didn't mean that the execution was to be

forestalled but rather that it would occur in Area 28.

Once the statue has begun its rotation, it fires a dark ray of *enervation* (+20 ranged touch) at anyone attempting to leave the room. Likewise after the statue has ceased its rotation, if anyone tries to leave by any passage other than the one it points to, it fires an *enervation* ray. The statue can fire as many such rays as there are targets in the room that attempt to leave by the wrong passages. It fires every round as necessary as long as it rotates or as long as someone attempts to leave by the incorrect passage, though once a creature has left the room it is not susceptible to further rays unless they re-enter the room and violate the statue's requirements again. Once every creature has left the room, the statue resets itself facing south.

The statue's rotation and *enervation* abilities are supernatural abilities granted directly from Orcus and cannot be dispelled or disabled by ordinary means short of an *antimagic field* or *mage's disjunction*. It can be prevented by the destruction of the statue which is likewise supernaturally strong (Hardness 15; hp 500; Break DC 60).

28. Exsanguination Chamber (CR 16)

A plush black carpet covers the floor of this room, matted crusty with who-knows-what kinds of stains. Six well-upholstered chairs line the slanted western walls facing a statue and marble slab in the center of the east wall. The skillfully rendered statue depicts the familiar form of the demon prince looking down with barely concealed glee, wand extended before him. The white marble is stained with old blood. Deposited upon its cold, hard surface is a barely recognizable form. The corpse of a large humanoid is stretched out and manacled at hands and feet to the altar. A steel tube extends from the statue's extended wand and into the side of the corpse's neck. Two similar tubes protrude from a metal cylinder set at the south end of the slab and stab into the insides of the being's thighs. What race this unfortunate victim may have once been is unclear because all of its skin has been cruelly removed revealing its now-dry musculature and bone structure and because its head has been severed just above where the tube pierces its neck. However, the golden wings, now likewise bedraggled and bloodstained, extending from its shoulders provide a clue as to its origins.

One of the execution chambers of the citadel, this chamber was used to exsanguinate sacrifices in the name of Orcus. The hollow steel tube extending from the statue's wand is maneuverable and has a beveled tip. This great needle was inserted into the carotid artery of a victim, and two similar tubes connected to a hollow cylinder were placed in the victim's femoral arteries. Once a victim was so attached, a foul concoction magically pumped from within the statue of Orcus pushed into the victim's body pushing his blood down and out through the lower tubes. The collected blood was then taken by the Disciples of Orcus for their own foul purposes or was merely dumped into the well in the main temple. The workings of the statue and tubes no longer function, and the tubes are too fragile to be used effectively as weapons.

The last victim of this chamber was one of the Three Spies, the battle angel Regium. Known as the King of Hosts (see *Creature Collection III: Savage Bestiary* by Sword & Sorcery Studios for details of the battle angel), Regium was one of the greatest battle leaders of the celestial armies and was sent on the mission to provide added combat prowess as necessary. He was first flayed alive in Area 29 before being dragged in here and drained of blood. Finally his head was removed to be sent to the Upper Planes as a warning.

Creature: As a result of the cursed surroundings and his horrendous death, Regium's spirit has been entrapped here all these years and

now animates the corpse as a **flayed angel**. If anyone enters the chamber, the corpse rips itself away from the tubes and attacks. If the creature is destroyed, Regium's essence is finally freed to return to its home in the Upper Planes (see Event 2).

FLAYED ANGEL
XP 76,800

CR 16

hp 252 (see **Monster Appendix**)

29. Flaying Chamber

This cross-shaped chamber has a heavy winch and chain in each of the wings. All are centered on a stone slab in the room's center stained with old, flaking blood, leathery strips of flesh, and a few golden feathers. At the slab's head stands a leering statue of Orcus. Above the statue's head, ten feet from the room's floor is a railed viewing gallery from which plush chairs overlook the chamber.

One of the citadel's execution chambers, like the rest it has comfortable viewing facilities for observing Disciples. An unfortunate placed on the slab in this room was subjected to torture in one of two ways. Either manacles were clamped to wrists and ankles and burly executioners cranked the winches to draw and quarter the victim, or instead of manacles, the chains ended in many tiny hooks placed in the victim's flesh to flay him alive when the winches were cranked.

30. Chamber of Waters

A ledge overlooks the floor of this chamber 10 feet below. Narrow stairs descend to either side. Two comfortable wooden chairs with riveted leather upholstery are positioned to view the chamber. Next to them, an alcove contains a massive iron wheel set into the wall. In the room below, flaming wall sconces illuminate a single stone chair set with manacles at ankles and wrists. Four fountains in the walls, carved to depict grinning skulls, pour water into basins. Immediately below the overlooking ledge stands a squat toadlike statue with curving ram's horns.

One of the citadel's infamous execution chambers, the valve wheel in the alcove controls the flow of water through the four fountains and the drains in the basins below. When turned counter-clockwise the drains close and the skull fountains begin gushing with water that fills room at a depth of 1 foot per hour providing a particularly slow and agonizing death either from hypothermia from the cold water or drowning if the victim is hardy enough to resist the water's chill long enough. The plumbing still works, so the room can be filled. Concealed drains 10 feet up the walls prevent the flood from reaching the level of the ledge. The statue is meant to depict Orcus in a hezroulike incarnation but is a rather pour rendering and instead resembles a fat toad with big ears.

31. Electrocution Chamber (CR 9)

The piercing scent of ozone hangs on the air. Ahead and to the right, winches stand in alcoves. To the left a terraced seating gallery faces an angled wall where there stands a tall steel pole, heavy manacles hanging down from its tip. A statue easily recognizable as Orcus stands against the west wall and stares towards the steel pole. The eastern wall blocks your view of what appears to be an extension of the room around the corner.

The Deathbringers used his room to electrocute the condemned with the breath weapon of a caged behir. The extended wall prevented the beast from turning its breath weapon on observers. The east winch operated the portcullis that contained the behir. That winch has fused over the centuries leaving the portcullis forever frozen in the down position. The south winch controlled the extension of the chain attached to the behir's collar. However, that chain has rusted through, so turning the winch merely spins it uselessly. The manacles attached to the steel pole are masterwork but are bolted to the top of the column.

Creature: When the citadel was abandoned, the Deathbringers did not do so without a final visitation to their captive behir. They slew it and then with a special ritual animated it as an enhanced zombie that retained its abilities while living. As such, the **enhanced behir zombie** that still lairs here presents a formidable and unique threat. Though the portcullis is rusted in place, the bars have likewise rusted, and the behir has broken through them enabling it to come and go as it pleases. It spends most of its time in its cage staring mindlessly into space, but if it hears anyone enter the chamber it tries to quietly position itself just around the corner with a readied action to use its breath on the first intruder it sees and then grab and swallow whole anyone within reach. It fights until destroyed.

ENHANCED BEHIR ZOMBIE
XP 4,800

CR 8

Pathfinder Roleplaying Game Bestiary "Behir", "Zombie"

NE Huge undead

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

AC 12, touch 8, flat-footed 12 (+4 natural, -2 size)

hp 77 (14d8 plus 14)

Fort +4; **Ref** +4; **Will** +9

DR 5/slashing; **Immune** electricity, undead traits

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+10 plus grab) or slam +15 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 17 for half), constrict (2d6+10), rake (claw +15, 1d4+7), swallow whole (2d8+10 bludgeoning damage, AC 12, 7 hp)

Str 25, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Toughness^B

Skills Climb +15

SQ staggered

Treasure: A DC 10 Perception check by anyone entering the chamber notices a *greater ring of electricity resistance* used by the Deathbringers to feed and tend to the behir. It rests in a small alcove beside the door and could prove very beneficial in dealing with the behir zombie.

32. Secret Postern (CR 7)

This large chamber is empty save for a single door and a large stair spiraling up into darkness. The air smells stale and flat.

This chamber served as a staging area and postern exit for the citadel should it ever come under siege. A secret door in the north wall requires a DC 30 Perception check to locate from either side. The stairs ascend to Area 107 (see *Part 2—Echoes of Despair*).

Creature: The door on the west wall as well as the 15 feet of floor in front of it is all part of an **advanced mimic**, the guardian of the postern. It waits until someone is close enough to actually touch the false door before exuding its adhesive slam as a free action to automatically grapple anyone standing in the floor space it occupies and trying to crush them.

ADVANCED GIANT MIMIC

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary “Mimic”

N Huge aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

AC 16, touch 11, flat-footed 15 (+1 Dex, +13 natural, –2 size)

hp 94 (7d8+63)

Fort +11; **Ref** +5; **Will** +8

Immune acid

Speed 10 ft.

Melee slam +14 (3d6+15 plus adhesive)

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

Special Attacks adhesive (DC 23), constrict (slam, 1d8+10)

Str 31, **Dex** 12, **Con** 29, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Disguise), Weapon Focus (slam)

Skills Acrobatics +11, Climb +20, Disguise +12 (+32 when mimicking objects), Knowledge (dungeoneering) +12, Perception +13, Survival +13

Languages Common

SQ mimic object

Monster Appendix

Flayed Angel

This once angelic being has been reduced to a twisted mass of oozing, raw flesh and muscle tissue, every bit of the skin having been stripped away from the body. The neck ends at a jagged stump, and the tattered, shredded remains of once-beautiful wings extend behind it.

FLAYED ANGEL

CR 16

XP 76,800

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+7/19-20 plus 2d6 acid)

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 jump), Climb +22, Perception +18;

Racial Modifiers +8 Acrobatics to jump

Environment any

Organization solitary

Treasure none

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.

On some rare occasions when an extremely powerful angel is captured, tortured to death and subjected to particularly vile rituals, dark gods of evil will intervene and prevent that being's essence from returning to its celestial home, instead trapping it within the mutilated corpse as a horrifyingly profane undead abomination. Such creations are anathema to the heavenly hosts and are actively hunted down by angles and archons whenever their existence is discovered. They seek to erase the stain upon the forces of good by the perversion of such a champion and to release its essence back to its rightful plane.

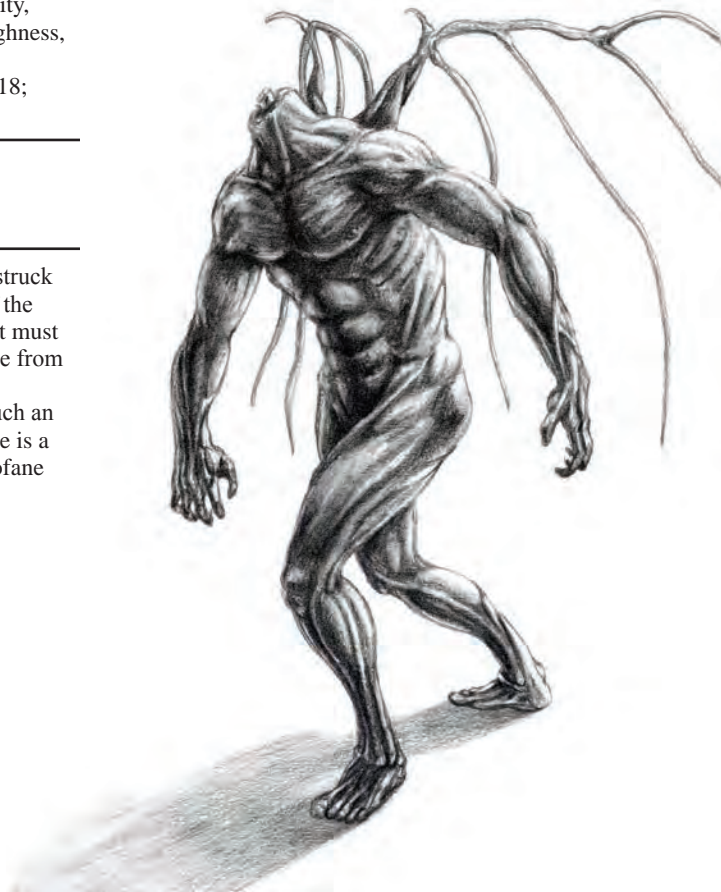
A flayed angels is horribly mutilated, its skin flayed away, its wings crippled, and its head removed. The preparation ritual also involves the introduction of an acidic embalming fluid that mingles with the blood left in its body as a continually-leaking, caustic brew.

A flayed angel stands around 8 feet tall due to the removal of its head and weighs about 450 pounds.

Flayed angels have lost most of their original battle prowess becoming little more than lumbering death dealers. However, they are still quite agile and, as former flyers of great renown, are still expert jumpers. They often climb to a higher position in order to leap down on their foes and attack in a sad caricature of their former ability to swoop down upon enemies from above. Regardless, their attacks soon devolve into brutish attempts to rend their foes into unrecognizable hunks of meat.

They strangely retain their inherent damage reduction that can only be overcome by evil-aligned weapons, often making them difficult and confusing foes. Their natural attacks are no longer considered good-aligned for the purpose of overcoming damage reduction.

The acidic blood mixture that continually oozes through their bodies splatters upon a foe on a successful melee hit and deals acid damage as well.



Toxic Mudman

A 4-foot-tall, stocky, humanoid-shaped being rises from the foul pool of mud before you. It has long, thick arms, bandy legs, and a round featureless head. Its body appears to be composed of mud and debris. The stench rising from this creature is enough to make your eyes water.

TOXIC MUDMAN XP 600

CR 2

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; Senses darkvision 60 ft., tremorsense 120 ft.; Perception +7

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 22 (4d10)

Fort +4; Ref +4; Will +1

Defensive Abilities dormant state; DR 10/magic; Immune elemental traits, mind-affecting spells and effects

Weaknesses dispel magic, transmute mud to rock

Speed 10 ft.

Melee slam +6 (1d4+3 plus poison)

Ranged ranged touch +5 (mud glob plus poison)

Special Attacks engulf

Str 14, Dex 10, Con 11, Int 1, Wis 10, Cha 10

Base Atk +4; CMB +6; CMD 16

Feats Power Attack, Weapon Focus (mud glob)

Skills Perception +7

Environment temperate and warm water, and underground

Organization solitary, gang (3–6), or pack (7–12)

Treasure none

Dormant State (Ex) In their natural form, toxic mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

Engulf (Ex) A toxic mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner begins to suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game) and suffers from the mudman's poison. The hardened mud is AC 2 and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. Also the hardened mud can be pried off by making two successful DC 25 Strength checks. A toxic mudman that misses with its attack assumes its natural state and must spend 1 full round reforming.

Mud Glob (Ex) A toxic mudman attacks by hurling globs of mud at its opponent. These globs deal no damage, other than the effects of the mudman's poison, and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a –2 circumstance penalty to its attack rolls and a –4 circumstance penalty to effective Dexterity. The creature must succeed at a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful DC 22 Strength check or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon (AC 2). Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and crumbles away after 20 minutes, ending all movement and other penalties.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Poison (Ex) Any hit by a toxic mudman with either a slam attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; save DC 14; frequency 1/round of contact; effect 1 Constitution damage; cure 1 save. The save DC is Strength-based.

Tremorsense (Ex) A toxic mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

Vulnerabilities (Ex) *Dispel magic* acts similar to a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all toxic mudmen in a 30-foot radius (save half). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all toxic mudmen in the area of effect.

Toxic mudmen are creatures of the Elemental Planes of Earth and Water. They form where these Elemental Planes commingle in the multiverse at a point where poisons and corruption have wracked the land. In their natural form they resemble a 5-foot-diameter pool of polluted mud indistinguishable from normal debris-choked mud. Though not evil, toxic mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.



Magic Items Appendix

Melee Weapon Special Abilities

DEATHBRINGER BLADE

The *deathbringer blade* ability can be applied to any slashing or piercing melee weapon. It functions as a *sword of life stealing* bestowing a negative level when it deals a critical hit. The wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

In addition, as a move action on his own turn the wielder can choose to let the weapon steal his own life. This can only be done voluntarily and results in the wielder's immediate death as if by death magic. When this is done, the weapon immediately explodes dealing 1d6 points of negative energy damage per level or hit die that the wielder possessed to anyone within 10 ft. Anyone within the area of effect of this explosion can make a DC 16 Fortitude save for half damage. The weapon is destroyed if this action is taken.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *death knell*, *enervation*; Price +3 bonus.

Minor Artifact

HAMMER OF MORDECAI'S DOOM/HAMMER OF THE THREE GODS

Aura strong conjuration, evocation, and necromancy [good];

CL 15th

Slot none; **Weight** 10 lb.

DESCRIPTION

This massive two-handed warhammer is a +3 *adamantine holy thundering warhammer*. It is considered an exotic weapon (Dmg 1–10, Crit x3). Its head bears engravings depicting Thyr, Muir and a third faceless deity. It constantly emits light as a *light* spell. Belonging to a powerful priest of good long ago named Mordecai, it was lost to the knowledge of men before the rise of Orcus in Tsar. In addition to dealing x3 damage and 2d8 points of sonic damage on a critical hit, it also unleashes a *holy smite* (caster level 15) upon the creature that was struck.

Unfortunately this weapon is also under a powerful curse that cannot be removed with anything short of divine intervention. As it betrayed its former owner to his death, it too will betray its current owner. On any critical hit where the sonic and *holy smite* damage are sufficient to kill the creature struck, apply only the weapon damage and instead of the sonic and *holy smite* effects the target creature is affected as if by a *heal* spell (caster level 15) unless it is undead, in which case it receives the benefits of a *harm* spell (caster level 15).

Additionally, a second heretofore unrevealed aspect of the curse manifests if the hammer is used against the devourer at Area H2 of *Slumbering Tsar: Temple-City of Orcus, Part 3—The Harrow Lanes* for which the curse was originally attuned. In this case any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described above and also effects the wielder with a *blasphemy* (caster level 20). The curse effect of this weapon cannot be learned through

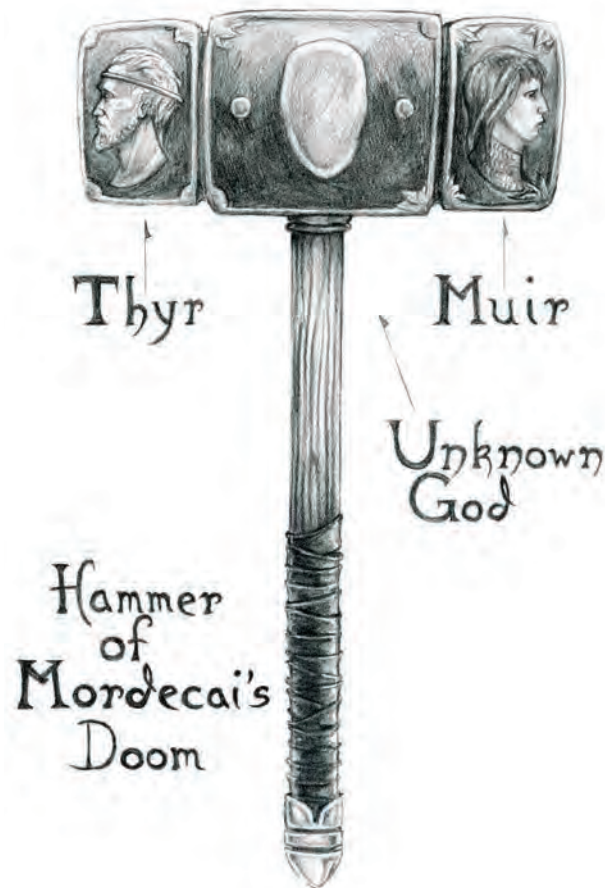
an *identify* or *analyze dweomer*.

It is possible that the curse on this hammer may be lifted and it be redeemed as the *Hammer of the Three Gods* (see Event 8 in Chapter 1 of *Slumbering Tsar: The Hidden Citadel, Part 1—At the Feet of Orcus*). If that occurs, the curse effects described above are lifted and it becomes simply a +4 *adamantine holy thundering warhammer*.

A side note of the ownership of the hammer is that it also serves as a symbol of office. Mordecai was the last rightful patriarch of St. Harul's Hold who, in honor of the lost goddess, was a cleric of both Thyr and Muir. The new holder of the weapon is also the rightful patriarch of St. Harul's Hold and thus Tsar and its surrounding environs. Now it is possible that a PC willing to take levels in cleric devoted to either of those deities (or perhaps Kel herself as discussed in the "Concluding the Adventure" section of Chapter 13 in *Part 6—Caverns of the Barrier*) can actually become that patriarch. However if not, the PC can still claim rightful rulership over the hold even if only in a secular sense. If the PC is not evil and is willing to allow those churches to re-establish their clerical presence in Tsar, they would honor the position conferred by the hammer and let that individual govern as the secular authority until passing to the next patriarch upon his or her death.

DESTRUCTION

If a Patriarch of St. Harul's Hold is slain by the hammer or brought to his doom by the hammer's curse, the *Hammer of Mordecai's Doom* will crumble to rusting fragments.



Player Handouts

Player Handout D

To the deadly and despicable Kush, King of Assassins —

I Maphistal, first in attendance to mighty Orcus, Demon Prince of the Undead, Lord of Thanatos, Prince of Hate, etc. etc., do call on your services.

The damnable ghaele Castothraine yet lives and seeks to cause upheaval to my master's plans. For centuries we have hunted this "Prince of Guile" without success, and all we have determined is that he has yet to return to his own masters to report the information that he carries. However, we have gotten closer. Recently our spies have determined that he continues to operate in disguise in a region of the Material Plane near old Tsar — ever returning to the scene of the crime.

The heavy-handed fool Wharaz hired The Stalker to find those he has been dealing with and to use them to lead him to Castothraine, but the Auran fool failed in his mission. Never trust a mortal to carry out the will of the Abyss. Wharaz will be dealt with for his failure.

It is now in my hands, so I call on the might of the daemons for this task. Find Castothraine in whatever guise he may take, and silence him forever. He must not escape us, as the time draws near.

Upon your successful elimination of the azata your fee of three paladin souls will be delivered post haste along with a bonus of a captive couatl to use at your leisure.

Maphistal, Lord of Maalstage, Second of Orcus

Player Handout E - page 1

Martinus of Langival, Knight of Muir, Servant of Lord Bishu, Rider of the Fifty and One, writing on this the close of the Battle of Tsar...

Day 354 — Victory is achieved! The foe is routed and Tsar has at long last, after 353 days of siege, fallen. Scouts report that a great magical gate has opened miles to the south and the entire remnant of the dark city's defenders pours forth in full flight. We ready our harness for pursuit and ultimate victory. The day of the Horned One in the world is over, blessed be the light of Muir. I start this new journal as the war enters this newest and final phase. My old journal is now full after the months of fighting, and I pack it away in the baggage train where it will be transported back to my family manor and preserved there for posterity.

New orders have arrived as we sit our steeds in preparation of the pursuit. General Zelkor has ordered that Lord Bishu lead us into the city and secure it and the citadel. He fears a trap and wants us to make sure it truly is as empty as it appears. We are to hold it until the army's return. We ride at dawn.

Day 355 — With the first light of dawn we approach the battered fortress of Weeping Sores. The pennant of General Myrac still flies over it, but surely he has deserted with the rest, as the gate stands open and all is silent and still within. There is no sign of watchers or defenders. Lord Bishu has given the order to advance.

What a sorry state this foul city is in. The lowest tier is demolished, though whether from our bombardments or the decrepit inhabitants that once dwelt there I cannot tell. All is eerily quiet and empty. It appears that the entire populous fled through their magical gate, leaving behind only their shattered belongings and the uncaring dead. We must be on the look out for reanimation of the corpses in this accursed place. Rather than ride through the entire city, Clarendon has divined that a hidden stair climbs directly to the base of the citadel above. We have found its locked gate. Even now Sir Balderama prepares to unleash the power of his magic ring to burst the gate asunder.

A little peace at last. Such a ride up those steep, dark stairs, then a mad dash across the plaza and into the great citadel. We expected magical constructions and horribly revived dead creatures and found both waiting for us in the chamber of the High Altar. Arrayed before us in ranks ten deep, they stood not a chance before the might of the noble knights of the Fifty and One. Now night has fallen and we make camp in this accursed sanctuary. We have located several traps and diffused them and discovered that the dark curtains are deadly if their riddle is not guessed. Fortunately our good bishop is versed in the ways of the planes and provided the answer before any of us fell to the danger. Now if only he would provide us access to the rum locker we discovered, but no, the ever-pious Silas, Bishop Clarendon has locked it up and retains the only key. As if any of Bishu's men would be so base as to overindulge the baser instincts.

Player Handout E - page 2

***Day 356** — The eyes of the idol are deadly and work on the mind. Count Grebbell was overcome, but it appears that Clarendon has saved him. We must be more cautious. Now the eyes are blocked by shields to prevent any further problems.*

We divide up into scouting parties and begin our exploration of the citadel today. I am to travel with Count Grebbell and Fortingray

Count Grebbell is lost. Beasts still exist in the upper halls. We battled through them, but Grebbell became separated. We tried to reach him, but the beasts kept cutting us off. It almost seemed as if he was not trying to reach us. The last I saw of him as he was forced around a corner, I think he may have been laughing. The bishop has been unable to locate him through divination. Two other parties are also late in returning. We will mount our watch and see what the morrow brings. Rumbblings have begun among the men about a curse over this citadel.

***Day 357** — Sir Thormadine's party has returned battered but no worse for the wear. Of Gawlon's party there is no sign. Thormadine states he never saw Grebbell during their exploration but does claim to have heard echoing laughter at one point during the night. No new parties sent today, there have been much graver developments.*

Sir Keldrin (I hesitate to use the moniker "Sir" with this rascal) has slain Sir Brevis over a bottle of spirits. Brevis was a gentle soul and would never have offered offense to Keldrin. I have always suspected Keldrin as a pretender in the company and am gratified to see that my suspicions were correct (though, wofully, at the cost of poor Brevis's life, however, were he a better man he surely would have slain Keldrin rather than fall to him — I would have).

Tomorrow we will have a trial. After all we cannot claim to be knights if we cannot maintain order among ourselves.

***Day 358** — Guilty is the verdict! Lord Bishu and his captains have ruled, and the sentence is to be carried out tonight. Keldrin is to be beheaded with his own sword, more of a strange knife, really. A kukri I believe it is called — certainly not the weapon of an honest man. The good Bishop Clarendon will carry out the sentence and say prayers over the blackard's worthless carcass.*

The sentence is carried out. Keldrin has joined Brevis in death. Bishop Silas now carries the bloodied kukri at his belt as a warning to any other pretenders that may reside among us. I begin to suspect several others who may be such cravens.

Lord Bishu has called a private council with his captains, Barchus and Perival, and our spiritual leader, Silas, Bishop Clarendon. Whispering has begun among the other knights — the cowards.

Player Handout E - page 3

Day 359 — An interesting discovery...a secret panel high on the wall that leads into this small spy's roost. I shall use it from time to time to keep an eye on my less-worthy brothers. I feel a terrible pall to this place, and I believe they are falling to it.

Bishu has ordered that we hold our position and double the watch. No one is to leave or be admitted until the enemy is found and destroyed. Infractions will be dealt with most harshly. Clarendon continues to wear the bloody knife at his belt to give further weight to Bishu's orders.

Day 360 — Fights have broken out and must be quickly restrained. The combatants receive the lash. Sir Boros was found dead, beheaded. A strange blood mark is on his forehead, almost like the spiked blade of a moon-axe. Guards are deserting their posts.

Four more knights found dead, their heads removed, and the same mark on their foreheads.

Day 361 — I have quit my former comrades during the dark watch of the night. I now hole up in my secret chamber. Their purity was insufficient to withstand the tests of this place. If only they were better men and could hold up under this constant assault as I have. I leave them to their deaths, but I will continue to watch. Perhaps something of value might be gained.

Lord Bishu heads up into the citadel alone. I heard him exhort the men that he would find the solution and they must stand fast in his absence. The cretins are heedless. I can hear fighting in the camp.

Day 362 — I am torn. I know that my former comrades, the Fallen Fifty and One, are unworthy of my valor, but voices speak to me. They say that it is I who has fallen when my comrades needed me the most. They say they speak with the voice of holy Muir, but I know these voices ring false. They are merely my weaknesses trying to overcome me. I am better than that now; I will not fold.

Something is occurring in the citadel. I look through the outer peephole and see that a mist arises around the citadel as night falls. It is obscuring the city beyond unnaturally and there is a rippling in the air of the citadel itself. Something is happening. I must get out. My loyal steed still stands picketed in the main temple with the others. I can get to him when no one is watching. No time to pack. I must be free of this accursed place.

Map 1-1 Citadel of Orcus

Elevation View

□ = 30 Feet

East



Crown- 870 ft.

Face- 840 ft.

Jowls- 760 ft.

Shoulders- 700 ft.

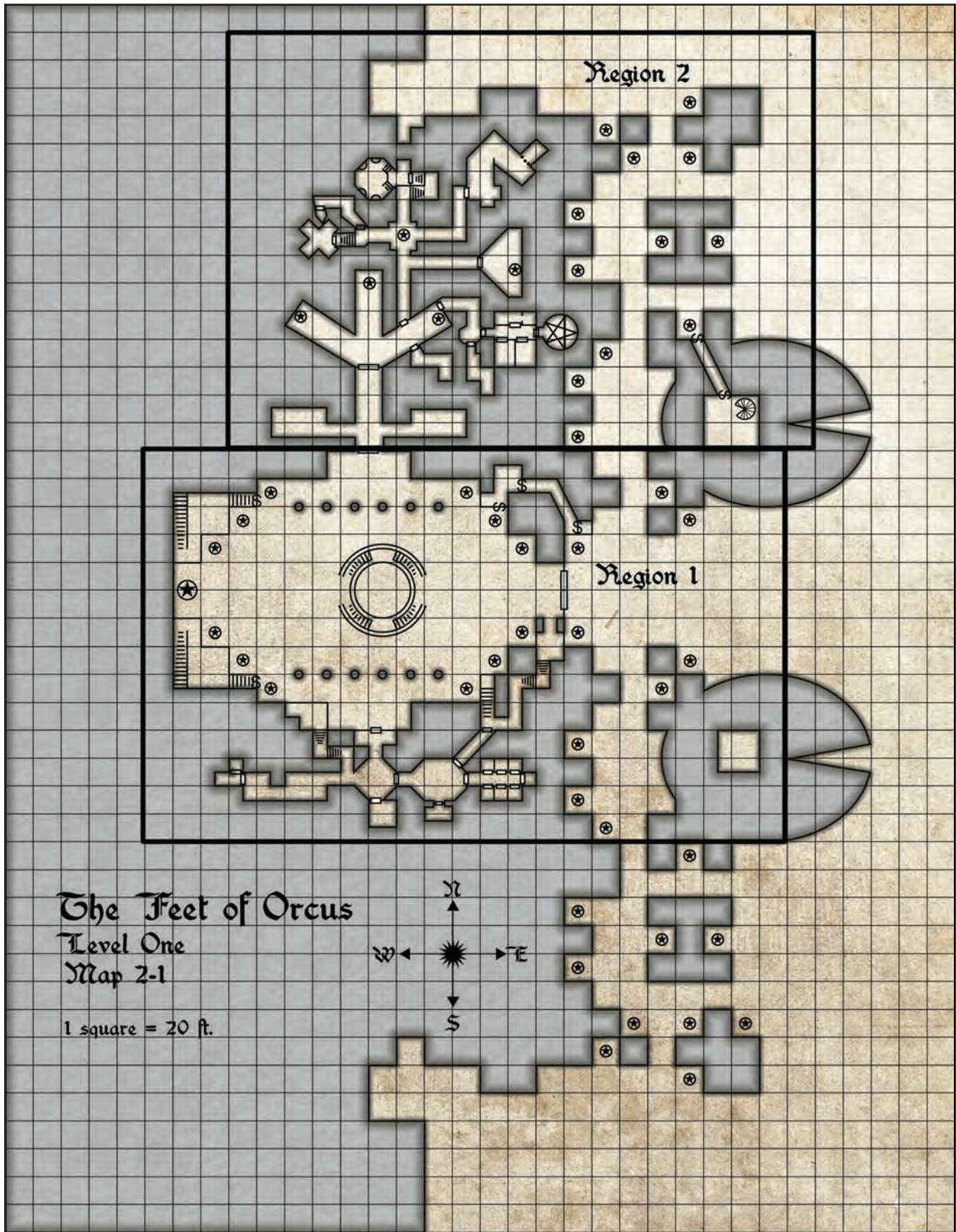
Bosom- 640 ft.

Belly- 460 ft.

Lap- 380 ft.

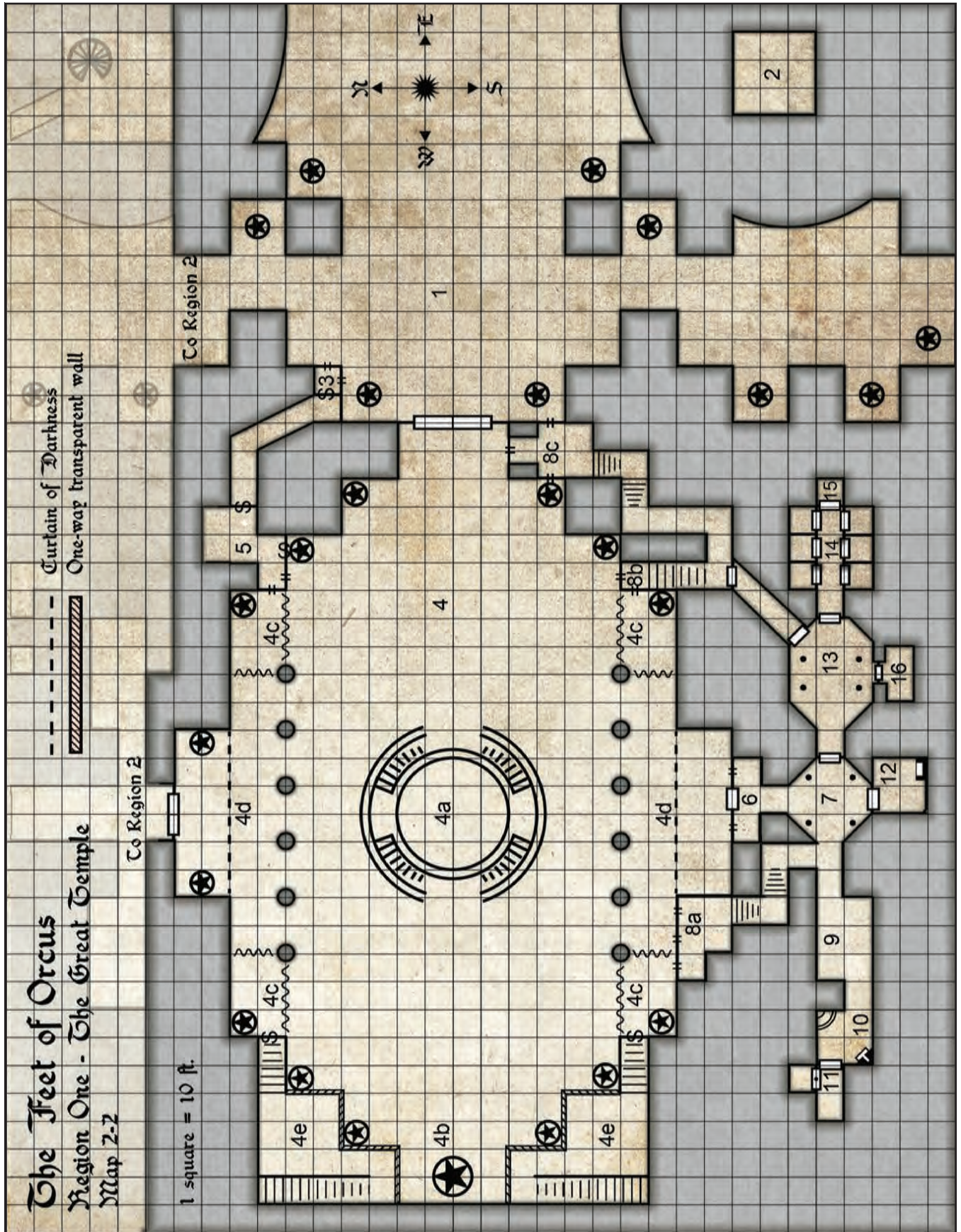
Shanks- 280 ft.

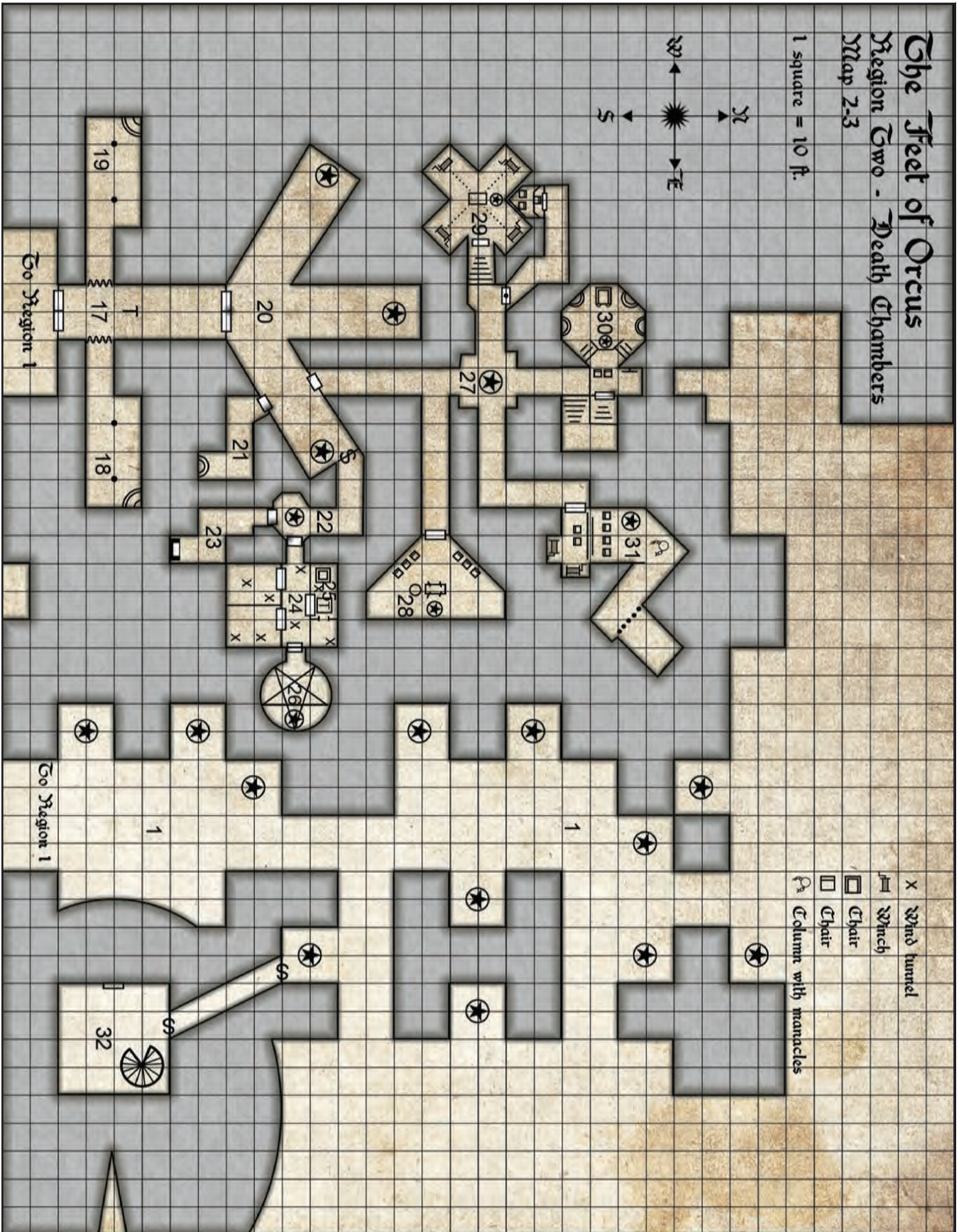
Feet
Ground Level



The Feet of Orcus
Level One
Map 2-1

1 square = 20 ft.





slumbering TSAR



— The Hidden Citadel, Part 2 — Echoes of Despair

By Greg A. Vaughan

Strange things walk the halls of the Shanks of Orcus where once masked Overseers tortured prisoners and armored Templars practiced their sword craft, things that belong to a time forgotten when the vile Disciples of Orcus controlled the citadel and even before. Living memories still exist from a day when the ring of hammer on Forges echoed through the halls and carried to the bubbling of chemicals and mechanical clattering of arcane workshops. Now these dwellers crouch in dark corners and dream dark dreams of the past, of the time when the halls still rang with the echoes of hammers and the marching garrison, screams of mindless agony and insane laughter—echoes of despair.

Chapter 3: The Shanks of Orcus

Level 2: The Shanks of Orcus (Regions 3, 4, 5 and 6) — Map 3-1

DIFFICULTY LEVEL: 12

ENTRANCES: Stairs from main temple Area 4e (Areas 33 and 58), spiral stairs from postern gate Area 32 (Area 107), balcony of the Caustic Purger (Area 124).

EXITS: Stairs (Area 59) to Region 8, spiral stairs (Area 107) to Region 7.

WANDERING MONSTERS: Check on 1d20 (+3 in Region 5) every 30 minutes or after the party makes any significant noise:

D20	ENCOUNTER
1	1 Hezrou Demon
2	1d3 Mulchworms
3	Deathbringer Hunting Party
4	1d6 Dire Rat Megaswarms
5	1 Gelatinous Cube
6	1 Char Shambler
7	1d2 Advanced Clockwork Scouts
8	Sir Balderama
9–20	No encounter.

Advanced Clockwork Scouts: These resemble rats and scout for the Magitect (Area 128).

ADVANCED CLOCKWORK SCOUT CR 1
XP 400

The Tome of Horrors Revised 62

N Tiny construct

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)

hp 5 (1d10)

Fort +0; **Ref** +5; **Will** +3

Immune construct traits

Speed 40 ft.

Melee slam +3 (1d6)

Space 2-1/2 ft.; **Reach** 0 ft.

Str 10, **Dex** 21, **Con** —, **Int** —, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14 (26 vs. trip)

Skills Perception +5

SQ animal appearance

Animal Appearance (Ex) Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed on a DC 15 Knowledge (nature), Perception or Survival check to notice that the scout is not an actual animal.

Char Shambler: This creature has gotten lose from the Forges and wanders in search of prey.

CHAR SHAMBLER CR 11
XP 12,800

hp 147 (See **Monster Appendix**)

Deathbringer Hunting Party: This group is composed of 1 **Deathbringer assassin** and 1d4+3 **Deathbringer rogues** out hunting. They take any living creature they kill back to Area 37) to be butchered. If they retreat they lead attackers to that area to be ambushed by their comrades there.

DEATHBRINGER ASSASSIN CR 11
XP 12,800

hp 114 (See Area 37)

DEATHBRINGER ROGUE CR 8

XP 4,800

hp 89 (See Area 37)

Dire Rat Megaswarms: These voracious vermin scramble through the halls searching for anything to eat. They attack relentlessly until they dispersed.

DIRE RAT MEGASWARM CR 5

XP 1,600

hp 52 (See **Monster Appendix**)

Gelatinous Cube: This creature quietly sweeps the halls of debris and anything slow enough for it to catch.

GELATINOUS CUBE CR 3

XP 800

hp 50 (*Pathfinder Roleplaying Game Bestiary* "Gelatinous Cube")

Hezrou Demon: This creature stalks the halls letting its noxious stench and nausea inducing grapple render prey susceptible for it to grapple and try to spirit them away to consume in private. It uses its *blasphemy* to cover its retreat.

HEZROU DEMON CR 11

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

Mulchworms: These vermin mindlessly hunt the halls for food. They attack until destroyed, heedless of the danger the PCs represent.

MULCHWORM CR 5

XP 1,600

hp 60 (See Area 54)

Sir Balderama: He is out scouting and attempts to remain out of sight. If spotted he retreats back to his chambers. He may help a party in distress.

SIR BALDERAMA CR 17

XP 153,600

hp 200 (See Area 97)

The Shanks of Orcus is the second level of the citadel, 280 feet above the ground. In the anatomy of the huge image of Orcus, it corresponds to the legs just below the knees and the seat. This level is divided into four regions: the Dungeons of Orcus, the Templar Garrison, the Lesser Thrall Quarters and the Forges.

Region 3 — Dungeons of Orcus (Map 3-2)

This region housed the many prisoners who disappeared into the citadel, most never to be seen again. The prison houses and jails of the city below were viewed much more favorably by captives than to fall into the direct clutches of the Disciples of Orcus. The prisoners kept here were a combination of the worst criminals, valuable dissidents, powerful enemies, holders of sensitive information or extremely dangerous creatures. Few who arrived ever escaped any fate other than the Death Chambers and the embrace of the Deathbringers below. This region was guarded by a small contingent of Templars and the hated Overseer faction.

33. Folly's Portal (CR 12)

Passage through this door from the west is harmless, but when approached from the east there is a terrible **trap**. In combination with the confusion caused by the rotating intersection (Area 34), this door served as a powerful deterrent for anyone trying to do the seemingly impossible and actually escape the Dungeons of Orcus.

Trap: When approached from the east, a special sign known only to the Overseers (a subtle hand gesture of two crossed fingers behind the back) is necessary to deactivate the trap on these enspelled doors. Even the Templar guards did not know the secret of passage, requiring an Overseer escort to safely depart in this direction. The door has a faint aura of Abjuration, a strong aura of Enchantment, and the trap can be deactivated for 1d4 rounds with a *dispel magic* against a 20th-level caster. If the door is opened after it has been approached from the east, a *mass hold monster* is cast on anyone east of the door and within 30 feet. In the next round, a secret panel opens above each 5-foot square in the 30 feet of corridor east of the door, and a patch of green slime falls out on a possibly held victim. The *mass hold monster* spell automatically resets after 3 rounds, but new green slime colonies must be manually placed within the secret panels before that portion of the trap will function again.

GREEN SLIME DOOR TRAP CR 12
Type mechanical and magical; **Perception** DC 27; **Disable Device** DC 31

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*mass hold monster*, 20th-level wizard, DC 24 Will save negates); never miss; onset delay (1 round); multiple targets (targets in each of six adjacent 5-ft. squares); green slime (see *Pathfinder Roleplaying Game Core Rulebook*).

34. Rotating Intersection

This seemingly normal intersection is actually rigged to cause confusion in anyone attempting to invade or escape the dungeons. Each stretch of corridor and door is identical, though markers left by adventurers could change this. A DC 35 Perception check made in the corridor outside of this area from each direction reveals a hidden catch. If tripped it allows passage through without triggering the mechanism. Otherwise, when anyone reaches the center of the intersection any open doors slam shut (unless spiked) knocking those standing in a doorway back out into the corridor and dealing 1d6

points of nonlethal damage. Immediately the entire section marked on the map begins to spin clockwise for 1d4 rounds. Anyone inside this area must make a DC 25 Acrobatics check to remain standing. The intersection then stops facing in a random direction (choose randomly or roll d4 to determine which direction the door the PCs came through now faces). All four doors are identical, and the stretch of corridor beyond each looks identical unless the PCs have wrought some change in them. A character that failed to maintain his balance has no idea which direction he was originally facing. This trapped corridor serves to make anyone attempting to escape the dungeons to head in a random direction and possibly trip a trap unnecessarily.

35. Death's Door (CR 9)

Opening this false door reveals a blank stone wall with a small orifice in its center and activates the **trap**.

Trap: When the door is opened a *negative energy geyser* is unleashed from the orifice in the wall (caster level 20th). This spell is found in *Relics and Rituals II: Lost Lore* by **Sword & Sorcery**. In the first round it unleashes a torrent of negative energy in a 5-foot radius dealing 20d6 points of negative energy damage. In the second round it surges forth to a 30-foot radius and deals 20d6 points of negative energy damage again. The torrent then collapses and vanishes. As usual, the negative energy heals undead creatures 20d6 points of damage, but it cannot put them above their maximum hit points. The door cannot be closed again while the trap is activated. The trap is quiescent for 1 hour after activation at which point it resets itself.

NEGATIVE ENERGY GEYSER TRAP CR 9
Type magical; **Perception** DC 33; **Disable Device** DC 33

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*negative energy geyser*, 20th-level wizard, 20d6 negative energy/round for 2 rounds, DC 22 Fortitude save each round for half damage)

36. Dungeon Entrance

The corridor ahead is blocked by a silvered steel portcullis with razor blades inset in its bars. Doors open on each wall, and beyond the portcullis an arrow slit looks out into the corridor. All is still, but somewhere ahead you catch the faint sound of dripping water.

The portcullis is mundane in most respects but has had a permanent coat of silversheen applied and the inset razor blades deal 1d6 points of slashing damage to anything that touches them. Being thrown or knocked into them or grasping them in an attempt to bend or break them deals 6d6 points of slashing damage.

37. Guard Room (CR 14)

A short corridor ends at a lowered portcullis. Arrow slits line the walls looking into the corridor. A faint smell of cooking hangs in the air.

A Templar guard room once reinforced the authority of the Overseers in the dungeon. Beyond the portcullis is a bunk room with 18 bunks set into the walls along the room's edge. A winch on the south wall operates the portcullis. In the southwest corner, an upturned helm holds glowing coals and serves as a brazier. A spear tip propped above it holds the haunch of a dire rat slowly roasting.

Creatures: A Deathbringer hunting party currently occupies this

CHAPTER 3: THE SHANKS OF ORCUS

chamber. There are **7 Deathbringer rogues** led by a **Deathbringer assassin** in here. One of the rogues stands on a bunk and keeps watch out one of the arrow slits at all times. The arrow slits are too high for the silids to use effectively, so if alerted the rogues gather at the portcullis and pepper opponents with their crossbows and alchemist's fire. Meanwhile the assassin hides and observes the party through an arrow slit preparing for an opportunity to make a death attack. Stacked on one of the bunks are burlap sacks holding the field-dressed carcasses of several dire rats.

DEATHBRINGER ROGUES (7) XP 4,800

CR 8

Male or female silid rogue 9 (*The Tome of Horrors II* 145)
CE Small humanoid (goblinoid)
Init +9; **Senses** darkvision 60 ft.; **Perception** +10

AC 18, touch 16, flat-footed 18 (+2 armor, +5 Dex, +1 size)
hp 89 (9d8+36 plus 9)
Fort +7; **Ref** +11 (+14 vs. traps); **Will** +1
Defensive Abilities evasion, improved uncanny dodge, trap sense +3, uncanny dodge
Weaknesses light blindness

Speed 30 ft.

Melee +1 *deathbringer blade kukri* +14/+9 (1d3+3/18–20)

Ranged light crossbow +12 (1d6/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):

1/day—*blur*

Str 15, **Dex** 21, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 22

Feats Improved Initiative, Martial Weapon Proficiency (kukri), Stealthy, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +17, Climb +16, Disable Device +21, Escape Artist +21, Knowledge (local) +12, Perception +10 (+14 locate traps),

Stealth +27, Survival +10

Languages Goblin, Undercommon

SQ rogue talents (fast stealth, ledge walker, stand up), trapfinding
Combat Gear 2 flasks of alchemist's fire; **Other Gear** leather armor, +1 *deathbringer blade kukri* (see **Magic Item Appendix**), light crossbow, 10 crossbow bolts, thieves' tools, climber's kit, 8 pitons

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

DEATHBRINGER ASSASSIN XP 12,800

CR 11

Female silid rogue 5/fighter 4/assassin 3 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +10; **Senses** darkvision 60 ft.; **Perception** +9

AC 23, touch 18, flat-footed 23 (+3 armor, +6 Dex, +1 dodge, +2 shield, +1 size)

hp 114 (5d8+20 plus 4d10+16 plus 3d8+12 plus 5)

Fort +10; **Ref** +15 (+16 vs. traps); **Will** +3 (+4 vs. fear); +1 vs. poison

Defensive Abilities bravery +1, evasion, improved uncanny dodge, trap sense +1, uncanny dodge

Weaknesses light blindness

Speed 30 ft.

Melee +1 *deathbringer blade rapier* +18/+13 (1d4+5/18–20 plus poison)

Ranged shortspear +16 (1d6+2)

Special Attacks death attack (DC 13), rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):

1/day—*blur*

Str 15, **Dex** 22, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +9; **CMB** +10; **CMD** 27

Feats Blind-Fight^B, Dodge^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Stealthy, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Climb +14, Disable Device +16, Disguise +9, Escape Artist +20, Intimidate +5, Perception +9 (+11 locate traps), Stealth +27, Survival +6

Languages Goblin, Undercommon

SQ armor training 1, poison use, rogue talents (fast stealth), trapfinding

Combat Gear 3 doses of shadow essence, *potion of invisibility*;
Other Gear studded leather armor, +1 *buckler*, +1 *deathbringer blade rapier* (see **Magic Item Appendix**), shortspear, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

38. Armory

A slight odor of rot fills this chamber. The walls are lined with empty weapons racks and armor stands. Several strange contraptions are spaced about the floor, and a few flies buzz around them.

This chamber was once an armory for the Templar guards manning the dungeon. It was emptied when they abandoned the citadel. It is clear that the odor of rot comes from bits of rancid meat that have been placed on the contraptions. Anyone making a DC 17 Knowledge (architecture and engineering) is able to determine that the contraptions are dire rat traps. They are easily avoided, but anyone fool-



CHAPTER 3: THE SHANKS OF ORCUS

ish enough to set one off takes 2d6 points of bludgeoning damage and must make a DC 23 Escape Artist check, DC 20 Strength check, or have help to extricate himself.

39. Templar Captain's Quarters

The door opens onto a plainly adorned room with a gnawed and vermin-eaten wooden bed frame and an open footlocker.

There is nothing of value or interest herein.

40. Watch Post

A table and chairs stand in the center of the room. An arrow slit looks out to the west, and a winch rests against the east wall. Another door exits to the east. Slumped across the winch are the skeletal remains of some small humanoid. A few of the long bones have been dragged away towards the east door.

This guard room manned by the Overseers controlled access to the dungeons. The winch is still functional and operates the portcullis at Area 36. The skeleton is a Small humanoid and is relatively fresh with gnaw marks covering the bones, though most of the tendons are still intact. A DC 20 Heal check is able to identify the bones as those of a goblinoid. A DC 30 Heal check determines they are the bones of a silid (+10 competence bonus to the check if the party has encountered silids). This was a Deathbringer hunter that was overwhelmed by a dire rat megaswarm while doing a solo scouting mission. His companions at Area 37 still await his return. His equipment has been scattered and dragged away by the rats.

41. Overseers' Hall (CR 10)

A wide hall extends to the east ending at a pair of doors. Doors stand to the north and south as do pairs of open archways. A small fountain streams water into a cracked basin that spills onto the floor feeding a flourishing colony of mold and fungus. The floor itself is a squirming mass of gigantic rodents feeding on the growth.

This was once a common chamber for the Overseers who supervised the dungeon. Their faction of the original citadel inhabitants is described in Region 9.

Creatures: The broken fountain has caused a heavy growth of fungus in this room, and as a result there are **7 dire rat megaswarms** currently here feeding on the prolific flora. If battle erupts with the swarms here, every round there is 25% chance that the swarms from one of the side rooms (Area 43) charge in and join in the attack. Once the swarms from all four rooms have joined, no more reinforcements will arrive.

DIRE RAT MEGASWARMS (7)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

Treasure: Lying forgotten in the fungus growth on the floor is a +1 *deathbringer blade kukri* dragged in here from the body in Area 40.

42. Store Room (CR 7)

The doors to these rooms have been well-gnawed at the bottom from the dire rat swarms. It does not appear to be the case, but there

is actually enough room for a dire rat to squeeze through.

Creatures: Wooden shelving lines the walls, but it has been emptied and many have been chewed away or have collapsed. Rooting through the debris and clambering upon the remaining shelves in each of these rooms are **2 dire rat megaswarms**.

DIRE RAT MEGASWARMS (2)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

43. Overseers' Quarters (CR varies)

Creatures: These rooms once served as the quarters for the dungeon's Overseers. Any furnishings have long-since been chewed to bits by the **1d4+2 dire rat megaswarms** that occupy each of these rooms. They respond to sounds of combat in as described in Area 41.

DIRE RAT MEGASWARMS (1d4+2)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

Treasure: In one of these rooms (determined randomly) lies a gnawed belt pouch taken from the corpse at Area 40. Within the pouch are 2 flasks of alchemist's fire. The stopper of one of the flasks has been dislodged such that if the pouch is moved, the stopper falls open exposing the contents to the air and causing all of the flasks to explode. A DC 20 Perception check is able to note this dangerous situation and a DC 15 Disable Device is able to secure the stopper with detonating the flask. Also in the pouch are 24 gp, which are unharmed by the alchemist's fire.

44. Latrine

Stone benches set over cesspits line this room. Their contents have turned to dust long ago.

45. Portcullis and Winch (CR 9)

A portcullis blocks the corridor leading to the quarters once occupied by the Thrall trustees that assisted the Overseers in tending to the dungeon's occupants. The winch in the nearby alcove still operates the portcullis but bears a **trap**.

Trap: To prevent trustees from trying to assist their fellows, the Overseers routinely coated the handle of the winch with contact poison. They always wore gloves as part of their faction garb, and were thus unbothered by the substance. The last dose of the poison still remains on the winch (though somewhat less potent due to the passage of years) and affects anyone touching the winch's handle to raise the portcullis.

WINCH SMEARD WITH CONTACT POISON **CR 9**
Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; **Reset** manual
Effect poison (black lotus extract—contact; *save* DC 18; *onset* 1 min.; *frequency* 1/rd. for 6 rds.; *effect* 1d6 Constitution damage; *cure* 2 saves)

46. Trustee Barracks

The doors to these rooms are locked from the outside. The keys are long gone. Within each room are rows of shabby pallets and a few

desiccated personal possessions. The Thralls that once resided here were executed prior to the Great Retreat and dumped in the dungeons (see Area 54).

47. Guard Room

This featureless room once held guards who monitored the trustees while they were locked in their quarters. It is now completely empty.

48. Anteroom

The dripping sound is louder in this oddly-shaped chamber. Doors exit on either hand. A disgusting trail of filth is smeared across the floor from one door to the other. The western door is covered in huge gobbets of gore and more of the filth. It is from these large chunks of meaty gore that ichor falls creating the dripping noise as it forms a spreading pool on the floor.

A DC 16 Perception check is able to identify the gory handprints of a clawed, Large humanoid on and around the western door's handle. A DC 30 Knowledge (planes) is able to determine that they are actually the prints of the smaller claws of a glabrezu demon. The demon in Area 49 recently dragged a slaughtered mulchworm through this chamber and left behind the mess.

49. Dungeon Kitchens (CR 13)

This is a large, utilitarian kitchen dominated by two great fireplaces at the far end. The cabinets and tables still hold broken crockery and rusted ironware. Slung across one long sideboard is the slaughtered carcass of what appears to be a 10-foot earthworm. Slime and gore drip from the body and leave a trail from the door to its current resting place.

The dungeon trustees used this kitchen to provide meals of gruel for the prisoners and more substantial fair for the Overseers.

Creature: It is now occupied by the **glabrezu demon** from Area 56 who brought a mulchworm from Area 55 in here and has begun to feed on it. Its first action upon detecting intruders is to attempt to summon vrocks to assist it, then teleports to the far side of the room and casts *confusion* and *mirror image* before wading into melee.

GLABREZU DEMON

CR 13

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

50. Watch Post

The door to Area 51 is normally barred from this side, but that bar has been broken and lies on the floor. A side alcove has a winch and spy holes looking into Area 51. The winch operates the portcullis at Area 51a. The smear of gore and filth extends down this hall from Area 51 to Area 48.

51. Dungeon Nexus

This room is strangely shaped and has a door set into each of its walls but one. That wall holds a large archway blocked by a portcullis (unless the winch at Area 50 was used to raise it). The northernmost door has been battered down and lies on the floor in a pile of splinters. The eastern door has an iron bar propped against the wall next to it. From this door the now-familiar slime trail leads to the southernmost door.

The trail was left by the glabrezu at Area 49. It was also he who battered down the door from the north.

51a. Beast Cage (CR 5)

This caged alcove once held guard beasts kept by the Overseers. If prisoners managed to break free from their cell blocks, a guard at Area 50 would raise the portcullis releasing the beast to slaughter the escapees. The last such beast was a dire ape, but it contracted a bad infection and died. Its bones still lie undisturbed in the cage. Rather than procure a new beast, the Overseers merely placed a **trap** on the cage.

Trap: Anyone passing within 10 feet of the cage opening (including coming through either of the cell block doors) must give a long-forgotten Overseer hand sign or activate a *phantasmal killer* that makes the portcullis appear to slide open (if not already) to release a horrible creature. The trap resets automatically and affects each creature to enter the designated area — it can activate multiple times in a single round.

PHANTASMAL KILLER TRAP

CR 5

Type magical; Perception DC 29; Disable Device DC 29

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*phantasmal killer*, 10th-level wizard, DC 17 Will save for disbelief and DC 17 Fort save for partial effect)

52. Interrogation Chamber (CR 13)

This small room is almost featureless. A door stands in the west wall. A chair sits against the north wall. This chair is of heavy wooden construction with manacles for wrists and ankles. Small metal studs line the seat and chair back making it look like an extremely uncomfortable place to sit.

On some occasions the Overseers preferred to extract information from their charges without turning them over to the Deathbringers in the Feet of Orcus where they were likely to never emerge again. This interrogator's chair has masterwork manacles on the arms and legs. Anyone sitting in it takes 1 point of Strength damage per hour due to the extreme discomfort it causes. A small side room holds a few simple torture implements: braziers and tongs, razor wire, leather straps, abrasive pads, salt for open wounds, and the keys to the chair manacles.

Creature: Anyone sitting in the chair summons a **shackledeath interrogator** that appears in the room. It looks like a giant skeleton with glowing green eyes but with thick collar bones that extend like shoulder boards from which hang a total of four heavy chains with manacles at their terminus. It expects to find Overseers waiting to give it orders on torturing anyone in the chair but immediately attacks when it realizes it is in the presence of intruders. The shackleddeath can be summoned once every 24 hours, but if slain no further summonings occur.

CHAPTER 3: THE SHANKS OF ORCUS

SHACKLEDEATH INTERROGATOR

CR 13

XP 4,800

Advanced-HD shackleddeath (*Creature Collection II: Dark Menagerie* 142)

LE Large outsider (evil, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; **Perception** +26

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 170 (20d10+40 plus 20)

Fort +16; **Ref** +17; **Will** +11

DR 10/magic and bludgeoning; **Immune** cold, poison; **Resist** acid 10; **SR** 24

Speed 30 ft.

Melee 2 claws +24 (1d6+5), 4 shackles +23 (grab)

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

Special Attacks shackles, punishment

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

Base Atk +20; **CMB** +26 (+30 grapple); **CMD** 39

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Sense Motive), Skill Focus (Survival), Toughness, Weapon Focus (shackle)

Skills Escape Artist +26, Intimidate +27, Knowledge (arcana) +23, Knowledge (local) +26, Knowledge (planes) +26, Perception +26, Sense Motive +32, Stealth +22, Survival +32

Languages Abyssal, Celestial, Common, Infernal

Punishment (Su) Trapping an opponent in a manacle allows the shackleddeath to use its magical abilities on him. A shackleddeath may use one of the following powers as the spell of the same name as a standard action at caster level 10th. The spell that can be used depends on the number of shackles that are secured to the victim. The effects are cumulative, so a victim caught in three shackles are subject to the spells not only for three shackles but also those for two or one shackle if the shackleddeath so chooses. Spell effects that require a melee touch are considered to hit automatically (no miss chance), but the victim is allowed a saving throw against the spell effects that allow such.

One shackle—*chill touch* (DC 15), *ghoul touch* (DC 16), *blindness/deafness* (DC 16)

Two shackles—*vampiric touch*, *contagion* (DC 18)

Three shackles—*bestow curse*, *hold monster*

Four shackles—*finger of death* (DC 21)

The save DCs for the spell effects are Charisma-based.

See in Darkness (Su) A shackleddeath can see perfectly in darkness of any kind, even a *deeper darkness* spell.

Shackles (Ex) A Large or smaller creature hit by a shackle is considered held with a successful grapple check, the manacle at the end of the chain clasp around the arm or leg. The victim's movement is reduced by one-quarter by each shackle attached to him, resulting in a cumulative -1 penalty to attack rolls and skill checks. A creature caught in a shackle can slip lose with a DC 35 Escape Artist check or force it open with a DC 28 Strength check. The chains themselves cannot be broken unless the shackleddeath is slain. At that point they gain the properties of ordinary chains (hardness 10, 10 hit points).

Treasure: At the back of a shelf in the storage closet (DC 15 Perception check) is a *wand of stabilize* (45 charges) that the Overseers used to revive those they questioned too hard.

53. Garbage Pit (CR 18)

The faint smell of garbage is noticeable as the door is opened. Beyond, a short passage opens into a hazy chamber. A narrow ledge overlooks a pit.

The Overseers used this pit to dispose of waste, garbage, and bodies as necessary. A gelatinous cube living in the pit digested all of the detritus. When the Thralls and prisoners were slaughtered in preparation of the Great Retreat, bodies were thrown in until they covered the cube. The rest were dropped into the cell blocks to rot.

Creature: Over the years the cube has grown into a **Gargantuan gelatinous cube**. This creature completely fills the pit and the room above the ledge up to a height of 10 feet. The haze in the air is actually the body of the cube that reaches all the way to the short entry passage. A DC 15 Perception check is necessary to prevent accidentally running into its side and being engulfed. It immediately attacks. Over the years it has spawned several other gelatinous cubes that wander the Shanks of Orcus.

GARGANTUAN GELATINOUS CUBE

CR 18

XP 153,600

Giant advanced-HD gelatinous cube (*Pathfinder Roleplaying Game Bestiary* "Gelatinous Cube")

N Gargantuan ooze

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

AC 7, touch 7, flat-footed 7 (-5 Dex, +6 natural, -4 size)

hp 412 (25d8+300)

Fort +20; **Ref** +3; **Will** +3

Immune electricity, ooze traits

Speed 15 ft.

Melee slam +20 (2d6+9 plus 3d6 acid)

Space 20 ft.; **Reach** 10 ft.

Special Attacks engulf (DC 28), paralysis (DC 34, 3d6 rounds)

Str 23, **Dex** 1, **Con** 34, **Int** —, **Wis** 1, **Cha** 1

Base Atk +18; **CMB** +28; **CMD** 33 (can't be tripped)

SQ transparent

54. East Cell Block (CR 11)

The corridor and cells here are unlit. The stairs descend 10 feet — though the ceiling remains at the same height — but the floor is only a foot or two lower than the rest of the level due to the thick layer of debris that covers it. No wandering monsters enter this area.

The air is heavy with humidity and the smell of compost. Stairs descend but only for a couple feet before leveling off at a floor composed of debris and decomposing matter, like the floor of a jungle. Mosses grow on the walls, and they are slick with moisture from the gasses given off by the fermenting brew underfoot. However, it does seem stable enough.

This corridor is filled to a height of 8 feet with the compost covering all of the doorways and filling all of the cells unless otherwise noted. When the Great Retreat occurred, all of the Thralls and prisoners were murdered by the Overseers, and most of the bodies were thrown in here creating a layer of rotting corpses. Later the knight, Count Grebbell, came to this area after his transformation and brought in more debris including the removal of all of the wooden doors to add to the growing layer of compost along with his own spewed corruption. He then introduced immature mulchworms obtained from the laboratories in the Bosom of Orcus into this mix. Over time these

CHAPTER 3: THE SHANKS OF ORCUS

creatures grew and multiplied and added their own bodies to create the compost that fills the corridor today.

Creatures: Currently these artificial strata are inhabited by **8 mulchworms**, hideous earthworm-like creatures covered in sticky mucous. Each round spent exploring this cell block there is a cumulative 25% chance of encountering a mulchworm burrowing up through the soil. Once a mulchworm is encountered the chances start over, but more can be encountered until all of them have been encountered. During any combat if there is adequate light or a PC has darkvision, a DC 17 Perception check notices an armored figure standing some distance down the hall that quickly disappears around a corner. This is Count Grebbell returning to his lair at Area 54a. The mulchworms do not bother Grebbell.

MULCHWORMS (8) CR 5 XP 1,600

Creature Collection III: Savage Bestiary 146

N Large vermin

Init +0; **Senses** blindsense 30 ft., scent, tremorsense 60 ft.;

Perception +0

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 60 (8d8+24); regeneration 5 (cold or fire)

Fort +9; **Ref** +2; **Will** +2

Defensive Abilities split (slashing, 12 hp); **DR** 2/—; **Immune** vermin traits

Speed 20 ft., burrow 10 ft.

Melee bite +7 (1d10+3)

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

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 19 (can't be tripped)

54a. The Dark Hole (CR 16)

Here at the side of the corridor, a narrow tunnel has been burrowed down through the compost of the floor where it disappears below the lintel of a doorway hidden beneath the sod. A foul smell, like the corrupted bodies of a thousand dead left in a swamp, wafts up from this dark hole in the earth.

Creature: The cursed knight Count Grebbell, now a horrid n'gathau, has excavated this cell and a tunnel just wide enough for a Medium creature connecting to it from above (DC 12 Climb check). A second tunnel has been dug and connects to the cell across the hallway and then up through a concealed tunnel entrance there (DC 20 Perception check to notice). Grebbell stands in his burrow below and unleashes his corruption spew up the tunnel and on anyone that approaches the tunnel entrance. He stays in his lair to engage anyone who clambers down to face him. He relies on his resistances against area-affect attacks fired down into his burrow. If he is taking much damage from these, however, he heads to the south cell and climbs up through his concealed entrance, using his corruption spew to clear the way if necessary.

COUNT GREBBELL CR 16 XP 76,800

Male n'gathau (formerly human) aristocrat 4/fighter 10 (*The Tome of Horrors II* 221)

NE Medium outsider (augmented human, evil, extraplanar, n'gathau)

Init +6; **Senses** darkvision 60 ft.; **Perception** +1

Aura horrifying appearance

AC 29, touch 12, flat-footed 27 (+9 armor, +2 Dex, +5 natural, +3 shield)

hp 212 (4d8+16 plus 10d10+40 plus 24)



Fort +12; **Ref** +6; **Will** +10 (+13 vs. fear); +2 vs. gaze and visual attacks

Defensive Abilities bravery +3; **DR** 10/magic; **Immune** acid, poison; **Resist** cold 5, fire 5; **SR** 27

Speed 30 ft.

Melee +3 *longsword* +27/+22/+17 (1d8+15/17-20), bite +16 (1d6+4) or +1 *shock dagger* +23/+18/+13 (1d4+10/19-20 plus 1d6 electricity), bite +16 (1d6+4) or slam +21 (1d4+12), bite +21 (1d6+8)

Ranged +1 *shock dagger* +17 (1d4+10/19-20 plus 1d6 electricity)

Special Attacks corruption spew, cruelty's bliss, delicious agony, exquisite suffering, weapon training (heavy blades +2, light blades +1)

Str 26, **Dex** 15, **Con** 19, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +13; **CMB** +21 (+23 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Athletic, Cleave^B, Great Cleave, Improved Bull Rush, Improved Critical (longsword)^B, Improved Initiative^B, Iron Will^B, Leadership, Mounted Combat^B, Persuasive, Power Attack^B, Ride-By Attack^B, Spirited Charge^B, Toughness^B, Trample^B, Unseat, Weapon Focus (longsword)^B, Weapon Specialization (longsword)

Skills Bluff +14, Climb +27, Diplomacy +17, Intimidate +33, Knowledge (geography) +12, Knowledge (nobility) +12, Ride +16, Sense Motive +19, Swim +17

Languages Abyssal, Aklo, Common

SQ armor training 2, limited immortality

Gear damaged masterwork full plate armor, +2 *light steel shield*, +3 *longsword*, +1 *shock dagger*, *improved ring of climbing*

N'gathau Mutilations At one time a suit of armor, the breastplate has been cut into three metal plates that have been embedded vertically, front to back, through the top of the skull and down through the face (+2 saves vs. gaze or visual attacks). The lower jaw hangs below these plates, wired in place and set with heavy-duty hinges (provides a bite attack). The chest has been opened up revealing the sternum and ribcage, and additional heavy bone plates have been bolted to these creating a new breastplate (+1 natural armor bonus). There is a massive ulcerated sore on the abdomen just below the exposed ribcage (this inflamed wound allows the use of his corruption spew—see below).

Corruption Spew (Su) Grebbell can as a standard action spew

CHAPTER 3: THE SHANKS OF ORCUS

forth a stream of corruption from the gaping orifice in his abdomen in a 30-foot cone once every 1d4 rounds. This thick, caustic liquid is both acidic and bears an enzyme that rapidly accelerates the decay and putrefaction of whatever it touches. Decomposing animal and plant matter can be reduced to compost in a matter of days with repeated applications. Metal also corrodes at a fast rate. The corruption spew deals 6d6 points of damage to any creature in the area of its effect (DC 21 Reflex save for half; half damage to those with immunity to acid or quarter damage if they save). It deals 3d6 points of damage to objects other than stone or glass, ignoring hardness. The save DC is Constitution-based.

Cruelty's Bliss (Su) N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

Delicious Agony (Su) By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su) As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful DC 21 Will save or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day. The save DC is Constitution-based.

Horrifying Appearance (Su) The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful DC 21 Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day. The save DC is Charisma-based.

Limited Immortality (Ex) When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).

Personality/Appearance: Count Grebbell appears to be wearing a suit of full plate armor and an ornate helm at first glance. At one time it was a suit of armor, but now the breastplate has been cut into three metal plates that have been imbedded vertically, front to back, through the top of Grebbell's skull and down through his face. His lower jaw hangs below these plates, wired in place and set with heavy hinges. Two red-rimmed eyes glare from the recesses between the plates. His chest has been opened up revealing his sternum and ribcage, and additional heavy bone plates have been bolted to these creating a new breastplate. The greaves and vambraces still cover his arms and legs completing the former suit of full plate. Most grotesque of all is a massive, oozing sore on the knight's abdomen just below his exposed ribcage. It is from this inflamed wound that he uses his corruption spew.

Count Grebbell, one of the nobles that joined Lord Bishu in the Fifty and One, was one of the first to disappear after they came to the citadel. He went missing while on one of the early scouting missions.

It was on this mission that he was separated from his companions by wandering monsters and forced to retreat higher into the citadel. There he came upon the Grand Cornu's apartments and ran afoul of the n'gathau, Aagash "The Broken". When he finally emerged again weeks later, it was with his own n'gathau mutilations. The rest of the knights already dead or leading their own cursed existences, Grebbell moved into this cell block and began turning it into his own domain of corruption and decomposition.

Treasure: Buried in the muck of the n'gathau's lair (Perception DC 12 to locate if the lair is searched) is a masterwork adamantite dagger whose blade is incised with the image of a fish with a coin in its mouth. A DC 20 Knowledge (nobility) check identifies it as the crest of House Grebbell whose patriarch was a member of the Fifty and One.

55. North Cell Block

There are no light sources in this area.

Stairs descend 10 feet into a dark corridor. Side passages branch off, and heavy wooden doors with small barred windows line the hall. Each has a heavy locking plate above the handle. The corridor is chill, and a light mist floats near the floor.

These cells are all empty but show signs of their former occupants: scraps of clothing or food, musty straw and cryptic messages of hopelessness or madness. The doors are all locked.

56. Turnkey's Chamber

Whatever furnishings were in this chamber have been smashed to flinders. A smooth path has been worn in the floor the length of the room from the constant pacing of heavy feet. An iron door with a small sliding panel is set into the west wall. Hung on hooks around the walls are rings of black iron keys. Across the room a single key ring holds four silver keys.

When the Overseers kept prisoners in the secure cells beyond, a powerful demon was usually summoned to serve as turnkey and augment the protection of the dungeons. The last demon summoned was a glabrezu to guard the prisoner in Area 57a. When the Overseers withdrew from the citadel, they thought it ironic to leave that prisoner behind and let her remain alive but forever cut off from her own kind. Unfortunately, for the glabrezu the wording of his summoning required him to remain as long as the cells were occupied. He has remained here as much a prisoner as his charge continually pacing. When the citadel reappeared on the Material Plane the hold on him slipped enough to allow him to leave the room and hunt for something to eat. He can currently be found in Area 49.

The key rings belong to the various cells in this block and at Area 54 (which no longer have doors). The silvery keys are actually mithral and are for the iron doors and the manacles in the cells at Area 57. The sliding panel on the door opens a view port looking into the unlit hallway beyond.

Locked Reinforced Iron Door: 4 in. thick; Hardness 10; hp 120; Break DC 35; Open Lock DC 30.

57. Secure Cells

These cells have reinforced iron doors with view ports identical to the one in Area 56. They are opened by the keys at Area 56. Each of these cells was designed to hold especially powerful or elusive

CHAPTER 3: THE SHANKS OF ORCUS

prisoners. As such each has a set of adamantine *dimensional shackles* set into the far wall that can be adjusted to fit creatures size Small to Huge. They are further enchanted such that any creature locked in them is placed in *temporal stasis* until released (no save). Removing these shackles from the wall destroys them.

57a. Occupied Cell (CR 16)

Creature: Chained to the wall in this cell and in suspended animation is a **hound archon**. She was captured during the Battle of Tsar and slated for eventual torture and execution but was left behind when the city was abandoned. If released she is initially suspicious of the PCs, but if convinced they are not servants of Orcus will treat with them peacefully.

OSLAND
XP 76,800

CR 16

Female hound archon ranger 12 (*Pathfinder Roleplaying Game Bestiary* “Archon, Hound”)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent;

Perception +17

Aura aura of menace (DC 16), *magic circle against evil*

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural; +2 deflection vs. evil)

hp 169 (6d10+18 plus 12d10+36 plus 12)

Fort +16; **Ref** +16; **Will** +10; +4 vs. poison, +2 resistance vs. evil

Defensive Abilities evasion; **DR** 10/evil; **Immune** electricity, petrification; **SR** 27

Speed 40 ft.

Melee bite +22 (1d8+6), slam +22 (1d4+4)

Special Attacks combat style (two-weapon combat), favored enemy (outsider [evil] +6, outsider [chaotic] +4, undead +2), quarry

Spell-like Abilities (CL 9th):

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Ranger Spells Prepared (CL 9th):

3rd—*greater magic fang*

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

1st—*delay poison*, *jump*, *summon nature's ally I*

Str 19, **Dex** 16, **Con** 16, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +18; **CMB** +22; **CMD** 35

Feats Cleave, Double Slice, Endurance^B, Greater Two-Weapon Fighting^B, Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Power Attack, Run, Stealthy, Two-Weapon Defense, Two-Weapon Fighting^B, Two-Weapon Rend

Skills Acrobatics +18, Climb +10, Escape Artist +19, Intimidate +16, Perception +17, Sense Motive +17, Stealth +26, Survival +21 (+27 tracking)

Languages Celestial, Draconic, Infernal; truespeech

SQ camouflage, change shape (*beast shape II*, canine), favored terrain (plains +4, underground +2), hunter's bond (companions), swift tracker, wild empathy +13, woodland stride

Personality/Description: Osland has the canine head and speckled skin of a Dalmatian. She is lithe but well muscled and moves with grace and an inner strength. Despite her long captivity she is in decent shape having been subjected to only minor tortures before being abandoned. Osland was a scout assigned to the Army of Light and serving under the hound archon commander, Amaleal. She was out probing the city's defenses when the magic struck that created the Chaos Rift and decimated the army's camp. Her commander was one of only two great celestial generals to survive this attack and assumed control of those remaining angelic forces after the loss of Lord Karask the leonal agathion and General Nimrod the famed planetar war leader. Distracted by her greater duties to the order of

battle, Amaleal allowed her scouts to assume semi-autonomous roles in their missions. With this new freedom, Osland began searching the Chaos Rift for any possible survivors when she discovered something completely unexpected — sign that General Nimrod had passed from the area of the rift before the cataclysm. Following this spoor, she traced it to the city and realized that the planetar now believed dead had actually been captured by the Disciples of Orcus. Underestimating the wards on the city, she exercised her tactical autonomy to sneak into the city and eventually the citadel to find the general. Unfortunately she was captured and, because she had never reported her findings to her superior, Amaleal assumed her lost in battle, the truth of Nimrod's survival never reached the Army of Light where it might have changed the course of the battle.

Osland is very astute and realizes that a long period of time may have passed during her imprisonment — she had languished here for several months before the Great Retreat. The true amount of time that has passed and news of the Army of Light's fate staggers her, though she quickly recovers. She realizes that she should have reported her findings rather than trying to discover Nimrod alone and feels great guilt over the outcome. However, since she was left behind, she believes it is possible that General Nimrod was too and could still be alive in the citadel. She is anxious to explore the citadel and is intended as a possible replacement PC for a player who has lost a character. If no such PC is needed, then she is anxious to return to her home plane and report her findings. She is unfamiliar with the citadel beyond the immediate dungeon area (Areas 51, 52, 55, 56 and 57). She has no equipment as her belongings were taken by the Overseers long ago.

Region 4 — Templar Garrison (Map 3-3)

This region served as barracks for the main force assigned to the defense of the Citadel of Orcus, an elite regiment called the Templar Guard. These warriors stood outside the normal military hierarchy of Tsar and answered directly to the Templar High Captain. Here was they were primarily housed, equipped and trained, though small contingents of them were assigned to billeting at areas vital to the citadel's security.

58. Hall of Banners (CR 15)

This is a wide hall running east to west with alcoves branching off to either side. Three great chandeliers hang from the ceiling spaced along the length of the hall. Each of these holds dozens of iron sconces in concentric rings that burn with the now-familiar red flames. The walls along the hall and in the alcoves are hung with dozens — possibly hundreds — of banners. Featured prominently among them are the demonic ram-horned skull of the Disciples of Orcus and the ram's skull over a walled city that represents the Temple-City of Orcus.

The banners in this hall represent the many tribes, forces, and allies of the Disciples of Orcus. A DC 20 Knowledge (nobility) check can identify the following banners: the red tower of Kirash Durgaut, the ring of thorns on a black field of Belishan the Bloodmage, the dire eagle and gold wyrm of the Krellin noble family of Tsar, the ram's skull over crossed swords of the Army of Tsar, the image of Orcus enthroned representing the Citadel of Orcus, the red death mask of the Deathbringers sect, the skull in chains of the Overseers of the citadel, the skeletal fist grasping a spiked heavy flail of the citadel's Templar Guard, and a pyramid with a purple tongue of flame at its apex that may have been seen before in the Cold Dell necropolis in the City of Tsar. Other banners include various humanoid tribes



and regimental and battalion crests associated with the city.

A DC 20 Perception check locates a gold banner of the Army of Light with its image of the crowned mountain (representing Overking Graeltor) surrounded by the symbols of Thyr, Muir, St. Cuthbert and Pelor. A DC 25 Perception check made while examining this banner detects a small setting moon symbol in a lower corner (DC 15 Knowledge [religion] to identify as the symbol of the Lawful Evil goddess of magic, Hecate). If this feature is noticed, a DC 22 Knowledge (history) check recalls that the church of Hecate was a controversial addition to the great crusade against Tsar and that a few of the army's banners included this subtle addition. Why this banner is hanging among the allies of Tsar is unknown. In truth, the Disciples knew of the grumbling caused by the addition of the followers of Hecate and included this banner to sow dissension in case spies ever managed to penetrate this chamber. More information on the Army of Light can be found in *Slumbering Tsar: The Desolation*.

Creatures: Guarding this chamber are **40 armored black skeletons**. They stand eight to each alcove and are cloaked by *invisibility* spells. They wait until the party has passed the first alcove before they march out to attack from flanking positions. The skeletons from the farthest alcoves attempt to move through the ranks of the party without attacking as the battle rages while still invisible and using the sounds of battle as cover to reach the party's interior ranks and attack weaker PCs.

At the back of one of the alcoves are two secret doors. These are well hidden and require a DC 30 Perception check to notice. However, anyone making a DC 15 Perception check while specifically looking at the floor notices greater wear in the stone tiles before these doors reducing the Perception check to find them to DC 20.

ARMORED BLACK SKELETONS (40)

CR 5

XP 1,600

The Tome of Horrors II 146

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +10

Aura frightful presence (60 ft., DC 15)

AC 24, touch 10, flat-footed 24 (+8 armor, +6 natural)

hp 45 (7d8+14)

Fort +4; **Ref** +6; **Will** +5

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits

Speed 30 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage)

or 2 claws +9 (1d4 plus 1d3 Strength damage)

Special Attacks superior two-weapon fighting

Str 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

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

Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +4, Climb +3, Escape Artist +4, Perception +10, Stealth +7

Languages Abyssal, Common

Gear half-plate, 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

59. Hidden Stairs (CR 11)

As an extra measure of security, these stairs permitting access higher into the citadel were placed behind secret doors.

Creature: When the citadel was abandoned, the Disciples left behind a new guardian, a **giant six-armed black skeleton**. This six-armed horror attacks any who enter this room through the secret doors or down the stairs. It does not pursue beyond this chamber.

GIANT SIX-ARMED BLACK SKELETON CR 11 XP 12,800

Giant six-armed advanced-HD black skeleton (*The Tome of Horrors II* 146, *Creature Collection III: Savage Bestiary* 212)

CE Large undead

Init +9; **Senses** darkvision 60 ft.; **Perception** +17

Aura frightful presence (60 ft., DC 19)

AC 26, touch 10, flat-footed 25 (+9 armor, +1 Dex, +10 natural, -1 size)

hp 105 (14d8+28 plus 14)

Fort +6; **Ref** +9; **Will** +9

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits

Speed 30 ft.

Melee scimitar +15/+10 (1d8+4/15-20 plus 1d3 Strength damage), 5 scimitars +15 (1d8+4/15-20 plus 1d3 Strength damage) or 6 claws +14 (1d6+4 plus 1d3 Strength damage)

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

Special attacks superior multiweapon fighting

Str 19, **Dex** 21, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 30

Feats Improved Critical (scimitar), Improved Initiative, Multiattack^B, Multiweapon Fighting^B, Power attack, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +13, Climb +15, Escape Artist +13, Perception +17, Stealth +12

Languages Abyssal, Common

Gear full plate, 6 scimitars

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Multiweapon Fighting (Ex) The six-armed black skeleton fights with a scimitar in each hand. Because of its magical nature, its Multiweapon Fighting feat allows it to attack with all weapons at no penalty.

60. Garrison Checkpoint

The passage is barred here by a lowered portcullis. Two, dark, cobweb-covered arrow slits look out into the corridor from either side. Beyond the portcullis, doors stand on either side of the hallway.

The Templars once guarded access into their barracks from this point. It is now abandoned. A winch in the east guard room once operated the portcullis, but the portcullis is now fused in place and cannot be raised.

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 30.

61. Main Armory (CR 12)

This is a wide room with racks for weapons and armor spaced around the walls. Most of these are empty. In addition to the few weapons remaining are few other discarded items like an odd gauntlet, helmet, or harness. To the west stands a door made of interlocking iron bars.

This was the main armory for the Templar Guard. The west door is locked and is equal to a portcullis for attempts to break through it. The lock requires a DC 25 Disable Device check. When the citadel was abandoned, this room was stripped to equip the leaving Templars. To the west are two more armory rooms separated by an identical locked door of iron bars. These rooms likewise hold weapons racks and armor stands but are much more crowded with the racks standing in rows 5 feet apart throughout the room rather than just along the room's perimeter. These racks and stands still hold many weapons and suits of armor. With a DC 18 Perception check the party can find a masterwork specimen of any weapon or type of armor listed in the *Pathfinder Roleplaying Game Core Rulebook*. There is a 20% chance that second such item can be found as well, but any found beyond that will be mundane specimens. The weapons racks stand 7 feet tall and are composed of iron bars (Hardness 10; hp 40; Break DC 28).

Creature: Hiding among the weapons racks in the back rooms is a **blade demon**. This creature's face is a blank plate of red-hot steel and a thick braid of hair ending in a heavy spiked ball. Its wings are human flesh stretched taut over a frame of bones and scythe blades, and its arms end in blackened stumps from which protrude curved blades of dark steel. It served as a guardian of the armory when the citadel was occupied and remained behind when it was abandoned. It carries the keys to the two iron-bar doors and can move between the rooms with ease. It uses the weapons racks for cover to hide while it observes the PCs. After transforming its scythehands into advantageous weapons it flies into the party's midst to try and isolate one party member and use its wings and braid flail to hold off the others.

BLADE DEMON CR 12 XP 19,200

Creature Collection II: Dark Menagerie 51

CE Medium outsider (chaos, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +19

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 120 (16d10+32)

Fort +12; **Ref** +13; **Will** +7

Defensive Abilities battle soul; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Speed 35 ft., fly 70 ft. (poor)

Melee braid flail +20 (1d8+6/19-20), 2 +4 *scythehands* +25 (2d4+10/19-20/x4), 2 wings +15 (2d6+2 plus 1 bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with braid flail)

Special Attacks morphic scythehands, sense weakness

Spell-like Abilities (CL 16th):

1/day—summon (level 5, 2d10 dretches or 1 hezrou 50%)

Str 18, **Dex** 17, **Con** 15, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +16; **CMB** +20; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Improved Critical (scythehands), Improved Initiative, Iron Will, Power Attack, Weapon Focus (scythehands), Weapon Specialization (scythehands)

Skills Acrobatics +22, Fly +18, Intimidate +19, Perception +19, Stealth +22

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

Battle Soul (Ex) Once a blade demon has acted in a combat

round, it can no longer be affected by compulsion or mind-affecting effects for the duration of the battle.

Morphic Scythehands (Su) The scythehands of a blade demon are considered to have a +4 weapon enhancement. As a move action, the blade demon can change the nature of its scythehands and reallocate up to +3 of that enhancement bonus to spend on different weapon special abilities as described on Table 15-9: Melee Weapon Special Abilities in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*. Any combination of powers can be obtained as long as the scythehands themselves retain at least a +1 enhancement bonus. The blade demon can choose to make his scythehands have different qualities, but each one would then require its own move action to reconfigure.

Sense Weakness (Su) After observing an individual for 1 round, a blade demon can make a DC 20 Perception check (DC 25 if the target is concealed by any form of illusion) to determine if any types of weapons or attacks are particularly effective against the target (due to damage reduction, weaknesses, or other characteristics of the target).

62. Armorer's Quarters

This simply appointed room holds a bed frame, a table with wash basin, a couple chairs, and a few shelves. A small steel mirror hangs above one shelf atop which lies a bronze razor and a leather strop.

This chamber served as the quarters for the chief armorer who oversaw the main armory. It was he who controlled the blade demon. He left with the retreat, but in his haste forgot a **treasure** that remains in this room.

Treasure: Behind the mirror is a secret niche located with a DC 28 Perception check. Within is a set of five matching daggers that consist of a +1 *speed dagger*, a +2 *seeking dagger*, a +1 *unholy icy burst dagger*, a +1 *keen shock dagger*, and a +1 *undeadbane ghost touch dagger*. In addition is small platinum amulet (100 gp) which bears a strange symbol and writing in Abyssal. A DC 10 Knowledge (planes) determines that the symbol represents the Abyss. The writing says, "Vardis'alyk," which a DC 25 Knowledge (planes) determines to be the truename of a demon. This is the name of the blade demon in Area 61, and if spoken in its presence the speaker is able to use a *suggestion* that ignores the demon's spell resistance or battle soul ability as a caster of the speaker's character level.

63. Trapped Corridor (CR 8)

A **trap** has been placed in this corridor between the dungeons and the barracks.

Trap: There is a pressure plate in the floor at the point marked on the map. When anyone steps in that square, a nozzle hidden in the wall sprays gorgon breath weapon gas into that square and 60 feet up the corridor to the north. The trap automatically resets itself after 10 minutes.

GORGON BREATH TRAP

CR 8

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; **Reset** automatic

Effect gas (gorgon breath weapon, DC 19 Fortitude save negates, turn to stone); multiple targets (all targets in 60-foot stretch of hallway)

64. Garrison Checkpoint

A cage of iron bars running from floor to ceiling stands in the center of the south wall. A door exits in the back wall of the cage. Similar doors stand in that wall flanking the cage. Narrow passages lead out from the northern corners of the room, and a lone door stands in the north wall between them.

This room served as a checkpoint to restrict access between the dungeons and the Templar barracks. A Templar sergeant stood in the protection of the cage and checked the credentials of anyone attempting entry and then funneled them down the defense corridors on either side. Guards stationed in the small rooms to the northeast and northwest would come to the sergeant's aid when needed. The door in the cage leads directly to the defense post (Area 67) where the sergeant could retreat if necessary while the guards covered his escape. Each of the small side rooms holds only a plain wooden bench and a door. The cage bars are equal in strength to a portcullis.

65. Guards' Privy

This privy serviced the guards stationed at the checkpoint so they did not have to travel unnecessarily through the defense corridors.

66. Guard Room

This plainly adorned room holds only a stone bench with a tattered reed mat. A skeleton still wearing a chain shirt sits on the bench and slumps against the wall. A longsword lies on the floor at the skeleton's booted feet. The hilt of a dagger protrudes from the skull's mouth.

This room allowed the guards assigned to the checkpoint to rotate rest breaks. The skeleton is of a human Templar. When the Great Retreat was called, he was part of the last squads to leave and make sure none remained behind. During this time one of his comrades-in-arms took this opportunity to avenge some perceived slight, and the guard was murdered and left in this chamber. His chain shirt is masterwork.

67. Corridor Defense Post (CR 11)

The Templar Guard always saw the possibility of a prison riot as a real threat within the citadel. Therefore they constructed this post to prevent easy access into their barracks. Stairways rise from the cage in Area 64 and the barracks floor in Area 69. Large fireplaces were used to heat kettles of boiling oil, which could be dumped in troughs that would then pour it into the shaded sections of the corridors below. Spy holes near the troughs allow guards in the upper room to observe the corridors below. Anyone in the corridors can make a DC 15 Perception check to notice the holes in the ceiling, though they may not know exactly what they are for.

Creatures: When the Templars abandoned the garrison, they left behind **10 armored black skeletons** to man this defense post. Each of the fireplaces has a **Small fire elemental** trapped within keeping the kettles at a boil. If the fireplace grate is removed, the elemental is released and disappears after attacking for 1 round.

ARMORED BLACK SKELETONS (10)

CR 5

XP 1,600

hp 45 (See Area 58)

SMALL FIRE ELEMENTALS (2)

CR 1

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire")

CHAPTER 3: THE SHANKS OF ORCUS

Tactics: If the skeletons see the party traveling in the corridors beneath, they pour the boiling oil onto those below. Anyone in the shaded area when the boiling oil is poured takes 3d6 points of fire damage in the first round, 2d6 points of fire damage in the second round, and 1d6 points of fire damage in the third round as the oil cools. If cold spells or large amounts of water (at least three waterskins worth) are used to cool the oil affecting a character, then the subsequent rounds of damage are avoided. It takes one skeleton to man each cauldron and one skeleton to keep watch on each corridor through the spy hole. The remaining 6 skeletons pour a cask of oil on each stairway (treat as a *grease* spell) and stay in the center of the room to watch for attackers from either stairway. After a black skeleton has poured its boiling oil, it takes up position in the center with the other skeletons.

68. Oil Storage

This room is stacked high with casks of oil. There are a total of 23 casks in this chamber. Each cask holds 10 flasks of oil and functions as such if ignited.

69. North Barracks

A row of pillars extends down the center of this hall. Rows of wooden bunks stacked three high fill this chamber. Lockers and chests line the walls of the chamber, and netting hangs above these and from the pillars and bunks themselves for more storage. A stone font provides water at one end of the chamber, and a stone stairway rises at the other end.

This chamber once housed nearly a quarter of the citadel's Templar Guard. There are 111 bunks in here all told. Two small rooms exiting off the side house latrines used by the troops. This room was largely stripped when the citadel was abandoned, but there is still a great deal of equipment and debris remaining behind. Allow a DC 15 Perception check for each 10 minutes spent rummaging through here. On a successful check roll on the table in the Templar Barracks Miscellaneous Gear sidebar.

70. Sergeants' Quarters

Bunks for ten occupy this oddly-shaped chamber. An alcove holds racks for weapons and armor; they are empty. A central table holds a few tankards and has a half-dozen chairs set around it.

This chamber once held the noncommissioned officers for the Templars in the north barracks. Empty foot lockers rest beneath the bunks. The tankards are empty. Painted on the back side of the door is a fanged serpent, emblem of this part of the Templar Guard — the Viper Battalion.

Templar Barracks Miscellaneous Gear Sidebar

Roll d20 and consult the table below. Items marked with an asterisk can only be found once.

Roll	Result
1	Set of masterwork manacles
2	Lead figurine of an orc shaman (10 gp)
3	Ivory good luck charm (15 gp)
4	Kid leather moccasins (+2 competence bonus to Stealth checks, sole wears out after 10 uses)
5	50-ft. silk rope
6	Pouch of 14 fishhooks
7	Tiger eye agate (50 gp)
8	Wooden fetish with moonstone eyes (75 gp)
9	Set of loaded bone dice
10	<i>Shifter's sorrow</i> two-bladed sword*
11	Belt pouch with 3d20 sp
12	Platinum belt buckle (150 gp)
13	Greasy deck of marked cards
14	Leather belt inset with 5 bloodstones (250 gp)
15	Silk tabard bearing the crest of the Templar Guard (25 gp)
16	Waterskin holding a <i>potion of aid</i>
17	Piece of tough jerky soaked in a <i>potion of bear's endurance</i> (functions as potion when eaten)
18	Gilded finger bone (10 gp)
19	<i>Scabbard of keen edges</i> *
20	Pair of brass knuckles

71. Mustering Hall (CR 16)

This chamber is huge with a ring of pillars supporting a vaulted ceiling 80 feet above. Huge black banners bearing the image of a skeletal fist grasping a spiked flail hang from the ceiling between these pillars. From each of the pillars hang smaller pennants depicting a fanged serpent, a skull with a spike driven through it, a featureless black field, and a scythe. Wide passages and doors exit in several directions. Wooden tables and chairs have been stacked around the edges of the room beyond the ring of pillars. Several fountains still trickle water into wide stone basins.

This chamber served as the mess hall and mustering area for the battalions of the Templar Guard. The pennants identify the four battalions respectively with a DC 30 Knowledge (nobility) as the Viper, Skullspiker, Void, and Reaper battalions. The clutter of furniture is such that any part of the room beyond the pillars is considered to be equivalent to heavy undergrowth (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, "Wilderness," *Forest Terrain*).

Creatures: Hiding among this furniture in positions scattered throughout the room's perimeter are **10 advanced wights** and Lord Vai, a **wight lord** and former member of Lord Bishu's company. Circling in the shadows of the ceiling and among the banners is Styx, Lord Vai's **cauchemar nightmare** mount upon which rides a **giant advanced wight** that was once an ogre warrior.

Lord Vai fell prey to the *death wards* of the Belly of Orcus and became the creature he is today. He later found and claimed Styx near the *gate* to replace his own lost mount. The wights are a few Templar deserters that remained behind to loot, and the armored wight is an



ogre bouncer from the Entertainment District. Lord Vai seeks to raise an army of wights and conquer the citadel setting himself up as its new lord and tries to use his slam attacks for that purpose.

ADVANCED WIGHTS (10)

XP 1,200

Pathfinder Roleplaying Game Bestiary “Wight”

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

hp 34 (4d8+16)

Fort +5; **Ref** +4; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +8, Escape Artist +5, Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +16

Languages Common

Gear chain shirt with Templar symbol

GIANT ADVANCED WIGHT

XP 1,600

CR 4

AC 26, touch 10, flat-footed 26 (+8 armor, +9 natural, –1 size)

hp 34 (4d8+16)

Fort +5; **Ref** +3; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Speed 20 ft.

Melee lance +7 (2d6+7/x3) or greatsword +7 (3d6+7/19–20) or

slam +7 (1d6+7 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 20, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +9; **CMD** 21

Feats Mounted Combat, Ride-By Attack

Skills Climb +6, Intimidate +11, Knowledge (religion) +9, Perception +10, Ride +0, Stealth +7

Languages Common

Gear masterwork half-plate, lance, greatsword

LORD VAI

XP 51,200

Male human wight lord fighter 7/order of the star cavalier 7 (*The Tome of Horrors II* 214, *Pathfinder Roleplaying Game Advanced Player’s Guide* “Cavalier”)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

CR 5

CR 15

CHAPTER 3: THE SHANKS OF ORCUS

Aura desecrate (20 ft.)

AC 26, touch 12, flat-footed 24 (+10 armor, +2 Dex, +4 natural)
hp 172 (7d10+35 plus 7d10+35 plus 21)
Fort +16; **Ref** +8; **Will** +7 (+9 vs. fear)
Defensive Abilities banner, bravery +2, calling, channel resistance +4, order of the star challenge +2; **DR** 10/magic; **Immune** undead traits
Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +17 (1d4+5 plus energy drain), slam +17 (1d4+5 plus energy drain) or +3 *humanbane wounding guisarme** +23/+18/+13 (2d4+11/x3 plus 1 bleed)

Special Attacks cavalier's charge, challenge 3/day (+7 damage), create spawn, energy drain (1 level, DC 22), tactician 2/day (6 rounds), weapon training (pole arms +1)

Spell-Like Abilities (CL 14th):

1/day—*darkness*, *fear* (DC 19), summon (level 5, 5 wights 100%)

Str 19, **Dex** 16, **Con** —, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +14; **CMB** +18 (+20 sunder); **CMD** 31 (33 vs. sunder)

Feats Alertness, Blind-Fight^B, Combat Reflexes, Command Undead^B (wights, 8 times/day), Cleave, Double Slice, Improved Sunder^B, Mounted Combat^B, Power Attack, Precise Strike^B, Ride-By Attack^B, Spirited Charge^B, Toughness^B, Two-Weapon Fighting, Vital Strike

Skills Acrobatics +6, Bluff +15, Climb +10, Handle Animal +15, Intimidate +15, Knowledge (religion) +11 (+14 Orcus), Perception +11, Ride +16 (+20 on Styx), Sense Motive +4, Stealth +6

Languages Common, Dwarven; undead telepathy 100 ft.

SQ armor training 2, expert trainer, mount (Styx)

Combat Gear *silver horn of Valhalla*; **Other Gear** +3 *splint mail*, *Dreadstorm**, Templar banner

*Lord Vai only has access to *Dreadstorm* after reaching Area 83

Desecrate Aura (Su) The wight lord constantly projects an aura in a 20-foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all channel checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

Undead Telepathy (Su) The wight lord can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

STYX, LORD VAI'S MOUNT*

CR 11

XP 12,800

Male cauchemar nightmare (*Pathfinder Role-playing*

Game Bestiary "Nightmare, Cauchemar")

NE Huge outsider (evil, extraplanar)

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

Perception +22

AC 31, touch 11, flat-footed 28 (+3 Dex, +20 natural, –2 size)

hp 161 (14d10+84)

Fort +15; **Ref** +12; **Will** +7 (+11 vs. enchantment)

Defensive Abilities devotion, evasion

Speed 40 ft., fly 90 ft. (good)

Melee bite +23 (2d6+11), 2 hooves +18 (2d6+5 plus 1d6 fire)

Space 15 ft.; **Reach** 10 ft.

Special Attacks smoke (DC 23)

Spell-like Abilities (CL 15th):

1/hour (self plus 1 rider only)—*ethereal jaunt*, *plane shift*

Str 33, **Dex** 17, **Con** 22, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +27 (+29 overrun); **CMD** 40 (42 vs. overrun, 44 vs. trip)

Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron will, Power Attack, Run

Skills Acrobatics +20, Bluff +18, Fly +20, Intimidate +18, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +22, Sense Motive +22, Stealth +12

Languages Abyssal, Common, Infernal

*Lord Vai is not currently riding Styx.

Tactics: Styx and his rider swoop and attack the party to distract the party while Vai and the other wights wait for an opportune moment to charge out and attack. Vai stays at the rear and tries to flank spellcasters to quickly create some more wights. If he appears to be losing, Lord Vai retreats to Area 81. A secret path he knows of allows easy passage through the clutter at that door (DC 15 Perception check to notice). In Area 81 he sounds his *horn of Valhalla* to summon barbarians to guard his retreat before heading to Area 83. There he takes up the longspear *Dreadstorm* to make his stand.



72. Dragon Corridor (CR 10 or 13)

Each wall of this corridor bears fading frescoes of a green-scaled dragon. At the far end the corridor ends at a point. On the left side of this point is a door, on the right a chipped fresco of a sinister dragon's face looking down the hall.

This corridor leads to the chambers of the Templar captains, who pompously referred to themselves collectively as "The Dragons". They commissioned the frescoes in honor of themselves. The wall behind the dragonhead fresco (the wall shared with Area 75) has been weakened from the other side (Hardness 8; hp 5; Break DC 15), though it is not evident from this side. The paranoid officers rightly feared some uprising or assassination attempt, so they paid to have a **trap** placed on this corridor. The weakened wall was intended to serve as an emergency escape route if necessary. When the trap is sprung, an audible *alarm* sounds in Area 73 alerting the leukodaemon residing in the rooms beyond. See **Tactics** below.

Trap: When someone reaches the point marked in the hall that is not accompanied by a Templar officer of at least captain in rank, a *forcecage* appears in that 10-foot-square area. At the same instant, a *summon monster V* summons a babau demon. If a PC is trapped in the *forcecage*, then the demon appears inside the *forcecage* with him. The trap resets itself every 24 hours.

FORCECAGE AND SUMMON MONSTER V TRAP CR 10
Type magical; **Perception** DC 32; **Disable Device** DC 32

Trigger proximity (*alarm*); **Reset** automatic
Effect multiple effects (one *forcecage* trap and one *summon monster V* trap that summons a babau demon); spell effect (*forcecage*, 15th-level wizard), spell effect (*summon monster V*, 15th-level wizard, babau demon).

Tactics: If the leukodaemon is alerted, in the next round it bursts through the weakened wall and unleashes its breath of flies over the hallway. It then leaps to the top of the *forcecage* attempting to summon another of its kind. See Area 74 for the daemon's stats.

73. Captains' Office

This room is in shambles. Shattered desks and chairs are strewn about. The door that once stood to the north has been torn down leaving an open doorway.

The leukodaemon redecorated this chamber after occupying this room. It was once an office for the Templar "Dragon" captains.

74. Captains' Mess (CR 9)

A great nest of broken furniture, torn upholstery, and shredded wall hangings has been built in the center of this room. Silver candlesticks protrude from around the perimeter of this pile.

Creature: This was the captains' dining room. It has now been taken as a residence by a **leukodaemon**, once a prisoner of a wizard in the Bosom of Orcus but managed to escape after the Great Retreat. The leukodaemon has lived here ever since, keeping an odd stalemate with Lord Vai and his wights. He has slaughtered enough of the

wights for Lord Vai to know that he doesn't want to take him on, but the daemon realizes that Vai would make a formidable opponent as well. The leukodaemon is aware of the trap in Area 72 and avoids it by teleporting down the corridor on the occasions when he sees fit to leave his residence. See that area for his tactics if the trap is sprung.

LEUKODAEMON
XP 6,400

CR 9

hp 115 (*Pathfinder Roleplaying Game Bestiary* "Daemon, Leukodaemon")

Treasure: There are 12 silver candlesticks worth 15 gp each.

75. Storeroom

This served as a storage closet for the captains. The back wall has been chipped away until it is less than an inch thick and can be easily smashed through in case the captains needed to make a quick escape.

Weakened Masonry Wall: Less than 1 in. thick; Hardness 8; hp 5; Break DC 15.

76. Captains' Quarters

The door to this room from Area 74 has been jammed in its frame and requires a DC 23 Strength check to open.

The silk wall hangings in this room depicting dragons rendered in gold and silver thread are unspoiled. Two beds and a couple of night tables are barely visible beneath the mounds of coins and gems that are piled on the floor — a veritable treasure trove before your eyes.

For his first century in the citadel, the leukodaemon wandered the halls fighting those he could defeat and taking what treasures he could find. Having no use for it he threw it all in here where it has lain undisturbed. He then bent the door hinges to make it more difficult to open. Despite the PCs' possible trepidation at such an obvious set up for a trap, the room is actually perfectly safe.

Treasure: Dumped haphazardly in this room are 18,960 cp, 12,334 sp, 9,400 gp, assorted gems worth a total of 15,022 gp, and a *pearl of power (1st)*. The four wall hangings are worth 250 gp each.

77. Privy

This small, dusty chamber is a simple privy for the officers.

78. Wardrobe

Wooden pegs and shelves held the uniforms and clothing of the "Dragons". Still hanging at the back of the closet in the shadows (DC 14 Perception check to notice) is a black cloak emblazoned on the back with a green dragon. It is actually a *cloak of poisonousness* left behind by the captains for would-be thieves.

79. West Barracks

This room is similar to Area 69 but without the stairs. It has 99 bunks. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching. A pennant dangling from one of the pillars depicts a field of black for the Void battalion.

80. Sergeants' Quarters

This room is similar to Area 70 but without the Viper insignia.

81. Reception Hall

Pushed against one wall is an old desk, the chair pinned behind it. A threadbare, gray rug still covers the floor.

This was the reception room for the High Captain of the Templar Guard, the highest-ranking officer of that regiment. It was the high captain who ran the day-to-day operations of the Templars. This chamber was manned by his secretary and personal bodyguard, a troll blackguard who disappeared with the rest of the citadel during the Great Retreat.

Creatures: If Lord Vai manages to escape to this room, he blows his *horn of Valhalla* to summon **barbarians** to cover his retreat and then heads to Area 83. The barbarians attack any who try to follow the wight lord.

SILVER HORN BARBARIANS, RAGING (2d4+2) CR — XP —

Male or female human barbarian 2 (*Classic Treasures Revisited* 39)
N Medium construct
Init +6; **Perception** +6

AC 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, -2 rage)

hp 21 (2d12+6 plus 2)

Fort +6; **Ref** +2; **Will** +3

Defensive Abilities uncanny dodge; **Immune** construct traits

Speed 45 ft.

Melee greataxe +8 (1d12+7/x3)

Special Attacks rage (7 rounds/day), rage powers (swift foot)

Str 21, **Dex** 14, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

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

Feats Improved Initiative, Weapon Focus (greataxe)

Skills Acrobatics +6, Climb +9, Perception +6, Swim +9

Languages Norsk

Gear studded leather, greataxe

Ad Hoc XP Adjustment: These barbarians don't provide any XP since they are considered a part of Lord Vai's CR.

82. Meeting Room

A massive oval table of polished oak dominates this room. Ornate chairs with worn leather upholstery surround it. Hanging on the north wall is a still-fine tapestry depicting the Citadel of Orcus in its heyday, a thriving city at its feet. To the south there is a huge black banner depicting a skeletal fist clutching a spiked heavy flail.

If Lord Vai runs through this chamber, he uses a move action to bar the door to Area 82 behind him.

The high captain met with the officers and non-comms of the Templar Guard here to discuss strategy and issue orders. The tapestry is worth 500 gp. A DC Perception check locates a mahogany humidifier attached to the bottom of the table. It can be removed and is worth 80 gp. Within it are seven cigars of tightly rolled pipeweeder from the Crusader Coast near the ancient city of Tircople. They are still good and are worth 50 gp each.

83. Training Room

This plain chamber has a bare stone walls and floor that show nicks and gouges. It was here that the high captain sparred with his fellow officers and his secretary. The weapons racks and armor stands were removed long ago, but leaning against the south wall is vicious-looking pole-arm with a barbed and pitted head. This vile instrument is *Dreadstorm* (see **Magic Items Appendix**), one of the infamous creations of the shadow-giant smith Larach-Umbriol and was created as a twin to the cursed weapon that slew Gerrant of Gilboath, the Last Justicar of Muir. See *Slumbering Tsar: The Desolation* and *Slumbering Tsar: Temple-City of Orcus* for more information on these two. Lord Vai uses it to defend himself if pursued into here.

A secret door in the west wall can be found with a DC 22 Perception check.

84. High Captain's Bedchamber

This cozy room still has patterned green wall hangings to keep out the chill and a rug covering most of the floor. A large bed with down mattress and comforter stands against the wall. An empty armor stand with hangers for scabbards stands nearby. Opposite is a stone fireplace. Several cut logs sit on an andiron on the hearth, and within the fireplace itself red coals glow amid still-warm ashes. A hook mounted by the flue allows a cauldron to be hung over the flames, though none is currently present.

These were the personal quarters of Omus, High Captain of the Templar Guard. He was a man who liked his comforts and kept neat personal quarters as a result. Lord Vai has been known to occasionally use this room to satisfy his almost-forgotten urges for civilized comforts. At these times he carefully hangs his armor and weapons on the rack and lies on the bed in imitation of sleep. Recently he burned a small fire, reminding him of the man he once was. He becomes quite angry if this room is damaged.

85. Private Bath

This entire chamber is tiled in green marble. In the south wall a marble fountain spills water into a small basin. Beneath it sits a brass kettle. A plug in the bottom of the basin allows it to be drained into the kettle. Across from the fountain is a recess in the floor. It three feet deep and three feet square, surrounded by a one-foot high marble lip. Engraved on this lip are the words "The Bath of Omus".

This chamber provided a cramped private bath for the high captain. In his vanity he had the inscription engraved on his small bath, perhaps in case someone should forget whose it was. Water from the fount could be heated over the fire in Area 85 with the brass kettle. Lord Vai does not use this chamber having an unnatural (and unnecessary) fear of water since assuming his undead existence. The secret door in the east wall can be found with a DC 22 Perception check.

86. South Barracks

This is a barracks like Area 69 but without the stairs. It has 100 bunks. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching. The door to Area 87 has been painted with a skull bisected by a spike, insignia of the Skullspikers Battalion.

87. Sergeants' Quarters

This room is similar to Area 70 but has no Viper insignia.

88. East Barracks

Like Area 69 this is a Templar barracks but has no stairs. It has 140 bunks. Hanging on the east wall are the two crossed Large scythes of the Reaper Battalion. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching.

89. Sergeants' Quarters

This room is similar to Area 70 but without the Viper insignia.

90. Training Hall (CR 13)

Several of the iron sconces hanging from pillars in this chamber have been torn down, leaving it a shadowy hall of twilight. The pillars themselves are V-shaped in cross section rising 40 feet to the ceiling overhead. In their concavities stand suits of armor composed of plate and various mails. Against the south wall is a vast cage holding dozens of weapons hanging from pegs. A heavy lock secures the front of this cage. Next to it a fresco shows men and orcs in the livery of Tsar sacking a city.

This was the hall where the Templars trained for battle. Treat the three cone-shaped areas on the map as normal illumination and the rest of the central portion as dim. The area behind the pillars is darkness. The armor stands hold Medium and Large suits of chainmail, splint mail, banded mail, and half-plate. The weapons cage holds two of each simple and martial melee weapon, both in Large and Medium sizes. The bars are equal in strength to a portcullis. If the lock is picked or broken (Disable Device DC 20, Break DC 22) the entire front of the cage swings open.

The acoustics in this chamber are such that any sonic attacks deal and additional 4d6 points of damage (subject to normal saves for half, etc.) as the sound is bounced off of the strangely shaped pillars focused on the target. In addition, the subject of a sonic attack in this chamber must make a DC 15 Fortitude save or be deafened for 1d10 minutes, unless the sonic effect already has the chance to cause deafness, in which case its normal saving throw and duration apply.

Creature: This room is now home to a **fell destrachan**. It was he who destroyed most of the sconces to create a darker home more to his liking. It hides in the darkness near Area 91 and attacks with its destructive harmonics against flesh when intruders reach the midway point of the room. It uses the pillars for cover and if approached uses



CHAPTER 3: THE SHANKS OF ORCUS

its *major ring of spell storing to dimension door* to the center of the room and uses its flesh disruption again. If approached, it uses its metal disruption on anyone within 30 feet and to destroy the last two sconces and hopefully engulf the room in total darkness. It then uses its ring to dimension door away again and use its disruption attacks some more before being forced to fight with tooth and claw.

FELL DESTRACHAN

CR 13

XP 25,600

Giant advanced-HD destrachan (*Pathfinder Roleplaying Game Bestiary 2* “Destrachan”)

NE Huge aberration

Init +5; **Senses** blindsight 100 ft.; **Perception** +35

AC 26, touch 9, flat-footed 24 (+1 Dex, +1 dodge, +16 natural, –2 size)

hp 190 (20d8+100)

Fort +13; **Ref** +9; **Will** +18; +4 vs. sonic attacks

Defensive Abilities protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

Speed 30 ft.

Melee bite +19 (3d6+6), 2 claws +19 (3d6+6)

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

Special Attacks destructive harmonics (DC 25)

Str 22, **Dex** 13, **Con** 20, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +15; **CMB** +23; **CMD** 35

Feats Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Climb +29, Escape Artist +20, Perception +35, Sense Motive +16, Stealth +16, Survival +19

Languages Common (cannot speak)

Combat Gear *major ring of spell storing (dimension door x2)*

Ad Hoc XP Adjustment: Due to the harmful acoustic qualities of battling the destrachan in this chamber, award XP for a CR 14 encounter if it is defeated.

91. Templar’s Chapel (CR 8)

In this alcove stands an idol to what can only be described as a soldiers’ god. The statue stands 10 feet high and is encased in black full plate. Cloven hooves peak from beneath its greaves. One gauntleted hand holds a spiked heavy mace with a skull-shaped head. The other clutches a black shield with a ram’s skull on it. The face is invisible behind the lowered visor of the great helm, but curving ram’s horns protrude from the sides.

This chapel to Orcus was created as the personal shrine of the Templar Guard and presents a very martial aspect of the demon prince. Jealous of their shrine, a magical **trap** has been set on the idol.

Trap: Anyone who approaches within 10 feet of the idol that does not wear the uniform of a Templar causes the statues mouth to open and utter a *power word blind*. It resets itself every round but can only go off once each round, against the first creature to enter the designated area. If more than one creature enters simultaneously roll randomly to see which is affected. Once a creature enters the area, it does not set off the trap again unless it leaves the area and then returns to it. The destrachan is immune to this trap and has already entered the area and set it off before the party enters the chamber.

POWER WORD BLIND TRAP

CR 8

Type magical; **Perception** DC 32; **Disable Device** DC 32

Trigger proximity; **Reset** automatic

Effect spell effect (*power word blind*, 17th-level wizard).

92. Storeroom

This chamber once served as a storeroom for the Templar barracks. It is now stripped of anything useful. Though feel free to insert any mundane item that may have reasonably been left behind.

93. Hospital

A pile of cots has been haphazardly stacked against the west wall. Piled beside it are a number of sheets and bits of sacking, dark and stiff with old blood. More than one bone is visible protruding from this discard heap. More brownish stains mar the floor and walls, and some small trails of speckles mark the 12-foot ceiling.

Once the infirmary of the citadel, Templar chaplains — clerics devoted to Orcus and skilled in the healing arts — oversaw the wounded that were brought here. In the final days of Tsar, it was filled to beyond its capacity as the city’s casualties mounted beyond the levels they could handle. Care (always haphazard at best in an evil clergy) went from shoddy with many unnecessary amputations and deaths from infection and complications to ultimately most of the wounded being euthanized and then animated as undead to carry on the fight. The destrachan has turned this charnel house into its lair, tossing the old furnishings aside.

94. Pharmacy

Dusty shelves line the walls of this room holding brittle rolls of bandages, rusty bone saws, assorted knives, scalpels, and forceps, one circular skull saw, and several rows of tomes and appendices describing the healing arts. In one corner stands a locked adamantine chest. One of the books entitled *Secrete Anatomie of Ye Inner Regionnes* (DC 23 Perception to locate) is actually hollow and holds the key to the chest. From the equipment on the shelves can be gathered three complete healer’s kits.

Locked Adamantine Chest: 1 in. thick; Hardness 20; hp 40; Break DC 35; Disable Device DC 30.

Treasure: A fat book entitled *Relliable Cures* (DC 15 Perception check) is actually a leather satchel holding a sheaf of divine scrolls (caster level 15). This consists of 9 *cure light wounds*, 3 *cure critical wounds*, an *inflict critical wounds*, and a *mass cure serious wounds*. In the chest are 17 *potions of stabilize*, 2 *potions of cure serious wounds*, 2 *potions of remove blindness/deafness*, a *potion of neutralize poison*, and a *potion of remove disease*.

95. Surgeons’ Quarters

Two sets of dusty bunk beds occupy this room. Between them is a table. A shattered porcelain pitcher lies on the floor beneath. A row of coat pegs on the wall still holds a leather satchel.

Those Templar chaplains that were skilled in surgery shared this chamber. The satchel holds a pair of *goggles of minute seeing* and a sheet of parchment (see **Player Handout F**).

Treasure: The destrachan at Area 90 has been using this room to store his treasures. They are stored under one of the bunk beds (DC 10 Perception check to locate). These consist of 2 bottles of *silver-sheen*, 9 assorted gems worth 1,250 gp total, and a *glove of storing* (currently empty).

Region 5 — Lesser Thrall Quarters (Map 3-4)

The Thralls who were assigned to serve the Templar Guard were housed in this section. These Thralls cooked and cleaned for the soldiers and performed whatever tasks needed to be done. Despite their constant supervision by armed Templars, these Thralls actually enjoyed a better existence than those in the rest of the citadel since they were not under the watchful eye of the cruel Overseers. The Templars mainly just ordered them about and otherwise ignored them. The Overseers were known to take great delight in the suffering of their charges.

96. Laundry

Two open arrow slits let a fresh breeze into this chamber. Between them stands a large fireplace with a great copper cauldron set on a rack within. The cauldron itself has split open revealing its verdigrised inner surface. Two square pools occupy most of this room. Each has a stone lip ringing it and visible through the clear waters are a series of steps leading to their shallow bottoms.

The Thralls used this room to clean the copious amounts of laundry generated by the Templars. Tiny nozzles continually feed the pools with fresh water, and drains concealed beneath the lips prevent them from overflowing. Water scooped out and heated over the fire could be added back in to heat the water and the slaves either sat on the lip or stood in the pools to scrub the clothing with lye soap, brushes and rough stones. The stones can still be found at the bottom of the

pools, but the soap, brushes and water buckets have disintegrated over the years.

A DC 20 Perception check notices an old wooden cup hidden under the cauldron. This is used by Sir Balderama in Area 97. The water in the pools is fairly clean and potable, and serves as his water source since the infestation of the fountains in Area 103. The door to Area 97 is cracked slightly open and Sir Balderama listens for intruders as he meditates. His reaction to intruders is described in that area.

97. Thrall Chambers (CR 17)

The drab room has two narrow windows high on the south wall. The walls are stained and scratched with generations of occupation and lack the plaster coating of elsewhere in this complex, leaving exposed the rough stone. A musty dankness fills the air with a sense of sorrow and oppression. A great amount of clutter — broken furniture, rolls of discarded carpets, broken stonework, mounds of moldering rags, piles of ash and soot, and other forms of rubbish — crowds this room leaving very little space for walking. An archway is barely visible, opening into a similar room, at the far side.

Thralls were once kept in this forlorn series of chambers leading a drab and hopeless existence. Something of that aura of melancholy lingers to this day. The room is so cluttered, that moving through it is the equivalent of traveling through dense rubble (see the *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Wilderness,” *Mountain Terrain*). Furthermore, each 5-foot-square has a 50% chance to have cover from any adjacent 5-foot-square and will either be higher or lower than every adjacent square (50% chance of either). In addition the rooms have been laced with **traps**.

Traps: Sir Balderama has concealed small pits around that room



CHAPTER 3: THE SHANKS OF ORCUS

that when stepped into collapse in and trap the foot. They do not cause damage but do hold the creature in place and cause him to take a -2 penalty on attack rolls and a -4 penalty on Dexterity. The foot can be pulled free as a standard action with a DC 20 Strength check or a DC 15 Escape Artist check. A creature that makes the Strength check takes 1d4 points of damage in the process. Every time a character enters a new square, there is a 10% chance that he steps in one of the traps. The traps are small and can be found in virtually every square, so even if a character was not trapped in a square once when the square is entered again there is still a 10% chance of being trapped. In addition, these traps are rather noisy when they are sprung and are easily heard from as far away as Area 97a. Sir Balderama is never caught in one of these traps.

FOOT GRABBER TRAP **CR 1**
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** repair
Effect trap foot (see above), DC 25 Reflex save avoids.

Creature: These rooms are now occupied by Sir Balderama, a mongrelman paladin and the last surviving member of Lord Bishu's company that retains any semblance of his former self. Sir Balderama has lived in the citadel since he was a member of the Fifty and One and accompanied his companions in on that fateful day centuries ago. Of all those bold heroes of piety and renown, only he, for reasons unknown, never succumbed to the Pall over Tsar, proving immune to its alignment warping effects. He has not escaped the curse of living in the citadel entirely, though, now existing as a warped caricature of the man he once was. At first he quested to find a way to save his fallen companions, but after his transformation he retreated to these chambers, realizing the futility and hoping to someday find the means to break the hold that the citadel has upon the Fifty and One.

SIR BALDERAMA **CR 17**
XP 153,600

Male mongrelman paladin 15 (*The Tome of Horrors Revised* 267)
LG Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; **Perception** +10

Aura aura of courage (10 ft.), aura of faith (10 ft.), aura of justice (10 ft.), aura of resolve (10 ft.), good

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +6 natural, +4 shield)

hp 200 (2d10+12 plus 15d10+90)

Fort +16; **Ref** +12; **Will** +18

Defensive Abilities divine grace; **Immune** charm, disease, fear

Speed 30 ft.

Melee +1 holy heavy flail (wielded one-handed) +26/+21/+16/+11 (1d10+11/19-20), gore +22 (1d4+5) or slam +27 (1d4+15), gore +22 (1d4+5)

Ranged blowgun +20/+15/+10/+5 (1d2 plus poison)

Special Attacks channel positive energy (DC 18, 8d6), divine bond 3/day (weapon +4), smite evil 5/day (+1 attack/+15 damage)

Spell-like Abilities (CL 15th):

At will—*detect evil*

Spells Prepared (CL 12th):

*4th—*death ward*

*3rd—*daylight*, *magic circle against evil*

2nd—*eagle's splendor* (x2)

1st—*bless water*, *detect undead*, *divine favor*, *lesser restoration*

*3rd and 4th-level spells can only be used after casting *eagle's splendor*, which is also cast each morning to prepare these spells.

Str 20 (30 with ogre arm), **Dex** 17, **Con** 22, **Int** 11, **Wis** 21, **Cha** 12
Base Atk +17; **CMB** +22; **CMD** 36

Feats Ability Focus (sound imitation), Dodge, Improved Initiative, Mobility, Mounted Combat, Power Attack, Rapid Reload (blow-

gun), Skill Focus (Stealth), Skill Focus (Survival)

Skills Climb +8, Disguise +10, Knowledge (religion) +12, Linguistics, Perception +10, Ride +10, Sense Motive +18, Sleight of Hand +7, Stealth +19, Survival +12

Languages Celestial, Common, Elven, Mongrelman

SQ lay on hands 8/day (7d6), mercies (diseased, fatigued, paralyzed, poisoned, stunned), sound imitation (DC 21)

Combat Gear 10 doses of blue whinnis (injury—*save* DC 14 Fort *save*, *onset* immediate, *frequency* 1/rd. for 2 rounds, *effect* 1 Con/unconscious 1d3 hours, *cure* 1 *save*), *ring of the ram*, 5 flasks of holy water; **Other Gear** +2 heavy wooden shield, +1 holy heavy flail, blowgun, 36 blowgun darts, silver holy symbol of Muir (25 gp), pouch with 22 gp and 45 sp

Description: Sir Balderama is a sight to behold; once a half-elf paladin of Muir, fair of face and form, he is now a twisted creature, bent by his long captivity in the citadel but not broken. He battled the Protean Keeper at Area 349 in an attempt to find a way to reverse the transformations of some of his comrades only to fall into the pool. The resulting transformation has left him as a jigsaw creature, composed of many different base forms into one strange whole. His head is that of a great sea turtle but with long, straight hair, one goblin eye and on the other side of his head, a minotaur horn and ear. His torso is that of an owlbear with a turtle shell on his back that prevents him from wearing normal armor. His left arm is that of a crab man (usually used to grasp his shield), and his right arm is an ogre's (enabling him to wield a weapon as a Large creature). His legs are those of a dire ape. He is a stooped and hulking brute but amazingly agile and with a surprisingly gentle expression and deep, soulful eyes. Because of the combination of his half-elf heritage and partial sea turtle physiology, he is extremely long-lived for a mongrelman.

Tactics: Sir Balderama mediates in Area 97a but listens for intruders or his traps to spring. He brought the rubbish and clutter into these rooms over the centuries creating the unstable footing as it exists today. Due to his familiarity with the shifting terrain, he is unimpeded in his movement or skill checks and treats any square he is in as having cover and being higher than any two adjacent squares he chooses (due to his ability to balance on the right pieces and use the familiar terrain to his advantage). He waits for the snare traps to capture or slow intruders and attempts to observe them from hiding. If anyone is openly wearing the symbols of a good or neutral deity or organization (knighthood, monastic order, etc.) that has been around for at least 300 years, he recognizes it and cautiously reveals himself (maintaining his cover and good escape routes) and asks their business. If the party does not carry such signs, he remains hidden, and they must make opposed Perception rolls to notice him. If they carry evil emblems or have disguised themselves as denizens of the citadel, he attacks from ambush with his blowgun and ring and makes a fighting retreat to Area 97a where he tries to lure them into his trap and then holds them off as long as he can.

Development: Sir Balderama has been here for so long, he has almost forgotten about the outside world, clinging to his faith in Muir by his fingernails and destroying any monsters that penetrated his lair. He is initially Indifferent due to his caution, but if his attitude can be changed to Friendly he realizes that the party must have come from outside and immediately warms up to them. He can describe the layout of Regions 1, 4 and 5, but it has been so long since he has ventured from his lair that he recalls very little of the rest of the citadel's layout. He can relate the fate of the Fifty and One (as described in the sidebar of Area 4 of *Part I—At the Feet of Orcus*) and is an excellent source of rumors for the citadel. Feel free to use this NPC as you wish. If the party does not need help, he views the party as the promised reinforcements and will venture down to Region 1 and leave the citadel to report back to his superiors at Bard's Gate on the fate of his company. However, if needed, he can serve as a replacement PC for a player who has lost his character. He has long since given up on finding a way to reverse the fates of himself and his former companions, but he would love to rid the citadel of its evil taint once and for all.

97a. Private Sanctuary

This room is unimpeded with the debris and clutter of the previous room. It is, in fact, immaculately clean, the stones of the floor and walls scrubbed to an almost glossy finish. A bucket and coarse brush near one wall appear to be the sources of this cleanliness. A narrow window opens in the south wall, little more than an arrow slit. Beneath it is a small wooden stand, some scavenged piece of furniture, atop which rests a simple candle. A crudely rendered sword has been drawn on the wall behind it. Before it, a worn tapestry has been folded and placed on the floor as a mat. A neatly folded pile of blankets lies nearby.

This is the abode of Sir Balderama. He spends many hours each day kneeling on the floor mat in prayer and meditation before the small altar of Muir he has created catching what light and breezes he can through the arrow slit. From this chamber, the springing of the foot snares in Area 97 can clearly be heard. Beneath the folded bedding is a concealed niche in the floor created by captive Thralls long ago. It can be located with a DC 20 Perception check. Within the niche are several red candles scavenged from throughout the citadel, a set of flints, a bag of salt, three tightly-sealed metal flasks holding holy water, and an oilskin cloth wound tightly and tied with string. Wrapped in the cloth are two salted and dried dire rat corpses and the bundled remains of a Small monstrous spider — foodstuffs for the cursed paladin.

98. Baths and Latrine

The floor of this room is crossed by shallow troughs ending in drains. A large fireplace dominates the west wall. Two arrow slits high on the south wall allow in a chill breeze.

This room served the thralls as both a bath and latrine. Buckets of water were used to wash any effluvia down the stone drains.

99. Kitchen Thralls

This room is cold and featureless. Laid out on the floor is a large vulturelike humanoid creature, desiccated and decomposed. Next to it is the fresher corpse of a massive toadlike humanoid. Beyond them are piled a half-dozen shapeless, blubbery humanoids that are almost hairless.

The most trustworthy Thralls were allowed to work in the kitchens and prepare food for the Templars. They were quartered here under heavy guard. Occasionally some sentient creature would explore down the corridor from Area 71 and Sir Balderama would be forced to kill it to protect his sanctuary. These are usually dragged and left in here by the paladin to avoid attracting scavengers and vermin. A DC 15 Knowledge (planes) is able to identify the corpses here as a vrock, a hezrou, and four dretches — all demons slain by Balderama.

100. Guard Room

This bare chamber housed guards who monitored the Thralls while they worked in the kitchens.

101. Kitchens

Two stacked fireplaces and ovens stand against the east wall between narrow windows. Metal grills placed in the fireplaces, now corroded with rust and carbon, allowed cooking, and metal poles leaning against the walls could be assembled as spits as well. Heavy chopping blocks and scored wooden tables occupy the rest of the room. Obviously at one time this was a bustling kitchen.

Thralls prepared meals for everyone on this level from this chamber. It is now empty and unused.

102. Food Stores

This dusty room is completely bare, but it once held prodigious amounts of foodstuffs. A DC 20 Perception check turns up a few dried rat pellets.

103. Water Room (CR 4)

The sound of gurgling water fills the room, and the air feels cooler herein. Between the room's three archways, two large fountains carved to resemble dragons with gracefully arched necks pour fresh water into pools beneath. Stone shelves on the wall hold wooden and metal buckets, copper ewers, and pewter and leather flagons. Hanging above the shelves from wooden pegs are numerous waterskins, now dried and cracked from age.

This chamber served as one of the main water sources for this level and for most of the cooking and washing work done by the Thralls. The water is still fresh and pure. However, if Balderama is present he warns that it is infested with **throat leeches** which, in fact, it is. Both fountains hold hundreds of the tiny creatures concealed in their depths. Sir Balderama draws his drinking water from the wash basins in Area 96.

THROAT LEECH (Infestation, vermin – CR 4)

The throat leech is a one-inch-long gray leech that lairs in pools, streams, underground springs, and similar sources of fresh-flowing water. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of Constitution damage each round. Once the leech has drained 6 points of Constitution, it ceases draining (but does not detach). When a throat leech has sated itself, its body swells up, causing its victim to start to suffocate. A *remove disease* spell kills a throat leech as does a precise application of fire to the affected area (such as a heated wire or dagger tip) that deals at least 1 point of fire damage.

THROAT LEECHES

The Tome of Horrors Revised 423

Type infestation; **Save** Fortitude DC 17

Onset immediate; **Frequency** 1/round

Effect 1d3 Con damage

Region 6 — Forges (Map 3-5)

A war machine as powerful as the city of Tsar required a huge appetite for weaponry, tools, and equipment. Many forges and foundries dotted the crowded streets of Tsar, but the mighty Citadel of Orcus itself rang with the sound of hammer and anvil as well. Only the finest of weaponry and armor were supplied to the Templar Guard and Disciples of Orcus in defending these, their most unhallowed halls. Also great artifice and invention took place in the forges of the Shanks of Orcus under the watchful scrutiny of the mysterious Magitect.

104. Missile Storage

This small chamber has rows of pegs lining the walls. Quivers of arrows still hang from a few of these.

This room was used to store the ammunition used by archers along the gallery outside its doors and, when necessary, from the smithy arrow slits as well. Though most were taken in the Great Retreat, there still remain a total of 412 arrows and 107 crossbow bolts.

Treasure: A DC 27 Perception check locates a *greater undead slaying arrow* among the others, forgotten by the Templars.

105. Gallery Gate

A gate of iron bars blocks access between the gallery to the south and the smithies of the citadel. The gate is locked, and the lock is rusted shut; it cannot be picked. The Deathbringers use the wind tunnels to reach the smithies beyond during their generational pilgrimage.

Iron Bar Gate: 2 in. thick; Hardness 10; hp 60; Break DC 28.

106. Guard Room

This bare room once housed guards to prevent any chance of intrusion into the smithies by unauthorized personnel from Area 130. It is unoccupied.

107. Auxiliary Barracks (CR 0 or 14)

This room is unadorned with bare stone walls. Archways exit to the north and south. A spiral stone stair emerges from the floor and continues on up through the ceiling. The entire floor of this chamber is hidden beneath a layer of broken planks, sticks, and various other shards of wood.

This chamber served as an auxiliary barracks and mustering area for use of the postern gate (Area 32) during times of emergency. A DC 20 Perception check is sufficient to notice that the archways once had doors, but they have been torn from their hinges. The layer of kindling on the floor is only a few inches thick and does not impede movement. It does not hide anything, but PCs are likely to be suspicious. Walking on the kindling is noisy as it snaps and pops underfoot causing a –10 circumstance penalty to Stealth checks. The wood was

collected and deposited here over the years at the behest of Saca-Baroo. He knew the nature of the slumbering guardian in the next room and wanted to create a situation where intruders would unwittingly wake him and provoke his wrath.

Development: If the monitor demon in Area 108 is woken by PCs in this room, he comes to the doorway and immediately notices the kindling scattered about the room. Unconcerned with any intruders, he immediately uses his breath weapon to set it alight. In the first round, anyone unfortunate enough to be caught in the breath weapon blast takes damage normally. In the next round the entire room is set ablaze, and anyone in the room or within 5 feet of one of its doors is subject to 5d6 points of fire damage and risks catching on fire (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Environmental Rules,” *Catching on Fire*). After the third round, the smoke in the room is bad enough to cause smoke effects (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Environmental Rules,” *Smoke Effects*). The room burns for 10 minutes or until extinguished, and the smoke effects linger for another hour. The demon itself doesn’t attack the PCs but rather stays to survey its handiwork, though the PCs are unlikely to discern this distinction. If attacked, the demon defends itself to the death. It is unaffected by inhaling the smoke, but the concealment provided affects its attacks as well.

108. Main Furnace (CR 14)

The walls of this room show scorch marks. A huge iron furnace stands at the far end, with the burnt remains of massive bellows lying beside it. An iron plate with a number of levels and gauges is set into the south wall. A fine layer of ash covers the floor.

This massive furnace served as means to augment the fires of the forges throughout the level. Designed by the Magitect to assist in dealing with metals requiring a much higher temperature for shaping than mere steel (adamantine, mithral, etc.), by means of this furnace blasts of superheated air could be funneled through a system of tiny pipes directly into the forge fires increasing their temperatures significantly. The furnace is now cold and its workings have corroded and become useless. The gauges and levers corresponded to the eight forges in this region but are now nothing more than useless ornamentation.

Creature: When the citadel was abandoned, the Disciples summoned a **monitor demon** to remain here and serve as guardian of the forges until such time as they could return and reclaim their workshops. However, they did not understand the nature of monitor demons, for once it had consumed all of the fuel in storage as well as the wooden doors to Area 107; it was content to remain in this room and sleep. This it has been doing for long years, though it sleeps only lightly effectively Taking 0 on its Perception check. If it hears anyone it awakes and moves to Area 107 as described there. It has the lower body and heavily scaled snake with sharp spines, and its torso and head are of a heavily scale-plated, horned, lizardlike humanoid. Knowing of the demon’s presence and having a better understanding of its nature, Saca-Baroo quietly moved all of the fuel into Area 107 to use the demon as a guardian if anyone attempted to travel through that room.

MONITOR DEMON
XP 38,400

Creature Collection III: Savage Bestiary 53

CE Large outsider (chaos, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +28

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

AC 29, touch 12, flat-footed 26 (+3 Dex, +17 natural, –1 size)

CHAPTER 3: THE SHANKS OF ORCUS

hp 218 (19d10+95 plus 19)

Fort +13; Ref +14; Will +13

DR 10/good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 25

Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +26 (2d6+7), 2 claws +25 (1d8+7), tail slap +23 (3d6+10 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30-foot cone, 15d6 fire damage, Reflex DC 24 for half, usable every 1d4 rounds), constrict (3d6+10), destructive smite 5/day (+5 damage)

Spell-like Abilities (CL 10th):

At will—*burning hands* (DC 14), *detect good*, *detect law*, *greater teleport* (self plus 50 lb. of objects only)

3/day—*control water* (lower only), *diminish plants*

1/day—*chaos hammer* (DC 19), *unholy blight* (DC 19), summon

(level 5, 1 monitor demon 40% or 1 shemhazian 25%)

Domain Spell-Like Abilities (CL 10th)

5/day—*fire bolt* (ranged touch +21, 1d6+5 fire)

Spells Prepared (CL 10th):

5th—*dispel law* (DC 17), *fire shield*^D, *slay living* (melee touch +25, DC 17)

4th—*condemned** (DC 16), *dimensional anchor*, *poison* (melee touch +25, DC 16), *wall of fire*^D

3rd—*animate dead*, *dispel magic*, *Ganest's farstrike**^D (DC 15), *invisibility purge*

2nd—*aura of menace**, *chaos flame**^D (DC 14), *darkness*, *desecrate*, *enthrall* (DC 14), *silence* (DC 14)

1st—*bane* (DC 13), *doom* (DC 13), *grim feast**, *inflict light wounds* (melee touch +25, DC 13), *shield of faith*, *true strike*^D

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

D domain spell; Domains Destruction, Fire

Str 24, Dex 16, Con 21, Int 16, Wis 15, Cha 17

New Spells

Some of the spells prepared by the monitor demon originally appeared in the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. They have been updated to the Pathfinder Roleplaying Game rules and are included here for your convenience.

AURA OF MENACE

School illusion (glamer); Level bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

You create a subtle but very real aura of menace around yourself. You seem vaguely larger, fiercer, and more imposing. You gain a +1 morale bonus to Intimidate checks per character level (maximum +10).

CHAOS FLAME

School evocation [fire]; Level sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature per round

Duration 1 round/level

Saving Throw Reflex half; Spell Resistance yes

You create a ball of flame that attempts to attack a target within range each round. The caster must make a DC 13 Will save each round to select the target; if he fails, then the fire attacks a random target that round. The caster is never targeted by the spell, but his allies may be. The ball of flame instantly travels anywhere within its range each round to strike a target who can make a Reflex save for half damage.

This spell can be substituted for *fireball* as the 2nd-level domain spell of the Fire domain.

CONDEMNED

School necromancy; Level cleric 4

Casting Time 1 round

Components V, S, M (powdered skull, graveyard mold, and a dead man's blood)

Range touch

Target one living creature

Duration permanent

Saving Throw Fortitude negates; Spell Resistance yes

A victim struck by this touch attack that fails its save cannot benefit from the healing effects of positive energy (cure spells, channel positive energy, etc.) until the condition is removed by a *dispel magic* or *remove curse*. Natural healing still works normally. It does not, however, prevent the damaging effects of such spells and abilities to undead creatures.

GANEST'S FARSTRIKE

School evocation [fire]; Level druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range line of sight

Target one creature or object

Duration instantaneous

Saving Throw Reflex negates; Spell Resistance yes

You create a bolt of flame that flies from your finger to strike any single target within the range of your sight. Your sight may be augmented with *eyes of the eagle* or other effects to increase this range, but visual range based on remote viewing such as *scrying* or similar effects do not allow the targeting of this spell. The spell deals 1d4 points of fire damage per caster level (maximum 10d4) and has a chance to set anything flammable that it hits on fire. The bolt flies in a parabolic arc that is clearly visible from a distance and can thus be avoided, which is why a successful Reflex save negates all damage.

This spell can be substituted for *fireball* as the 3rd-level domain spell of the Fire domain.

GRIM FEAST

School necromancy [evil]; Level cleric 1

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target up to one fresh corpse/level

Duration instantaneous

Saving Throw none; Spell Resistance no

You can cure yourself of 1d4 lost hit points per affected corpse by casting this spell on the bodies of size Small or larger, formerly living, creatures that died within the last hour. Dead bodies used in this way shrivel up and become unusable for anything else, including animation.

CHAPTER 3: THE SHANKS OF ORCUS

Base Atk +19; **CMB** +27 (+31 grapple); **CMD** 40 (can't be tripped)
Feats Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Multiattack, Power Attack, Stand Still, Toughness, Weapon Focus (bite)
Skills Climb +29, Diplomacy +25, Intimidate +25, Knowledge (planes) +25, Knowledge (religion) +22, Perception +28, Sense Motive +28, Stealth +21, Survival +24
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
*See sidebox

109. Storage

This room is empty except for small shards of metal, scraps of wood, and coal dust. It once served as storage for fuel and ore, but has been emptied of contents.

110. Blacksmith Forge

The ceiling of chamber is stained black from long years of soot. Windows on the far wall allow in a bit of ventilation. At either end of the chamber stands a large forge and anvil. Between the two, tables and racks hold all manner of smithing tools. Bins stand against the far wall.

This chamber was used to create mundane tools and items, necessary for the upkeep of the citadel. Everything from horseshoes to door hinges to iron nails was created here. The bins still hold examples of these items and any other metal goods that you wish to add. Hanging among the tools is a set of masterwork manacles that had been crafted but were then forgotten and left behind. The tools herein comprise 1d4 complete sets of artisan's tools suitable for use with the Craft (armor) or (weapons) skills.

111. Blacksmith Forge

For all practical purposes this room is identical to Area 110. However, there are no manacles, and among the tools are enough to complete only a single set of masterwork artisan's tools for Craft (armor) or (weapons).

112. Repair Forge (CR 8)

The overpowering smell of scorched flesh hits you like a wall when the door is opened. A forge stands at each end of the room, though the anvils and tools have been removed. Now there are heavy leather hammocks strung between the walls at the corners of the room, anchored by spikes driven into the stone. The walls and ceiling are soot-smearred, as is the floor. The floor is a maze of scattered debris from ancient rusted or broken tools to charred bits of bone and carcasses. Charred hides have been stretched over the two arrow slits, blocking the passage of light and fresh air.

This was once a repair forge for the many items manufactured and used within the citadel. However, the equipment and furnishings have all been removed.

Creatures: The room now serves as the quarters for 9 advanced charfiends, spindly, corpselike creatures that move with a jerky gait and inhuman faces with glowing eyes and tooth-filled maws. They give off the odor of scorched flesh and smoke. They are the servants of Saca-Baroo (see Area 113), perform menial tasks for him and serve as smith's apprentices during the creation of *deathbringer*

blades. They exist on the verge of starvation eating what vermin they can catch and the provisions occasionally provided by Saca-Baroo. When times are especially lean they sometimes resort to feeding on one of their own. That combined with attrition from the dangers of the citadel provokes Saca-Baroo to capture more of the Deathbringers to create more charfiends. They attack in a starving frenzy when PCs enter their room and pursue relentlessly.

ADVANCED CHARFIENDS (9) XP 600

CR 2

Creature Collection Revised 43

CE Medium monstrous humanoid (fire)

Init +7; **Senses** darkvision 60 ft, keen scent; **Perception** +10

Aura desecrating aura (20 ft.), stench (10 ft., DC 14, 1d8 rounds)

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 17 (2d10+6)

Fort +3; **Ref** +6; **Will** +4

Immune fire

Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +4 (2d4+2), 2 claws +4 (1d4+2)

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Improved Initiative

Skills Acrobatics +5 (+13 jump), Perception +10, Stealth +8

Languages Ignan, Undercommon

Desecrating Aura (Su) Through the sheer foulness of its presence, a charfiend emits an aura within a 20-foot radius similar in effect to the secondary function of a *desecrate* spell (i.e. cutting off an area's connection to a non-associated deity and countering *consecrate*). This effect does not offer any bonuses to undead within the radius.

Keen Scent (Ex) The charfiend can notice other creatures by scent as the scent ability except up to three times its normal range.

113. Sealed Forge (CR 21)

The door to this chamber is sealed by an *arcane lock* (caster level 17th)

Soot blackens the walls and floor of this room and seems to hang in the air, and the smell of acrid smoke clings to everything. Low fires burning in the forges at each end of the room give off a hellish glow. Outlined in this fiend light are instruments of menacing appearance. Here the chains and manacles of a rack lie on the floor, there the cold visage of an iron maiden stands against the wall. Mounted above the banked fires of the northern forge is a horizontal cage. Spread eagle and manacled into place within the cage is a humanoid figure, its blackened flesh slowly smoldering.

This was once a forge where the equipment of the citadel received necessary repairs.

Creatures: Now this room serves a much more insidious purpose, for now it is the lair of **Saca-Baroo** the strange benefactor of the Deathbringer Cult. The arrow slits have been bricked over creating an extremely hot, stuffy and uncomfortable chamber. The banked fires of the north forge are actually a quiescent **greater fire elemental**. An unfortunate victim of Saca-Baroo's transformation — barely alive (0 hp) — slowly cures over the fire. The various instruments in this room are part of Saca-Baroo's process to transform silids into his servitor charfiends through a series of tortures, stretching, inurement to flame, and application of certain spells and magical formulae. **Two**

CHAPTER 3: THE SHANKS OF ORCUS

advanced charfiends lurk in the room, as well, assisting Saca-Baroo in his procedures.

GREATER FIRE ELEMENTAL **CR 9**
XP 6,400
hp 123 (*Pathfinder Roleplaying Game Bestiary* “Elemental, Fire”)

ADVANCED CHARFIENDS (2) **CR 2**
XP 600
hp 17 (See Area 112)

SACA-BAROO **CR 21**
XP 409,600
 Male coal goblin lich sorcerer 17/cleric of Nergal 2 (*Creature Collection Revised* 45, *Pathfinder Roleplaying Game Bestiary* “Lich”) NE Small undead (augmented humanoid)
Init +4; **Senses** darkvision 120 ft.; **Perception** +29
Aura evil, fear (60 ft., DC 27)

AC 22, touch 17, flat-footed 17 (+1 deflection, +4 Dex, +1 dodge, +5 natural, +1 size)
hp 176 (2d8+14 plus 17d6+119 plus 2d8+14)
Fort +15; **Ref** +14; **Will** +17
Defensive Abilities channel resistance +4, *freedom of movement*, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **Resist** fire 20

Speed 60 ft.

Melee touch +15/+10 (1d8+10 plus paralyzing touch)

Special Attacks channel negative energy 10/day (DC 18, 1d6), paralyzing touch (DC 27), spontaneous casting (inflict spells)

Bloodline Spell-like Abilities (CL 17th):

2/day—*fire blast* (DC 25, 17d6 fire plus vulnerability to fire)

10/day—*fire ray* (ranged touch +15, 1d6+8 fire)

Spells Known (CL 17th; ranged touch +15, melee touch +15):

8th (4/day)—*clenched fist*, *power word stun*, *summon monster VIII* (fire elementals only)

7th (7/day)—*banishment* (DC 24), *elemental body IV (fire)*, *mage's sword*, *spell turning*

6th (7/day)—*chain lightning* (DC 23), *disintegrate* (DC 23), *elemental body III (fire)*, *forceful hand*

5th (7/day)—*cloudkill* (DC 22), *cone of cold* (DC 22), *dream*, *elemental body II (fire)*, *major creation*

4th (7/day)—*arcane eye*, *dimension door*, *elemental body I (fire)*, *enervation*, *greater invisibility*

3rd (8/day)—*blink*, *dispel magic*, *fireball* (DC 20), *fly*, *protection from energy (fire)*

2nd (8/day)—*acid arrow*, *arcane lock*, *hypnotic pattern* (DC 19), *rope trick*, *scorching ray*, *summon swarm*

1st (8/day)—*burning hands* (DC 18), *identify*, *mage armor*, *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

Bloodline Elemental (fire)

Domain Spell-like Abilities (CL 2nd):

7/day—*bleeding touch* (melee touch +15, 1 round), *touch of evil* (melee touch +15, 1 round)

Spells Prepared (CL 2nd):

1st—*comprehend languages*, *divine favor*, *obscuring mist*, *protection from good*^D

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

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

Str 9, **Dex** 19, **Con** —, **Int** 16, **Wis** 19, **Cha** 24

Base Atk +10; **CMB** +8; **CMD** 24

Feats Brew Potion, Combat Casting, Command Undead, Craft Magic Arms and Armor, Dodge, Eschew Components^D, Lightning Reflexes^D, Lightning Stance, Maximize Spell, Mobility, Silent Spell, Scribe Scroll, Weapon Finesse^D, Wind Stance

Skills Acrobatics +4 (+16 jump), Craft (alchemy) +23, Craft



(weapons) +23, Disable Device +6, Heal +17, Knowledge (arcana) +23, Perception +29 (+31 stonework), Profession (miner) +9, Sense Motive +12, Spellcraft +23, Stealth +33, Survival +9, Use Magic Device +27

Languages Abyssal, Common, Goblin, Ignan, Undercommon

SQ bloodline arcana, stonecunning

Combat Gear *Saca-Baroo's staff of necromancy* (10 charges—see **Magic Items Appendix**); **Other Gear** *ring of protection +1*, *ring of freedom of movement*, *headband of mental superiority* +2, charred wood and scorched iron holy symbol of Nergal

Personality/Description: Saca-Baroo, his true name long forgotten, is an ancient wizened coal goblin whose jet-black skin does much to hide the rot and corruption that now afflicts it. Saca-Baroo's small cave was discovered when the upper reaches of the Citadel of Orcus were being constructed. Rather than fight the interlopers he had been observing for a century, he joined their ranks as a sorcerer in their service (though his true loyalties have always lain with Nergal). It was Saca-Baroo who discovered the silids, distant relations to coal goblins, deep beneath the Stoneheart Mountains and lured them into the clutches of the Disciples of Orcus who put them to work as Thralls in the armories of the citadel.

When the Great Retreat occurred, Saca-Baroo secretly remained behind and quietly watched over the remaining silids. When they founded the Deathbringer Cult he came to them and revealed to them the secrets of crafting their *deathbringer blades*. He became a secret benefactor to them, and in fact the name he has adopted actually means “He Who Walks Before” in the obscure dialect of Undercommon spoken by the silids. As a result they make a pilgrimage with each new generation of leadership to come before their benefactor and create new *deathbringer blades*. For his part, he occasionally captures lone silids and subjects them to a procedure he developed that changes them into charfiends to serve as his absolutely loyal servants.

Tactics: Saca-Baroo spends much of his time meditating in the iron maiden (he is immune to the damage it causes) when it is not in use as part of the charfiend process. He is currently inside it, but a small slit cut at his height allows him to watch in the room beyond.

CHAPTER 3: THE SHANKS OF ORCUS

When intruders enter, the advanced charfiends lunge to attack. The elemental bursts into full flame, coming forth from its coal bed — incinerating the incomplete charfiend in the process. While it attacks, Saca-Baroo casts *blink*, *shield*, *greater invisibility*, *mage's sword*, and *cloudkill*. If discovered, he steps from the side of the iron maiden with *blink* and attempts to clear the room with *chain lightning*, *power word stun*, and *circle of death*. While doing so he opens the iron maiden as a move action. He tries to push any particularly troublesome opponents into the iron maiden with *forceful hand* and hold him there, inflicting 3d4 points of piercing damage per round. The charfiends do not hesitate to use their *deathbringer blades'* suicide function in this blade to defend their master.

Treasure: Hidden beneath the hot coals of the south forge is a loose stone. It can be located with a DC 20 Perception check, but only if the hot coals are removed first. Within this cache are 6 Small +1 *deathbringer kukris*, a +2 *deathbringer warhammer*, a *stone of good luck*, an oddly-shaped chunk of charcoal that is actually Saca'Baroo's petrified and scorched heart which serves as his phylactery (see *Pathfinder Roleplaying Game Bestiary* "Lich").

114. Weaponsmith Forge

A layer of dust and soot covers everything. But this smithy has a much-less abandoned look than other locations within the citadel. Forges occupy the north and south walls. Beside each is a neat stack of coal and wood as if waiting for the fire to be rekindled. The forge bellows are still intact and even show signs of repairs. The anvils and surrounding floor are clean of debris. Tables and racks hold an assortment of tools that appear to be organized and in good repair. Against the far wall, between two arrow slits is a sheet-draped mound.

This chamber was one of the smithies for the weaponsmiths of the citadel. It has since become the site of the Deathbringer Cult's (see the sidebar in Chapter 2 of *Part 1—At the Feet of Orcus*) pilgrimage when they come to craft *deathbringer blades* with the help of Saca-Baroo and his charfiends. The forges have not been used in many years but are stocked with fuel and the necessary tools. There are a total of three sets of masterwork artisan's tools effective for those with Craft (weapons). The sheet is actually oil cloth, and preserved beneath it are 100 ingots of fine steel suitable for crafting weapons or armor. Each ingot is sufficient to craft one Medium weapon or two Small weapons.

A careful search of the room reveals evidence that it has been used as a camp in the past. Forgotten in corners are a few gnawed bones, a cracked waterskin, a bit of blanket, etc. A DC 20 Perception check reveals that the north anvil can be scooted aside with a DC 20 Strength check. Hidden in a hollow beneath it are two Small +1 *deathbringer blade kukris* that have been left behind by previous Deathbringer cultists to serve as a pattern for the manufacture of more in the future.

115. Weaponsmith Forge

This room is outfitted similar to Area 114, but it has been abandoned and is no longer used. The tools have been rifled through leaving many lying on the floor, the best having been taken for use in Area 114. A set of artisan's tools for Craft (weapons) can be gleaned from here.

116. Armorsmith Forge

This room resembles Area 110, but the tools are for armorsmithing. Four sets of artisan's tools for that purpose can be found here.

117. Armorsmith Forge

This room is like Area 110, but all the tools and both anvils were removed in the Great Retreat.

118. Finished Armor Store (CR 11)

A DC 17 Perception check outside this door notes sooty scrape marks that seem to lead into the room.

A slight haze permeates the air in this closed chamber and there is the sickening smell of burned flesh. Lining the walls are wooden dummies, hooks and armor stands. All are currently empty.

This room was where finished armor and shields were stored before being distributed or moved to the various armories throughout the citadel.

Creature: The room is currently occupied by one of Saca-Baroo's failed experiments at creating a charfiend, a **char shambler**. It is currently feasting on a charfiend it recently caught, slowing burning it and inhaling the smoke.

CHAR SHAMBLER CR 11
XP 12,800
hp 147 (See *Monster Appendix*)

119. Fuel Storage

This room is stacked high with bags of coal, splitting at the seams, and bundles of dry wood. They were deemed too bulky and valueless to warrant being carried out.

120. Finished Weapons Store

Empty weapons racks line the walls of this chamber. This room was where finished weapons were stored before being distributed or moved to the various armories throughout the citadel. It is empty.

121. Reinforced Door (CR 12)

A heavy iron door stands in the hallway here. It is sectioned into decorative panels impressed with intaglios of instruments and tools employed by architects or engineers. In the center of the door is a heavy knocker in the shape of a smith's hammer with the plate beneath fashioned to resemble an anvil. At eye level is a covered viewing slot. The door has no visible handle.

This door is made of magically reinforced iron and bears an *arcane lock* (caster level 15). It also bears a **trap**. This door barred ingress to the demesne of the Magitect. Formerly a knock on the door would bring one of his elite guards who would then deactivate the trap from within and allow entry to authorized individuals (very few indeed). Now a knock brings no response.

Trap: If the door is not opened from within, the trap is activated. Each of the panels on the door slides open and wickedly barbed spikes protrude. This also occurs if someone attempts to break the door so that 1d6+2 of the spikes hit automatically as the character presses against it. The spikes act as harpoons dealing 1d10 points



of piercing damage, and for each one the victim must make a DC 10 + damage dealt Reflex save or become caught on it. Extricating oneself from the barbed spikes requires a full-round action for each and deals damage equal to the initial damage it caused unless a DC 15 Heal check is made (which allows removal without taking further damage). If no one is caught on the spikes initially, in the next round the spikes fire at anyone within 10 feet of the door. Each character within the area of effect is subject to attacks from 1d6+2 of them. Those struck suffer the damage and results as described above. Each of these spikes trails a thin metal filament back to the door that is difficult to cut (Hardness 10, hp 10; Break DC 18) and is dangerous to handle (bare flesh in contact is automatically sliced for 1d4+4 points of damage each round). Finally, on the round after someone is either impaled on the barbed spikes or they fire out from the door, the door electrifies and deals electricity damage to anyone in contact with the door, one of the spikes, or one of the filaments (this damage is not cumulative). Once the electrical charge has been released, its battery is spent and the door must undergo repairs for the spikes or electrical charge to function again (though the spikes still retain their harpoon qualities for anyone foolish enough to become impaled by one again, such as from another Break attempt). The Magitect comes to check on the door and make necessary repairs every few weeks.

ELECTRICALLY CHARGED DOOR SPIKES TRAP CR 12
Type mechanical; Perception DC 28; Disable Device DC 35

Trigger touch; **Reset** repair

Effect Atk +18 ranged (1d10 plus caught, barbed spike); electrical charge (10d6, electricity, DC 25 Fortitude save for half); multiple targets (1d6+2 spikes per target in a 10-ft.-by-10-ft. area).

Magically Reinforced Iron Door: 4 in. thick; Hardness 20; hp 360; Break DC 48.

122. Dead End

From the carnage it is easy to tell that a major battle took place here. Strewn about the room are dozens of skeletal corpses wearing the black tabards and skeletal fist and flail symbols seen elsewhere in the citadel. Broken weaponry and armor lies among them, and in many places the walls and floor bear scorch marks. Broken bits of bunks and other items of furniture are interspersed throughout.

The secret door here is hidden extremely well (DC 30 Perception check to locate). It is a stone door that slides up into the ceiling. Even if the door is located, a second DC 33 Perception check is necessary to locate the small switch that activates the door. It has an identical switch on the opposite side.

123. Emendated Sentinel Barracks (CR 15)

A cool breeze blows in from massive openings in the north wall looking out over the citadel and surrounding city. These are 30 feet high, extending from floor to ceiling, and have a 5-foot stone battlement. The room itself is oddly shaped and quite large. It is dominated by a massive construct of steel and stone. It looks like a humongous dragon crouching on all fours and a set of huge metal wheels. Its giant head hangs forward on an articulated steel neck. Metal-lined grooves cut into the floor provide tracks for the great wheels to roll through to reach the edge of the balcony.

This chamber once served as the barracks for the Magitect's own personally created corps of bodyguards, the Emendated Sentinels. Using his unique combination of magic and technology, as well as, their own natural regenerative abilities, the Magitect brainwashed several trolls and grafted mechanical weaponry onto parts of their bodies in an attempt to create ultra-powerful warriors who were absolutely loyal only to him. When the Great Retreat occurred, the always-enigmatic Magitect refused to emerge from his sanctum. A squad of Templars and Disciples was sent to bring him out — by force if necessary. After breaching the outer door (Area 121) with magic, they ran afoul of his Emendated Sentinels here. The battle was short and furious and resulted in the deaths of all combatants on both sides. The Great Retreat went on, and the Magitect remained behind undisturbed. A closer inspection of the remains reveals the charred troll bones among them and a few strange, badly damaged weapons grafts — mechanical arms with vicious blades or spikes attached.

Creatures: Also in the room are **7 advanced spectres**, the remains of the Disciples and some of the Templars that took part in the assault. They hate and fear the Magitect and will not leave this room. They attempt to destroy any living beings that enter.

ADVANCED SPECTRES (7)

CR 10

XP 9,600

Advanced-HD spectre (*Pathfinder Roleplaying Game Bestiary* "Spectre")

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +26

Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 105 (14d8+42)

Fort +7; **Ref** +7; **Will** +12

CHAPTER 3: THE SHANKS OF ORCUS

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 22)

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +10; **CMB** +10; **CMD** 27

Feats Ability Focus (energy drain), Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +20, Knowledge (history) +16, Knowledge (religion) +19, Perception +26, Stealth +20, Survival +17

Languages Common

Treasure: A search of the bodies turns up three suits of +2 *chainmail*, a +3 *bastard sword*, a +1 *heavy steel shield of bashing*, and a +1 *shock heavy mace* that are still in good shape. The rest of the equipment is either mundane or in too poor repair to have any value. A DC 25 Perception check turns up three silver unholy symbols of Orcus (25 gp each) and a *divine scroll* (CL 13: *greater dispel magic*, *righteous might*).

124. The Caustic Purger (CR 17)

A cool breeze blows in from massive openings in the north wall looking out over the citadel and surrounding city. These are 30 feet high, extending from floor to ceiling, and have a 5-foot stone battlement. The room itself is oddly shaped and quite large. It is dominated by a massive construct of steel and stone. It looks like a humongous dragon crouching on all fours and a set of huge metal wheels. Its giant head hangs forward on an articulated steel neck. Metal-lined grooves cut into the floor provide tracks for the great wheels to roll through to reach the edge of the balcony.

Set at the back of the room are two 20-foot-tall metal cylinders with various pieces of metal piping between them and a small panel set with a dozen small levers. Small hatches open in the tops of the cylinders accessed by metal ladders attached to their sides. These cylinders are where the Magitect concocts the unique breath weapon used by the Caustic Purger. Anyone tampering with the levers on the panel, damaging the cylinders or opening one of the hatches causes a malfunction in the system and detonates the substance contained within. This results in a 50-foot-radius blast that deals 12d6 fire damage and 12d6 acid damage (one DC 25 Reflex save for half of each). The Caustic Purger is immune to damage from this blast, but the golems are not.

Creature: This chamber housed one of the citadel's most powerful defenses against any attacking force, the **Caustic Purger**, one of the Magitect's master creations. It is the massive dragon construct sitting in the center of the room. A DC 15 Knowledge (arcana) determines that the structure resembles a black dragon. From the open balcony 280 feet above the ground, the Purger and other defenders could rain death down on attackers attempting to approach the cloisters and the main gate (Area 1). The animate portion of the caustic Purger comprises only the dragonlike head on the construct and its articulated neck allowing it to face in any direction. The rest of the body merely served as a decorative mounting device — albeit one that weighs several hundred tons and requires a tremendous effort to roll it forward into position at the balcony (the room is simply too small for any other type of movement). As a result the Caustic Purger is effectively stationary. It attacks any who enter other than the Magitect or his Emendated Sentinels. It cannot elevate enough on its neck to prevent PCs from hiding behind the bulk of its body for cover, but if characters do so it uses its breath weapon on the cylinders against the wall and causes them to detonate as described below. It can stretch its neck forward to the extent of its reach to direct its breath weapon down the entrance corridor

in case the PCs try to hole up there for cover.

Assisting the Purger are **5 troll flesh golems**. These are all former members of the Emendated Sentinels whose corpses the Magitect was able to recover and reanimate through his craft. As a result all resemble massive gnarled trolls with mechanical weapons emplacements in place of their limbs and heavy steel plates bolted to their torsos and heads. These likewise attack any intruders in the room, but unlike the Caustic Purger they will pursue all the way to Area 121.

CAUSTIC PURGER

CR 15

XP 51,200

hp 170 (See **Monster Appendix**)

TROLL FLESH GOLEMS (5)

CR 11

XP 12,800

Advanced-HD troll flesh golem (*Pathfinder Roleplaying Game Bestiary* “Golem, Flesh”, “Troll”)

N Large construct

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

AC 30, touch 8, flat-footed 30 (+10 armor, -1 Dex, +12 natural, -1 size)

hp 123 (17d10+30); fast healing 5

Fort +5; **Ref** +5; **Will** +5

Defensive Abilities armor plating; **DR** 10/adamantine; **Immune** magic, construct traits

Speed 30 ft.

Melee spiked club arm +25 (2d10+9), saw blade arm +25 (4d12/19–20)

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

Special Attacks berserk, mechanical limbs

Str 28, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +17; **CMB** +27; **CMD** 37

Armor Plating (Ex) Heavy steel plates have been bolted to the golem's torso and head as modifications by the Magitect. This plating provides a +10 armor bonus and increases its damage reduction by 5.

Mechanical Limbs (Ex) The arms of the golem have been replaced by mechanical limbs crafted by the Magitect. These give the golem a +6 Strength bonus. The right arm has been replaced with a clublike limb sheathed in iron and set with spikes. It deals both piercing and bludgeoning damage. The left arm still has the troll golem's claw at the end, but set midway down the forearm is a spinning saw blade that deals slashing damage.

125. The Magitect's Workshop (CR 14)

High windows provide a draft in this chamber. A row of doors lines the west wall. To the south is a large furnace, and before it, set into the floor, is a heavy iron mold. Toward the north end, a round pool bubbles with some greenish liquid that gives off an acrid stench. Tables littered with papers, tools, and indescribable bric-a-brac are placed throughout the rest of the room.

This room serves as the personal workshop of the Magitect. The furnace and mold are used for casting the heavy metal components of his inventions with the finer work occurring at the various other tables. The pool is 5 feet deep and is filled with an acidic substance that he actually uses as a lubricant and in his hydraulics. If exposed to flesh it deals 3d6 points of acid damage per round. Immersion results in 10d6 points of acid damage per round.

The doors open onto small store rooms holding everything from spare tools, to raw materials, to endless sheaves of unintelligible schematic



drawings, to large mechanical components whose purpose is not apparent with inspection. At the back of one is a secret door (DC 25 Perception check to locate) which is actually an adamantine plate painted to resemble the wall. If found, a crude keypad is revealed with eight small buttons set in a steel plate. To guess the proper combination requires a DC 40 Disable Device check or a DC 30 Knowledge (arcana) or Use Magic Device. The keypad is actually attached to three locks that automatically reset each round, so two *knock* spells cast in the same round are necessary to open the door if the combination cannot be guessed.

Adamantine Secret Door: 2 in. thick; Hardness 20; hp 80; Break DC 48.

Creatures: Guarding this room are 2 **flailing dreadnoughts**. They are egg-shaped creatures upon which row upon row of segmented metal plates have been riveted. One side of their bodies is dominated by an enormous fanged maw that it can extend like a proboscis when biting. They are blind but able to “see” their surroundings through disturbances in the planet’s electromagnetic field. At first glance, they just appear to be part of the junk piled throughout, but when intruders enter, they both rise into the air and attack. They stay 30 feet away from each other to prevent affecting each other with their flailing fury attacks. The Magitect claims to be the inventor of these creatures, saying he was the first to graft the metal plates and tentacles to an otherwise benign race of creatures distantly related to eye tyrants. Whether his claim bears any merit or not, it was certainly he who introduced them to the defenses of the city during the Battle of Tsar.

FLAILING DREADNOUGHTS (2)
XP 19,200

CR 12

Creature Collection II: Dark Menagerie 72

CN Huge aberration

Init +5; **Senses** blindsight 200 ft., magnetic perception 200 ft.; **Perception** +19

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, –2 size)
hp 157 (15d8+75 plus 15)
Fort +10; **Ref** +6; **Will** +9

SR 26

Speed fly 40 ft. (average)

Melee bite +17 (2d8+12/19–20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks flailing fury

Str 27, **Dex** 12, **Con** 21, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +11; **CMB** +21; **CMD** 32 (can’t be tripped)

Feats Hover, Improved Critical (bite), Improved Initiative, Power Attack, Cleave, Great Cleave, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +19, Survival +6 (+10 to avoid becoming lost)

Languages Abyssal

Flailing Fury (Ex) Once every 1d4 rounds, as a full-round action, the dreadnought can separate the metal plates that cover its body, releasing dozens of metallic tentacles tipped with blades, barbs, and spikes. In that round the tentacles flail in every direction, striking every being in a 30-foot radius. The dreadnought makes a +17 melee attack against every creature in that area and deals 2d12+12 points of damage on a successful attack. For the duration of the flailing round, there is a –8 penalty to attack rolls for ranged attacks that pass through that area, a missile is batted aside by the whirling tentacles. However, during this round, the dreadnought’s natural armor is reduced by half (**AC** 20, touch 9, flat-footed 19) as its armored hide opens to unleash the tentacles.

Magnetic Perception (Ex) The whole body of a flailing dreadnought is very sensitive to electromagnetic fields; it can discern the position and condition of every metal object within 200 feet. This gives the creature an uncanny sense of orientation and a +4 racial bonus to Survival checks to avoid getting lost.

Treasure: A DC 27 Perception check through the equipment in this room reveals a complete set of magical masterwork artisan’s tools. The nature of their enchantment is such that they do not break or wear out (unless misused) and provide a +4 competence bonus to anyone using them in association with any Craft skill.

126. The Magitect's Foyer (CR 18)

This 10-foot-high passage dead ends at an iron statue of Orcus, holding one finger to his chin as if shushing the onlooker. A small blue flame dances on that fingertip before the statues parted lips.

The backside of the secret door has a keypad identical to that found in Area 125 that uses the same combination as that one if it was learned by the PCs as they entered. The door itself slides shut 2 rounds after it opens, though it can be jammed open with an appropriate obstacle.

This hall is both a deadly **trap** and the entrance to the mad Magitect's personal quarters. The trap itself is fairly easy to locate but difficult to fully comprehend and nigh impossible to disarm. In fact, only if the trap is set off can the Magitect's door be opened. The door itself is a secret door located at the bottom of a concealed pit (marked on the map). The door can be located with a DC 30 Perception check in the pit but is a part of the trap and can only be opened without magic or force if the trap has been activated.

Trap: The trap in this corridor is composed of several parts that activate in succession and work in concert. Each is described separately below in the order that it is activated. The trap goes on initiative 10 of each round (+0 modifier).

Covered Spiked Pit Trap: At the point marked on the map is a pit that extends from wall to wall. When any pressure is placed on the lid of the pit, it opens dumping anyone standing there 20 feet onto a bed of poisoned spikes. Anyone falling into the pit is subject to falling damage and to attacks by 1d4 spikes and the deathblade poison covering them. The pit itself is steel-lined and requires a DC 30 Climb check to climb. The lid of the pit snaps shut after 3 rounds but can be opened again by placing any pressure on it from above or below. The Magitect reapplies the poison after the trap is sprung each time.

Fire-Breathing Statue: The iron statue of Orcus is attached to a pipe hidden in the wall that connects to a reservoir of natural gas hidden deep in the stone of the citadel. It is attached to a pipe that ends in the statue's mouth. A small pilot light always burns at the statue's fingertip. When anyone passes over the pit trap marked on the map (even if flying or climbing along the walls or ceiling), the trap is activated to go off in the next round. When this occurs, the gas is released in a 40-foot burning cone that fills the corridor for 3 rounds. Anyone within the cone takes 15d6 points of fire damage per round (DC 30 Reflex save for half each round). Anyone in the pit is shielded from this damage. The gas reservoir refills itself after 10 rounds.

Crushing Block Trap: In the round after the fire-breathing statue has finished its cone of fire, an entire 10-foot section of the north wall above the pit slams into the south crushing anyone hovering over the pit, climbing out of the pit, etc. The block resets back into the north wall after 5 rounds. It can be broken through as if going through 1-foot-thick stone (Hardness 8, hp 90, Break DC 35).

Acid Deluge Trap: The interior of the crushing block is hollow, and it has no bottom. Pumped into this hollow block through small holes in its top that match up with corresponding holes in its resting space back in the wall is a powerful acid. When the crushing block extends across the corridor, if the pit trap is opened, the acid dumps into the pit. Anyone in the pit takes 10d6 points of acid damage, and the acid fills the pit to a depth of 5 feet. Anyone in the acid takes an additional 10d6 points of acid damage each round. At the bottom of the pit, 5 feet above the level of its floor and just above the level of any acid, is a secret door in its south wall. It can be found with a DC 30 Perception check but can only be opened without forcing it if the acid trap has already been sprung. Once the crushing block has retracted into the wall, it refills with acid after 1 hour. The pit itself drains of acid through hidden drains after 10 minutes.

Steel Secret Door: 2 in. thick; Hardness 10; hp 75; Break DC 30.

The Magitect is immune to most of the effects of this trap and thus uses it to go in or out of his lair. He springs the pit and then climbs down into it before the crushing wall activates. He ignores the effects of the fire. Down in the pit, he is immune to the spikes and their poison. When the acid deluges him, he ignores its effects and then opens the secret door to enter his lair. He reverses the order on the rare occasions when he leaves his lair.

MULTIFUNCTION TRAP

CR 18

Type mechanical; **Perception** DC 20 (40 to understand its full functioning); **Disable Device** DC 45

Trigger location; **Reset** automatic

Effect Pit — DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (Deathblade—injury, *save* DC 20, *onset* —, *frequency* 1/rd. for 6 rounds, *effect* 1d3 Con, *cure* 2 saves); Statue — fire (15d6 fire damage for 3 rounds, DC 30 Reflex save for half each round); multiple targets (everyone within a 40-ft. cone); onset delay (1 round); Crushing Block — no attack roll required (18d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. section of corridor); never miss; onset delay (4 rounds); Acid Deluge — no attack roll necessary (10d6, acid each round exposed); multiple targets (all targets in 10-ft.-by-10-ft.-by-20-ft.-deep pit); never miss; onset delay (4 rounds).

127. The Magitect's Forge (CR 8)

This chamber is in shambles. Work benches and shelving cover the perimeter of the room with every sort of tool, gadget, and gizmo imaginable. Half-constructed metallic gargoyles and mountainous wooden contraptions that seem to have been abandoned in mid-construction clutter the room. To the north is a large forge and anvil surrounded by the tools of the trade as well as lenses and tiny instruments designed for fine manipulation and artifice.

This chamber is where the Magitect works on many of his personal projects outside his main workroom. The tools and gadgetry in here are of such sophistication that a DC 25 Knowledge (engineering) is necessary just to gain an inkling of their purpose, and the sheaves of schematics lying about defy comprehension. There is nothing of overt value here, but feel free to add examples of any innovative mechanical or magical items you wish to introduce to your campaign.

Creatures: Lurking within the chamber are the Magitect's personal guardians and favored creations. These consist of a **clockwork swarm**, a mass of tiny insect-like mechanical creatures, and **3 advanced clockwork warriors**, human-sized automatons with oversized hands for pulverizing opponents.

CLOCKWORK SWARM

CR 4

XP 1,200

The Tome of Horrors Revised 62

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 natural, +2 size)

hp 42 (4d10+20); self repair 3 (acid, cold, fire)

Fort +1; **Ref** +3; **Will** +2

Defensive Abilities swarm traits; **Immune** construct traits

Weaknesses swarm traits

Speed 40 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

CHAPTER 3: THE SHANKS OF ORCUS

Special Attacks distraction (DC 12)

Str 14, **Dex** 15, **Con** —, **Int** —, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** —; **CMD** —
Skills Stealth +10 (+14 when not moving)

Self-Repair (Ex) A clockwork swarm regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If a clockwork swarm takes damage from an area attack, it is unable to repair itself for 1d6 rounds following the attack. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects) until it has at least 1 hit point (at which time it begins to self-repair at its normal rate of 3 hit points per round).

ADVANCED CLOCKWORK WARRIORS (3)
XP 1,200

The Tome of Horrors Revised 62
N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 18, touch 10, flat-footed 18 (+8 natural)
hp 42 (4d10+20); self-repair 3 (acid, cold, fire)
Fort +1; **Ref** +1; **Will** +2
Immune construct traits

Speed 20 ft.

Melee 2 slams +10 (1d6+6)

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** +10; **CMD** 20

Self-Repair (Ex) A clockwork warrior regains 3 hit points per

round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects).

Development: If combat in here persists for more than 3 rounds, it catches the attention of the Magitect in Area 128. He arrives in the fourth round with the clockwork warriors from that area and the clockwork titan from Area 129. These join in the combat while he hangs back in the intersection between the rooms and uses his ranged attacks against foes.

128. The Magitect's Chamber (CR 19)

Another forge occupies the north wall of this room, its fires stoked and ready. A strangely proportioned anvil stands before it. A bas-relief in the west resembles a giant gear, and from its center spurts a stream of water into a basin shaped like a connecting perpendicular gear. In fact, it becomes apparent that the bas-relief and basin actually are slowly rotating, the teeth interlocking in synchronization.

Creatures: This utilitarian chamber is the dwelling place of the **Magitect** where he works, rests, and thinks. There are **2 advanced clockwork warriors** standing at attention in positions flanking the doorway. The ingenious fountain turns slowly from the water pressure of its flow. If it is somehow stopped up, the rotation ceases. It has no practical value other than that the Magitect finds its move-



CHAPTER 3: THE SHANKS OF ORCUS

ment soothing, and it helps him concentrate. The Magitect orders his warriors to attack immediately while he hangs back to attack with reach and ranged attacks. Sounds of combat in here bring all of the clockworks in Areas 127 and 129 to assist.

ADVANCED CLOCKWORK WARRIORS (2) CR 4
XP 1,200
hp 42 (See Area 127)

THE MAGITECT CR 19
XP 204,800
hp 201 (See **Monster Appendix**)

Personality/Description: The fact that the mysterious Magitect was once a man is not immediately obvious. His body is an immense mechanical, spiderlike construct with eight segmented steel legs and six arms ending variously in hammers, pincers, or delicate two-thumbed hands. A spiked tail rises above him like that of a scorpion. His riveted-iron carapace is broken by exhaust ports, strange spiky protrusions, and unidentifiable mechanical components. At the forefront of this angular carapace, nestled between the foremost pair of arms is what was once a human face, or perhaps only the skin of a human face, stretched taut between rivets and clasps. Some semblance of bone and mechanical analogs exist beneath this visage, because the jaw is still articulate and allows the Magitect to speak in a strange gurgling semblance of human speech. Large round goggles likewise affixed to the carapace cover the eyes, and if somehow removed reveal only empty steel sockets holding clusters of strange needlelike sensors or antennae within. A few wisps of white hair still remain at the top of this stretched flesh mask.

The Magitect came to Tsar shortly after construction began on the great citadel. He was still a man at that time, diminutive in stature and with a pronounced limp — one leg being several inches shorter than the other. The Disciples of Orcus, ever preying upon the weak and helpless, intended to kill the cripple, but the Grand Cornu stayed their hands. He received a vision from his master that the strange little man had been sent to serve some great purpose. The stranger's architectural brilliance soon became known as he revealed the fatal weaknesses in the foundations being laid (he rightly guessed there were deep caverns hidden beneath but kept this information to himself) and showed how the citadel would soon collapse under its own weight. He then showed them how they could easily be remade to be sturdy and sound. On this information the Grand Cornu commissioned him to design a citadel worthy of Orcus's seat on earth. The little man took it to heart and designed an edifice of such awe-inspiring design and scale that he immediately became entrenched among Tsar's hierarchy. He never revealed his true name to the Disciples instead calling himself the Magitect and combining his skills of magic and technology to create many wonders never seen before.

The Magitect was instrumental in designing many of the horrific weapons used by the city during the great battle. And in an effort to overcome his own frailties and extend his life he developed ways to replace parts of his body with mechanical components, eventually designing and using a series of more and more advanced forms to replace his body entirely. Now over 900 years old, the preserved remnants of his face and parts of his skull and brain are all that is left of his original form. Who this man was or why he came unbidden to Tsar remain eternal mysteries, for what goes on behind his photoreceptors is unfathomable to the mortal mind. He sees intruders as little more than pests to be exterminated or perhaps experimental stock for his researches. Now he remains in the citadel, master of his own demesne and keeper of his own experiments, knowing that someday the hidden caverns beneath the citadel that so intrigued him will be revealed and he might learn the secrets so carefully guarded by the demon prince.

Treasure: Scattered among the various spare parts and assorted gears kept in here by the Magitect is an old, grease-stained and dog-eared *iron golem manual*, a *pink rhomboid ioun stone*, and *iron bands of binding*.

129. The Magitect's Storeroom (CR 6)

Sealed wooden crates and steel drums are stacked around this crowded chamber. A giant crablike machine dangles from netting at the center of the ceiling. Another crablike machine, similar in design, rests on the floor beneath. The room smells of grease and strange chemicals.

Here the Magitect stores his many components, chemicals, and unfinished projects.

Creature: The room is guarded by a **clockwork titan**, a great spider-like construct that is a prototype of the Magitect's current body form. It attacks any who enter here other than the Magitect or one of his clockworks and responds to combat in 127 and 128 as described in those areas.

The barrels and crates hold mostly materials useless to the part. However, three casks hold deathblade poison (20 applications each). A DC 20 Perception check reveals a couple dry bones from a humanoid dropped carelessly in a corner (actually parts of the Magitect's original limbs tossed aside after he amputated them to make room for his modified mechanical appendages).

CLOCKWORK TITAN CR 6
XP 2,400

The Tome of Horrors Revised 63

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -2

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 68 (7d10+30)

Fort +2; **Ref** +2; **Will** +0

Immune construct traits

Speed 30 ft.

Melee 2 slams +12 (2d8+6)

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

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 6, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 24

Treasure: The crablike object hanging from the ceiling is actually an *apparatus of the crab*, another of the Magitect's early vehicles for his mortal frame.

Monster Appendix

Caustic Purger

Before you stands a massive construct of steel and stone. It looks like a crouching dragon 60 feet long set on huge metal wheels. Its giant head hangs forward on an articulated steel neck. Caustic fumes rise from its cast iron nostrils.

CAUSTIC PURGER

CR 15

XP 51,200

N Gargantuan construct

Init -5; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 31, touch 1, flat-footed 31 (-5 Dex, +30 natural, -4 size)

hp 170 (20d10+60)

Fort +6; **Ref** +1; **Will** +6

DR 15/adamantine; **Immune** magic, construct traits

Speed 0 ft.

Melee gore +31 (4d12+22)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon

Str 40, **Dex** 1, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +20; **CMB** +39; **CMD** 44 (can't be tripped)

Environment Citadel of Orcus

Organization unique

Treasure none

Breath Weapon (Su): 300-ft. cone, damage 12d6 fire and 12d6 acid, Reflex DC 20 half, every round up to 4 times. The save DC is Constitution-based.

Immunity to Magic (Ex): The Caustic Purger is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *stone to flesh* spell does not actually change the Caustic Purger's structure but negates its damage reduction and immunity to magic for 1 full round.

The Caustic Purger is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell, though if it is destroyed in this way the breath weapon reservoir is breached and explodes as described above.

The Caustic Purger is a unique invention of the Magitect whose purpose is to defend his laboratories and the main gates of the Citadel of Orcus, and only he knows the secret of its construction. Even though the entire construct is over 60 feet long, it is only the construction's head and neck that are actually animate; the rest is just so much stone and steel acting as anchor and foundation for the heavy head and neck. The head and neck by themselves still comprise a Gargantuan creature and are constructed to resemble a stylized version of a great black wyrm. The wheels on the massive

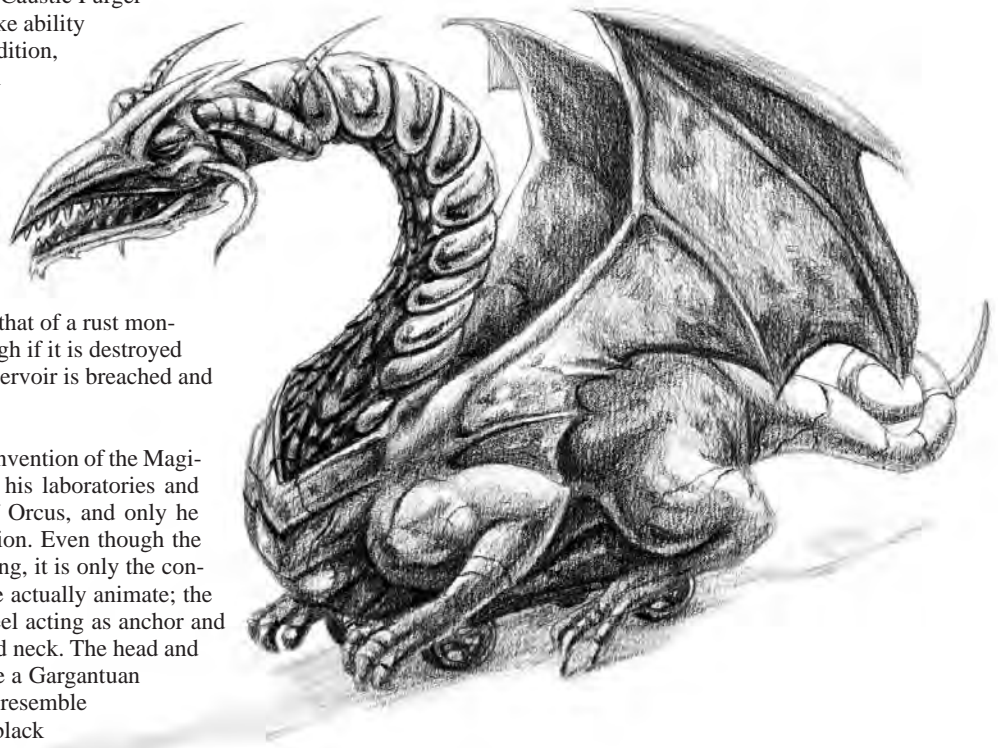
inert body sit on track rails used to push the construct forward to the edge of the battlement in order to reach the gates below with its breath weapon. This required the efforts of many of the Magitect's servants. The Caustic Purger is incapable of moving itself from whatever position it currently occupies.

Attacking the Caustic Purger's anchoring base is equal to attacking magically-treated reinforced masonry 20 feet thick (Hardness 16, hp 7,200, Break DC 100). However, if it is somehow destroyed, the Caustic Purger's head crashes to the floor immobile. It can then no longer use its gore attack and can only use its breath weapon on someone directly in front of the direction it is facing. It is possible, though, to hide behind the bulk of the stone base and gain cover from the Caustic Purger's attacks.

The Caustic Purger cannot speak or make any noise beyond a roar. It responds only to commands from the Magitect.

The Caustic Purger uses its gore on anyone that comes close enough or tries to attack its base. If opponents do not come into its reach or cluster together, it uses its breath weapon to great effect.

Its breath weapon is a unique alchemical mixture created by the Magitect. The substance is highly unstable and bursts into flame upon contact with air inflicting both acid and fire damage. The reservoir within the Caustic Purger holds only enough for four uses of the breath weapon before it must be refilled by the Magitect. Any attempt to penetrate the reservoir to recover the alchemical concoction results in it exploding and dealing damage equal to the breath weapon to everyone within 20 feet for each use of the breath weapon that remains. The Caustic Purger can use its breath weapon each round until the reservoir is empty.



Char Shambler

The humanoid creature looks like a mass of charred skin, burned black and hard with cracks showing raw, red flesh beneath. Visible waves of heat rise from this creature and a miasma of foul smoke seems to follow its every shuffling step, and the stench of scorched flesh and acrid smoke clings to its flesh.

CHAR SHAMBLER XP 12,800

CR 11

CE Medium magical beast (fire)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7
Aura desecrating aura (20 ft.), smoke cloud (10 ft., DC 24), stench (10 ft., DC 22, 1d8 rounds)

AC 25, touch 10, flat-footed 25 (+15 natural)

hp 147 (14d10+70)

Fort +14; **Ref** +9; **Will** +6**Immune** fire**Weaknesses** vulnerability to cold**Speed** 20 ft.

Melee bite +19 (1d6+4 plus 1d6 fire), 2 claws +18 (1d4+4 plus 1d6 fire plus grab)

Special Attacks burning touch**Str** 18, **Dex** 10, **Con** 20, **Int** 7, **Wis** 10, **Cha** 12**Base Atk** +14; **CMB** +18 (+22 grapple); **CMD** 28

Feats Ability Focus (smoke cloud), Cleave, Improved Initiative, Iron Will, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Intimidate +6, Perception +7, Stealth +11**Languages** Undercommon (cannot speak)**Environment** any land or underground near cities**Organization** solitary or pair**Treasure** none

Burning Touch (Su) A char shambler that wins a grapple check establishes a hold, latching onto the opponent's body and automatically doing bite damage each round that the hold is maintained. In addition the fire damage from the bite attack increases from 1d6 to 3d6 points of damage. As the char shambler makes this attack it slowly begins charring its opponent. If it kills an opponent in this manner, the victim's flesh and tissues are completely charred away while the char shambler inhales the resulting smoke for its sustenance. It then devours the scorched and crumbling bones in 1d4 rounds.

Desecrating Aura (Su) Through the sheer foulness of its presence, a char shambler emits an aura within a 20-foot radius similar in effect to the secondary function of a *desecrate* spell (i.e. cutting off an area's connection to a non-associated deity and counteracting *consecrate*). This effect does not offer any bonuses to undead within the radius. Furthermore, it counters and dispels spells with the good descriptor within its area as if it was casting *dispel magic* as a 5th-level wizard.

Smoke Cloud (Ex) In addition to its stench, a char shambler continually gives off a cloud of acrid smoke from its scorched flesh. This cloud likewise affects all within 10 feet of the char shambler. The smoke provides concealment (20% miss chance) to those within the cloud and they must make a Fortitude save each round (DC 24, +1 per previous check) or spend that round coughing and choking. This is saving throw in addition to the sickening effects of the char shambler's stench. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. The save DC is Constitution-based and includes a +2 bonus from its Ability Focus feat.

A char shambler is immune to the effects of smoke (its own or otherwise) and ignores the concealment it provides as well.

A char shambler is the result of a failed experiment to create a creature known as a charfiend (see *Creature Collection* by **Sword and Sorcery Studios**) from some base stock. The only documented examples come from the work of the lich Saca-Baroo and his experiments with the silid race (see *The Tome of Horrors II* by **Necromancer Games**), but other examples may exist.

As described, a char shambler's skin is charred and broken, and the creature lives in constant searing pain from the failed process that created it. It typically stands 6 to 7 feet tall and weighs 300 pounds. Its face is a mask of charred flesh hiding the appearance of the original creature. This tough, charred shell provides it with good natural armor.

Whether a char shambler can speak or not is unknown, as none have ever been known to. They do respond to commands in Common when under magical compulsion or a similar condition.

A char shambler's existence is typically occupied by its never-ending desire to feed, and its actions tend to follow this course. When prey is spotted, it tries to disperse its enemies with its stench and smoke cloud so that it can focus on capturing and feeding on one individual without distractions.



Magitect, The

This is an immense mechanical, spiderlike construct with eight segmented steel legs and six arms ending variously in hammers, jagged pincers, or delicate two-thumbbed hands. A spiked tail rises above the creature like that of a scorpion. Its riveted-iron carapace is broken by exhaust ports, strange spiky protrusions, and unidentifiable mechanical components. At the forefront of this angular carapace, nestled between the foremost pair of arms is what was once a human face, or perhaps only the skin of a human face, stretched taut between rivets and clasps. Some semblance of bone and mechanical analogs of such exist beneath this visage. Large round goggles are likewise affixed to the carapace over the eyes. A few wisps of white hair still remain at the top of this stretched flesh mask.

THE MAGITECT

CR 19

XP 204,800

Formerly male human transmuter 15

NE Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

AC 27, touch 10, flat-footed 27 (+1 deflection, +17 natural, -1 size)
hp 201 (16d10+30 plus 15d6 plus 31); self repair 8 (cold, electricity)
Fort +12; **Ref** +12; **Will** +20
DR 10/adamantine; **Immune** acid, fire, construct traits

Speed 30 ft., climb 20 ft.**Melee** 2 slams +32 (2d6+10), 2 pincers +32 (2d8+10 plus grab), sting +32 (1d8+10 plus poison)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** automated spellcasting, constrict (2d8+10), trample (2d6+15, DC 35)**Transmuter Spell-like Abilities** (CL 15th):At will—*change shape* (beast shape III or elemental body II; 15 rounds/day)10/day—*telekinetic fist* (ranged touch +22, 1d4+7 bludgeoning)**Spells Prepared** (CL 15th):8th—*polymorph any object* (DC 25), *prismatic wall* (DC 25)7th—*forcecage* (DC 24), *limited wish*, *reverse gravity* (DC 24), *statue*6th—*acid fog*, *control water*, *disintegrate* (ranged touch +22, DC 23), *globe of invulnerability*, *move earth*5th—*cloudkill* (DC 22), *fabricate*, *major creation*, *passwall*, *permanency*, *telekinesis* (DC 22)4th—*detect scrying*, *mnemonic enhancer* (x2), *rainbow pattern* (DC 21), *stone shape*, *stoneskin*3rd—*displacement*, *haste*, *keen edge*, *secret page*, *shrink item* (DC 20), *slow* (x2, DC 20)2nd—*cat's grace*, *fox's cunning*, *glitterdust* (DC 19), *knock*, *pyrotechnics* (DC 19), *scorching ray* (ranged touch +22), *spider climb*1st—*animate rope*, *burning hands* (DC 18), *erase*, *feather fall*, *grease* (DC 18), *jump*, *magic weapon*0 (at will)—*detect magic*, *mage hand*, *open/close*, *read magic***Prohibited Schools** Enchantment, Necromancy**Str** 31, **Dex** 11, **Con** —, **Int** 25, **Wis** 18, **Cha** 16**Base Atk** +23; **CMB** +34 (+36 trip, +38 grapple); **CMD** 45 (59 vs. trip)

Feats Alertness, Brew Potion^B, Combat Expertise, Craft Magic Arms and Armor^B, Craft Wondrous Item^B, Eschew Materials, Forge Ring^B, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll^B, Skill Focus (Craft [armor]), Skill Focus (Craft [metal]), Skill Focus (Craft [weapons]), Skill Focus (Knowledge [engineering]), Step Up, Toughness

Skills Acrobatics +25, Appraise +27, Climb +35, Craft (alchemy) +27, Craft (armor) +33, Craft (metal) +33, Craft (traps) +27, Craft (weapons) +33, Diplomacy +10, Disable Device +22, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (en-

gineering) +33, Perception +25, Profession (engineer) +24, Sense Motive +25, Spellcraft +27, Use Magic Device +20; **Racial Modifiers** +8 Acrobatics

Languages Abyssal, Common, Draconic, Ignan, Infernal, Orc, Teran, Undercommon

SQ arcane bond (*ring of protection* +1), control clockworks, physical enhancement

Gear *ring of protection* +1 (bonded object), *goggles of minute seeing*

Environment Citadel of Orcus**Organization** unique**Treasure** double standard goods

Automated Spellcasting (Sp) The Magitect is a 15th-level transmuter, but due to his physical form he prepares and casts spells differently from a normal wizard. The spells of his spellbook have been microscopically inscribed upon the internal workings of his optics, so that he processes them each day when he prepares his spells. As a result, he does not use a spellbook, but the preparation otherwise functions as if he was doing so from a spellbook like a normal wizard.

Furthermore, though his spellcasting still provokes attacks of opportunity and can be disrupted as normal, the somatic portions of the spells are conducted internally (causing a -10 penalty to Spellcraft checks by opponents trying to identify a spell he is casting when it utilizes somatic components). Additionally as a result of this unique form of spellcasting, the effects of his spells manifest from his mechanical body; i.e. *grease* jettisons from a port on his undercarriage, *burning hands* fires from a nozzle on his appendages, *globe of invulnerability* extends from field generators humming with power, etc. He is able to cast *magic weapon*, *keen edge*, etc. on his own armaments.

Control Clockwork (Su) Any clockwork that comes within two miles of the Magitect immediately falls under his control, even if already under the control of a brain gear. When a clockwork moves more than two miles away from the Magitect, it continues to perform the last order given to it, but there is a 25% percent chance each hour that it ceases to function, collapsing into a pile of junk. If the Magitect later moves within two miles of the destroyed clockwork, the clockwork can reactivate if it has the self-repair ability. Otherwise, it remains destroyed.

The Magitect can, as a free action once per round, use a clockwork that he already controls to perceive the world through its senses (such as seeing the area surrounding the clockwork). This ability has a range of two miles. If the Magitect controls multiple clockworks, he can instantaneously jump from clockwork to clockwork, keeping tabs on all of his thralls and perceiving the world through their senses. He can switch control from one clockwork to another once per round as a free action. The Magitect uses this ability to give commands to his clockworks, allowing the usually mindless creatures to fight with highly coordinated tactics. Each clockwork is capable of receiving roughly 100 words worth of orders. Anything beyond that is too complicated for the clockwork to handle.

Poison (Ex) The Magitect's stinger bears deathblade poison on its tip. A reservoir within his tail automatically delivers a new dose of poison to the stinger after a dose has been used. In addition to the dose on the stinger, there are 4 doses of deathblade poison in the reservoir.

Sting—injury; *save* DC 120; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 consecutive saves.

Self-Repair (Ex) The Magitect regains 8 hit points per round. Damage dealt from cold or electricity effects cannot be self-repaired. If reduced to 0 or less hit points, he regains 1 hit point per round (but still cannot repair damage caused by cold or electricity effects).

The Magitect is truly a self-made man. Once a mortal human, this gifted master of magic and technology has continually extended his life and made improvements to his body through a succession of

MONSTER APPENDIX

modifications, experiments, and augmentations to the point that only his brain, the flesh of his face, and part of his facial bones remain of his original body. The rest is a sturdy mechanical monstrosity designed to absorb huge amounts of damage as well as move nimbly enough for him to continue with his experiments and fine tooling. His body is based on the design of his clockwork titan creations but contains several modifications and improvements.

The bones of the Magitect's jaw remain intact and internal bellows are connected to a wind pipe tube and crude voice box allowing him to speak in a strange, gurgling semblance of human speech.

In battle, the Magitect relies on his carapaces heavy defenses while he waylays those about him with his hammer and pincer appendages and poison spiked tail. His double-thumbed humanoid limbs are used for his precision work and are tucked up and under his carapace out of the way during battle. If any clockworks are able to come to the Magitect's call and engage enemies, the Magitect hangs back and casts his spells to soften foes up. He uses his trample to try and escape if hard pressed using his excellent jump skills if necessary.

The Magitect's weapons are considered cold iron and magic for the purpose of overcoming damage reduction.

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 15)

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +6; **CMB** —; **CMD** —

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +11, Perception +11, Stealth +14, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

Environment any urban

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms)

Treasure none

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

Much like a swarm of ordinary rats, a dire rat swarm is composed of a teeming mass of disease-ridden dire rats intent on feeding on whatever they can catch. A dire rat swarm usually exists in abandoned ruins or city dumps where there is a plentiful food supply and a lack of significant predators.

A dire rat swarm seeks to overrun and attack any warm-blooded prey it encounters. It typically ignores undead and other creatures that are not warm-blooded.

Megaswarm, Dire Rat

A squirming horde of vicious rats the size of small dogs streams toward you. They have coarse, spiky fur, feral eyes, and jagged, yellowed teeth. They surge toward you in a roiling mass of filth and stench.

DIRE RAT MEGASWARM

XP 1,600

N Small animal (megaswarm)

Init +7; **Senses** low-light vision, scent; Perception +11

CR 5

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 52 (8d8+8 plus 8)

Fort +9; **Ref** +9; **Will** +3

Defensive Abilities half damage from piercing weapons

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee swarm (2d6 plus disease)



Magic Items Appendix

Melee Weapon Special Abilities

DEATHBRINGER BLADE

The *deathbringer blade* ability can be applied to any slashing or piercing melee weapon. It functions as a *sword of life stealing* bestowing a negative level when it deals a critical hit. The wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

In addition, as a move action on his own turn the wielder can choose to let the weapon steal his own life. This can only be done voluntarily and results in the wielder's immediate death as if by death magic. When this is done, the weapon immediately explodes dealing 1d6 points of negative energy damage per level or hit die that the wielder possessed to anyone within 10 ft. Anyone within the area of effect of this explosion can make a DC 16 Fortitude save for half damage. The weapon is destroyed if this action is taken.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *death knell*, *enervation*; Price +3 bonus.

Specific Weapons

DREADSTORM

Aura strong conjuration and evocation [force]; CL 15th
Slot none; **Price** 234,309 gp; **Weight** 12 lb.

DESCRIPTION

This vicious-looking pole-arm with a barbed and pitted head is one of the vile creations of the shadow-giant smith Larach-Umbriol. It was created as a twin to the cursed weapon that slew Gerrant of Gilboath, the Last Justicar of Muir. *Dreadstorm* is a +3 *humanbane wounding guisarme*. Three times per day as a standard action, the wielder can activate a *blade barrier* that completely surrounds the wielder in a 20-foot radius. This *blade barrier* lasts up to 15 minutes but can be dismissed by the wielder as a free action. The *blade barrier* deals 15d6 points of damage per round (DC 19 Reflex save for half) and provides the usual +4 bonus to AC and +2 bonus on Reflex saves on attacks made through it, though not the attacks of the wielder as long as he is attacking with *Dreadstorm*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blade barrier*, *mage's sword*, *summon monster I*; **Cost** 117,309 gp

Staves

SACA-BAROO'S STAFF OF NECROMANCY

Aura strong necromancy; CL 13th
Slot none; **Price** 82,000 gp; **Weight** 5 lb.

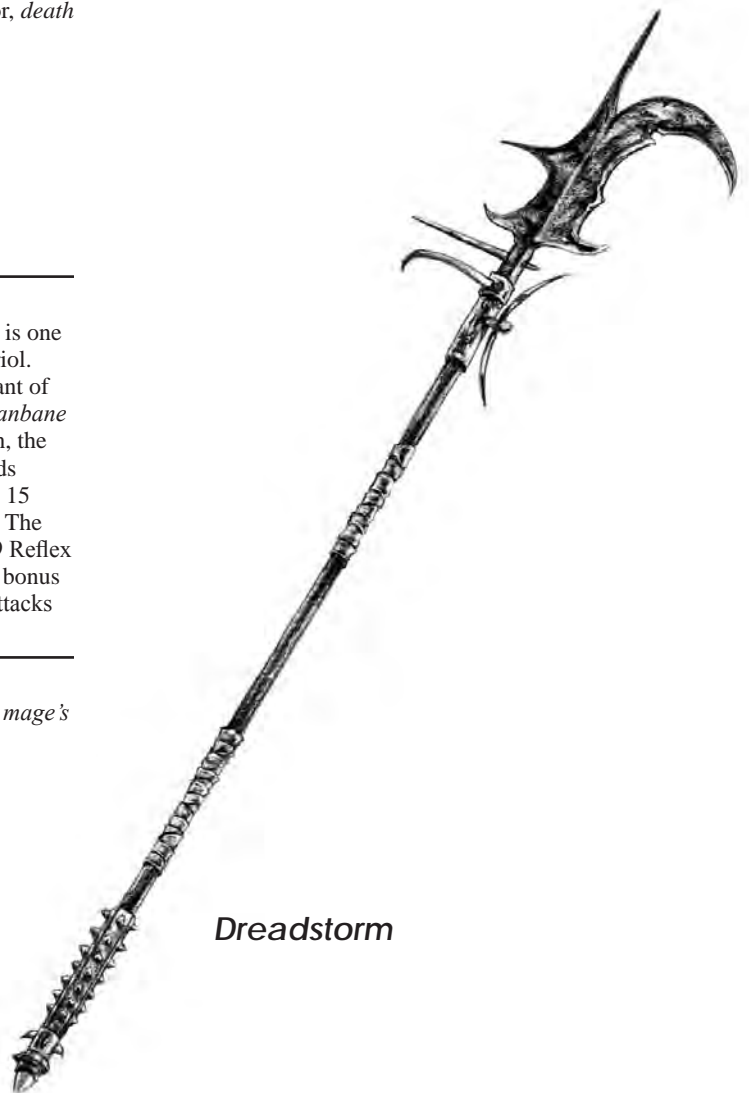
DESCRIPTION

This staff is made from ebony-stained bones wired together with fire-hardened sinews and twisted copper. It allows the use of the following spells:

- *Deathwatch* (1 charge)
- *Death Knell* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *circle of death*, *death knell*, *deathwatch*, *enervation*, *halt undead*, *waves of fatigue*; **Cost** 41,000 gp



Dreadstorm

Due to the exigencies of war;

Henceforth all wounded soldiers and civilians brought to the infirmary are to be considered lost and euthanized with all expediency and minimal damage to the bodily tissues as possible.

Such casualties of war are to then be brought to the chaplains for revitalization as perfectly loyal and serviceable soldiers in the cause of our Demon Prince of Undeath and the defense of our High Altar and Citadel.

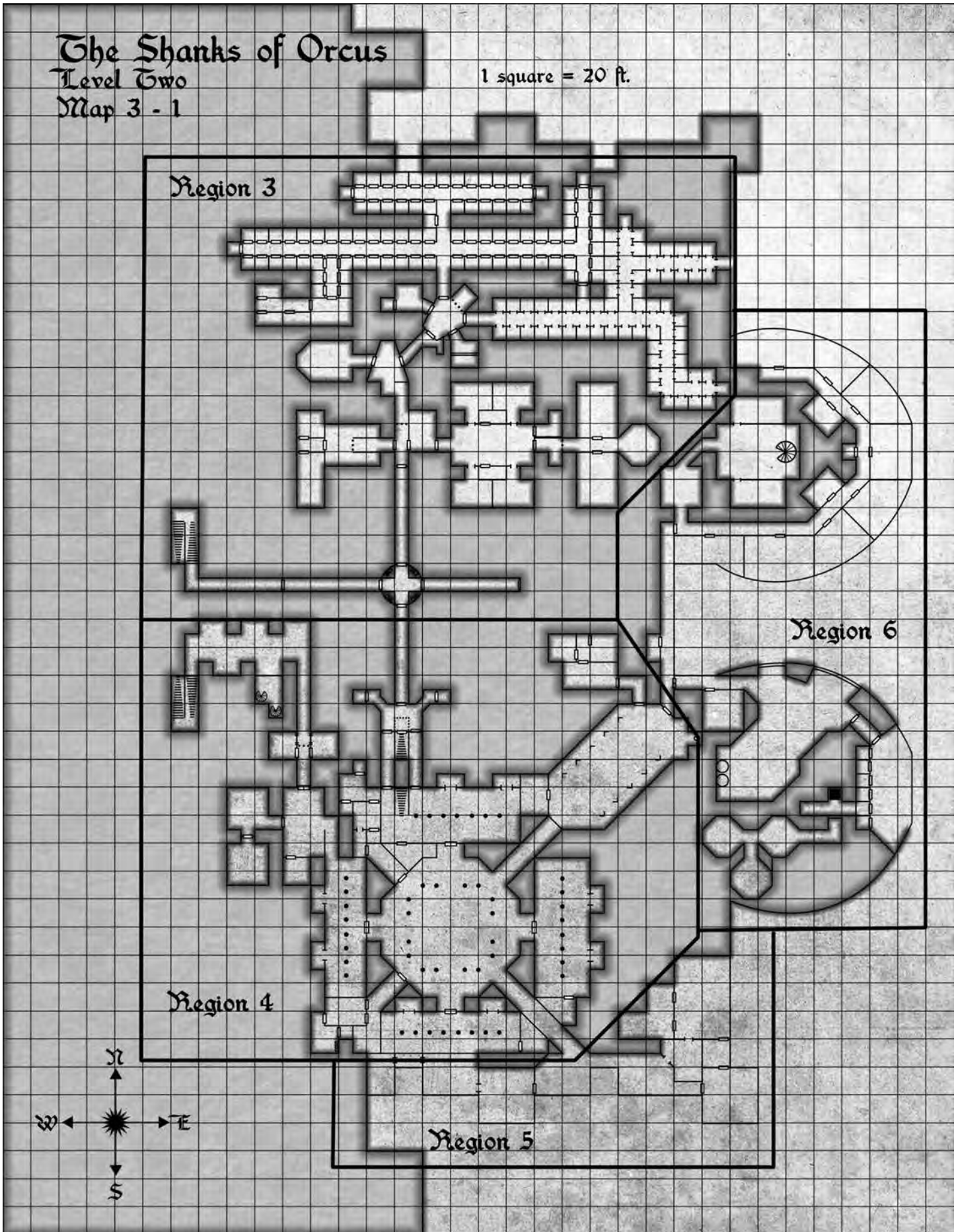
By my hand,

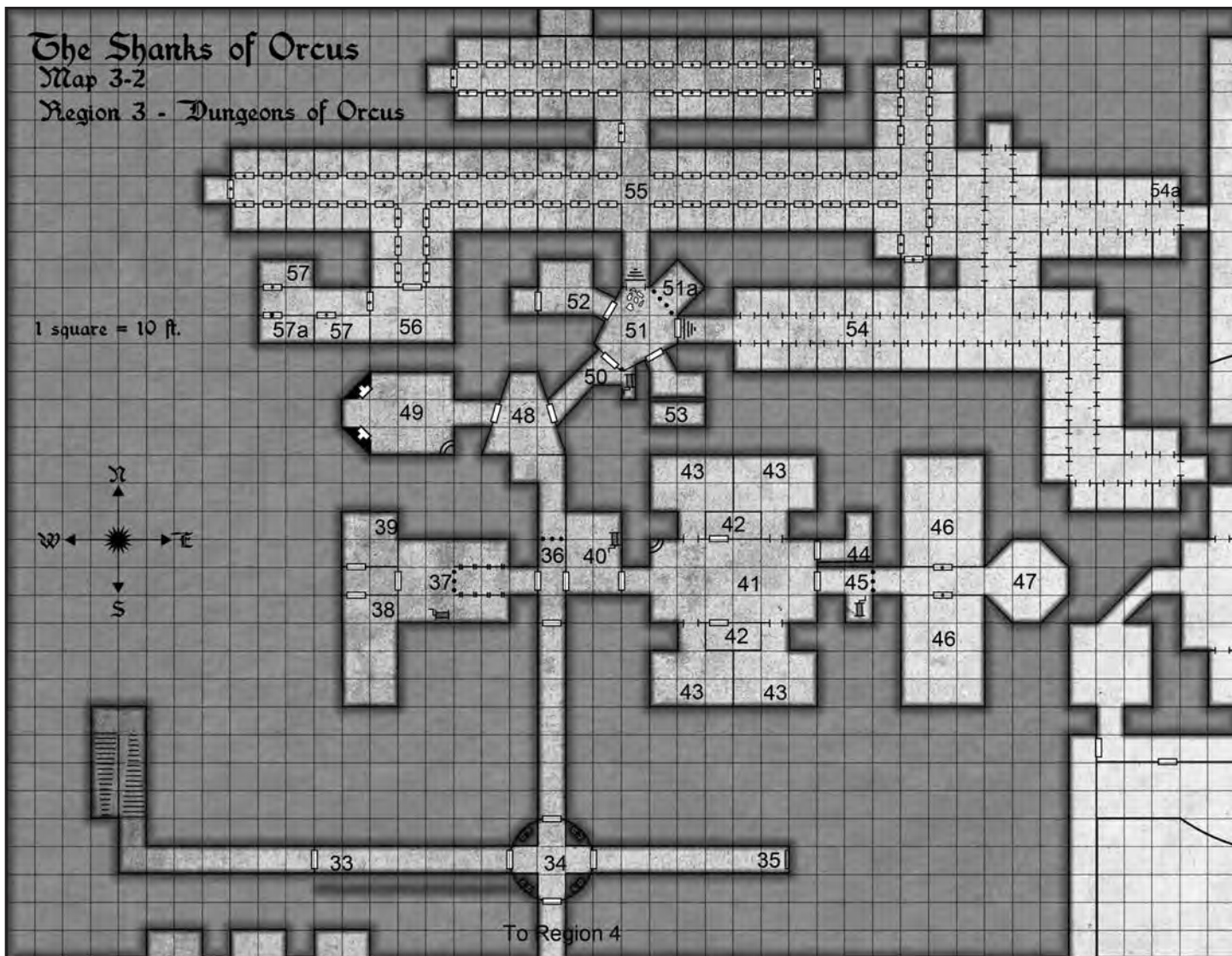
Omus,

High Captain of the Templar Guard

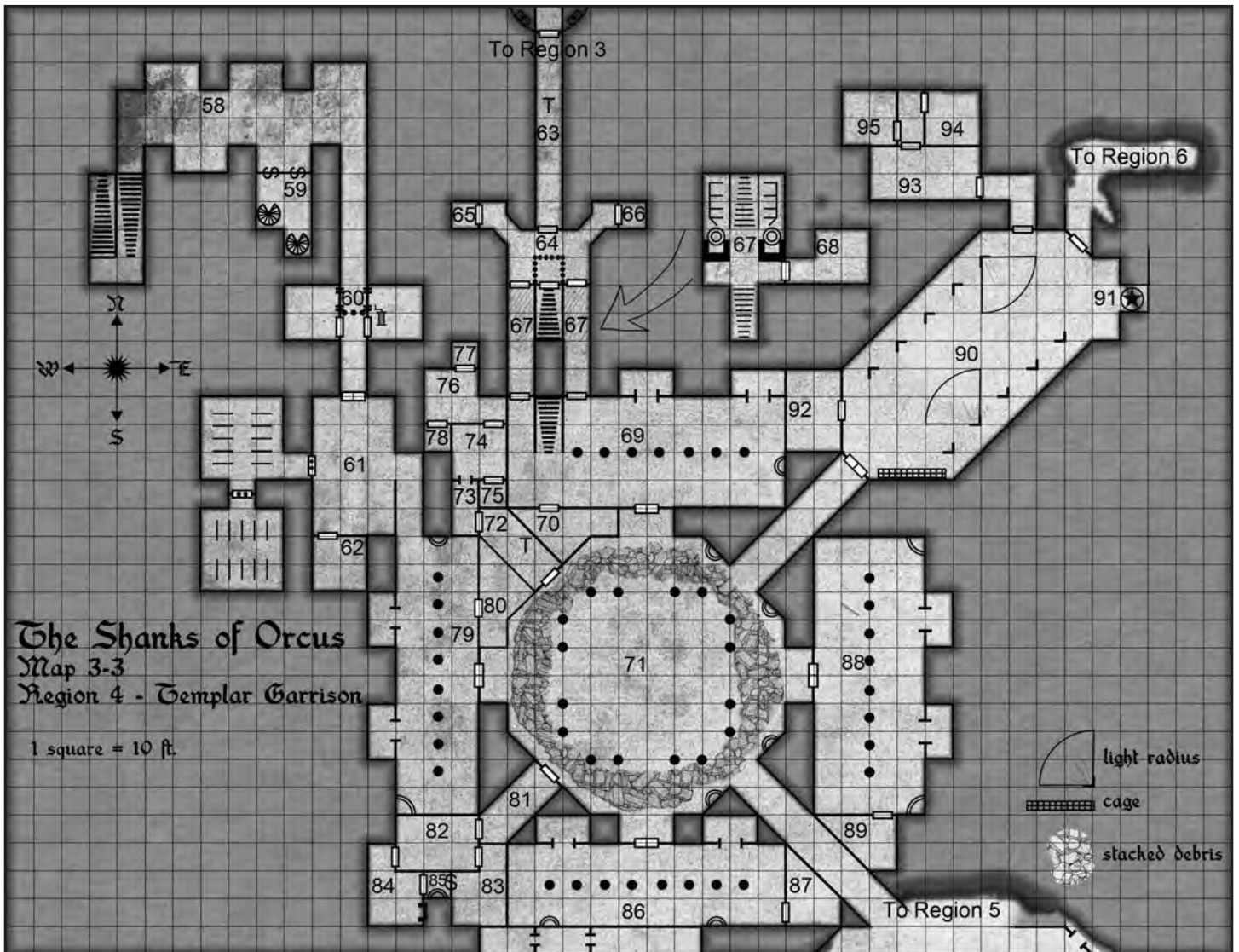
The Shanks of Orcus
Level Two
Map 3 - 1

1 square = 20 ft.





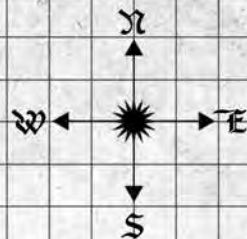
MAP APPENDIX



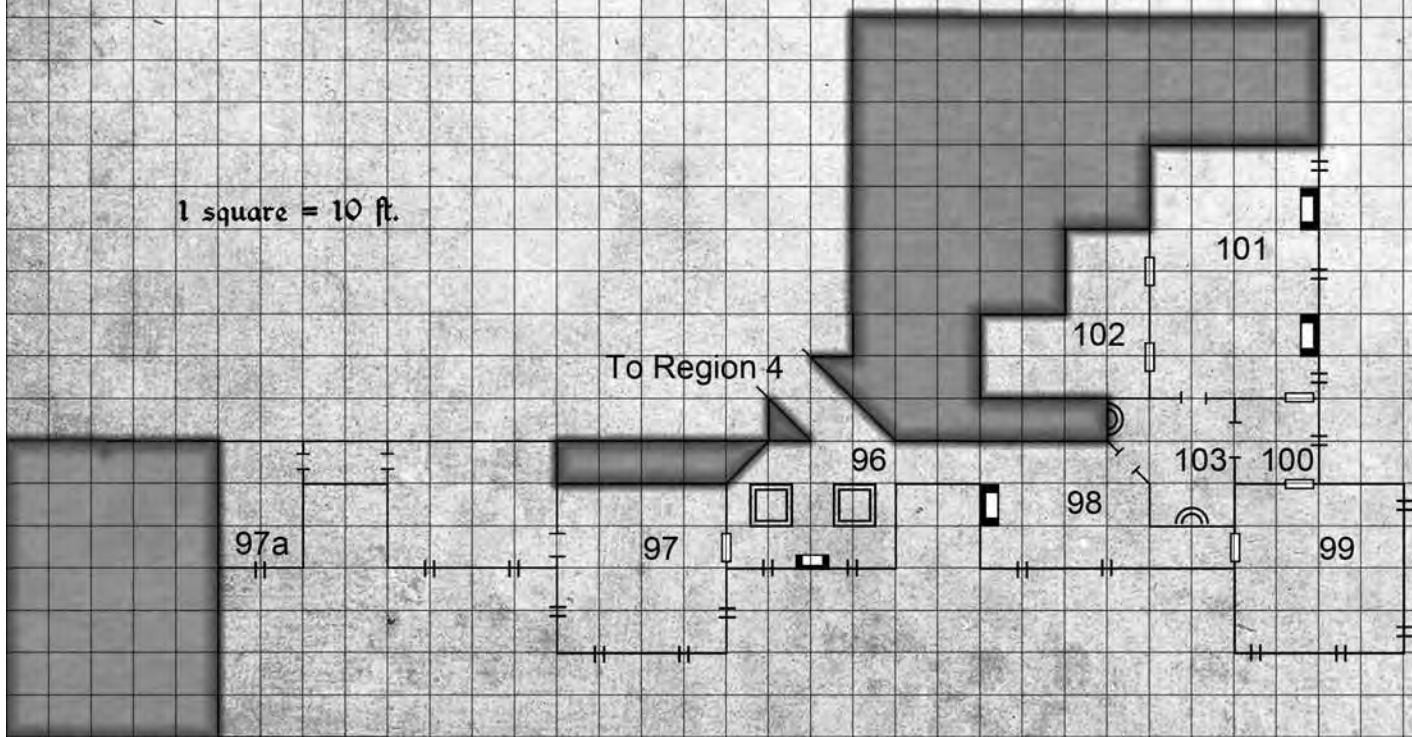
The Shanks of Orcus

Map 3 - 4

Region 5 - Lesser Thrall Quarters



1 square = 10 ft.





The Shanks of Orcus


Map 3 - 5

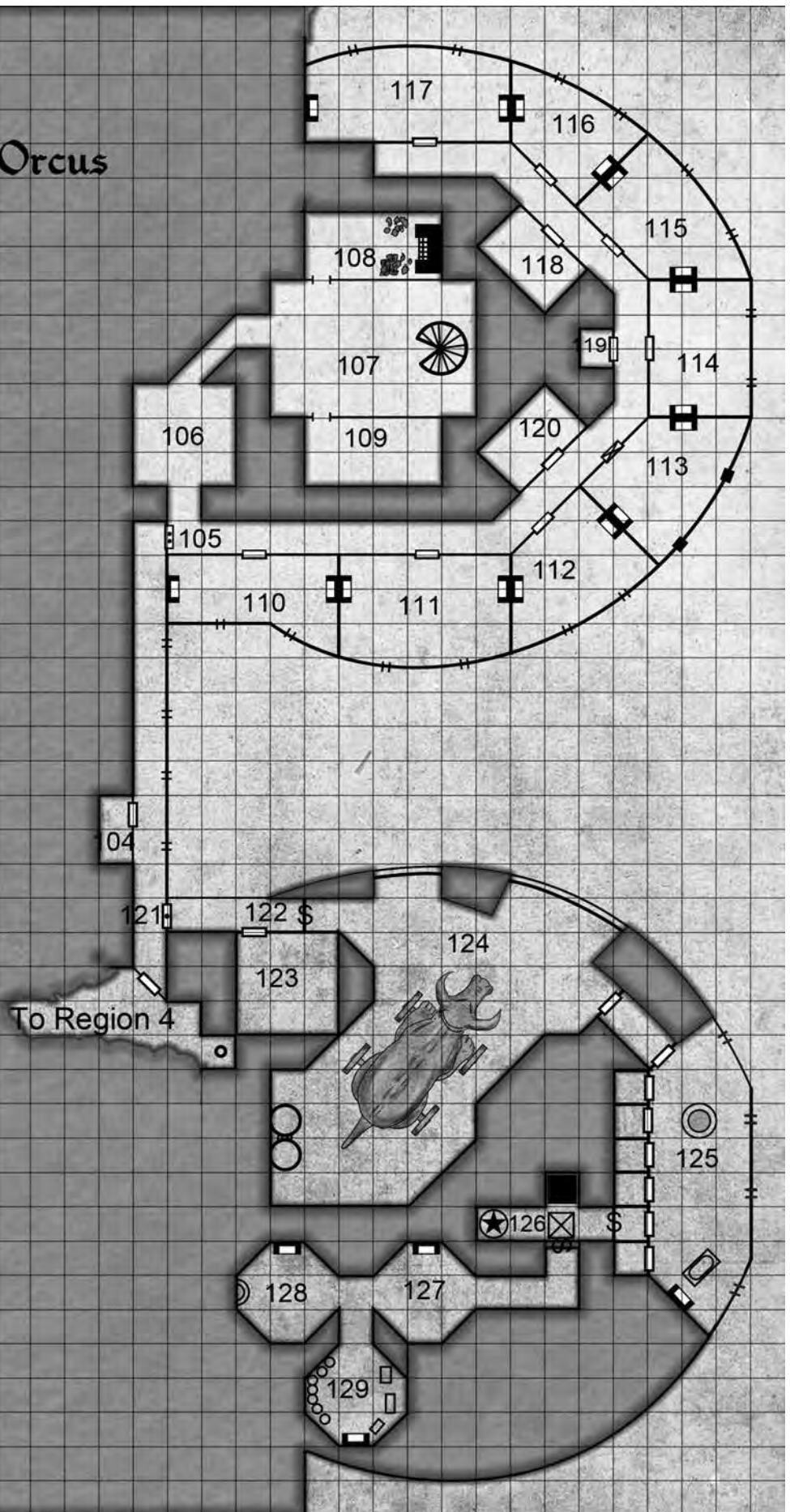
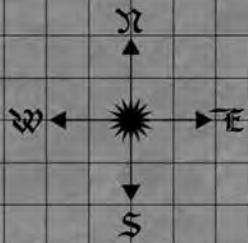
Region 6 - Forges

1 square = 10 ft.

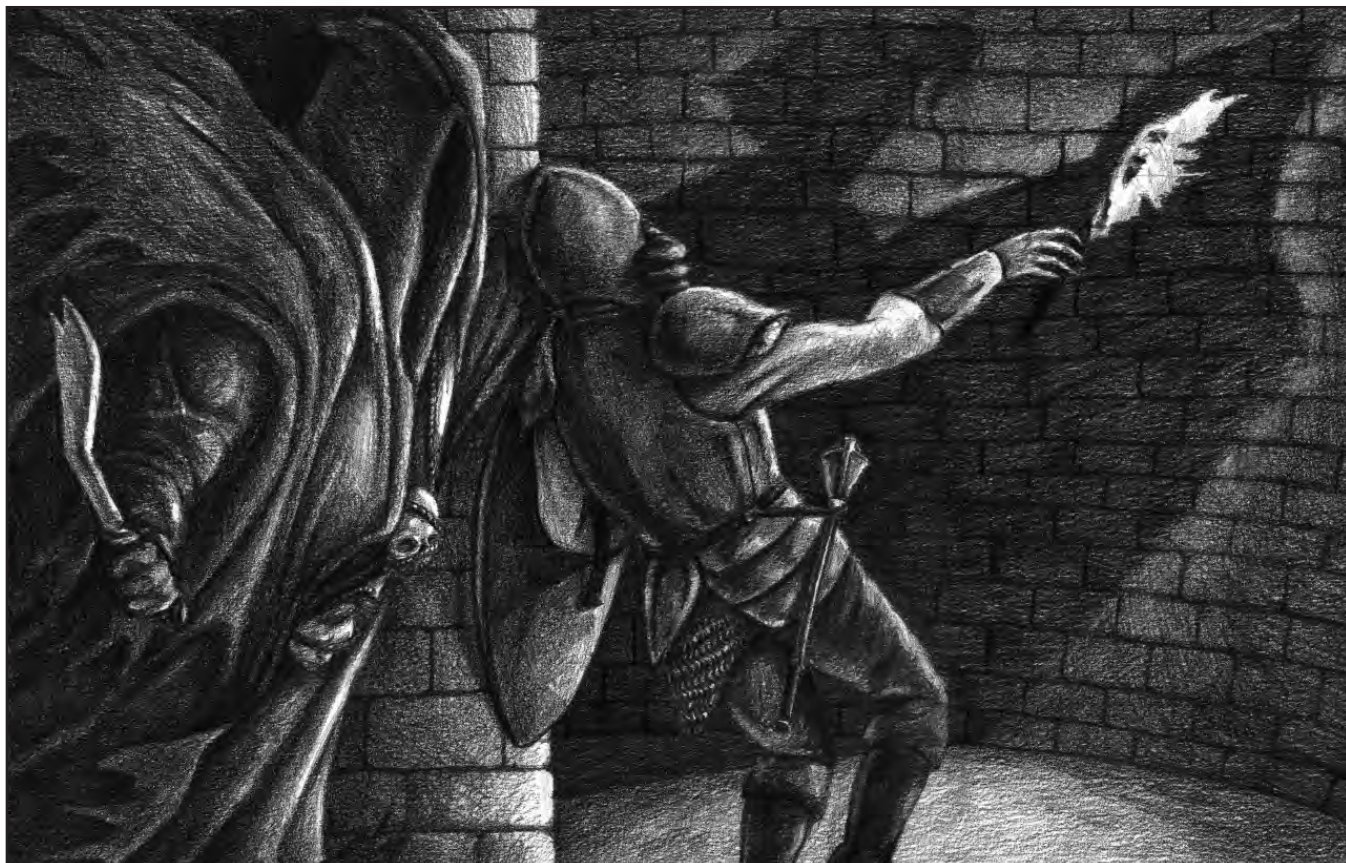
 iron bar door

 sealed door

 bricked-up
arrow slit



slumbering TSAR



— The Hidden Citadel, Part 3 — The Throne of the Demon Prince

By Greg A. Vaughan

This level held the life—such as it existed—of the Citadel of Orcus. Only here were the non-initiated allowed to dwell and work to provide services for the clergy and sects of the Citadel. Only here were outsiders allowed to open venues for entertainment in the drudgery and otherwise fear-filled lives of the Citadel's residents. Also here were stored the main body of slave-thralls held by the Disciples of Orcus for work and sacrifice within the Citadel. In this unique environment rose a powerful extraplanar guild of thieves and cutthroats that still defends its turf to this day, a powerful dissenting demon bent on its own conquest of the Citadel, and the silent footfalls and shadowy presence of the horror known only as the Creeper of the Halls, feared by all and seen by none. For even in the very Throne of Orcus, tread horrors beyond that of the Demon Prince alone.

Chapter 4:

The Lap of Orcus

Level 3: The Lap of Orcus (Regions 7, 8 and 9) — Map 4-I

Difficulty Level: 14

Entrances: Stairs from Templar Garrison (Area 59), stairs from the Forges (Area 107), balcony of the loggia (Area 130), the veranda (Area 152), the northern terrace (Area 185), the southern terrace (Area 257), and the trapdoor to the overlook (Area 277).

Exits: The Throat of Orcus (Area 193).

Wandering Monsters: Check on 1d20 (+4 in Region 8 and +8 in Region 9) every 30 minutes or after the party makes any significant noise:

d20	Encounter
1	1d3 Faithless Knights
2	2d4 Wolf-Spiders
3	1d4+3 Spider Eaters
4	1 Time Flayer.
5	The Creeper of the Halls
6	1d6 Large Fiendish Vipers
7	Serpent's Coils Gang
8	1d6 Abyssal Wolf Sentries
9	1d3 Dretch Megaswarms
10	1d4 Advanced Spectres
11–20	No encounter

Faithless Knights: These luckless fellows were once members of the Fifty and One. They are Sir Bleu, Hareg of Axebrow, and Sir Firion. They are doomed to wander the halls until the Pall over Tsar is lifted.

FAITHLESS KNIGHT **CR 8**
XP 4,800
hp 85 (See Area 130)

Wolf-Spiders: These ravenous creatures are part of the colony at Area 154.

WOLF-SPIDER **CR 4**
XP 1,200
hp 45 (See Area 153)

Spider Eaters: These giant insects hunt the wolf-spiders but happily settle for other prey.

SPIDER EATER **CR 5**
XP 1,600
hp 63 (See Area 185)

Time Flayer: This creature scouts for its brethren in Area 180. After spotting the PCs and attacking for a round to gauge their strength, it attempts to retreat to that area to report its findings.

TIME FLAYER **CR 12**
XP 19,200
hp 110 (See Area 180)

The Creeper of the Halls: This legendary terror is something of a bogeyman to the Serpent's Coils and the denizens of the Lap of Orcus that likes to catch its victims alone as they travel the shadowy corridors of the level (though it tends to stay out of Region 9 due to the presence of the powerful choronzon demon). Little more than a seldom-glimpsed, dark figure, the Creeper leaves only the decapitated body of its victims; sometimes the victim's head is found nearby with a bloody half-sun symbol imprinted on its forehead. Even Lady Slaeth secretly fears the Creeper and only travels the halls with an armed escort.

The Creeper of the halls is actually all that is left of the onetime noble priest of Arn, Silas, Bishop Clarendon. After going insane and murdering and collecting the heads of many of his fellow knights, the bishop wandered the higher levels of the citadel continuing his murderous rampage before finally falling to the traps of the citadel. Unfortunately he returned as an alley reaper and has continued his assassinations ever since. Since the citadel has been outside of the Material Plane, Bishop Clarendon has never had to fade away during the day as most alley reapers do. However now that it has returned, this prohibition has been able to kick in, though only irregularly. Anytime this encounter is rolled, there is a 50% chance that he has faded away and only his **treasure** is present hidden in some nook or cranny (located with a DC 15 Perception check). If these are taken he later appears where the majority of them are and relentlessly pursues anyone who has taken the rest. His kukri disappears with him when he fades away, so it is never left behind.

When encountered, Bishop Silas appears as a cloaked figure obscured by shadows and bearing a red-dripping blade.

SILAS, BISHOP CLARENDON **CR 19**
XP 204,800
Male alley reaper ex-cleric (Arn) 12/assassin 6 (*Creature Collection Revised 8*)
CE Medium undead (incorporeal)
Init +3; **Senses** darkvision 60 ft.; **Perception** +6

AC 18, touch 18, flat-footed 18 (+4 deflection, +3 Dex, +1 dodge)

hp 202 (4d8+16 plus 12d8+48 plus 6d8+24 plus 12)
Fort +14; **Ref** +13; **Will** +17; +3 vs. poison

Defensive Abilities improved uncanny dodge, incorporeal, uncanny dodge; **Immune** undead traits

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

Melee +3 vorpal ghost touch kukri +24/+19/+14/+9 (1d4+7/15–20)

Special Attacks death attack (DC 16, 1d6+6 rounds), fear, quiet

Level 3: The Lap of Orcus (Cont.)

death, sneak attack +3d6, true death (DC 21)

Str 19, **Dex** 17, **Con** —, **Int** 10, **Wis** 9, **Cha** 18

Base Atk +16; **CMB** +20; **CMD** 34

Feats Ability Focus (fear), Combat Casting, Dodge, Improved Critical (kukri), Improved Vital Strike, Lightning Reflexes, Martial Weapon Proficiency (kukri), Skill Focus (Stealth), Turn Undead, Vital Strike, Weapon Focus (kukri)

Skills Acrobatics +12, Bluff +13, Diplomacy +12, Disguise +9, Fly +14, Intimidate +11, Knowledge (religion) +14, Perception +6, Sleight of Hand +12 (+18 hide weapon), Spellcraft +7, Stealth +23

Languages Common

SQ hidden weapons, poison use

Gear *Dark Kiss* (see **Magic item Appendix**), *cloak of resistance*+4, 7 desiccated humanoid heads, platinum signet ring set with topaz (2,000 gp)

Fear (Su) Three times per night, as a free action, a reaper may make a fear attack. Spectral winds fill its cloak, making it resemble the wings of a vulture spread over a kill. From the shadows of the cloak, the faces of the reaper's victims can be seen shrieking in horror. All within 30 feet who see this must make a DC 27 Will save or be frightened for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based and includes the reapers Ability Focus feat.

Treasure: When Clarendon is destroyed or fades away, he leaves behind the following items (if he is slain his kukri remains behind as well). These items include a tattered but functional *cloak of resistance*+4, 7 desiccated humanoid heads each with the brownish imprint of a half-sun on its forehead (his favorite victims), and a platinum ring set with a large sunburst-cut topaz gummed and crusted with dried blood (2,000 gp). If the ring is cleaned up and a DC 25 Knowledge (religion) or (nobility and royalty) check is made, it is recognizable as the ring of office of the Bishop of Clarendon, once the second-highest office in the Church of Arn behind the Dawncry Patriarch. If it is recognized as such, then a DC 15 Knowledge (history) check recalls that the ring and the office holder were both lost in the Battle of Tsar (actually with Lord Bishu's Fifty and One) after which the position and office lost its prestige and sank into obscurity. If it is recognized and brought to the church, they will gladly pay 10 times its value and one big favor (to be determined by the GM) for its return. They will be less enthusiastic to hear of the fate of its holder and will pay an additional 1,000 gp to hush the whole matter up.

Large Fiendish Vipers: These foul creatures hail from Zaniburez originally and have wandered away from the portal to hunt.

LARGE FIENDISH VIPER **CR 6**
XP 2,400

Fiendish emperor cobra (*Pathfinder Roleplaying Game Bestiary* 2 "Snake, Emperor Cobra")

N Large animal (extraplanar)

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

Perception +13

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9; **Ref** +7; **Will** +5

DR 5/good; **Resist** cold 10, fire 10; **SR** 11

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

Special Attacks poison (DC 17)

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14

Serpent's Coils Gang: This group of toughs patrols the halls for Lady Slaeth. It consists of a mallor demon, 1d4+1 nerizo demons, and 1d3 Huge fiendish vipers.

MALLOR DEMON **CR 13**
XP 25,600

hp 217 (See Area 218)

NERIZO DEMON **CR 9**
XP 6,400

hp 125 (See Area 222)

HUGE FIENDISH VIPER **CR 7**
XP 3,200

hp 63 (See Area 209)

Abysal Wolf Sentries: These creatures patrol for the Serpent's Coils gang in the Entertainment District.

ABYSSAL WOLF SENTRY **CR 7**
XP 3,200

hp 80 (See Area 194)

Dretch Megaswarms: Seething masses of homicidal madness, these swarms attack anything they encounter with wild abandon.

DRETCH MEGASWARM **CR 12**
XP 19,200

hp 136 (See **Monster Appendix**)

Advanced Spectres: Wandering undead of the citadel, these creatures attack any living creatures they see.

ADVANCED SPECTRE **CR 10**
XP 9,600

hp 105 (See Area 235)

CHAPTER 4: THE LAP OF ORCUS

The Lap of Orcus is the third level of the citadel, 380 feet above the ground at the knees of the huge image of Orcus. This level is divided into three regions: the Artisans' Quarter, the Entertainment District, and the Main Thrall Quarters.

Region 7 — Artisans' Quarter (Map 4-2)

Many residents of the citadel who were not slaves or prisoners were also not members of the clergy or the garrison. These were the individuals who provided the goods and services that allowed the citadel to exist almost as its own independent community. Thus the largely sequestered Disciples and Templars would not have to sully themselves among the common rabble of the city as they sought their goods and pleasures. Only the most favored, skilled, or influential of craftsmen were allowed to reside within unholy the precincts of the citadel. All of these were required to swear fealty and promise to not reveal any of the citadel's secrets before the *oathstone* prior to being allowed to take up residence.

130. Loggia (CR 12)

A blustery wind blows through the great arches of the room's eastern end where a vast, railed drop-off looks out over the ruined city below. Squared columns carved with ornate filigree support the vaults 40 feet above. Many doors line the walls of the shadowy hall, and a spiral stair descends at the room's center. Broken and shattered benches of wood and stone still mark the floor at various points around the room. The ribs of some great beast rise from among this rubble and ruin.

This vast loggia was where the artisans of the citadel and their families could relax and unwind before the sweeping vista of Tsar. More than one such individual realized the futility of his existence in this place of darkness and flung himself from the balcony until the room became unofficially known as "The Leap". A DC 25 Knowledge (arcana) is able to discern that the bones are those of an old blue dragon.

Creatures: Still occupying the room are **5 faithless knights**, the remains of some of Bishu's knights. These wretches abandoned their comrades at the main temple and made it this far before they fell to squabbling and fighting among themselves. Unbeknownst to them the dragon who had taken up residence in here and in the grand promenade heard them and made short work of them in a vicious surprise attack. Unfortunately for the beast, warriors of such renown do not fall lightly, and it too received a mortal wound before the battle was done. Now, shamed at their disgrace in fighting among themselves, the knights continue on in their current existence until freed. If slain, they and their equipment disappear. They can only be permanently laid to rest by lifting the Pall over Tsar. Otherwise they merely reform the next nightfall.

FAITHLESS KNIGHTS (5) **CR 8**
XP 4,800

Male human faithless knight fallen paladin 7 (*Creature Collection Revised 228*)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +5

Aura fear (60 ft., DC 18)

AC 26, touch 10, flat-footed 26 (+9 armor, +5 natural, +2 shield)

hp 85 (7d10+35 plus 7)

Fort +12; **Ref** +5; **Will** +6

Defensive Abilities rejuvenation

Speed 50 ft.

Melee +1 *longsword* +15/+10 (1d8+7/19–20 plus cursed weapon)

Special Attacks cursed weapon

Str 22, **Dex** 17, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +13; **CMD** 26

Feats Great Fortitude^B, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +19, Intimidate +9, Knowledge (nobility) +12,

Knowledge (religion) +12, Perception +5, Ride +10, Sense Motive +11

Languages Celestial, Common, Giant

Gear +1 *half-plate*, masterwork heavy steel shield, +1 *longsword*

Cursed Weapon (Su) The faithless knight's weapon is infused with the dark powers that cursed him. On a successful hit with the weapon, the victim must make a DC 18 Fortitude save or suffer one of the following effects in addition to the weapon's normal damage. Roll d6 to determine the effect.

d6	Result
1	1 Strength damage
2	1 Dexterity damage
3	1 Constitution damage
4–6	Gain 1–3 negative levels

This property only functions in the hands of the faithless knight. The ability damage and negative levels can be removed in the normal fashion. The save DC is Charisma-based.

Rejuvenation (Su) Until confronted for its crimes on holy ground, a faithless knight cannot be destroyed. If reduced to 0 hit points, it simply vanishes along with all its equipment and reforms on the following night. Its equipment remains behind when it is finally laid to rest.

131. and 132. Garderobes

Each of these unlit rooms served as a public garderobe with individual stalls ending at stone benches with cut holes that emptied outside the citadel's walls. These stalls are doorless, however, providing very little in the way of privacy. A single arrow slit provided some ventilation and light.

133.–144. Private Residences (CR varies)

Each of these apartments served as the residence for one of the artisan families that occupied this quarter. They were simple affairs that held only a few essential furnishings and whatever coin and keepsakes the occupants were able to accumulate. Most anything of value was taken during the Great Retreat. What furnishings were left have generally fallen into disrepair, and the dragon that once inhabited this part of the citadel looted and destroyed what remained of them as well. However, there still remain some items of interest in these rooms. Each time one of these rooms is entered for the first time consult the Artisans' Quarter Miscellanea sidebar. If a creature is encountered it is already in the room (50%) or arrives 1d3 rounds after the party (50%). If an item is rolled, it can be discovered with a DC 15 Perception check.

145–146. Residential Suite

This larger apartment served as the abode of one of the more affluent residents of the Artisans' Quarter. All of its furnishings were carefully packed and moved when the Great Retreat occurred. In the closet at the back of Area 146 there remains an old rotten chest of drawers, empty and abandoned. A DC 27 Perception check reveals a small sheet of vellum slipped behind the back of one of the drawers. This is **Player Handout G** forgotten by the scheming occupant of the residence when the retreat occurred.

Artisans' Quarter Miscellanea Sidebar

Roll d20 and consult the table below. Items marked with an asterisk can only be found once.

Roll	Result
1–5	Roll on the Wandering Monster table (reroll if no encounter is indicated)
6–8	Roll once on the Wandering Monster table (reroll if no encounter is indicated) and roll once more on this table (ignore result if another wandering monster is called for)
9	Quality tapestry depicting a city/mountain/seascape (choose one) worth 250 gp
10	Pair of work boots (actually equal to <i>slippers of spider climb</i>)*
11	Humanoid skeleton (human, orc, half-orc, or goblinoid) showing signs of violence (a vendetta delivered in the confusion of the Great Retreat)
12	Set of gold cutlery (110 gp)
13	Diamond tiara* (1,500 gp)
14	Wig of human hair braided with small jewels and precious stones (300 gp)
15	Wooden game board with ivory pieces (85 gp)
16	Locked wooden chest (Disable Device DC 20) with a poison needle trap (CR 1; Atk +8 ranged; 1 plus greenblood oil; Perception DC 22; Disable Device DC 15) — empty or reroll for contents
17	Jade false teeth (100 gp)
18	1d20x5 gp and/or 1d10x10 sp
19	Copper snuffbox (15 gp)
20	Lead Orcus-head paperweight (5 gp)

147. Tom's Residence (CR 14)

This apartment was the residence of the manager of the public bath (Area 148). A DC 20 Perception check notices a small hole drilled through the western wall at eye level. This hole provides a clear view into one of the bath's dressing rooms. This individual was eventually caught and his bones are those that now occupy one of the other residences.

Creature: This apartment is much like the others in this region, though it is currently occupied by a **corpsepun rogue** that recently clambered up through the loggia from the city below (see *Slumbering Tsar: Temple-City of Orcus* area P1 for details). It resembles a lithe, shapely elf woman in only a few wispy rags of clothing (actually spider webbing) until the PCs are within 30 feet to see the tiny spiders swarming over the body. It attacks any who enter.

CORPSESPUN ROGUE XP 38,400

CR 14

Female corpsepun elf rogue 14 (*The Tome of Horrors Complete* 712)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +17

AC 26, touch 17, flat-footed 26 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +5 natural, +2 shield)

hp 122 (14d8+28 plus 28)

Fort +6; **Ref** +14 (+18 vs. traps); **Will** +4

Defensive Abilities channel resistance +2, evasion, improved

uncanny dodge, rogue talents (improved evasion, slippery mind), trap sense +4, uncanny dodge; **DR** 10/magic; **Immune** undead traits

Speed 30 ft.

Melee +2 rapier +17/+12 (1d6+4/18–20) or slam +15 (1d6+3 plus spider transfer)

Ranged +1 shortbow +16/+11 (1d6+1/x3)

Special Attacks poison (DC 19), rogue talent (opportunist), sneak attack +7d6, spider spray (20-ft. cone, 3d6 swarm damage plus distraction and poison, Reflex DC 19 for half, usable every 1d4 rounds), spider transfer

Str 14, **Dex** 20, **Con** —, **Int** 1, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +12; **CMD** 29

Feats Acrobatic, Combat Reflexes, Dodge, Point Blank Shot, Rapid Shot, Stealthy, Toughness^B, Weapon Finesse

Skills Acrobatics +26, Climb +19, Disable Device +29, Escape Artist +26, Fly +23, Knowledge (dungeoneering) +12, Perception +17 (+24 locate traps), Stealth +26

SQ rogue talents (fast stealth, ledge walker, quick disable, trap spotter), trapfinding

Combat Gear *chime of interruption*, *elixir of fire breath*; **Other Gear** *bracers of armor* +2, +2 *buckler*, *amulet of natural armor* +1, *ring of protection* +1, *belt of incredible dexterity* +2, +2 rapier, +1 shortbow, 17 arrows, thieves' tools

Poison (Ex) Swarm—injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 1 save.

Spider Spray (Ex) Every 1d4 rounds as a standard action, a corpsepun can spray a hail of spiders from its mouth in a 20-foot cone. Each creature in the area takes 3d6 points of swarm damage (DC 19 Reflex save for half) and is distracted (DC 19 Fortitude save negates). The spiders quickly spread across the opponent's body in the same round they contact it and automatically bite, delivering a highly debilitating poison. The spiders cause swarm damage and distraction each round for 1d4 rounds, at which point they fall off and die. The save DCs are Charisma-based.

Spider Transfer (Ex) Whenever a corpsepun successfully hits an opponent with a natural attack, or whenever the corpsepun is successfully hit with a natural attack or unarmed strike, a number of spiders are automatically transferred to the opponent. The spiders quickly spread and swarm over the opponent (as detailed in the spider spray ability). These spiders fall off and die after 1 round.

Treasure: Near a battered chair is a worn footstool. Sewn into the cushion of this footstool and discovered with a DC 28 Perception check is a platinum amulet depicting a froglike demon worth 400 gp. A DC 25 Knowledge (religion) or (planes) identifies this as Tsathogga the Demon Frog God. Whether this was merely a valuable trinket or the occupant's true patron has been lost to time.

148. Public Bath (CR 16)

The walls, floors, and ceiling of this chamber are tiled in sea green. A large basin occupies the center of the floor, a seat running around its perimeter a foot below its lip. In the center of this basin is a rusted metal drain. At the far, east end is a large brass spout arching from the floor into the basin. A row of pale blue curtains cover archways exiting the room.

This was once a public bath for the residents of the quarter. When the handle of the spout was turned, it brought hot water through pipes from the boiler (Area 150), though this no longer functions. Stopper caps once covered the drains in the pool's floor. Beyond the curtains are dressing rooms each equipped with hooks for hanging garments and a wooden rack for holding towels.

Creatures: Currently the dressing rooms marked with an "x" are occupied by 4 ropers. These starving creatures escaped from the

laboratories above and made their way down here. They usually hide in here to avoid the slorath that wanders the halls. While in the dressing rooms they have total concealment. In the northeast dressing room, a spy hole has been drilled through the grout between two tiles and looks into Area 147. It can be detected with a DC 30 Perception check.

ROPERs (4)
XP 19,200

CR 12

hp 162 (*Pathfinder Roleplaying Game Bestiary* “Roper”)

Tactics: These creatures wait silently until they hear someone enter the chamber. The one at the eastern end shoots its strands through the curtain (effectively tearing it aside) and attempts to drag a few victims. When the PCs concentrate their attacks on that one, the others fire their strands from the side dressing rooms hoping to divide and conquer their foes.

149. Sauna

The tiled floor of this room is cracked and caved in at places, revealing a subfloor a foot or so lower. Rubble, bones, and debris choke this collapsed flooring. The broken remains of marble benches still line the walls.

This was once the bathhouse’s sauna. A hypocaust beneath the floor fed by pipes from the boiler brought steam in that then wafted up through flues in the floor. The pipes have long since broken and ceased to function. Now the floor is covered in the remains of the ropers’ past meals—various humanoids, spider carapaces, and other monsters they have managed to catch over the years.

Treasure: Intermixed with the debris and located with a DC 30 Perception check is a small chainmail pouch holding 57 pp and string of 5 pearls (100 gp each).

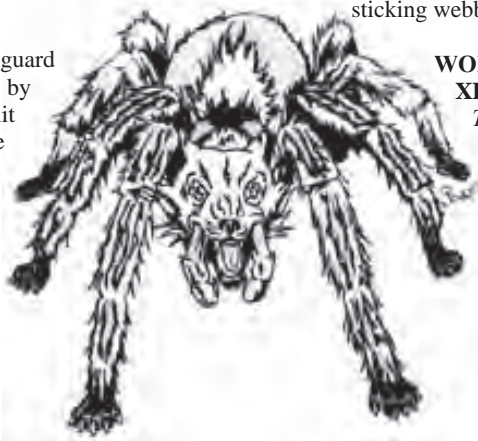
150. Boiler Room

A large iron stove stands next to a huge copper boiler that rises from the floor to the room’s 15-foot ceiling. A cracked and ancient bellows connects to pipes that run from the boiler and into the wall.

This room housed the boiler that heated the water for the baths at Area 148, and the bellows provided drafts of steam into the sauna. The stove still functions, though there is no fuel in the room, but the boiler has corroded and ruptured and the bellows are now useless. There is nothing of value here.

151. Guard House

This small bare room once served as a guard house to watch for any aerial approach by intruders to the veranda. A single arrow slit looks out onto that terrace, and a simple one-legged stool, useful for keeping guards from falling asleep at their posts, lies on the floor beneath it. The arrow slit is clogged with webbing.



WOLF-SPIDERS (2)
XP 1,200

CR 4

The Tome of Horrors Complete 652
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 45 (6d10+12)

Fort +7; **Ref** +8; **Will** +2

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d8+3 plus poison plus trip)

152. The Veranda (CR varies)

Here a parapet providing an amazing view looks out over the city between the huge, carved legs of the citadel and overshadowed by the massive curve of its belly above. Doors open onto this open veranda from the north and archways open from the north and south. In the dim light of this shadowed perch can be seen many large unidentifiable lumps seemingly covered in dirty sheets that rustle slightly in the breeze.

This was once the premier seating area for the most high-end eatery in the citadel. With its excellent view and fresh breezes, it provided a welcome respite from the claustrophobic and dreary existence within the citadel’s dour walls. The sheet-draped objects are actually the rotting remains of wooden tables and chairs, clues to the veranda’s former function. The sheets, however, upon closer inspection (DC 8 Perception check) are recognizable as massive sheets of spider webbing. It is brittle and only slightly sticky, so it does not hamper movement. Anyone fighting in Area 153 or bringing a light source onto the veranda is immediately spotted by the wolf-spiders in Areas 154 and 155 that rush out to attack, unless magically cloaked or silenced.

153. Orcus’s Craw Tavern & Eatery (CR 6)

A pair of pillars supports a double lancet arch in the south wall that seems to open to the outside. Within this chamber is a polished wooden counter—now dust smeared—and a couple old tables and chairs. Everything is cobweb draped. A wooden plaque against the east wall has been beautifully engraved in Common with the words “Orcus’s Craw Tavern & Eatery: Please wait to be seated.” Some vandal has scratched through the word “craw” and crudely carved over it with the word “crotch”.

As mentioned, Orcus’s Craw was once the poshest eating place in the citadel for those who wanted to avoid barracks mess halls, dormitory dining, or some of the other lower class establishments. Substantial bribes were usually necessary just to get a table. Named to signify the palate of the demon prince, some joker has modified the sign to accurately reflect the eatery’s anatomical location in the huge citadel effigy of Orcus.

Creatures: Clinging to the ceiling of this chamber making Stealth checks opposed to the party’s Perception checks are **2 wolf-spiders**. They are a variety of large, monstrous spider with fur-covered bodies and the head of a wolf—though a wolf with eight multi-faceted eyes and mandible-like fangs. They begin their attacks by firing their sticking webbing before descending for melee.

CHAPTER 4: THE LAP OF ORCUS

Space 10 ft.; Reach 5 ft.

Special Attacks web (+8 ranged, DC 15, 6 hp)

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatics +3 (+7 jumping), Climb +10, Perception +11,

Sense Motive +2, Stealth +8 (+16 in webs), Survival +2 (+6 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.

154. Dining Room (CR 12)

This long chamber is a surreal landscape of web-shrouded terrain. Clusters of tables, chairs and less-identifiable objects are buried under many layers of webbing, and webbed bundles dangle at various points from the ceiling. Several arches and windows interrupt the sloping north wall, and one arch exits to the west.

Creatures: This region of the citadel is dominated by two colonies of species that continually prey upon each other. This chamber houses **21 wolf-spiders**, the majority of the lupine arachnids that occupy this area, that are at war with the spider eaters of the citadel's north face. They have turned this dining room into their lair. They attack amid their eerie wolflike howls that alerts those wolf-spiders occupying Area 155, who join in the battle after 2 rounds. If the spiders in this room detect intruders in other portions of the lair, they respond at the rate of 1d6+5 per round. The many bundles hold the desiccated remains of various humanoid creatures as well as the dried, dismembered corpses of a few spider eaters (identifiable with a DC 25 Knowledge [arcana]).

WOLF-SPIDERS (21)

XP 1,200

hp 45 (See Area 153)

Treasure: Cutting open bundles and searching through the debris for 20 minutes unearths a total of 474 gp, 67 sp, 345 cp, a silver ewer (45 gp), seven electrum goblets (60 gp each), and a *ring of chameleon power*.

155. Kitchen (CR 11)

A large fireplace with mounted metal grills dominates the south wall. Counters and cabinetry, all decomposing and shrouded in layers of web, run along the other walls.

Creatures: Once the kitchen of the eatery, this room now serves as the lairs for the most powerful members of the wolf-spider colony. There are a total **7 advanced wolf-spiders** on the floor of this room, climbing on the walls and dangling by webs from the ceiling. They attack from all angles. In a side room with a broken door that once served as a larder, lairs the colony's **alpha-male wolf-spider**. This hideous, scarred beast with only seven remaining legs emerges to attack, jaws slaving, whenever battle is joined. These spiders respond to intruders as described in the other rooms of the lair. They fight to the death to prevent entry into Area 156.

ADVANCED WOLF-SPIDERS (7)

XP 1,600

The Tome of Horrors Complete 652

NE Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +17

AC 19, touch 14, flat-footed 14 (+5 Dex, +5 natural, -1 size)

hp 57 (6d10+24)

Fort +9; **Ref** +10; **Will** +4

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d8+6 plus poison plus trip)

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

Special Attacks web (+10 ranged, DC 17, 6 hp)

Str 19, **Dex** 21, **Con** 18, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 26 (38 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatics +5 (+9 jumping), Climb +12, Perception +17,

Sense Motive +4, Stealth +14 (+22 in webs), Survival +8 (+12 tracking by scent)

Languages Common, Goblin

Poison (Ex) Bite—Injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

ALPHA-MALE WOLF-SPIDER

CR 9

XP 6,400

Advanced-HD advanced wolf-spider (*The Tome of Horrors Complete* 652)

NE Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +20

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

hp 126 (9d10+36)

Fort +10; **Ref** +11; **Will** +5

Speed 40 ft., climb 20 ft.

Melee bite +15 (1d8+7 plus poison plus trip)

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

Special Attacks web (+13 ranged, DC 18, 6 hp)

Str 20, **Dex** 21, **Con** 18, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 31 (43 vs. trip)

Feats Alertness, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +5 (+9 jumping), Climb +13, Perception +20,

Sense Motive +4, Stealth +17 (+25 in webs), Survival +11 (+15 tracking by scent)

Languages Common, Goblin

Poison (Ex) Bite—Injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

156. Proprietor's Residence (CR 12)

Once the private rooms of the eatery's proprietor, these adjoining rooms have been stripped of all furnishings, and now walls, floor, and ceiling have been coated with the omnipresent webs. These webs are sticky enough that they count as difficult terrain. The wolf-spiders are unimpeded by them.

Creatures: The front room houses **3 advanced wolf-spiders**, and in the back is the **queen wolf-spider** and a number of bloated egg sac bundles dangling from the ceiling. Huddled in the back corner is the half-eaten corpse of the colony's prior alpha-male. The wolf-spiders here do not leave this area to respond to intruders.

ADVANCED WOLF-SPIDERS (3)

CR 5

XP 1,600

hp 57 (See Area 155)

QUEEN WOLF-SPIDER

CR 12

XP 19,200

Advanced-HD giant advanced wolf-spider (*The Tome of Horrors Complete* 652)

NE Huge magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +26**AC** 22, touch 14, flat-footed 16 (+5 Dex, +1 dodge, +8 natural, -2 size)**hp** 149 (13d10+78)**Fort** +14; **Ref** +13; **Will** +6**Speed** 40 ft., climb 20 ft.**Melee** bite +18 (2d6+10 plus poison plus trip)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** web (+16 ranged, DC 22, 6 hp)**Str** 24, **Dex** 20, **Con** 22, **Int** 12, **Wis** 14, **Cha** 6**Base Atk** +13; **CMB** +20; **CMD** 36 (48 vs. trip)**Feats** Alertness, Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack**Skills** Acrobatics +5 (+9 jumping), Climb +15,

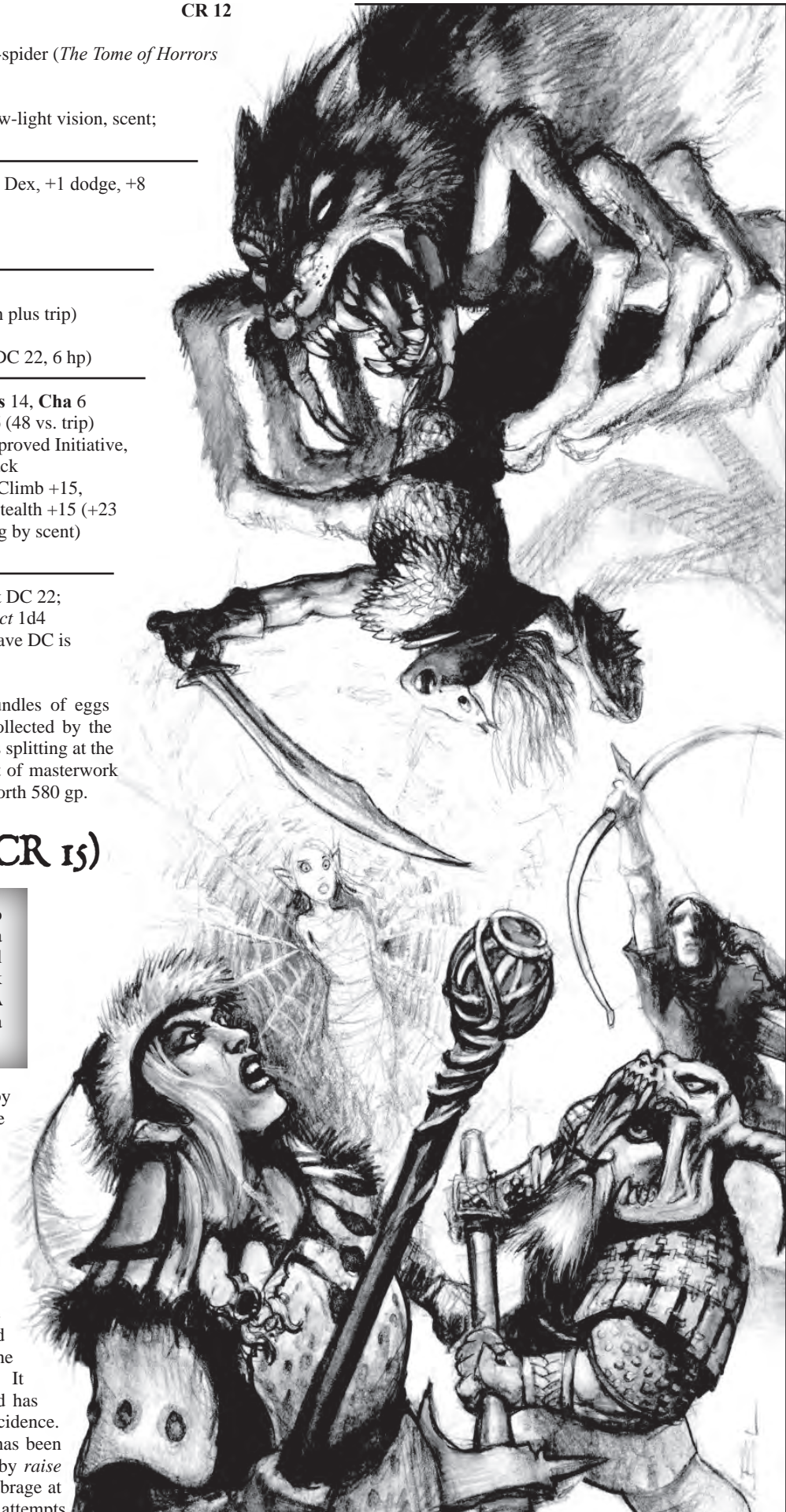
Perception +26, Sense Motive +4, Stealth +15 (+23 in webs), Survival +15 (+19 tracking by scent)

Languages Common, Goblin**Poison (Ex)** Bite—Injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.**Treasure:** Hidden among the bundles of eggs are the treasures that have been collected by the queen. These include 6 leather bags splitting at the seams that each hold 350 gp, a suit of masterwork chainmail, and a platinum censor worth 580 gp.**157. Guard Post (CR 15)**

The corridor widens here to create a room across from a heavy wooden door. A small font basin extends from the back wall, its stone cracked and dry. A rusted steel shield hangs from a peg next to the font.

This guard post was manned by Templars assigned to keep an eye upon the jeweler's residence across the hall. The font once provided fresh water, but no longer works and the stone basin is broken.

Creature: One round after the party reaches this area, a **marut plane shifts** into their midst. This inevitable was attracted to the citadel after its sudden reappearance by the concentration of undead within. Its goal is to destroy the undead that inhabit the place. It does not intend the party harm and has appeared near them only by coincidence. However, if any of the characters has been magically returned from the dead (by *raise dead*, *resurrection*, etc.) it takes umbrage at this flouting of the natural order and attempts



CHAPTER 4: THE LAP OF ORCUS

to rectify that by attacking that particular PC. Likewise, if its sudden appearance prompts an attack by the party it defends itself to the death. Otherwise it ignores the PCs and begins wandering the citadel. Feel free to have the party run across it or the results of its handiwork from time to time as they continue to explore the citadel. Eventually, however, it will encounter one of the citadel's more powerful undead inhabitants and will be destroyed.

MARUT
XP 51,200

CR 15

hp 214 (*Pathfinder Roleplaying Game Bestiary 2* "Inevitable, Marut")

158. Grand Promenade (CR 18)

This wide, vaulted corridor heads into the heart of the citadel. Great flickering sconces mounted high on the walls bathe the hall in light. A border of decorative fretted stonework runs down the center of the walls, and fine marble tiles the floor. Numerous corridors and doors branch off from the sides of the corridor. At the central point, the hall widens. In this space two statues of ravishing female demons hold cornucopias that spill water into black marble basins in a steady stream. A great white worm lies down the center of the hall, its length unmoving.

Once the Grand Promenade of the Artisans' Quarter, in addition to the many shops that run along its length, here temporary booths and stalls were set up catering to the residents of the citadel. It also served as a common gathering area of the quarter's resident where they could socialize and conduct business. When the citadel was abandoned, the Grand Cornu's blue dragon steed was released into this area to remain behind as a guard. It began to form a lair in this hall but was felled by a band of knights in Area 130.

Creature: The promenade's current inhabitant is a **slorath**, a massive, white-scaled serpent, that escaped from temporal stasis in the wizard's labs. It found its way down here and now makes it lair in the wide corridors, occasionally squeezing down the smaller side corridors to hunt wolf-spiders and spider eaters.

SLORATH
XP 153,600

CR 18

The Tome of Horrors Complete 559

CE Gargantuan magical beast (cold)

Init +7; **Senses** darkvision 60ft.; **Perception** +25

AC 25, touch 9, flat-footed 22 (+3 Dex, +16 natural, -4 size)

hp 250 (20d10+140)

Fort +19; **Ref** +17; **Will** +10

Immune cold; **SR** 32

Weaknesses vulnerability to fire

Speed 30 ft., burrow 10 ft.

Melee bite +26 (2d8+15)

Ranged paralysis ray +20 (paralysis)

Space 20 ft.; **Reach** 15 ft.

Special Attacks paralyzing gaze

Spell-like Abilities (CL 12th):

1/day— *glacial storm* (as *meteor storm*, but deals cold damage, DC 21 half)

3/day— *cone of cold* (DC 17), *freezing sphere* (DC 18 half), *ice storm*

Str 31, **Dex** 17, **Con** 24, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +20; **CMB** +34; **CMD** 47 (can't be tripped)

Feats Awesome Blow, Gaze to Ray, Improved Initiative, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Skill Focus (Perception), Weapon Focus (ray)



Skills Acrobatics +14, Climb +20, Perception +26, Spellcraft +22, Stealth +14 (+24 in arctic environments), Swim +20
Languages Common, Draconic, Giant.

Paralyzing Gaze (Su) Paralysis 1d6 +4 rounds, 30 feet, Fortitude DC 22 negates. The save is Charisma-based.

Paralysis (Su) Alternately, a slorath can use its Gaze to Ray* feat to release a ray of paralysis (range of 30 ft.) as a ranged touch attack. After using its gaze attack in this manner, the slorath cannot use its paralyzing gaze for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks). The save is Charisma-based.

*See *The Tome of Horrors Complete*

Tactics: The slorath was captured high in the Stoneheart Mountains and kept in magical suspension by one of the citadel's wizards. When the mage departed and his spell wore off, the creature made its lair in this wider area of tunnel. It survives but is not well acclimated to the warmer clime of the citadel. As a result it is lethargic and spends most of its time in slumber. When the party enters the hall it is dozing but is not asleep. A character approaching within 30 feet of its head, facing the west, notices its greenish-blue eyes open as slits and is subject to its paralyzing gaze. It is not particularly hungry and attempts to engage the PCs in conversation, hopefully capturing a few more in its gaze. If offered treasure valuing at least 5,000 gp per party member and advised that it is possible to leave the citadel now, it accepts the bribe, scooping the treasure into its mouth and leaving by the nearest exit. It then departs for the colder climes of the upper Stoneheart peaks. If the party is hostile, it uses its *glacial storm* on the rear ranks and its Gaze to Ray feat on those approaching within 30 feet.

Treasure: Piled around the bases of the two statues are the treasures that the slorath (and the blue dragon before it) gathered from the various shops and residences along the promenade. These include bails of silks and fine wools that have withstood the test of time and are worth a total of 6,500 gp, 6 sets of masterwork artisan's tools of assorted types, bags and chests of gemstones worth a total of 10,850 gp, ingots of gold and silver worth a total of 5,000 gp, and 12,047 gp in assorted coins. Though these items are quite valuable, they are also quite bulky and difficult to transport.

159. Clothier's Shop

This was the clothier's shop. Shelves along the walls and free-standing racks held various outfits and accessories available for purchase by the residents of the quarter or those Templars or Disciples who wanted something more or finer to wear while off duty than their typical uniforms or cassocks. A side room served as an office for the proprietor and a back room was a workshop where the garments were sewn. Most of the common items herein were abandoned during the retreat as unnecessary baggage. Since then the blue dragon and the slorath have looted all of the valuables from the rooms. Now piles of moldering garments are all that remains of its wares. Anyone searching through the mounds of discarded clothes can piece together still-serviceable sets: three artisan's outfits, one monk's outfit, two scholar's outfits, and a cold weather outfit. All smell slightly musty and are far out of style with fashions tending toward the sinister or purely utilitarian.

160. Purveyor of Charms and Icons

This shop is organized like that of Area 159. It was owned by a craftsman who created and sold small good luck charms and religious icons (devoted to Orcus, of course) of materials ranging from mundane to semi-precious. All of the most valuable items were taken by the owner, and the creatures of the citadel looted the rest. Now the rubbish on the floor includes the broken remains of hundreds of different wood and stone charms, icons, and holy symbols—all worthless. A loose stone in the floor at the back of the workshop (DC 18 Perception to locate) was missed and still contains a pouch holding 47 sp and a *potion of darkvision*.

161. Potter (CR 12)

This was the shop of the citadel's potter. Much like Area 159, its floor is scattered with remains of its wares, broken crockery and vessels of all shapes and sizes but all finely crafted and glazed. A broken desk occupies the office, behind which a stone has been pried loose from the wall revealing a hidden niche that is empty (once the potter's safe). The workshop is strangely clean and free of destruction. It holds a potter's wheel and troughs for holding clays and glazing materials, and its eastern end is occupied by a massive clay kiln large enough to fire a dozen vessels at once.

Creature: The citadel's potter was actually a powerful cleric/wizard, though he did not let onto this fact. To protect his shop, he crafted an **advanced clay golem**. This bulky, headless construction is actually the kiln. When crouched down it appears to be ordinary, though a DC 20 Perception check notices the seams along its sides where squared-off arms and legs are tucked firmly against its flanks. Anyone entering causes it to activate and rise up on its stumpy legs to attack. The kiln remains open in its torso and actually functioned as long as the golem remained quiescent. The golem attacks when anyone enters the back room, though it does not pursue but instead crouches again and resumes its kiln appearance when intruders leave. It is the reason that the back room remains undisturbed.

ADVANCED CLAY GOLEM **CR 12**
XP 19,200

Advanced-HD clay golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Clay")

N Large construct

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

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 129 (18d10+30)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits,

magic

Speed 20 ft.

Melee 2 slams +24 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +26; **CMD** 36

Treasure: The potter kept all of his finest wares in the guarded back room, and some were left behind. These include a total of five fine ceramic vessels (150 gp each) and a *bowl of commanding water elementals* of the finest blue porcelain. A set of masterwork artisan's tools suitable for use by anyone with the Craft (pottery) or (sculptures) skill hangs from a rack on the wall.

162. Provisioner

Overtaken tables and several wooden bins still occupy the room, and chains ending in hooks descend from the rafters. This was the provisioner's shop that served the eating establishments and more high-end dining halls of the citadels. The foodstuffs that remained have long since been taken and consumed. The back room once served as a cooler with a magical device to keep food cold, but that item was removed during the Great Retreat. Slumped against the back wall of the office is the decapitated skeleton of an armored knight, its head nowhere to be seen. It still wears a suit of *+1 electricity resistance chainmail* complete with a tabard bearing the symbol of Arn. There are no weapons with the corpse, though its belt pouch holds a ruby worth 300 gp. This was one of the Lord Bishu's pouches. He was slain here by Bishop Clarendon and his head taken. A DC 17 Perception check reveals a small brass key lying on the floor nearby. This goes to the door of Area 11.

163. Scribe

Other than the Disciples of Orcus clergy and officers of the Templar Guard, most of the citadel's inhabitants were illiterate. As such, several scribes lived within selling their services to create signs, documents, and records. Their tables and stools have been smashed to flinders and only a few sheets of vellum and the brittle remains of many, many blank papyrus scrolls remain here.

164. Alchemist

Like the other shops along the promenade, the many tables and shelves that once stood in here have been smashed and looted. Shards of glass and bits of broken alchemical equipment litter the floor of the main room and side rooms. Traces of powders and dried fluids stain the floor in places, some giving off strange odors. Nothing of value or interest remains.

165. Woodworker (CR 10 or 14)

Like the other shops of this area, this woodworker's shop is a shambles and has been thoroughly looted. Sawdust and wood shavings mix underfoot with many wooden carvings and tools. A total of three complete sets of artisan's tools useable by those with Craft (carpentry) can be found here.

Creature: Dangling from the ceiling and lurking just above the entry to this shop is a **bloated arch lurker**. It is spiderlike with four tentacles radiating from its body—two ending in grasping digits and two ending in clawed hooks. Four chitinous legs retract into its body mass when not in use. A large fanged maw opens at one end of its

CHAPTER 4: THE LAP OF ORCUS

body. This aberration and some of kin have taken advantage of the slorath's lethargy to move in and make a lair here and in Area 166.

BLOATED ARCH LURKER CR 10 XP 9,600

Advanced-HD giant arch lurker (*Creature Collection II: Dark Menagerie* 10)

CE Huge aberration

Init +7; **Senses** darkvision 60 ft.; **Perception** +18

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 119 (14d8+56)

Fort +10; **Ref** +7; **Will** +10

Defensive Abilities elastic skin

Speed 30 ft., climb 30 ft.

Melee 2 tentacles +18 (1d8+10 plus grab), bite +18 (3d8+10), 2 hooks +16 (3d6+5)

Space 15 ft.; **Reach** 15 ft. (20 feet with hooks and tentacles)

Special Attacks pull (tentacle, 10 feet)

Str 30, **Dex** 16, **Con** 18, **Int** 12, **Wis** 12, **Cha** 9

Base Atk +10; **CMB** +22 (+26 grapple); **CMD** 35 (39 vs. trip)

Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude,

Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +20, Climb +35, Escape Artist +24, Perception +18, Stealth +20 (+28 when still)

Languages Aklo

SQ camouflage

Camouflage (Ex) An arch lurker can change the pigment of its body to blend with its surroundings and gains a +8 racial bonus to Stealth checks (+16 when sitting still).

Elastic Skin (Ex) An arch lurker's skin is rubbery, giving it a 25% chance to negate any additional damage from a critical hit or a sneak attack. Normal damage is still inflicted. It also gives it a +4 racial bonus to Escape Artist checks.

Tactics: The arch lurker ambushes the first person to enter this doorway attempting to drag them up to the 30-foot ceiling. There it continues to dangle by one hook while it attacks its prey with its two tentacles, bite and other hook. If seriously injured, it drops its prey to the floor. At the sounds of combat from here, the arch lurkers in Area 166 drop down and attempt to silently ambush the rear ranks of the party from behind, preferably catching less-armored PCs alone in the hallway. They are not above fighting over individual victims, playing a kind of tug-of-war between them. If two of those lurkers are killed, the other two retreat back to the ceiling of Area 166. The arch lurkers are able to move through the doorways with ease due to the elastic nature of their hides.

166. Chandler (CR 13 or 14)

Other than the waxy build up on the floors amid the destroyed furnishings and the wax-coated tubs and candle casts in the back room, there are no obvious signs that this was a chandler's shop. Most of the main areas of the citadel are lit by *continual flames*, but sleeping areas were not so outfitted so that a chandler was required to supply the necessary candles to light those areas of the citadel as needed. He did not supply the votive candles for the clergy, as they created their own waxworks in the citadel above.

Creatures: Occupying this chamber are 4 bloated arch lurkers. Due to their great size, two dangle from the 30-foot ceiling and two remain on the floor. All are hungry and eagerly attack interlopers.

BLOATED ARCH LURKERS (4) CR 10 XP 9,600

hp 119 (See Area 165)

Tactics: These creatures use similar tactics as their fellow aberration in Area 165. Two attempt to draw victims up to the ceiling while the other two attempt to drag victims into the smaller rooms and hold them in the doorway while they attack them to gain cover from the other party members. The arch lurker at 165 likewise attempts to ambush stragglers in the hallway if it hears combat in here. Once again, the creatures' elastic skin allows them to squeeze into the narrower side rooms without penalty.

Treasure: The side office has the gnawed bones and carapaces of many types of vermin as well as wolf-spiders and spider eaters, the prey of the hunting arch lurkers. Amid these fresh bones and droppings are 7 diamonds worth 3,000 gp each that they have also gathered.

167. Cobbler

This is like the other shops of the promenade, full of destroyed shelving and tattered merchandise. The back room holds the cobbler's workshop with several different types of foot gear in various stages of creation or repair.

Treasure: A secret door in the plaster of the office's wall (DC 25 Perception check to locate) hides a safe that still holds the treasures of the cobbler who was murdered before he could clean it out. Its key is gone but its lock can be picked (Disable Device DC 30) or smashed (Hardness 10, hp 60). Within are 512 gp, two sapphires worth 100 gp each, a set of masterwork artisan's tools for cobblers, and a special ordered pair of *boots of the huntress* (see sidebox) that he was never able to deliver to his customer.

Boots of the huntress originally appeared in *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. It is included here for your convenience.

BOOTS OF THE HUNTRESS

Aura moderate divination and transmutation; **CL** 7th
Slot feet; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

These boots grant a +10 circumstance bonus to the wearer's Survival checks to get along in the wild, keep from getting lost or avoid natural hazards, and follow tracks. In addition the wearer is more difficult to track, increasing the DC to track the by 10.

CONSTRUCTION

Requirements Craft Wondrous Item, *locate creature*, *pass without trace*; **Cost** 1,500 gp

168. Leatherworker

This is the remains of a leatherworker's shop and has been ransacked like the rest of them. A set of masterwork artisan's tools suitable for use with Craft (leather) can be found in the workshop, and hidden beneath a collapsed shelf (DC 18 Perception check) is a suit of masterwork leather armor.

169. Jeweler

This small room is featureless save for a door composed of steel bars that exits to the west. The heavy lock on that door has been broken, and the door hangs open. This was the entrance to the shop of one of the wealthiest residents of the quarter, the citadel's jeweler. As the Great

CHAPTER 4: THE LAP OF ORCUS

Retreat occurred, a plot was hatched to kill the jeweler and rob him of the fortune in jewels rumored to be kept within his quarters. The lock was broken by the conspirators in their break-in attempt.

170. Anteroom

This small room is empty of furnishings. An open doorway stands to the south. A narrow window opens at chest height in the north wall. Most arresting of all, however, is the globe of absolute blackness that hangs in the air 5 feet off the ground in the room's center.

This served as the shop floor of the jeweler who once lived here. Customers came to his window and stood at the counter to examine and purchase his jewelry. A DC 10 Perception check notices that the doorway to the south has empty hinges, as if a door once stood there, though there is no trace of it now. A DC 25 Knowledge (arcana) confirms that the black sphere hanging in the air looks a lot like a *sphere of annihilation*, which in fact it is as can be determined by anyone foolish enough to touch it. The citadel's jeweler was a powerful and extremely wealthy wizard who preferred to live within this oppressive place for his own ends. Though, not a true follower of Orcus, he paid lip service, and with his great wealth and power was afforded great status and access to many comforts that may not have been available in more lawful lands. With his great wealth and many-fold connections he was able to procure this minor artifact with none of the clergy of Orcus any the wiser that such a dangerous item had been brought into their midst.

When a scheming rival plotted to rob and kill the wizard during the Great Retreat, the wizard called forth his *sphere* to defend him from the attackers. It came out of its storage area at 171 disintegrating the door in the process and took the two attackers by surprise, annihilating the two as they prepared to face living or construct guardians belonging to the wizard. Unfortunately the jeweler was cut down before the conspirators were destroyed, and the *sphere* was left masterless. When the citadel shifted planes shortly thereafter, this unique spell somehow affected the magic of the sphere and, in a sense, broke it. While it retains its power of annihilation, it is no longer mobile, forever stuck in place and unable to move again with anything short of a *wish* or *miracle*. Nothing remains of the two attackers that were destroyed here by the *sphere*.

171. Guard Room

This small room is bare and featureless. The jeweler often cloaked it in illusion to make all sorts of strange and powerful creatures laired here to guard his shop, but in fact it served only as the storage room for the *sphere of annihilation* found in Area 170 waiting only to be called forth by its master. It destroyed the door when it answered his last call.

172. Jeweler's Counter

There are no entrances to this room or those beyond save for the small 6-inch-wide window between here and Area 170. Its contents can easily be seen by anyone peering through the window.

The walls of this small room have been papered in extravagant, colorful patterns that now crack and peel away from the plaster beneath. An elegant crystal chandelier still burns with dozens of candles. An ornate door to the west appears to be composed of carefully engraved and fitted sheets of ivory that have been inlaid with gold and precious stones. A skeletal figure in fine sky blue robes lies huddled on the floor before that door, a small black crossbow bolt protruding from between its shoulder blades.

From this counter, the jeweler made transactions with his customers using *unseen servants* to admit them through the locked gate from Area 169. As he prepared to leave with the Great Retreat, one of his comrades and sometimes business partner, the owner of the Burning Pit (see Area 180) came with one of the Disciples of Orcus to accompany the jeweler to the marshaling area. Unbeknownst to the jeweler, his friend and the murderous priest were in league to slay and rob him. As he came out to greet them, while the Disciple readied his spells for whatever guardian might emerge from Area 171 his friend (a high-level rogue) raised a hand crossbow and fired a *slaying arrow* that missed. The jeweler turned to flee, mentally calling to the *sphere of annihilation* in Area 171. It came through the door and engulfed the Disciple immediately. The rogue got off another shot, hitting the jeweler and felling him with its magic, but never got to savor the victory as the *sphere* annihilated him where he stood before he could even turn around. Such has the grim crime scene remained since that day.

The ivory western door is still *arcane locked* at 18th level.

Arcane-Locked Ivory Door: 1 in. thick; Hardness 6; hp 25; Break DC 25.

Treasure: The crystal chandelier is a work of art and holds 44 everburning candles. It is delicate and bulky (150 lb.) but if removed is worth 1,000 gp. The door is likewise a work of art composed of cunningly engraved ivory plates set with gold filigree and many precious stones. It too is bulky, weighing 200 lb. but if removed is worth 2,800 gp as an art object. If it is broken open, that value drops to 1,200 gp.

The skeleton wears robes of light blue silk, now bloodstained and soiled. On its fingers are eight jeweled rings worth 800 gp each, a *ring of protection* +5 and a *ring of blinking*. Around its neck is a shattered jeweled talisman that was once a special unique *talisman of the sphere* that he created himself from small jewels and platinum wire. It served as an art piece for him and was much more fragile than typical for its kind, so when he fell and landed on it snapped and became useless. It is no longer magical but is still worth 9,500 gp for the materials alone. Tucked in his belt is a *silent metamagic rod*. Hidden in his robe is a spell component pouch, its contents long since moldered to dust, and a wrist sheath with the dagger *Death's Mockery*. (see **Magic Item Appendix**). Anyone seeing this weapon and making a DC 30 Knowledge (history) or a DC 20 bardic knowledge check recognizes it as the signature weapon the powerful illusionist and jewel thief Raveene who lived centuries ago and allegedly stole the crown jewels from the overking's own vault. Raveene was never caught and was thought to have stashed away several fortunes in stolen jewels. This discovery reveals the fact that the infamous Raveene was none other than the jeweler of the Citadel of Orcus, which explains where he obtained many of the best pieces that he sold to the clergy of Orcus.

Anyone examining the skull of the jeweler finds that small diamonds have been embedded in his teeth (32 total — 100 gp each if extracted). The crossbow bolt in the skeleton is damaged and useless, but a DC 18 Perception check reveals a second bolt that is still whole, entangled in the folds of the robe. It is a *greater human slaying crossbow bolt*.

173. Jeweler's Residence (CR 12)

This oddly-shaped room has an ivory door to the east and a heavy iron door to the west. The floors are completely covered in plush carpets, now musty with age. Thick tapestries hang on the walls depicting images both abstract and lewd broken only by gold candle sconces. A low table surrounded by seating cushions rests in the room's center bearing a set of crystal carafes and goblets. Piles of furs and blankets form a bed in an alcove. Manacles attached low on the north wall still hold the slumped skeletal remains of three humanoids in ragged silk dresses.

CHAPTER 4: THE LAP OF ORCUS

This was the residence of the jeweler Raveene. The paranoid jewel thief accessed his chambers only by *blinking* through the walls or occasionally opening a *dimension door* to bring others in. No wind tunnels reach into these rooms. Here he sumptuously lived on the fruits of his power and ill-gotten gains in decadence and depravity. *Unseen servants* and magic tended to all his needs. An examination of the skeletons and a DC 15 Heal check or Knowledge (local) is able to identify them all as female elves.

Creatures: These slaves of Raveene's were left to die when he was murdered by his former friend. They now exist as **3 advanced groaning spirits** that arise to attack when anyone enters the room, appearing as starved and broken elven women. Unfortunately for the PCs, they are not alone, for hidden beneath the floor at the south end of the room by use of a *stone shape* two more skeletons have been buried (DC 30 Perception check to notice the smooth section of stone beneath the carpet and a Spellcraft to determine its source). These rise as another **2 advanced groaning spirits** 2 rounds after the others. These appear as murdered elven women, their faces and nude bodies criss-crossed by disfiguring wounds. They do not leave this chamber.

ADVANCED GROANING SPIRITS (5) CR 8 XP 4,800

The Tome of Horrors Complete 357

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft., lifesense; **Perception** +22

Aura fear (30 ft., DC 21), unnatural aura (30 ft.)

AC 21, touch 21, flat-footed 16 (+6 deflection, +5 Dex)

hp 85 (10d8+40)

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

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, electricity, undead traits; **SR** 20

Weaknesses vulnerability to dispel evil

Spd fly 30 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus chill touch)

Special Attacks keening

Str —, **Dex** 21, **Con** —, **Int** 20, **Wis** 20, **Cha** 22

Base Atk +7; **CMB** +7; **CMD** 28

Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +16, Disguise +19, Fly +26, Intimidate +19, Knowledge (arcana) +18, Knowledge (religion) +18, Perception +22, Sense Motive +22, Stealth +18

Languages Common, Elven, Gnome, Sylvan

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 21 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 21 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 23 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.

Treasure: The seven gold scones in the room are worth 80 gp

each if removed from the walls. The carpets have moldered but the four tapestries if removed and carried to a suitable buyer (one with poor taste) can fetch 200 gp each. The table is made of teak and is worth 225 gp. The crystal carafe and goblet set if worth 800 gp. Affixed to the bottom of the table with candle wax is an *arcane scroll* (CL 18: *stone shape*) kept by Raveene to use as an emergency escape route or to dispose of more slave girl bodies if one of his drunken rages was to get out of control.

174. Jeweler's Vault (CR 18)

The door to this room is composed of iron and is *arcane locked* at 18th level. Surprisingly, it is not trapped.

Arcane-Locked Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 38.

The room beyond is bare save for several shelves holding empty metal boxes and a leather traveling trunk.

Creature: Also in here is a very cramped and bored **elite guardian cacodaemon** that was bound here by Raveene to guard him as he evacuated the citadel. It became locked within and remained trapped when the jeweler was murdered as he went to see his friend in Area 172. It is a tall, ebony-hued humanoid with powerful arms and a hairless head with a tooth-filled maw. The cacodaemon is desperate to escape when the door is opened but is also very hungry. It immediately *teleports* into Area 173 behind the party and attempts to rend a weak-looking PC. If hard pressed it tries to summon additional daemons and then escape with its chosen meal in tow.

ELITE GUARDIAN CACODAEMON CR 18 XP 153,600

Advanced-HD cacodaemon (*The Tome of Horrors Complete* 132)

NE Large outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*, *see invisibility*; **Perception** +34

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 138 (25d10+72)

Fort +22; **Ref** +18; **Will** +10

DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

Speed 30 ft.

Melee +3 *longsword* +37/+32/+27/+22 (2d6+12/17-20), claw +29 (2d6+4) or 2 claws +34 (2d6+9)

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

Special Attacks rend (2 claws, 2d6+13)

Spell-Like Abilities (CL 12th)

Constant—*detect magic*, *detect thoughts* (DC 15), *see invisibility*

At will—*cause fear* (DC 14), *deeper darkness*, *desecrate*

3/day—*greater teleport*, *hold person* (DC 16), *protection from good*

1/day—*summon* (level 6, 1d3 hydrodaemons or 1 cacodaemon 35%)

Str 29, **Dex** 19, **Con** 27, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +25; **CMB** +35 (+37 sunder); **CMD** 49 (51 vs. sunder)

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (*longsword*), Improved Sunder, Power Attack, Step Up, Strike Back, Weapon Focus (claw), Weapon Focus (*longsword*)

Skills Bluff +31, Climb +37, Intimidate +31, Knowledge (planes) +30, Perception +34, Sense Motive +34, Stealth +28, Survival +30

Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

Gear +3 *longsword*

Alter Self (Su) An elite guardian cacodaemon can assume the shape of any Medium or Large humanoid as a standard action. This supernatural ability works like *alter self* (CL 12th), but the cacodaemon can remain in the chosen form indefinitely. It can

CHAPTER 4: THE LAP OF ORCUS



assume a new form as a standard action or return to its own as a free action.

Treasure: The leather chest holds only various knick knacks and articles of clothing. There a total of seven courtier's outfits and three noble's outfits. One royal outfit is carefully wrapped in paper at the bottom. Hidden in with the royal outfit and appearing to be nothing more than a handkerchief is a folded *portable hole*. Within it are assorted items of fine jewelry worth a total of 26,000 gp, 2 sets of masterwork artisan's tools for jewelers, a *gem of brightness*, a *gem of seeing*, a *figurine of wondrous power* (bronze griffon), *arcane scrolls* of *arcane lock*, *magic aura*, *read magic*, *glitterdust*, *detect scrying*, *mirage arcana*, and *prying eyes*, a scroll trapped with *explosive runes* (Perception DC 28), and two spellbooks (see below).

Spellbook 1: **0**—*arcane mark*, *detect magic*, *detect poison*, *open/close*, *read magic*; **1st**—*alarm*, *charm person*, *detect secret doors*, *erase*, *hold portal*, *identify*, *mage armor*, *magic aura*, *protection from good*; **2nd**—*arcane lock*, *detect thoughts*, *knock*, *locate objects*, *magic mouth*, *phantom trap*, *resist energy*, *rope trick*, *see invisibility*, *summon swarm*, *touch of idiocy*; **3rd**—*arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *dispel magic*, *explosive runes*, *invisibility sphere*, *nondetection*, *sepia snake sigil*, *shrink item*; **4th**—*confusion*, *dimension door*, *fire trap*, *greater invisibility*, *lesser geas*, *lesser globe of invulnerability*, *phantasmal killer*, *stone shape*, *stoneskin*.

Spellbook 2: **5th**—*break enchantment*, *mage's faithful hound*, *mage's private sanctum*, *mind fog*, *permanency*, *prying eyes*, *secret chest*, *symbol of sleep*; **6th**—*analyze dweomer*, *antimagic field*, *disintegrate*, *greater dispel magic*, *guards and wards*, *mislead*, *wall of iron*; **7th**—*phase door*, *sequester*.

175. Moneylender

The doors to this chamber are both composed of adamantine. They are locked and the key is no longer in the citadel. The western door has a spy hole at eye level that can be noticed with a DC 25 Perception check. The chamber is empty save for a 2-foot wide window and counter at chest height in the north wall. Set over the window are thick iron bars spaced only 3 inches apart. A small opening, 4 inches high, opens below the bars allowing transactions to be made. The moneylender serviced his customers in the citadel through this secure counter.

Locked Adamantine Door: 2 in. thick; Hardness 20; hp 80; Break DC 38; Disable Device DC 31.

176. Guard Room

One of the moneylender's personal guards was on duty in here at all times listening for the sound of the bell and watching through the spy hole. An iron bar dangling by a chain from the ceiling could be pounded by the guard with a weapon to bring reinforcements from Area 179. The room is currently empty.

177. Moneylender's Office

This chamber has walls lined with pigeon-hole shelves, now empty. A counter runs in front of a barred window looking out to the south. Beneath the counter is a shelf holding a metal box and a small silver bell.

From here the moneylender conducted his business. The shelves once held ledgers and scrolls upon which the moneylender recorded the many debts and transactions that took place over the years. They were all taken when the citadel was abandoned. The steel box is a small lockbox, the key still in its lock, where the moneylender kept cash on hand. It, too, is empty, but this 5 lb. box has been enchanted and is extremely strong (Hardness 10, hp 100, Break DC 35, Disable Device 25) and could be sold to an appropriate buyer for 500 gp. The silver bell is worth 25 gp and served as an alarm if the moneylender felt threatened.

178. Moneylender's Residence

This chamber has furnishings of wrought iron, a narrow bed, a plank-topped table, an uncomfortable-looking chair, and strange iron rack hanging on the west wall.

The strange moneylender, though of extravagant wealth, lived in this austere chamber bereft of many comforts. The furnishings are what they appear — sturdy, functional and comfortless. The strange rack has several small shelves, sconces and hooks, many with traces of melted wax and metallic dust. This once held small icons and votive candles. Here the moneylender once secretly worshipped Great Mammon, the archdevil, out of the sight of the Disciples. This can be discerned by a DC 35 Knowledge (religion) from the subtle clues left behind.

A secret door is hidden in the floor beneath the bed. It is further concealed by an *illusory wall* (caster level 18th) which must be interacted with and a DC 19 Will save made before a DC 30 Perception check can even be attempted. Opening the door reveals a lead-lined cavity holding six 1-foot-diameter metal cylinders extending into the floor. In the hollow between them is a thin 10-foot, metal pole with a scoop on the end. They appear to be empty, though a DC 25 Perception check notices a single platinum piece lying at the bottom of one, hinting at the treasure trove that must have once existed here.

179. Bodyguards' Quarters

All of the plaster has been smashed from the walls of this room revealing the bare masonry, chipped and scarred by the impacts of heavy blows. The floor is likewise scraped and scuffed. Only a few furs—stiff with age—and leathery scraps remain on the dusty floor.

This room once housed the moneylender's personal bodyguard of charmed giants. These brutes were loyal only to him and left with in the Great Retreat leaving nothing of value behind.

180. The Burning Pit (CR 17)

Each hallway leading into this area bears a wooden placard on the wall that has a woodcut depicting a hellish landscape occupied by cavorting demons tipping mugs of ale: the Sign of the Burning Pit.

This is a wide chamber with oddly-angled walls, rustic oaken columns, curtained alcoves, many tables and benches, and, in the room's center, a gaping pit. Worn tapestries and trophies from hunts and battles still adorn the walls, though most are damaged, and blank spaces show where those of any value were removed. A strange phenomenon hovers over the pit. It is an irregular silvery orb that undulates like rippling water and flashes with strobing white light, bleaching the room in its pale glow.

This was once the most popular eatery and tavern in the citadel, The Burning Pit. Not as pretentious as Orcus's Craw, it served a clientele of soldiers, artisans, and lower-ranking priests. Through a steady flow of business and brisk information peddling, its owner became one of the most influential civilians living within the citadel (see Area 145 and 146 for his residence). The warm fire of its hearth and the easy camaraderie in its cheery glow provided a welcome respite from the typical citadel-dweller's oppressive and paranoid existence.

Creatures: The strange patch of glowing light is actually a rip in the time continuum caused by the citadel's displacement and sudden return to the Material Plane. This unnatural event caused a rip in the fabric of the Material Plane and has opened a one-way portal from the Plane of Time (see *The Tome of Horrors Complete*). The sudden trauma to the multiverse caused a pair of time flayers to be forcibly pulled through to the Material Plane and in the past few hours has caused a total of **6 time flayers** to be deposited in this chamber. Currently they all remain here trying to figure out a way to return back through the portal, but when they spot the PCs they immediately assume them to be hostile just as the mallor demon they recently encountered was (it's body rests at the bottom of the fire pit) and attack. Two rounds after battle begins, the time portal suddenly flashes brightly (DC 15 Fort save for everyone in the room or be dazzled for 1 round) and a **seventh time flayer** is thrown into the room. It lands prone near the edge of the pit but immediately rises to join its brethren in the battle when it realizes what is going on. The portal does not activate again while the party is in this chamber, however further encounters spawned by this portal are described under Event 3 in Chapter 1 of *Part I—At the Feet of Orcus*.

TIME FLAYERS (7)

XP 19,200

The Tome of Horrors Complete 603

NE Medium outsider (extraplanar, time)

Init +6; **Senses** darkvision 60 ft.; **Perception** +21

CR 12

AC 28, touch 18, flat-footed 28 (+2 Dex, +1 dodge, +5 insight, +10 natural)

CHAPTER 4: THE LAP OF ORCUS

hp 110 (13d10+39)

Fort +9; Ref +12; Will +13

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic

Speed 40 ft.

Melee +1 *greatsword* +19/+14/+9 (2d6+7/19–20)

Special Attacks temporal displacement, unmaking

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

Base Atk +13; **CMB** +17; **CMD** 35

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Weapon Focus (greatsword)
Skills Acrobatics +13, Bluff +20, Climb +10, Diplomacy +19, Escape Artist +16, Intimidate +20, Knowledge (history) +18, Knowledge (planes) +21, Perception +21, Sense Motive +21, Stealth +24, Survival +21

Languages Abyssal, Auran, Common, Daemonic, Infernal, Temporan

SQ time jaunt

Gear +1 *greatsword*

Foresight (Su) A time flyer can see a few seconds into the future. This ability prevents a time flyer from being surprised, caught flat-footed, or flanked. It also grants the time flyer an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time flyer can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time flyers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Reality Bend (Su) As a free action, a time flyer can fold the dimensional space surrounding it so its true location is hard to discern. Attackers have a 50% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. *See invisibility* does not reveal the creature's location, but *true seeing* does.

Temporal Displacement (Su) As a melee touch attack, a time flyer can send a creature a few seconds into the future. A DC 19 Fortitude save negates. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy only to reappear in the same space 1d4 rounds later. This effectively removes that creature from combat for the duration. If the space is occupied when the creature returns, it suffers no damage and is shunted aside. The time flyer can use this ability three times per day.

Time Jaunt (Su) As a standard action, a time flyer can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time flyer and up to four other creatures within a 30-foot radius that the time flyer designates. Unwilling creatures can attempt a DC 19 Will save to avoid being carried away. This ability is otherwise similar to the *greater teleport* spell. The save DC is Constitution-based.

Unmaking (Su) An opponent slain by a time flyer is unmade—erased from the very fabric of time. No memories or recollections of the unmade creature exist anywhere in reality. Past events the creature was responsible for are now attributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers the unmaking. The kingdom is still safe, but no one can quite recall who saved it.

A creature that suffers the unmaking cannot be raised, resurrected, or restored to life by any means—not even a *wish* can restore an



unmade creature. Only the direct intervention of a deity can restore one who suffers this fate.

180a. Cloak Room

Corroded copper hooks—some still recognizable as the horned snout of a dragon—line the walls of this alcove. Dark, dust-covered shrouds hang from several of them.

This small room was a cloak room for the Burning Pit and still holds the abandoned cloaks of a few patrons. As sinister as it may appear, there is nothing dangerous here. A DC 15 Knowledge (arcana) can identify the coat hooks as replicas of blue dragon heads.

180b. Private Booth

Concealed behind heavy curtains that muffle sound as well as block sight, these booths hold wide tables surrounded by comfortable seats where meetings could be held with some modicum of privacy.

180c. Fire Pit

This wide pit is five feet deep with firedogs in its center surrounded by mounds of ancient ash. Fittings in the brick lip of the pit could hold spits for roasting two sides of beef at once. A dead mallor demon lies among the ashes.

181. Kitchen

A wide fireplace and well occupy the opposite end of the room. Clay ovens sit atop the fireplace, and an iron griddle rests within it. Various pewter and earthen vessels stand along the edge of the well, which is only about 2 feet deep, and a few have fallen to the floor and broken. The old wooden tables, shelves, and cutting blocks that crowd the rest of the room make it look ready to go back into use at a moment's notice.

Once the eatery's busy kitchen, there is nothing of much interest herein.

182. Larder

The wooden bases for holding tapped kegs line one wall, and rusty iron hooks hang from the rafters of the 10-foot ceiling. The wall opposite the keg bases has the collapsed remains of wooden shelving.

This former larder is now empty.

183. Servant's Quarters

This room is empty save for rude, narrow bunks where indentured servants slept when between shifts.

184. Manager's Residence (CR varies)

This residence was kept by a manager in service to the eatery's owner (who didn't bother with the day-to-day running of the establishment). Treat it as the private residences found elsewhere on this level (Areas 133–144).

185. Northern Terrace (CR II)

A wide parapet overlooks the city below, its battlement crossing between the curving wall of the citadel and the massive construction that comprises the northern armrest of Orcus's massive throne. A few arrow slits look out from the citadel onto this platform, and a large open arch likewise exits next to a much smaller doorway. Large clumps and piles of a brownish substance dot the surface of the parapet at places.

This terrace served as a defensive point for the citadel as well as a landing pad for the many flying beasts employed by the Disciples of Orcus and their minions. The siege engines and other defensive armaments have all been destroyed and chewed into mulch for use in the spider eater hive beyond the archway (Area 187). The brownish lumps are piles of this shredded wood mixed with the saliva of the spider eaters to create a compostlike paste.

Creatures: There are always **10 spider eaters** buzzing around out here, and any combat draws 1d4–1 more of them out of Area 187 for every round it continues. These giant creatures have batlike wings but otherwise resemble massive hornetlike creatures with two forelimbs and a hooked stinger tail.

SPIDER EATERS (10)**CR 5****XP 1,600**

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +14**AC** 18, touch 10, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, –1 size)**hp** 63 (6d10+30)**Fort** +10; **Ref** +6; **Will** +3**Defensive Abilities** freedom of movement**Speed** 30 ft., fly 60 ft. (good)**Melee** sting +10 (1d8+5 plus poison), bite +10 (1d8+5)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** implant**Str** 21, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +12; **CMD** 24**Feats** Dodge, Mobility, Skill Focus (Perception)**Skills** Fly +9, Perception +14

Freedom of Movement (Su) Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex) Sting—injury; *save* DC 18; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

186. Guard House

The doors have been removed from this small chamber, seemingly ripped from their hinges. A single arrow slit looks out from the north wall. It is bare of furnishings.

Once a small guard house, all of the wood and furnishings have been stripped from this room for use by the spider eaters in their hive.

187. Flyer Stables (CR varies)

The portcullis at the main entrance is currently in its raised position and is only noticeable with a DC 23 Perception check.

The ceiling is 40 feet high here. There are no light sources in this area or Areas 188, 189, 190 and 191.

This long chamber is like a surreal tunnel, but rather than stone, its walls and ceiling are composed of some strange, matted, brownish-gray fibrous material that looks almost woven. The floor at least is the stone that you are familiar with throughout the rest of the fortress, but even it is nearly buried in a fine, black soil. The walls and ceiling are uneven and irregular. In places, columns of the fibrous material connect floor to ceiling. Dark openings exit off of the sides of this forbidding gallery. A strong acrid smell lingers in the moist air, and a faint clicking and whirring is omnipresent — just barely audible.

This was once the stables for the special flying mounts belonging to the highest-ranking officers and most powerful members of the clergy. At one time the creatures stabled here included nightmares, wyverns, manticores, spider eaters, and a blue dragon steed for the Grand Cornu himself. Most of these mounts were killed in the war or taken by the fleeing Disciples, and the blue dragon was left behind in the promenade to serve as a guardian, but several of the spider eaters were abandoned to their fate. Eventually the voracious insects were able to chew their way through the heavy gates that imprisoned them and establish a colony throughout the whole area.

The walls and floor of the area are plastered with a papery, mulchlike substance created by the spider eaters chewing up woody objects and regurgitating them with their saliva as a building medium. It is durable and somewhat flexible. The floor is covered with their dried excrement supporting a healthy ecology of beetles and grub worms.

Spider Eater Regurgitated Wood Pulp: Per 1-ft. thickness; Hardness 3; hp 15; Break DC 18; Climb DC 14.

Creatures: Currently living within this colony are **63 spider eaters** and **14 elephantine spider eaters** (much larger than the normal variety). They crawl throughout these chambers and swarm to attack intruders. They fight to the death in defending their queen. They respond to battle on the terrace as described in Area 185. This colony now lives in perpetual warfare with the wolf-spiders of this level and the spire wyverns at the higher levels of the citadel. None of those living today are trained to carry riders, that generation having died off long ago.

SPIDER EATERS (63)**CR 5****XP 1,600****hp** 63 (See Area 185)**ELEPHANTINE SPIDER EATERS (14)****CR 9****XP 6,400**

Advanced-HD giant spider eater

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +16**AC** 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, –2 size)**hp** 125 (10d10+70)**Fort** +16; **Ref** +8; **Will** +4**Defensive Abilities** freedom of movement**Speed** 30 ft., fly 60 ft. (good)**Melee** sting +15 (2d6+7 plus poison), bite +15 (2d6+7)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** implant**Str** 25, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

CHAPTER 4: THE LAP OF ORCUS

Base Atk +10; **CMB** +19; **CMD** 31
Feats Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus (Perception)
Skills Fly +9, Perception +16

Freedom of Movement (Su) Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex) Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

188. Stable Gatehouse

The fibrous wood pulp extends into this small room and covers all but one corner of its walls. In that corner, a single arrow slit is visible that looks outside. A large mass of the matted material stands right next to the doorway.

This room once controlled access to the stables from outside. Anyone breaking through a 2-foot-thick layer of the wood pulp finds a still functioning winch that operates the portcullis in Area 187. If this portcullis is lowered and some way found to stop up the passageway next to Area 192, then the spider eater colony would be trapped in the stables and would eventually die off from starvation.

189. Stable Thralls' Quarters (CR 16)

The now-familiar wood pulp covers the walls and ceiling of this chamber, some even drooping like stalactites. The smell of rot is strong here masking even the acrid stench of the fibrous wall covering. In the center of the room towers a massive, misshapen insect — legless, wingless, and eyeless — surrounded by a carpet of writhing, wormlike larvae.

Powerful giant stable hands were quartered here to handle the many deadly creatures of the stables.

Creatures: Now it is used as a massive spider eater nursery. Spider eater larvae are brought here after hatching and remain for approximately 6 weeks until their wings form and their carapaces harden. Overseeing this brood of **34 spider eater larvae** is the bloated **spider eater queen**. She is attended at all times by **4 elephantine spider eaters**. Anyone entering this room prompts the attack of all the spider eaters remaining alive in the citadel as the queen's pheromones instantly alert them all to the presence of intruders.

SPIDER EATER LARVAE (34) **CR 2**
XP 600
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)
hp 25 (3d10+9)
Fort +6; **Ref** +5; **Will** +2

Speed 20 ft.
Melee bite +10 (1d6+1)

Str 13, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17 (can't be tripped)
Feats Dodge, Skill Focus (Perception)
Skills Perception +14

ELEPHANTINE SPIDER EATERS (4) **CR 9**
XP 6,400
hp 125 (See Area 187)

SPIDER EATER QUEEN **CR 12**
XP 19,200
Advanced-HD giant spider eater
N Huge magical beast
Init +1; **Senses** darkvision 120 ft., low-light vision, scent;
Perception +28

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)
hp 189 (14d10+98 plus 14)
Fort +18; **Ref** +10; **Will** +5

Speed 0 ft.
Melee sting +20 (2d6+8 plus poison), bite +20 (2d6+8)
Space 15 ft.; **Reach** 10 ft.
Special Attacks implant

Str 26, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +14; **CMB** +24; **CMD** 36 (can't be tripped)
Feats Blind-Fight, Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus (Perception), Toughness
Skills Perception +28

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.
Poison (Ex) Sting—injury; *save* DC 24; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Treasure: Concealed beneath the queen's bulk — and only located if she is moved — are some accumulated treasures of the colony. These are comprised of 2,075 sp, 8,000 cp, three carnelians (80 gp each), a small, rusted iron chest holding 1,200 Lyre's (a platinum coin of Bard's Gate worth 1 pp, these were minted over 300 years ago), 12 copper trade bars (10 gp each), and a gourd rattle. If the rattle is cracked open, the ball inside is revealed to actually be a *ring of chameleon power*. If magic is detected for, the rattle glows with faint Illusion, but it can not be identified in any way unless the ring within is discovered.

190. Fodder Storage (CR varies)

The fibrous material lines the walls, floor, and ceiling of this chamber forming an irregular cave. Protruding from this stuff are several cadavers of giant insects and even some humanoids. The acrid stench combines with the odor of rot to assail the senses of all who enter.

These rooms were once storage rooms for the fodder for the flying mounts stabled here. Now they serve as hatcheries. When the spider eaters capture or kill a creature and implant eggs in them, the creature is then brought into these chambers and sealed within the wall or the floor until the eggs hatch and the hosts are devoured. Each of these rooms holds a few still-living specimens of wolf-spiders, spire wyverns, and a few silids. None have anything of value.

Creatures: In each of these rooms there are always **1d4 elephantine spider eaters**.

CHAPTER 4: THE LAP OF ORCUS

ELEPHANTINE SPIDER EATERS (1d4)
XP 6,400
hp 125 (See Area 187)

CR 9 (Perception)
Skills Fly +16, Perception +25, Stealth +8

191. Tack Room (CR II)

The omnipresent hive material coats the surfaces of this room as well. There is a faint smell of decay given off by a few large arachnid bodies embedded in the floor material, though these corpses appear to have been mostly devoured, leaving only a few hairy legs and bits of hollowed carapace behind.

The spider eaters instinctively avoid this room, and the PCs could use it a temporary haven from attacks by the insectoid creatures. It was once used as a hatchery like the rooms at Area 190, but now one of the implanted creatures kept in here has gone horribly wrong. The spider eaters managed to capture and implant a weakened hezrou demon. It was encased here, and as the single surviving egg inside its body began to grow it began to mutate from its contact with the unholy outsider flesh. Sensing the corrupted creature growing within, the spider eaters removed the room's other implanted hosts and destroyed any new larvae that had hatched within the room. They also encased the hezrou host in the corner behind a wall of their wood pulp 8 feet thick. Now the larva has hatched and devoured its host, growing unnaturally in the process due to the extraplanar energies coursing through it.

Creature: Still contained within its wood pulp cocoon is a **half-fiend spider eater**. PCs can make a DC 20 Perception check to hear scratching and scuffling sounds behind that section of the wall. If they break through or make enough noise to cause it to hack its way out, they are confronted by this hideous creature that resembles a cross between some kind of wasp and a grotesque frog. It immediately pursues PCs, searching for its first meal of fresh meat. The other spider eaters avoid it, and it does the same. However if led into the queen's chamber and the spider eater queen still lives, the mother fires a stream of her digestive enzyme at it which reacts with its own genetic chemistry instantly killing and dissolving the half-fiend abomination. Otherwise, after sating itself on at least one PC it flees the colony and begins to lurk about the citadel.

HALF-FIEND SPIDER EATER **CR 11**
XP 12,800

Advanced-HD half-fiend giant spider eater (*Pathfinder Roleplaying Game Bestiary* "Half-Fiend")
CE Huge outsider (native)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +25

AC 23, touch 12, flat-footed 19 (+3 Dex, +1 dodge, +11 natural, -2 size)

hp 145 (10d10+90)

Fort +18; **Ref** +10; **Will** +5

Defensive Abilities freedom of movement; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

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

Melee sting +17 (2d6+9 plus poison), bite +17 (2d6+9), 2 claws +17 (1d8+9)

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

Special Attacks smite good 1/day (+10 dmg)

Spell-like Abilities (CL 10th):

3/day—*darkness*, *poison* (melee touch +17, DC 15)

1/day—*desecrate*, *contagion* (DC 16), *unholy blight* (DC 15)

Str 29, **Dex** 17, **Con** 29, **Int** 4, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +21; **CMD** 35

Feats Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus

Freedom of Movement (Su) Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Poison (Ex) Sting—injury; *save* DC 24; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Treasure: Anyone searching the alcove it emerges from finds the largely consumed remains of its hezrou host (identifiable with a DC 30 Knowledge [planes] check). Still on the demon's finger is the cursed *ring of Azarkites* (see **Magic Items Appendix**) that caused its weakened condition and allowed the spider eaters to capture it to begin with.

192. Handler's Quarters

This room is dark and musty. A thick layer of undisturbed dust covers everything. At one wall is a simple wooden bed, neatly made, with wool blankets and a burlap sack for a pillow. Opposite is a wooden rack holding a variety of whips, riding crops, harnesses, bits and bridles, hobbles, and other devices for animals of different size and anatomy. Beside it is a small shelf holding three books. Against the north wall is a table with two chairs, an unlit oil lamp, and two leather ale jacks. A small tin coffer lies on the table beside it.

These were once the quarters for the stable master—the handler and trainer of all the exotic mounts kept in the citadel. This eccentric gnoll did not join in the Great Retreat as he was slain shortly beforehand out on the terrace one night by a daring raid of pegasi-riding elven warriors who themselves were shortly thereafter slain or forced to retreat by the flying warriors and not a few wizards and clerics that responded from the stables. The books on the shelves are entitled *Flying Mounts and Their Masters*, *Warfare in the Third Dimension*, and *Choice Feed for Exotic Steeds*.

Treasure: The stable master's arms and equipment were taken and his personal trunk was removed from the room, but one of his treasures was missed. The book on feeds has had a hollow cut into its center and placed within there remains an *ioun stone* (pink and green sphere).

193. The Throat of Orcus (CR 6)

This entire shaft is unlit.

A massive shaft rises up through the heart of the fortress here and disappears into the darkness above. A cool air current tussles hair and chills exposed skin like some great exhalation from above. A wide stone staircase rises without the benefit of a rail and spirals around the walls of the shaft until lost in the shadows as well. A feeling of foreboding and awareness of the citadel's immense weight seems to settle on all who enter here and stare into that ascending abyss.

This long staircase curls from here all the way up through the heart of the citadel reaching as high as 760 ft. Only the Disciples of Orcus and those directly authorized by them dared to make the precarious climb, and the crushed body of more than one individual who displeased the Disciples or dared to climb the stair unbidden was found here in a pool of his own blood. From the floor here, the shaft climbs 80 feet before reaching Area 281.



Creatures: At the 40-foot mark, climbers encounter special guardians created by the Magitect that now attempts to prevent the passage of any non-flying creature. Those guardians consist of **2 warden jack swarms**, tiny steel spheres bearing retractable spikes that attempt to topple intruders before using their spikes to wound those that don't fall. They can retract or extend their spikes as a free action. Any PCs that topple in the 5 feet nearest the edge of the stairway must make a second Reflex save (DC 20) or fall over the edge.

WARDEN JACK SWARMS (2)

CR 4

XP 1,200

The Tome of Horrors Complete 588

N Fine construct (swarm)

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +0

AC 21, touch 20, flat-footed 19 (+2 Dex, +1 natural, +8 size)

hp 27 (5d10)

Fort +1; **Ref** +3; **Will** +1

Immune weapon damage, construct traits, swarm traits

Weaknesses swarm traits

Speed 40 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), topple, wounding spikes

Str 4, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** —; **CMD** —

Topple (Ex) Any living creature damaged by a warden jack swarm when its spikes are retracted must make a successful DC 12 Reflex save or fall prone. The save DC is Constitution-based.

Wounding Spikes (Ex) Any living creature hit by a warden jack swarm when its spikes are extended also takes 1 point of bleed damage.

Region 8 — Entertainment District (Map 4-3)

Where the Artisans' Quarter provided for the material needs of the citadel's residents, the Entertainment District provided for their baser desires. Attractions included a fighting pit, cheap bars, gambling, a brothel, and its associated bathhouse. It also served as the base for one of the citadel's most powerful factions, a thieves' guild called the Serpent's Coils that was suffered to exist because it often proved of use to the Disciples. In addition, its presence and the controlled crime it engaged in was much preferable to the priesthood than the rampant anarchy and violent criminal behavior that undoubtedly would have broken out in such a predominantly chaotic and evil community. When the Great Retreat occurred, the core of the Serpent's Coils remained behind. Led by a powerful demoness, the group was able to draw more allies from their home layer of the Abyss so that now the region is haunted by these wicked creatures as well as some strange abyssal flora that was transplanted in as well.

194. Commons (CR 15)

This oddly-shaped room is poorly lit by a few dim sconces. Strangely placed corners and pillars further distort the available light and create sinister shadows. Multiple passages and doors exit the chamber, and twin stairs spiral downward at the southern end. A strong animal reek is present here.

This was the common area for the Entertainment District where patrons were enticed by the barkers advertising for the various establishments and by the less-subtle advances of the harlots that worked within and without the brothel.

Creatures: Now this is a stark and empty chamber occupied by the guard dogs of the Serpent's Coils, **5 abyssal wolf sentries**. These foul creatures are man-sized wolves with blackish-blue fur caked in dried blood. They and their kin prowl around the room and occasionally wander other parts of the level. When they spot intruders, two approach and growl threateningly while the others try to quietly circle around from behind. They then all attack, baying loudly. Unless they are somehow silenced in the first round, everyone in the region will hear them and be alerted. For the next two hours no one in the region will be surprised by the party.

ABYSSAL WOLF SENTRIES (5)

CR 11

XP 12,800

Advanced-HD abyssal wolf (*The Tome of Horrors Complete* 648)

CE Large magical beast (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., keen scent, *know alignment*, low-light vision; **Perception** +13

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 161 (14d10+70 plus 14)

Fort +14; **Ref** +12; **Will** +8

DR 10/cold iron; **SR** 22

Speed 50 ft.

Melee bite +19 (1d8+9 plus trip)

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

Special Attacks paralyzing gaze

Str 22, **Dex** 17, **Con** 20, **Int** 8, **Wis** 14, **Cha** 17



Base Atk +14; **CMB** +21; **CMD** 35 (39 vs. trip)
Feats Blind-Fight, Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness
Skills Perception +13 (+15 with half-fiends and tieflings), Sense Motive +2 (+4 with half-fiends and tieflings), Stealth +8
Languages Abyssal, Common

Keen Scent (Ex) An abyssal wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind. By making a successful DC 15 Wisdom check the abyssal wolf can determine whether a tiefling or half-fiend is present among the opponents.

Know Alignment (Su) Abyssal wolves always know the alignment of any creature they look upon. This ability can be negated or dispelled, but the abyssal wolf can activate it again as a free action on its next turn.

Paralyzing Gaze (Su) Anyone within 40 feet meeting the gaze of an abyssal wolf must make a successful DC 20 Will save or be paralyzed for 2d4 rounds. Half-fiends and tieflings have a -2 circumstance penalty on this save. Once a successful save is made, the target is immune to the effects of that abyssal wolf's gaze attack for one day. The save DC is Charisma-based.

Treasure: Each of the wolves wears an iron collar set with broken, demonic teeth and a single large piece of ebony. These are worth 150 gp each.

195. Public Jakes

At the base of each of this room's walls is a shallow trench that slopes down to one of the corners where it empties into an open hole. At the top end of each of these trenches is a hand pump and spout set into the wall. The trenches themselves bear foul stains that leave little to the imagination, nor does the reek rising from those open holes.

In an area so prone to drunkenness and debauchery, it seemed only prudent to provide a place where customers could empty their guts one way or another and provide some modicum of cleanliness. The troughs empty into narrow holes descending dozens of feet into large cesspits. The local workers had to live here after all, and the demons dwelling here now still use this room. If the pump handles are primed with a little water, they can once again be made to function causing fresh, clean water to pour out into the trough, washing any wastes down into the holes. If this is done to the west trench, the hole at the northwest corner quickly backs up and overflows back into the trench, draining only slowly thereafter. Anyone daring to dig around in the dark pit finds an obstruction blocking its disgusting shaft 2 feet below floor level. Pulling this obstruction forth reveals a severed dretch's head (identifiable with a DC 15 Knowledge [planes] check). Stuffed in its mouth is a finely crafted carnelian key worth 450 gp. This is the key to Area 293a, left here for safe keeping by Bishop Clarendon.

196. Guard House (CR 13 or 17)

The floor of this foul room is spattered with puddles of noxious liquids and gore. Some wooden furniture has been broken up and left to rot in this fetid stew creating lumps of unidentifiable decay. Hanging from a nail on the wall is a coiled whip composed of twisted wire with embedded shards of metal and glass from which hang strips of dried and corrupted flesh. Doors stand to the north and south, each secured with a heavy padlock.

This once served as a guard house for the Templars to keep some semblance of order in this debauched place. It now serves as the abode to a member of the Serpent's Coils who serves as the group's hound keeper. The whip on the wall is made of cold iron and serves as a Large whip that deals lethal damage. The reeking liquids are the fouled remains of drinking water. The copper bucket used to carry it in is sitting in the corner of the room. The heavy padlocks are quite rusty.

Rusty Padlock: Hardness 10; hp 15; Break DC 20; Open Lock DC 20.

Creature: The hound keeper himself is a **mallor demon**, a creature with a crimson-hued humanoid upper torso and the lower body of a giant coral snake. Upon his scarlet chest is a huge tattoo of a coiled black serpent, the symbol of the Serpent's Coils. He fights with a halberd rather than the longspear his kind normally wields.

MALLOR DEMON

CR 13

XP 25,600

hp 217 (See Area 218)

Melee +1 *anarchic halberd* +22/+17/+12 (2d8+13/x3 plus poison)

Gear +1 *anarchic halberd*

Tactics: If he is alerted by the abyssal wolves, the mallor demon spends his first round attempting to summon vorks after which he attempts to summon Huge fiendish vipers. He then coats his weapon with poison and keeps it freshly coated for the next two hours. If his allies are destroyed, he attempts to smash the padlocks on the doors to Areas 197 and 198 to unleash the dretch swarms within. These creatures will not attack him, but will attack anyone else in the room.

Treasure: The key to both padlocks as well as an aquamarine worth 400 gp can be founding a belt pouch at his waist.

197. Sergeant's Quarters (CR 15)

Creatures: Once the quarters for the Templar sergeant assigned to this guard house, it is now filth-smearred and all its furnishings have been destroyed by the 3 **dretch megaswarms** that are locked within. If released they immediately attack anything they encounter other

CHAPTER 4: THE LAP OF ORCUS

than the mallor demon in Area 196. Brought in from the Abyssal layer known as the Sweltering Reek by Lady Slaeth, their numbers are continually replenished by her. They survive in a constant orgy of violence and cannibalism requiring that she replenish their numbers every few weeks.

DRETCH MEGASWARMS (3)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

198. Holding Cells (CR 16)

Once holding cells for those who became too unruly for even the chaotic denizens of the citadel to allow, the bars of the five cells in here are rusted and have largely been gnawed away.

Creatures: Now swarming throughout the room are **4 dretch megaswarms**. They react as those in Area 197.

DRETCH MEGASWARMS (4)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

199. Guard Room (CR 13)

Bouncers were once stationed before the doors to the fighting pit to serve as both crowd control for its patrons and participants and to protect the chamber of its manager. A single everburning torch is mounted on the wall above those doors.

Creatures: Now **2 abyssal wolf sentries** fulfill that roll, attacking anyone not wearing the mark of the Serpent's Coils. The half-eaten corpse of a lone dretch lies shoved into one corner.

ABYSSAL WOLF SENTRIES (2)
XP 12,800
hp 161 (See Area 194)

CR 11

200. Arena Manager's Residence

The furnishings of this room have been smashed to splinters leaving nothing intact. Gleaming shards of white are barely visible among them.

This was once the residence of the manager of the arena, a cruel and despicable man who habitually fixed matches to kill and maim contestants for the fun of it. When the Great Retreat was called, order (such as it was) broke down in the district and some rioting occurred. Many in the mob took this opportunity to exact revenge upon the arena manager. His bouncers fled before the mob that captured him in here and literally stomped him to pieces. His bones are the shards visible amidst the smashed furniture. This room was then thoroughly looted.

201. Arena (CR 15 and 12)

A wide arena stretches out before you. Stone bleachers stair step down 20 feet to the arena's center. A wide stair descends to the center as well. The depth of the fighting pit itself is uncertain as it appears to be full to overflowing with a vast tangle of junglelike growth. A single door is visible on a far wall at the top of the seats.

Once a sandy-floored fighting pit 5 feet below the lowest bleachers, the arena's floor is now choked with alien flora transplanted from the Sweltering Reek, growing in a morass of muck and foul soil.

Creature: Living in this soup along with the other plant life is an **overgrown Abyssal shambler**. When anyone enters the chamber (the Serpent's Coils know better than to do so) the mound pulls itself up from its rooted moorings—requiring 1 round—and then lurches to attack. The most effective way to face the mound is simply to retreat from the room. It is too large to get its brambly bulk through any of the room's doors. A quick party could thus use Area 202 as a safe haven while exploring the citadel.

OVERGROWN ABYSSAL SHAMBLER
XP 51,200
CR 15

Advanced-HD fiendish giant shambling mound (*Pathfinder Roleplaying Game Bestiary* "Fiendish, Shambling Mound")
NE Huge plant (extraplanar)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

AC 24, touch 7, flat-footed 24 (-1 Dex, +17 natural, -2 size)

hp 180 (19d8+95)

Fort +16; **Ref** +7; **Will** +8

DR 10/good; **Immune** electricity, plant traits; **Resist** cold 15, fire 15; **SR** 20

Speed 20 ft., swim 20 ft.

Melee 2 slams +21 (4d6+8 plus grab)

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

Special Attacks constrict (4d6+12)

Str 27, **Dex** 8, **Con** 21, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +14; **CMB** +16 (+20 grapple); **CMD** 33

Feats Cleave, Improved Natural Armor (4), Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +16, Stealth +8 (+16 in swamps or forests), Swim +16

Languages Abyssal, Common (cannot speak)

SQ electric fortitude

Development: In the arena's floor are two trapdoors covering 10-foot deep pits. These were used to hold beasts or serve as hazards during fighting matches. However, they have been sealed shut by the shambling mounds bulk for centuries. Trapped within each of them are **8 voracious ghasts**, former pit fighters themselves. If the shambling mound moves out of the arena's center, 10 minutes later the trapped undead manage to break free from their cramped prison. They then begin to track whoever was last in the room to devour them and try and sate their eternal hunger.

VORACIOUS GHOSTS (16)
XP 1,200
CR 4

Advanced-HD ghost (*Pathfinder Roleplaying Game Bestiary* "Ghoul")
CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +11

Aura stench (10-ft. radius, DC 16)

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

hp 34 (4d8+16)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis) and 2 claws +8 (1d6+4 plus paralysis)

Special Attacks disease (DC 16), paralysis (1d4+1 rounds, DC 16)

Str 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18



Base Atk +3; CMB +7; CMD 21

Feats Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +8, Climb +11, Disguise +11, Perception +11, Sense Motive +11, Stealth +11, Swim +8

Languages Common

202. Beast Handler's Quarters

This chamber is empty of all save a large wooden bench and copious amounts of dust. It has a stale musty smell.

A drunken and dissolute half-ogre once dwelled here serving as the wrangler for the various beasts brought to fight in the arena. He survived the riots — and, seemingly on a whim, was one of those rioters involved in his former employer's murder (see Area 200). The room is now empty.

203. Sadists' Club

Accessed only through the brawling masses in the arena, citadel residents seeking the entertainments provided in the sadists' club paid high membership fees and came to this room. Set in the west wall is a locked iron door that required a special knock known only to members for the guard beyond to open it. Now there is no guard, so PCs will have to force the door or open the lock magically or manually.

Locked Iron Door: 4 in. thick; Hardness 10; hp 120; Break DC 32; Disable Device DC 24.

204. Guard Room

A door guard was once stationed in this room. A comfortable stool with a worn velvet cushion still stands near one wall. A DC 17 Perception check locates a scroll printed with pornographic woodcuts hidden beneath the cushion.

205. Sadist Cells (CR 7 or 8)

A thick if somewhat worn, purple carpet covers the floor of this hall. Ornate doors of red-lacquered wood open off of it. A small brass key hangs on a hook beside each. At the point where the corridor turns a corner, a strange contraption hangs from the ceiling. It is composed of a lattice of interlocking strips of silver in the shape of a cylinder, wider in the middle than at the ends. The entire ornament is about 3 feet long and hangs from a silver chain. Some sort of tiny, red-glowing object or objects swirl around within this silver cage providing a dim red glow as the hallway's only light source.

These private cells served as the heart of the Sadists' Club. With a fee paid to the proprietor, the members could have access for a few hours to one of the torture cells with a willing or unwilling participant. For an additional fee, a slave could be culled from the ranks of the Thralls for the member's use. The brass keys go to each of the doors and were taken down to secure the door from within when the room was in use. The doors are deceptively strong and magically treated to prevent sound from passing through them. The rooms themselves are outfitted with comfortable beds with iron posts fitted with manacles and padded couches. The mattresses and cushions of both are covered

CHAPTER 4: THE LAP OF ORCUS

in fine leather for ease in cleaning up blood stains. From a wall rack hangs a wide assortment of whips, thongs, spiked and studded straps, knives, clamps, tongs, branding irons, needles, and other unsavory devices. Upon request braziers of hot coals could be brought in for the depraved connoisseurs of the club.

The back wall of the western cell holds an extremely well-hidden secret door (DC 40 Perception check to locate) that hides the entrance to the old thieves' guild passages.

Magically-Reinforced Wooden Doors: 1-1/2 in. thick; Hardness 10; hp 65; Break DC 26; Disable Device 28.

Trap: The lanternlike object that provides the entire corridor with shadowy illumination is actually part of a trap for the unwary that come to the Sadists' Club now. The glowing lights are actually illusory that create a *mass suggestion* effect equal to an 18th-level caster that affects up to 18 creatures in the hallway who are able to see the device. It telepathically plants the suggestion to take down one of the brass keys, enter the room, lock the door behind them, and relax on the comfortable bed for a few minutes.

MASS SUGGESTION TRAP

CR 7

Type magical; Perception DC 34; Disable Device DC 34

Trigger visual (*true seeing*); **Reset** automatic

Effect spell effect (*mass suggestion*, 18th-level wizard, DC 23 Will save negates); multiple targets (up to 18 creatures)

Creatures: Anyone doing so is surprised to find that the manacles on the beds are actually **animated manacles (4 per bed)** that immediately attempt to pin and grapple the creature. A creature under the lantern's *mass suggestion* does not struggle in these attempts, though once a creature has been shackled or takes damage from the manacles, it gets a new Will save each round to try and break the *suggestion*. Unfortunately, the doors are sound-proof to prevent anyone on the outside from hearing struggles within. The manacles are sized for Medium creatures.

ANIMATED MANACLES (4 per bed)

CR 1

XP 400

Pathfinder Adventure Path #43 80

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

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

hp 5 (1d10)

Fort +0; **Ref** +2; **Will** -5

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Melee slam +1 (1d3-2 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks shackle

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 9 (can't be tripped)

SQ construction points (grab, metal), flaws (clunky, slower), staggered

Shackle (Ex) On a successful grapple, the manacle locks around one of the victim's limbs and cannot be opened without destroying the manacle or a DC 25 Disable Device check.

Development: Whenever a bed succeeds in grappling a creature, a corresponding bell in Area 206 magically rings. From there Lividia attempts to *summon* a vroock in the hallway while she uses *greater teleport* to pay a visit to trapped PCs and begin making energy drain attacks.

Treasure: If the trap is disabled without destroying the lantern (Hardness 8; hp 15; Break DC 20), the illusory glowing motes

disappear, but it and its chain are worth a total of 580 gp. Anyone looting the individual rooms can glean a total value of 2,000 gp from the valuable metals used in the equipment and the fine leathers used in the upholstery.

206. Sadists' Dominatrix (CR 10)

The door to this room has an *arcane lock* at 15th level. It opens at the password, "Pain to all."

A thick, black carpet covers the floor, matted and crusted with years of filth. The walls are painted a garish red and set with spikes randomly every few feet. In the center of the east wall is embedded a purple crystal that pulses with a dim light giving the room an alien and disorienting appearance. Below this gem is a small shelf with five corroded silver bells sitting upon it. A great round cushion, fully 8 feet in diameter and 3 feet thick occupies most of the north portion of the room. It is covered with red satin, slashed and torn in places.

Anyone entering the room must make a DC 15 Will save or be dazed by the strange strobing of the glowing gem. The bells have been enchanted to ring when one of the beds in Area 205 shackles a victim. The wall spikes are made of cold iron. They are easily avoided, but if anyone forcibly has contact with a wall, he is subjected to attacks by 1d4-1 of the spikes (+10 melee, 1d4+2 points of damage per spike)

Creature: This served as the residence of the dominatrix of the Sadists' Club. The current holder of that post is a **succubus** named Lividia. She is immune to the strobing effect.

LIVIDIA

CR 10

XP 9,600

Succubus expert 6 (*Pathfinder Roleplaying Game Bestiary* "Demon, Succubus")

CE Medium outsider (chaotic, demon, evil extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect good*; **Perception** +26

AC 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)

hp 147 (8d10+40plus 6d8+30 plus 6)

Fort +9; **Ref** +12; **Will** +15

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist**

acid 10, cold 10; **SR** 21

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +16 (1d6+1)

Special Attacks energy drain, profane gift

Spell-like Abilities (CL 12th):

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleportation* (self plus 50 lbs. of objects only), *vampiric touch*

2/day—*summon* (level 3, 1 babau 95%)

1/day—*dominate person* (DC 23)

Str 13, **Dex** 18, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +12; **CMB** +16; **CMD** 28

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Summoning*, Increase Summoning*, Iron Will, Weapon Finesse
Skills Bluff +32, Diplomacy +24, Disguise +24, Escape Artist +20, Fly +17, Intimidate +24, Knowledge (local) +20, Perception +26, Profession (torturer) +18, Sense Motive +18, Stealth +20

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

* See Sidebox

Tactics: When one of the bells rings Lividia knows which room

CHAPTER 4: THE LAP OF ORCUS

has a shackled customer, and she immediately reacts as described in Area 205. If encountered in here, she immediately goes ethereal to *summon* a babau and make *suggestion* and *charm* attacks from the cover of the walls. *Suggestions* are to take a rest in one of the nearby rooms to recover from wounds and exhaustion while she helps the PCs' friends destroy the vile babau demon. The babau attempts to bull rush opponents onto the wall spikes, or if in a square adjacent to the wall, grapple and pin which also brings an opponent into contact with the wall spikes.

Treasure: The purple crystal embedded in the wall is worth 45 gp and is enchanted with a modified permanent *light* spell (caster level 15th) that continually pulses, forcing anyone within 20 feet to make a Will save as described above each time they view it. A DC 12 Perception check locates a *wand of knock* (33 charges) allowing prior dominatrices that lacked Lividia's special abilities to access the locked rooms of the club.

Improved Summoning (General)

The creature can use its *summon* ability with a greater chance of success.

Prerequisite: Spell-like ability to *summon* other creatures (such as those used by demons and devils).

Benefit: The chance of success for a creature's *summon* spell-like ability is doubled to a maximum of a 95% chance of success.

Increase Summoning (General)

The creature can use its *summon* ability extra times per day.

Prerequisite: Spell-like ability to *summon* other creatures (such as those used by demons and devils).

Benefit: The creature can use its *summon* ability one extra time per day.

Special: This feat can be taken multiple times. Each time it is taken, the creature can use its *summon* ability an extra time per day.

207. Fang and Tooth Tavern (CR 14)

The hallway opens to the north here into a side chamber. Two pillars support the alcove's wide entrance. Above this arched opening is a wooden sign, its paint faded but still visible. It depicts a man transforming into a savage werewolf. Beyond the pillars is a wide bar with stools set before it. Shelves holding broken bottles and mugs and tapped kegs line the back wall, where there likewise stands a door slightly ajar. A great clatter and cacophony of guttural grunts rises from behind the bar.

This was the Fang and Tooth Tavern, one of two such establishments that serviced the patrons of the district. The bottles of the shelves are all broken, and the three ale kegs are cracked and dry.

Creatures: Rooting around in the debris behind the counter are 2 **dretch megaswarms**. These pour over the bar to attack as soon as

they are aware of the PCs. Any dretches that survive after the swarms are dispersed retreat into Area 208.

DRETCH MEGASWARMS (2)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

208. Liquor Storage (CR varies)

This room holds shelves and racks of ale barrels, wine bottles, and bottles of stronger liquors. Most of these are broken and long since dry. However, one barrel in the back corner stuffed with straw holds two dozen bottles of strong liquor whose potency has only increased over the years. It is no longer drinkable but is highly flammable. One of the bottles has broken recently and has spilled across the floor and over the contents of the barrel. Ironically, sitting on a shelf just above this open barrel is a small clay cup holding 11 tindertwigs once used by a thoughtless former barkeep to light his pipe. Each of the bottles of liquor can be used as a double-strength flask of alchemist's fire if some ignition system can be rigged, but they are extremely fragile to transport in their current receptacles.

Development: If any dretches escape to here from Area 207, they cluster at the back of the room cowering with a readied action to flee if anyone else enters the room. If that happens they immediately panic and try to scatter within the room's confines. One begins to climb the back shelf and tips the clay cup which falls and shatters on the floor next to the barrel. The impact ignites the tindertwigs, which immediately ignites the spilled alcohol, which immediately detonates the entire barrel. If this occurs, anyone within the room or in Area 207, including the 30-foot section of hall beyond the pillars, is engulfed in the explosion and takes 18d6 points of fire damage (DC 25 Reflex save for half). Those outside Area 208 and not in the squares directly in front of the door receive cover (+2 save bonus). Those south of the bar receive improved cover (+4 save bonus) even if directly in front of the door. In addition to the fire damage, this is a high pressure explosion. Everyone in the explosion's area of effect is thrown backward 1d6x10 feet (-10 feet for each 10 feet distance from the source of the explosion). Those thrown by the explosion take 1d6 points of damage for each 10 feet thrown even if stopped by an obstruction.

A final effect of the explosion is that it triggers a collapse. All of Area 208 and the portion of Area 207 north of the pillars is in the bury zone. The 30-foot stretch of hallway immediately south of the pillars is the slide zone. See the "Cave-ins and Collapses" section in Chapter 13 of the Pathfinder Roleplaying Game for collapse rules. Though the collapse seals these two rooms and makes the corridor into Area 209 treacherous, it does not affect the stability of the rest of the citadel.

Ad Hoc XP Award: If the party is subjected to the explosion and cave-in, award XP for a CR 14 encounter.

209. The Water Naga Bath House (CR 17)

This large room has many doors exiting from all sides. Its center is dominated by a wide pool of still, dark water with a layer of dark green algae. Stairs descend into this pool from each side. At the center of the pool stands a massive willow tree, its bark gnarled, and its spread of fronds dipping into the pool. High in its branches perch vulturelike demons, and great vipers with spiky hide and infernally-glowing eyes slither around the edges of the pool. Above the top of the tree, the 40-foot ceiling bears an ancient fresco, much cracked and peeling, but still clearly depicting a giant snake with a reticulated emerald-green pattern and a vaguely human head.

CHAPTER 4: THE LAP OF ORCUS



This bath house was once one of the primary enterprises of the Serpent's Coils thieves' guild. The pool is heated to a comfortable temperature. It is 3 feet deep at the edges and slopes gradually to 5 feet deep at the center where a thick layer of silt and debris has collected. The floor of the pool is slippery. Many of the doors open into small private dressing rooms where the bath house's patrons could change for a fee or take one of the brothel's harlots who worked in here as well for a larger fee. These small rooms are now empty of all save a few hooks for clothing and a wide wooden bench.

Creatures: Rooted in the center of the pool now is a **hoary old witch tree** that feeds off of the nutrients of the stagnant pool as well as corpses thrown in by the denizens of the level. The witch tree has bloated to great size and lost its vaguely humanoid shape. It is also no longer capable of movement. Roosting in its branches are **3 vrock demons**. Slithering around the floor of the chamber and into and out of the pool are **2 huge fiendish vipers**.

HOARY OLD WITCH TREE CR 16 XP 76,800

Advanced-HD giant witch tree (*The Tome of Horrors Complete* 644)
CE Gargantuan plant
Init +2; **Senses** low-light vision; **Perception** +30

AC 22, touch 4, flat-footed 22 (–2 Dex, +18 natural, –4 size)
hp 297 (22d8+198)
Fort +22; **Ref** +7; **Will** +10
DR 10/magic; **Immune** plant traits; **Resist** electricity 10, fire 10; **SR** 27

Speed 0 ft.

Melee 4 tendrils +24 (2d8+11 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (2d8+16)

Spell-like Abilities (CL 26th):

5/day—*charm person* (DC 16)

2/day—*dominate person* (DC 20)

Str 32, **Dex** 7, **Con** 28, **Int** 14, **Wis** 13, **Cha** 20
Base Atk +16; **CMB** +31 (+33 sunder, +35 grapple); **CMD** 39 (+2

vs. sunder, can't be tripped)

Feats Alertness, Blind-Fight, Cleave, Combat Expertise, Improved Initiative, Improved Natural Armor, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (tendrils)
Skills Bluff +19, Diplomacy +19, Knowledge (arcana) +24, Perception +30, Sense Motive +3, Spellcraft +18
Languages Abyssal, Common, Goblin, Sylvan

VROCK DEMONS (3) CR 9 XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

HUGE FIENDISH VIPERS (2) CR 7 XP 3,200

Giant fiendish emperor cobra (*Pathfinder Roleplaying Game Bestiary 2* "Snake, Emperor Cobra")

N Huge animal (extraplanar)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +13

AC 19, touch 9, flat-footed 19 (+1 Dex, +10 natural, –2 size)

hp 63 (6d8+36)

Fort +11; **Ref** +6; **Will** +5

DR 5/good; **Resist** cold 10, fire 10; **SR** 12

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +11 (2d8+12 plus poison)

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

Special Attacks poison (DC 19)

Str 26, **Dex** 13, **Con** 22, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +14; **CMD** 25 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +9, Climb +16, Perception +13, Stealth +10, Swim +16

Tactics: When PCs enter this area the vlocks immediately cast *mirror image* and the witch tree tries to *charm* the most heavily-armed opponents into defending it while the vipers attack. The vlocks then attack with *telekinesis* to pin opponents or thrust them under the water. The tree meanwhile attempts to grapple and drown opponents in the pool. If unable to reach any opponents successfully, it may instead attempt to drown any charmed opponents, automatically grappling as long as the *charm* is maintained. If it appears that the snakes are being slaughtered, the vlocks swoop, using their stunning screech (the witch tree is immune). If the battle appears to turning against them the vlocks try to *summon* additional vlocks, and if all three of them still survive, perform the dance of ruin among the top branches of the witch tree.

210. Private Bath (CR 9)

The floor of this room is almost entirely taken up by a shallow pool basin, its tiles cracked and scorched by extreme heat. The air in this room is stuffy and hard to breathe.

Creatures: Once a bath that could be rented out from the bath house for private parties, it is now occupied by the servitors of Parnom the salamander. These servitors are **3 advanced Large fire elementals**. They are extremely loyal to their master and fight to the death if summoned from Area 211. Anyone entering this chamber unaccompanied by the salamander is immediately attacked as well. The demons of this region know better than to come in here. The secret door can be discovered with a DC 22 Perception check.

CHAPTER 4: THE LAP OF ORCUS

ADVANCED LARGE FIRE ELEMENTALS (3) XP 2,400

Pathfinder Roleplaying Game Bestiary “Elemental, Fire”
N Large outsider (elemental, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft.; **Perception** +13

AC 23, touch 17, flat-footed 15 (+7 Dex, +1 dodge, +6 natural, –1 size)

hp 81 (8d10+36)

Fort +10; **Ref** +13; **Will** +6

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee 2 slams +14 (1d8+4 plus burn)

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

Special Attacks burn (1d8, DC 18)

Str 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 31

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +11, Escape Artist +14, Intimidate +11, Knowledge (planes) +7, Perception +13

Languages Ignan

211. Boiler Room (CR 12)

A blast of hot air hits you when the door is opened. An iron furnace stands before a huge copper boiler in the center of this room. The open door to this furnace reveals an inferno within.

This still-functioning boiler provides the water for the pools in Areas 209 and 214, though the connections to the pool in Area 210 are blocked.

Creatures: Manning this furnace and ruling his own small demesne is one of the few non-demon members of the Serpents’ Coils, the noble salamander Parnom. His allegiance is revealed by the coiling serpent tattoo on his chest. With him is an advanced large fire elemental. When the room is entered, Parnom retreats to the northeast corner, and the elemental immediately opens the secret door to Area 210. The elementals hold off attackers while Parnom launches *fireballs*, *flaming sphere*, and *wall of fire* at his foes. He attempts to escape through the secret door and warn Slaeth if his defeat appears imminent.

PARNOM, NOBLE SALAMANDER CR 12 XP 19,200

Male advanced-HD giant advanced salamander
Pathfinder Roleplaying Game Bestiary “Salamander”

CE Large outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft., **Perception** +25

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)

hp 162 (12d10+96)

Fort +16; **Ref** +11; **Will** +10

DR 15/magic; **Immune** fire

Weaknesses vulnerability to cold

Speed 20 ft.

Melee +3 *spear* +21/+16/+11 (2d6+13/x3 plus 1d8 fire), tail slap +13 (2d8+3 plus 1d8 fire and grab)

CR 6

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks constrict (2d8+10 plus 1d8 fire), heat

Spell-like Abilities (CL 12th):

3/day—*burning hands* (DC 14), *fireball* (DC 16), *flaming sphere* (DC 15), *wall of fire* (DC 17)

1/day—*dispel magic*, summon (level 4, Huge fire elemental, 100%)

Str 24, **Dex** 16, **Con** 26, **Int** 18, **Wis** 19, **Cha** 17

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 33 (can’t be tripped)

Feats Cleave, Great Cleave, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Craft [blacksmithing])

Skills Acrobatics +18, Bluff +18, Craft (armorsmithing) +23, Craft (blacksmithing) +29, Craft (weaponsmithing) +23, Intimidate +18, Knowledge (planes) +19, Perception +25, Sense Motive +19, Stealth +14

Languages Common, Ignan

Gear +3 *spear*

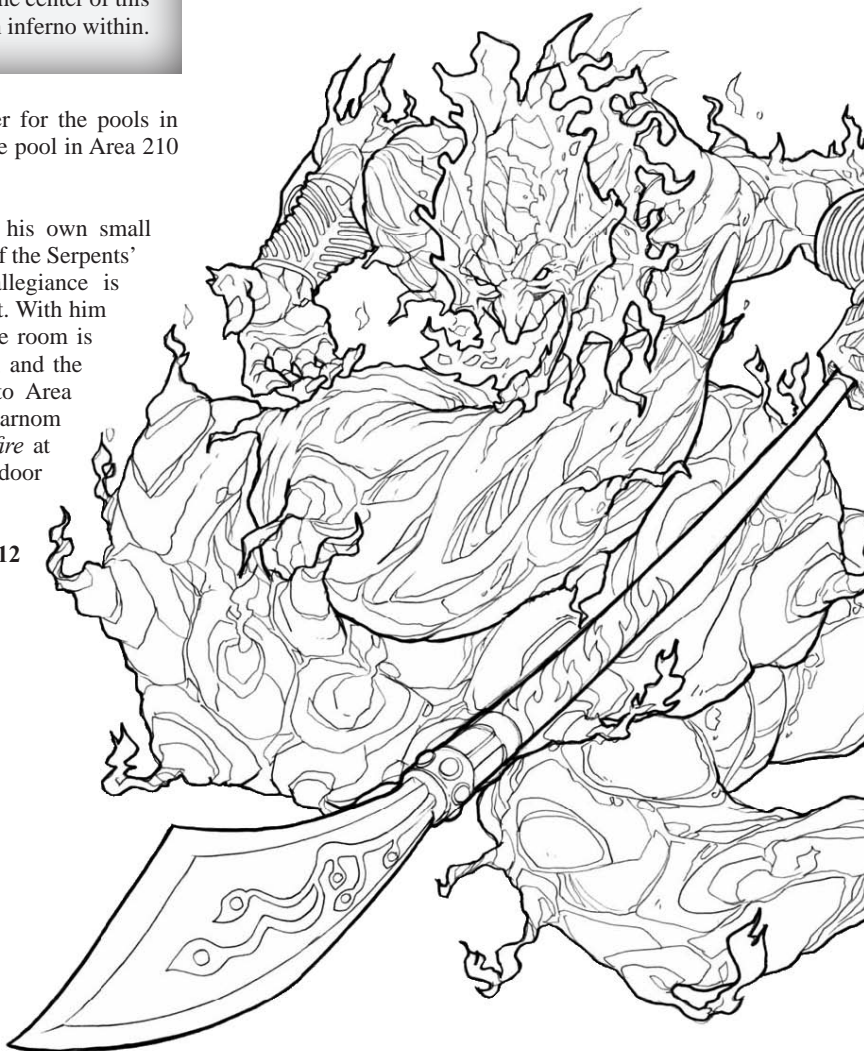
ADVANCED LARGE FIRE ELEMENTAL

CR 6

XP 2,400

hp 81 (See Area 210)

Treasure: Hidden within the heart of the furnace (DC 16 Perception check for anyone actually braving the heated interior to search — 10d6 fire damage per round) is a basalt box weighing 40 lb and hot to the touch (3d6 points of fire damage per round until 10 minutes after removed from the furnace). Within it are Parnom’s treasures that are likewise hot to the touch: a stone bowl holding 500 gp worth of molten platinum, a *minor ring of cold resistance*, and a diamond worth 2,000 gp.



212. Proprietor's Residence (CR 19)

This once sumptuously appointed room has been reduced to shambles. The once-fine green carpet is sodden and torn, tattered wall hangings still cling to their mountings, and exotic teak and mahogany furnishings have been broken and discarded. A cloying stench of carrion and mildew fills the air.

Creatures: This was the quarters for the proprietors of the Water Naga Bath House who were, in fact, a pair of naga that used illusion to disguise their true natures. These extremely long-lived creatures still reside here today, though the décor of their quarters have taken the brunt of their abuse since they no longer need to continue the charade of being humanoids. Recently the two sisters have had a spat and are currently not on speaking terms. Therefore, only Phatherawn and her personal bodyguard, an ogre named Murgle, are currently here. Phatherawn has a small coiled serpent tattoo on her left cheek, and Murgle has it tattooed over his entire face like a large mask. The secret door to Area 213 can be found with a DC 40 Perception check. Set up in one corner amid the debris is Phatherawn's alchemical laboratory.

PHATHERAWN

CR 18

XP 153,600

Female spirit naga sorcerer 9 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

CE Large aberration

Init +11; **Senses** darkvision 60 ft.; **Perception** +27**AC** 24, touch 15, flat-footed 18 (+7 Dex, +1 dodge, +9 natural, -1 size)**hp** 183 (10d8+50 plus 9d6+45 plus 9)**Fort** +11; **Ref** +15; **Will** +17**Defensive Abilities** resist critical hits and sneak attacks 50%**Speed** 40 ft., swim 20 ft.**Melee** bite +14 (2d6+6 plus poison)**Space** 10 ft.; **Reach** 5 ft. (15 ft. with melee touch)**Special Attacks** charming gaze (DC 26), long limbs, poison (DC 24)**Bloodline Spell-like Abilities** (CL 16th):8/day—*acidic ray* (ranged touch +17, 1d6+8 acid)**Spells Known** (CL 16th, ranged touch +17):8th (3/day)—*greater shout* (DC 23)7th (5/day)—*finger of death* (DC 22), *mass hold person* (DC 22)6th (6/day)—*chain lightning* (DC 21), *globe of invulnerability*, *wall of iron* (DC 21)5th (7/day)—*black tentacles*, *cone of cold* (DC 20), *feeblemind* (DC 20), *summon monster V*, *waves of fatigue*4th (7/day)—*cure critical wounds* (DC 19), *enervation*, *fire shield*, *tongues*, *unholy blight* (DC 19)3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 18), *lightning bolt* (DC 18)2nd (7/day)—*cat's grace*, *death knell* (DC 17), *invisibility*, *scorching ray*, *see invisibility*, *summon swarm*1st (8/day)—*charm person* (DC 16), *cure light wounds* (DC 16), *divine favor*, *enlarge person* (DC 16), *magic missile*, *ray of enfeeblement*0 (at will)—*bleed* (DC 15), *dancing lights*, *daze* (DC 15), *detect magic*, *disrupt undead*, *mage hand*, *open/close*, *ray of frost*, *read magic***Bloodline** Aberrant**Str** 18, **Dex** 24, **Con** 21, **Int** 14, **Wis** 19, **Cha** 21**Base Atk** +11; **CMB** +16; **CMD** 34 (can't be tripped)**Feats** Ability Focus (charming gaze), Alertness, Brew Potion,Combat Casting, Dodge, Eschew Materials^B, Improved Initiative, Lightning Reflexes, Silent Spell^B, Skill Focus (Perception), Spell Penetration, Stealthy**Skills** Bluff +18, Craft (alchemy) +23, Escape Artist +15, Intimidate +15, Knowledge (arcana) +24, Perception +27, Sense Motive +6, Spellcraft +24, Stealth +20, Swim +12**Languages** Abyssal, Common**SQ** bloodline arcana (increase duration of polymorph subschool by 50%)

MURGLE

CR 16

XP 76,800

Male ogre fighter 13 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CE Large humanoid (giant)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +10**AC** 26, touch 15, flat-footed 22 (+6 armor, +2 deflection, +4 Dex, +5 natural, -1 size)**hp** 171 (4d8+12 plus 13d10+39 plus 26)**Fort** +15; **Ref** +9; **Will** +7 (+10 vs. fear)**Defensive Abilities** bravery +3**Speed** 50 ft.**Melee** +2/+2 *two-bladed sword* +27/+22/+17/+12 (2d6+19/19-20), +2/+2 *two-bladed sword* (offhand) +27/+22 (2d6+12/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** weapon training (heavy blades +3, natural +2, close +1)**Str** 24, **Dex** 18, **Con** 16, **Int** 8, **Wis** 10, **Cha** 4**Base Atk** +16; **CMB** +24; **CMD** 40**Feats** Cleave, Combat Reflexes, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Weapon Focus^B, Greater Weapon Specialization (two-bladed sword)^B, Improved Critical (two-bladed sword), Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Power Attack^B, Toughness, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (two-bladed sword)^B, Weapon Specialization (two-bladed sword), **Skills** Acrobatics +14, Climb +15, Perception +10**Languages** Giant**SQ** armor training 3**Gear** +3 *studded leather armor*, *ring of protection* +2, +2/+2 *two-bladed sword*, *boot of striding and springing*

Tactics: Murgle has served Phatherawn as her personal guard for hundreds of years, being kept alive by the risky applications of various spells and magical substances. As such they work well together. In battle Murgle engages spellcasters with his two-bladed sword, tumbling as necessary to reach them, while the naga tries *mass hold person* to incapacitate the fighter types followed by *finger of death* and *waves of fatigue*. She uses *summon monsters* if necessary to augment their fighting force. If cornered alone she uses *greater shout* and *wall of iron* to try and create an escape route if possible.

Development: Phatherawn is Unfriendly when first encountered, but if not attacked and her attitude is changed to Indifferent or if she believes her defeat is imminent she attempts to parlay. She explains that her sister Shiva is a vile, mutated specimen of their race who has betrayed her one too many times. She tells the party where to find her Shiva in Area 214 and promises that if they slay her she will reward them and will agree to a non-aggression pact between them. If necessary she will pay them some of her treasures in advance. She is willing to part with all the treasure she has in this endeavor because she claims she has plenty more but secretly believes that Lady Slaeth will soon put an end to the intruders allowing her to recover what she has paid them. If the PCs depart, she immediately rushes through the secret door to warn Lady Slaeth who then sets her as guard in Area 213.

Treasure: Pulling up a section of the carpet reveals a hidden trapdoor (DC 23 Perception check). Below is a 5-foot-deep hollow in the floor. Within are 12,580 gp, 18,060 sp, 25,060 cp, a satchel

holding dozens of Tsar letters of credit totaling over 100,000 gp but now worthless as anything other than museum pieces (worth perhaps 50 gp to an interested buyer), an onyx necklace (1,500 gp), a gem-studded pectoral of lapis lazuli (4,800 gp), an ornate platinum headdress (10,000 gp), and 5 *elixirs of love*, an *elixir of truth*, and a *peript of proof against poison*.

213. Thieves' Tunnel (CR 8)

All of the secret doors in this Area require a DC 40 Perception check to locate. These passages and a small gathering area comprised the hideout of the Serpents' Coils thieves' guild that controlled the Entertainment District in a stranglehold of corruption and violence. They provided them with a meeting place and easy unseen access to their various operations.

The meeting area holds a simple wooden table and a number of wooden stools where the members could gather to plot their crimes. These are rarely used now since in its current incarnation the Serpents' Coils have no need for stealth. The trapdoor in the floor can be found with a DC 30 Perception check. It descends 2 feet to the surface of murky, warm water. Below the surface the tunnel descends another 15 feet and then opens into a completely flooded, 5-foot-high tunnel connecting to Area 214. There are no air pockets, so anyone using this tunnel must hold their breath. In the east wall, a DC 45 Perception check reveals a small lead-lined hollow. It is empty, but it was here that especially valuable or sensitive stolen goods could be hidden even from the prying eyes of the Disciples of Orcus.

Trap: Each secret door leading into this area or within the area itself (including the trapdoor in the floor) bears a deadly trap. This trap activates a *destruction* spell each time someone passes through the doorway without first saying, "The Coils Tighten," in Abyssal. The trap automatically resets, so it activates anew each time another creature passes through a door.

DESTRUCTION TRAP

Type magical; Perception DC 32; Disable Device DC 32

CR 8

Trigger location; **Reset** automatic

Effect spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 points of damage)

214. Private Bath and Sauna (CR 17)

This room is damp. A dark, fetid pool occupies much of the far side. Condensation dripping from the ceiling above makes plopping sounds and sends small ripples across its still surface.

This was a private bath with a private sauna opening off it. The small side room is the sauna, but it is no longer functioning. The pool is surprisingly deep — 10 feet of water — and hidden in its floor is a trapdoor (DC 40 Perception check to locate). Opening it reveals a completely flooded tunnel descending 10 more feet and opening into a submerged 5-foot-high tunnel leading to Area 213.

Creature: Sulking at the bottom of the pool, completely submerged, is Shiva, a **mutant spirit naga**. She is the twin sister of Phatherawn in Area 212. They recently had an argument and Shiva is contemplating how to kill her sibling. Shiva mutated in the egg and is not a typical spirit naga. She is albino without the usual red and black banding and has the aquatic subtype. In addition her gaze is a petrification gaze rather than the usual charming gaze. Other nagas are immune to it, however. Shiva has a small coiled serpent tattoo on her right cheek.

SHIVA

XP 102,400

Female mutant spirit naga mystic theurge 8 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

CE Large aberration

Init +11; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +21

AC 24, touch 15, flat-footed 18 (+7 Dex, +1 dodge, +9 natural, -1 size)

hp 165 (10d8+50 plus 8d6+40)

Fort +13; **Ref** +15; **Will** +15

Speed 40 ft., swim 20 ft.

Melee bite +14 (2d6+6 plus poison)

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

Special Attacks petrifying gaze (DC 24), poison (DC 24)

Spells Known (CL 15th, ranged touch +17):

7th (5/day)—*mass hold person* (DC 22), *prismatic spray* (DC 22)

6th (6/day)—*acid fog* (DC 21), *disintegrate* (DC 21), *heal* (DC 21)

5th (7/day)—*baleful polymorph* (DC 20), *mage's faithful hound*,

mind fog (DC 20), *shadow evocation* (DC 20)

4th (7/day)—*dimension door*, *mass reduce person* (DC 19),

rainbow pattern (DC 19), *shout* (DC 19)

3rd (7/day)—*displacement*, *lightning bolt* (DC 18), *protection from energy*, *vampiric touch*

2nd (7/day)—*acid arrow*, *cat's grace*, *fog cloud*, *invisibility*, *summon swarm*

1st (8/day)—*charm person* (DC 16), *cure light wounds* (DC 16),

divine favor, *magic missile*, *shield of faith*

0 (at will)—*daze* (DC 15), *detect magic*, *disrupt undead*, *mage*

hand, *open/close*, *ray of frost*, *read magic*, *stabilize*, *virtue*

Str 18, **Dex** 24, **Con** 21, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 34 (can't be tripped)

Feats Ability Focus (petrifying gaze), Alertness, Combat Casting, Dodge, Eschew Materials^B, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Bluff +17, Diplomacy +20, Escape Artist +15, Intimidate

+15, Knowledge (arcana) +17, Knowledge (religion) +9, Perception

+21, Sense Motive +18, Spellcraft +17, Stealth +19, Swim +12

Languages Abyssal, Common, Draconic

SQ amphibious

Tactics: Shiva is aware when the party enters the room through subtle vibrations in the floor amplified by the water in the pool. Coiled in the dark water she has total concealment. She begins combat by rising up to gaze at everyone with surprise and casts *prismatic spray*. She then casts *mage's faithful hound* and *disintegrate* at wizardly types. She covers the room in an *acid fog* for particularly troublesome opponents. If hard-pressed, she retreats through the trapdoor into the flooded tunnel to *heal* and makes her stand there. She does not go to warn anyone as they do not allow her to approach due to her gaze. Due to her serpentine body she is able to fit into the small passage and detect intruders in the water with her blindsight.

215. Saunas

A small anteroom has three doors opening off of it. This anteroom holds hooks for clothing and a shelf that once held towels. The three rooms opening off of it are saunas that are still muggy and wretched in steam. Crammed into these rooms are statues of humans, orcs, goblinoids, and few more exotic beasts — most naked or clad only in a towel — that ran afoul of the mutant naga. These are all victims of Shiva's gaze attack that she has gathered over the years. All are over 300 years old and if returned to flesh will know little of use other than the general layout of this region and the Templar barracks at Region 4. Shiva stores these here to keep them out of the way, but PCs might believe that the steam of the saunas is what somehow caused their petrification.

216. The Serpent's Coils Brothel (CR 15)

The tinkling sound of water fills this area like the ringing of tiny chimes. Its source is a lewd fountain depicting a satyr and nymphs at the room's center. A light breeze, scented with roses, swirls through the area rustling red velvet wall hangings painted with other lewd images, each more graphic than the last. Slender pillars carved to resemble dryads entwined with their oak trees rise, carved branches spreading out to the vaulting ceiling above. Spaced about the room are comfortable-looking divans upholstered in crushed velvet.

The most popular of the districts entertainments and the biggest money maker for the Serpent's Coils was their self-named brothel. The entire chamber is under the effects of a *permanent image* cast at 20th level giving it its unspoiled appearance. Beneath the illusion the furnishings and décor are battered, worn, and filthy. The doors behind the wall hangings can be found with a DC 15 Perception check. The secret door requires a DC 25 Perception check.

Creatures: Clinging to the stone branches of the ceiling vaults 30 feet above are **5 vrock rogues** cloaked in a *mass invisibility*. Their first action is for each to attempt to *summon* dretches to sow a little confusion among the party. Then two swoop down with screech attacks to attempt to flank and sneak attack any obvious clerics or wizards while the others land across the room and begin their dance of ruin. After 3 rounds of fighting, the mallor demon in Area 218 emerges to join in the battle. They defend the secret door to Area 217 to the death. Each of these vrocks is a member of the Serpent's Coil and has a coiled serpent brand on the back of one wing.

VROCK ROGUES (5) XP 12,800

CR 11

Male vrock demon rogue 5 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CE Large outsider (chaotic, demon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +31

AC 27, touch 16, flat-footed 27 (+1 deflection, +6 Dex, +11 natural, -1 size)

hp 164 (9d10+54 plus 5d8+30 plus 5)

Fort +13; **Ref** +18 (+19 vs. traps); **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Spd 30 ft., fly 50 ft. (average)

Melee 2 claws +19 (2d6+7/19-20), bite +18 (1d8+7), 2 talons +18 (1d6+7)

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

Special Attacks dance of ruin (DC 21), rogue talent (bleeding attack, weapon training), sneak attack +3d6, spores, stunning screech (DC 23)

Spell-like Abilities (CL 12th):

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

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

Str 25, **Dex** 22, **Con** 23, **Int** 12, **Wis** 16, **Cha** 18

Base Atk +12; **CMB** +20; **CMD** 37

Feats Cleave, Combat Reflexes, Improved Critical (claw), Improved Initiative, Flyby Attack, Lightning Reflexes, Power Attack, Weapon Focus (claw)^B

Skills Acrobatics +18, Disable Device +20, Fly +15, Intimidate +15, Knowledge (local) +13, Knowledge (planes) +12, Perception

+31 (+33 locate traps), Sense Motive +14, Spellcraft +12, Stealth +22, Survival +13

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ trapfinding

Gear ring of protection +1, belt of dexterity +2, thieves' tools

Development: If Lady Slaeth is still in Area 217, she is constantly Taking 10 on her Perception check for here (-15 due to the intervening stone wall). If she hears sounds of battle she uses her wand to cast *clairaudience/clairvoyance* with the sensor appearing at the top of the fountain. See Area 217 for her reaction.

217. Madame's Chamber (CR 20)

Every surface of this room is covered in some cushion or exotic fabric. Reds, oranges, and purples assault the eyes in a garish display of tasteless décor. In the room's center rests a large mound of satin cushions, stained and worn with age and use. The room has a musty, reptilian smell.

Creatures: The head of the thieves' guild at the time of the retreat was the madam of the brothel, Lady Slaeth, an elegant, middle-aged woman of exquisite beauty who held great power in the citadel through the many items of information gathered by her ladies. Unknown to all but her most trusted henchmen, Lady Slaeth is actually a **marilith demon** who carefully cloaked her form with *polymorph* to hide her true nature. When the retreat occurred she remained behind to consolidate her power, and the Disciples did not care to bother with a seemingly-expendable brothel owner. If she chose to waste away trapped in the citadel, they decided it was no great loss. They had no idea that she would be able to expand her operation by actually opening a secret *portal* to a little-known layer of the Abyss. Lady Slaeth spends most of her time lounging atop the cushions with the bulk of her body coiled beneath. She is attended at all times by her **mallor demon** consort. He bears the coiled serpent tattoo on his chest. She has it tattooed on her lower abdomen, just above where her scaly tail begins.

LADY SLAETH XP 307,200

CR 20

Marilith demon sorcerer 3 (*Pathfinder Roleplaying Game Bestiary* "Demon, Marilith")

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; **Perception** +31

Aura *unholy aura* (DC 25)

AC 33, touch 16, flat-footed 28 (+4 deflection, +5 Dex, +15 natural, -1 size)

hp 294 (16d10+160 plus 3d6+30 plus 3)

Fort +26; **Ref** +20; **Will** +17

DR 10/cold iron and good; **Immune** electricity, poison, possession and mental attacks; **Resist** acid 10, cold 10, fire 10; **SR** 31

Speed 40 ft.

Melee *nine lives stealer* +28/+23/+18/+13 (2d6+11/17-20), +3 *morningstar* (offhand) +28 (2d6+7), *rapier of puncturing* (offhand) +28 (1d8+6/18-20 plus 1 bleed), mwk cold iron flail (offhand) +26 (2d6+4), 2 +1 *longswords* (offhand) +27 (2d6+5/17-20), tail slap +20 (2d6+4 plus grab) or 6 slams +25 (1d8+9), tail slap +20 (2d6+4 plus grab)

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

Special Attacks constrict (tail slap, 2d6+10 plus crushing coils), infuse weapon, multiweapon mastery

Spell-like Abilities (CL 16th):

Constant—*true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 23), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

CHAPTER 4: THE LAP OF ORCUS

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

Spells Known (CL 3rd, ranged touch +21):

1st (8/day)—*cause fear* (DC 20), *disguise self*, *magic missile*, *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 19), *read magic*

Bloodline Abyssal

Str 29, **Dex** 21, **Con** 30, **Int** 18, **Wis** 20, **Cha** 29

Base Atk +17; **CMB** +27 (+29 disarm, +31 grapple); **CMD** 46 (48 vs. disarm, can't be tripped)

Feats Alertness, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Eschew Materials^B, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword), Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +28, Diplomacy +28, Disguise +15, Fly +19, Intimidate +28, Knowledge (arcana) +13, Knowledge (engineering) +20, Perception +36, Profession (brothel madam) +14, Sense Motive +28, Stealth +20, Use Magic Device +28

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ bloodline arcana (summoned creatures gain DR 1/good [does not stack])

Combat Gear *wand of clairaudience/clairvoyance* (41 charges);

Other Gear *nine lives stealer* (5 lives), +3 *morningstar*, *rapier of puncturing*, masterwork cold iron flail, 2+1 *longswords*

ARILUX

CR 15

XP 51,200

Male mallor demon rogue 4 (*The Tome of Horrors Complete* 165)

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +31

AC 33, touch 18, flat-footed 33 (+2 armor, +4 Dex, +13 natural, -1 size, +5 profane)

hp 300 (14d10+154 plus 4d8+44 plus 4)

Fort +23, **Ref** +17 (+18 vs. traps), **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

Speed 40 ft.

Melee +1 *anarchic longspear* +27/+22/+17/+12 (2d6+13/x3 plus poison) or 2 claws +26 (1d6+8 plus poison)

Ranged +3 *adamantine returning dagger* +23 (1d6+13/19-20 plus poison)

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

Special Attacks fear gaze (DC 25), foul liquids (DC 30), rogue talent (slow reactions, surprise attack), sneak attack +2d6

Spell-Like Abilities (CL 12th)

At will—*burning hands* (DC 17), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy aura* (DC 24)

3/day—*touch of idiocy*

2/day—*scorching ray* (3 rays), summon (level 9, 1d4 hezrous or vrocks, or 1 mallor, 70%), summon (level 9, 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers, 95%)

Str 31, **Dex** 19, **Con** 32, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +17; **CMB** +28 (+30 sunder); **CMD** 47 (49 vs. sunder, can't be tripped)

Feats Blind-Fight, Deceitful^B, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Summoning*, Improved Sunder, Increase Summoning*, Power Attack

Skills Bluff +27, Climb +27, Diplomacy +23, Disable Device +29, Disguise +8, Intimidate +27, Knowledge (planes) +20, Perception +31 (+33 locate traps), Sense Motive +19, Sleight of Hand +17, Stealth +21, Survival +23

Languages Abyssal, Celestial, Common, Goblin, Orc, Thieves' Cant; telepathy 100 ft.

SQ poison use, trapfinding

Gear *bracers of armor* +2, +1 *anarchic longspear*, +3 *adamantine returning dagger*, masterwork thieves' tools, pouch with 4 emeralds (500 gp each)

*See sidebox at Area 206.

Tactics: While in this chamber, Lady Slaeth Takes 10 on her Listen check for trouble in the outer chamber. If she hears anything, she casts *clairaudience/clairvoyance* as described in Area 216 to ascertain the threat. If the party defeats the vrocks but appears severely weakened, she and Arilux emerge to attack. If they appear capable, she retreats to Area 212 to gather her naga lieutenant if she still lives. Then she and her entourage begin stalking the PCs through the halls using her wand to keep tabs on them and waiting for an opportune moment to strike. Any such attack always starts with Arilux sending in as many snakes as he can *summon* to soften and distract foes while they get into position. He uses his snakes to create flanking opportunities for his sneak attack.

Treasure: Gold ornamentation hanging from the walls of this room is worth a total of 14,500 gp. One cushion in the corner is actually a *carpet of flying* (10'x10') that has been sewn up and stuffed with feathers. If discovered, it can easily be reverted to its original, usable form.

218. Bouncer's Room (CR 13)

Creature: This nondescript chamber once held Serpent's Coils thugs who served as bouncers for the brothel. Now it is home to a **mallor demon**, a demon with the upper torso of a crimson-skinned humanoid and the lower body of a giant coral snake, who is also a member of the group. A great, coiled serpent is tattooed across his back. His actions are described in Area 216.

MALLOR DEMON

CR 13

XP 25,600

The Tome of Horrors Complete 165

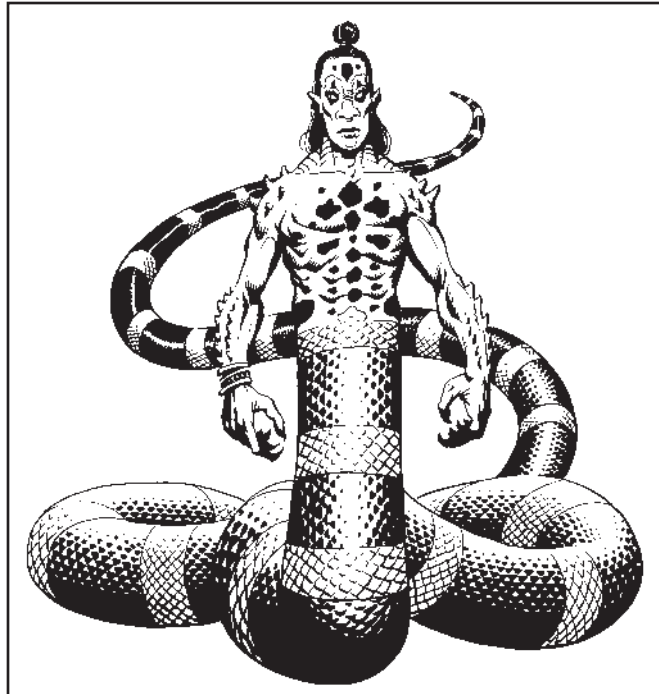
CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +28

AC 29, touch 16, flat-footed 27 (+2 Dex, +13 natural, -1 size, +5 profane)

hp 217 (14d10+140)

Fort +21, **Ref** +11, **Will** +7



CHAPTER 4: THE LAP OF ORCUS

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.

Melee +1 *anarchic longspear* +22/+17/+12 (2d6+13/x3 plus poison) or 2 claws +21 (1d6+8 plus poison)

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

Special Attacks fear gaze, foul liquids

Spell-Like Abilities (CL 12th)

At will—*burning hands* (DC 16), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy aura* (DC 23) 3/day—*touch of idiocy*

1/day—*scorching ray* (3 rays), summon (level 9, 1d4 hezrous or vrocks, or 1 mallor, 35%), summon (level 9, 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers, 50%)

Str 27, **Dex** 15, **Con** 30, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +14; **CMB** +23 (+25 sunder); **CMD** 40 (42 vs. sunder, can't be tripped)

Feats Blind-Fight, Deceitful^B, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +26, Climb +25, Diplomacy +24, Disguise +7, Intimidate +22, Knowledge (planes) +20, Perception +28, Sense Motive +20, Stealth +15, Survival +20

Languages Abyssal, Celestial, Common, Goblin, Orc, Thieves' Cant; telepathy 100 ft.

SQ poison use

Gear +1 *anarchic longspear*

Fear Gaze (Su) The infernal eyes of a mallor weaken the resolve of opponents peering into them. Creatures meeting its gaze must make a successful DC 22 Will save or flee in fear for 1d6 rounds. On a successful save, that opponent is immune to the fear gaze of that mallor for one day. The save DC is Charisma-based.

Foul Liquid (Su) All liquids within 100 feet of a mallor automatically foul and become unsuitable for consumption or inhabitation (no save). Magical liquids in the area receive a DC 27 Fortitude save to avoid the effects. Creatures drinking fouled water must make a successful DC 27 Fortitude save or become nauseated for 1 minute. Aquatic creatures (or those that can breathe water) swimming in fouled water must make a Constitution check (DC 10, +1 per previous check) each round they remain in the area or begin suffocating.

A mallor can foul up to 20 gallons of liquid a day using this ability. Sentient- or liquid-based creatures (such as water elementals) must make a successful DC 27 Fortitude save or take 1d8 points of Constitution damage each hour they remain in the area. At Constitution 0, the creature's liquid structure fouls and it dies. The save DCs are Constitution-based. A mallor can suppress or resume this ability at will as a free action.

Poison (Ex) Claw—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength; *cure* 2 consecutive saves. The save DC is Constitution-based.

219. Ladies' Anteroom (CR 6)

This room is bare of furnishings. The secret door to the south can be located with a DC 20 Perception check and leads into the Ladies' Dormitory.

Creature: Guarding passage here is a **guardian daemon** tasked with preventing anyone other than an employee of the brothel or a member of the Serpent's Coils from reaching the dormitory. It is also tasked to prevent anyone other than a member of the Serpent's Coils (identified by their tattoos) from entering the secret door to the west (DC 40 Perception check). The guardian daemon appears as a massive demonic bear. It eyes intruders warily but does not attack unless they attempt to go through one of the secret doors. Anyone entering the room through one of the secret doors is ignored unless

they try to also leave by one of the secret doors.

GUARDIAN DAEMON

XP 2,400

The Tome of Horrors Complete 136

N(E) Large outsider (extraplanar)

Init +1; **Senses** darkvision 120 ft.; **Perception** +13

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 68 (8d10+24)

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

DR 10/cold iron or silver; **Immune** acid, *hold*, mind-affecting effects, poison, polymorph, *sleep*; **Resist** cold 10, electricity 10, fire 10

Weaknesses limited domain

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

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

Special Attacks breath weapon (30 ft. cone, DC 17, 5d6 fire, useable every 1d4 rounds)

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

Base Atk +8; **CMB** +13; **CMD** 24

Feats Blind-Fight, Improved Natural Attack (bite), Power Attack, Vital Strike

Skills Bluff +13, Diplomacy +9, Intimidate +13, Knowledge (arcana) +8, Knowledge (planes) +12, Perception +13, Sense Motive +13, Stealth +4, Survival +9

Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

Limited Domain (Ex) The realm of a guardian daemon encompasses only the area it is summoned to guard; a room, chamber, or treasure. The area can be no larger than 100 feet + 10 feet per caster level of the one who summoned it. The guardian daemon can wander freely in its area, but cannot move beyond the precincts of the designated area.

Treasure: Tangled in the daemon's fur is an exquisitely crafted rose made of solid gold (250 gp) that was gifted to it by one of the brothel's harlots long ago for its services. If slain, the daemon disappears and the rose clatters to the floor.

220. Ladies' Dormitory (CR 14)

This room's walls are of bare stone, and its floor is covered by simple reed pallets. Atop each of these rests a female humanoid corpse. Each is desiccated and wound tightly in burial shrouds. The faint scent of exotic spices and oils fills the room.

Creatures: This chamber reveals the dismal living conditions that the brothels indentured harlots were forced to endure when off duty without any comforts or freedom. When the citadel was abandoned, it was deemed more trouble than it was worth to bring them along when undoubtedly new ladies could be found cheaper than feeding and transporting these, and they were left behind in the care of Lady Slaeth who had little use for mortal minions since her new plans called for the opening of a gate to the Abyss. She had each of them mummified alive and infected with a virulent strain of ghoulish fever that caused them to arise as ghouls. She then ordered them to remain motionless herein unless summoned by her or intruders entered. Now these **21 mummified ghouls** wait here silently appearing for all the world like mummies. The treated wraps that these ghouls are encased in nullify their stench, instead giving them a faint aroma of exotic spices, and also provide them with fire resistance.

CHAPTER 4: THE LAP OF ORCUS

MUMMIFIED GHASTS (21)

CR 6

XP 2,400

Advanced-HD mummified ghost (*Pathfinder Roleplaying Game*

Bestiary “Ghoul”)

CE Medium undead

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

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

hp 42 (5d8+20)

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

Defensive Abilities channel resistance +2; **Immune** undead traits;

Resist fire 20

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis) and 2 claws +7

(1d6+4 plus paralysis)

Special Attacks disease (DC 18), paralysis (1d4+1 rounds, DC 16)

Str 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +3; **CMB** +7; **CMD** 21

Feats Ability Focus (disease), Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Climb +12, Disguise +12, Perception +12,

Sense Motive +12, Stealth +12, Swim +9

Languages Common

Tactics: When intruders enter the ghasts begin to slowly rise, emulating the stiff movements of true mummies in hopes of drawing fire attacks. If such attacks are made, the ghasts then lie still as if destroyed in hopes of drawing the intruders into their midst. When the opportunity presents itself, they swiftly leap to attack and attempt to swarm opponents under with their paralysis attacks. Anyone paralyzed by the ghasts is carried into Area 221 and given a “bath”.

221. Ladies’ Bath and Privy (CR 12)

In the center of this room is a pool, 5 feet wide by 15 feet long, filled to the brim with turbid green water. Against the north wall are several small trenches all running down into a single drain in the center of the wall. Above these trenches hang metal buckets, their bottoms long since rusted out. Shelves on the south wall hold a number of vials of different shapes and sizes, hair brushes, soaps, and burlap towels. The broken remnants of a few mirrors hang next to it.

This served as the bath and privy for the brothel’s harlots. Water from the bath was scooped in buckets and used to flush out the toilet trenches. The vials once held perfumes and scented oils, but these have all deteriorated over the years into foul-smelling fluids. The bath is 3 feet deep and is currently filled with a colony of **18 green slimes** transplanted here from the Sweltering Reek under a couple of inches of fetid water. Anyone touching the water is automatically exposed to one of the slimes. Anyone falling into the pool is exposed to attack by 6 of the slimes (12 if size Large and all 18 if size Huge). These slimes must be destroyed or removed in the normal ways described in the *Pathfinder Roleplaying Game Core Rulebook*. A Medium creature thrown into the bath and consumed causes one slime to overflow the pool onto the surrounding floor, and a new slime is formed in the pool itself by the consumed creature. A Large creature creates 2 new slimes and displaces 2 from the pool, etc. The ghasts are very careful when throwing creatures into this pool to avoid exposure themselves to the deadly substance. If the slimes in the pool are attacked, only the top three can be affected at any one time providing total cover to all of those beneath.

Treasure: If the entire bathing pool is cleared of green slime, a DC 13 Perception check through the remaining sludge and fouled water reveals a large diamond earring (1,500 gp) dropped in here long ago.

222. Private Rooms (CR 15)

A hallway lined with alcoves opens into an octagonal room with passages exiting in three directions, each lined with similar alcoves. The room must have once been elegant with statuary and ornate fountains, but it is now overgrown and buried under a shroud of vines, ferns, and other junglelike foliage, though this foliage is unlike any you have ever seen before — almost black in color with sickly growths and tumors and ominous spiky protrusions. The cracked remains of the room’s statuary and furnishings just peek through this living shroud. The air is moist and heavy with the sickening smell of the rampant plant life.

These curtained alcoves once served as the private rooms for patrons of the brothel and the hired ladies. They once held sumptuous furnishings, bedding, and carpet, but these have all rotted away, replaced by the fecund jungle growth that now overruns the area. The jungle growth starts in earnest the central area and thickens as one heads farther east.

Creatures: Currently residing here are **4 alu-demon rangers** descended from some of the brothels more exotic ladies. They resemble their human forebears but have small black horns on the foreheads and a pair of small leathery wings. After Lady Slaeth managed to open the *portal* to the Sweltering Reek, these young half-demons were taken there to be raised and trained. Now they dwell in some of the east passage’s overgrown cells, with simple hammocks woven from tough vines and their few meager possessions stored in leather chests. Each of the alu-demons has the coiled serpent tattoo at the small of their back. Residing in the central area among the foliage and serving the alu-demons as watch beasts are **2 nerizo demons**, feral, black-skinned demons with splayed hooves for feet and a long, snakelike tail.

ALU-DEMON RANGERS (4)

CR 10

XP 9,600

Alu-demon ranger 5 (*The Tome of Horrors Complete* 154)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 120 ft.; **Perception** +15

AC 24, touch 14, flat-footed 20 (+4 armor, +4 Dex, +6 natural)



CHAPTER 4: THE LAP OF ORCUS

hp 103 (6d10+18 plus 5d10+15 plus 5)

Fort +11; **Ref** +12; **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

Speed 30 ft., fly 50 ft. (average)

Melee +1 *longsword* +18/+13/+8 (1d8+6/19–20) or 2 claws +16 (1d6+5 plus vampiric touch)

Ranged +1 *flaming composite shortbow* (+2 Str) +14/+14/+9/+4 (1d6+3/x3 plus 1d6 fire)

Special Attacks archery combat style, favored enemy (humanoid [human] +4, outsider [lawful] +2)

Spell-Like Abilities (CL 8th)

3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 16)

1/day—*dimension door*

Spells Prepared (CL 2nd):

1st—*longstrider*, *magic fang*

Str 21, **Dex** 19, **Con** 17, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +16; **CMD** 30

Feats Blind-Fight, Cleave, Endurance^B, Great Cleave, Point Blank Shot, Power Attack, Rapid Shot^B, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +12, Climb +18, Diplomacy +13, Escape Artist +18, Fly +8, Intimidate +13, Knowledge (geography) +4, Knowledge (planes) +16, Perception +21, Stealth +20, Survival +17 (+19 tracking)

Languages Abyssal, Common; telepathy 100 ft.

SQ favored terrain (jungle +2*), hunter's bond (hunting companions), wild empathy +9

Gear +2 *leather armor*, +1 *longsword*, +1 *flaming composite shortbow* (+2 Str), 24 arrows

*Included in stat block

Vampiric Touch (Su) An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in one hour.

NERIZO DEMONS (2)

XP 6,400

The Tome of Horrors Complete 169

CR 9



CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +19

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 125 (10d10+70)

Fort +14; **Ref** +9; **Will** +7

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Speed 40 ft.

Melee 2 claws +16 (1d6+6), sting +16 (1d8+6 plus poison)

Special Attacks spit acid (10-ft. line, 4d6 acid damage, Ref DC 22 half, usable every 1d4+1 rounds)

Spell-Like Abilities (CL 12th)

At will—*darkness*, *detect good*, *greater teleport* (self plus 50 pounds of objects only)

1/day—*confusion* (DC 17), *summon* (level 4, 2d10 dretches or 1 nerizo, 35%)

Str 23, **Dex** 15, **Con** 25, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 28

Feats Blind-Fight, Cleave, Power Attack, Skill Focus (Stealth), Iron Will

Skills Acrobatics +2 (+10 jump), Climb +19, Diplomacy +8, Escape Artist +10, Intimidate +16, Perception +19, Sense Motive +15, Stealth +21, Survival +15

Languages Abyssal

Posion (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1 round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Tactics: The nerizo demons lurk on the foliage covering two fountain basins in the central area. One attempts to *summon* additional nerizos while the other leaps forth with its claw and sting attacks when someone comes within range. Both howl to alert their mistresses and alternate making spit attacks with their normal attack modes. When the alu-demons hear the nerizos howling, two emerge from their cells after 2 rounds and begin firing their bows down the hallway at likely targets, using their doorways as cover. The other two *dimension door* to the side corridors to try and make vampiric touch attacks against the party's rear ranks and *charm* attacks on front-rank fighters. If the alu-demons are in trouble and any nerizos still live, at a whistle one of the nerizos cloaks the central room in *darkness* and the alu-demons all retreat to Area 223 to defend the *portal*. There they make a stand with readied attacks for anyone who comes through the door. They defend the *portal* to the death.

Treasures: Each of the alu-demons keeps a few modest treasures in her cell. If collected these total 712 gp, 1,245 sp, 13 gold nuggets (50 gp each), and an uncut emerald (250 gp).

223. Customers' Jakes (CR 14)

The barely discernable stone benches along the walls with holes cut in them reveal what this room was once used for, however, these are now almost completely shrouded beneath a layer of vegetation that grows through a large hole in the east wall where the stones have been pulled down and lie in a tumble on the floor beneath the omnipresent flora. Beyond the hole is visible a dense, dark jungle sheltered beneath the boles of huge, alien trees under a stormy purple sky where there hangs a black disc that somehow gives off an unearthly light, like some otherworldly sun. The heat and humidity combined with the stench issuing through this hole pummels one almost like a physical barrier.

This was once the jakes provided for customers of the brothel. After the Great Retreat and centuries of undisturbed plotting and study, Lady Slaeth and her minions were able to open a permanent *portal* to the layer of the Abyss known as the Sweltering Reek. The *portal* allows two-way access between the Citadel of Orcus and the Abyss where Lady Slaeth keeps a stronghold and more servants. How the *portal* was opened from the dimensionally unstable Citadel of Orcus is lost to time as the wizard who performed the feat for her was killed shortly thereafter by the denizens of the Sweltering Reek. However, it is sure that Orcus is unaware of its existence or he would surely have sought to plug it up for fear of it unraveling his eons-old schemes before they could come to fruition.

Creatures: If the alu-demons retreat to this room to make a stand, one of them signals through the *portal* to a **mallor demon** stationed on the other side. This demon and his **6 Huge fiendish vipers** arrive to back up the alu-demons in their defense after 1 round. Unfortunately, the battle at the portal attracts other attention as well; a **gharros demon**, a hideous demon, half-scorpion and half-humanoid with two stinger tails, unaligned with the Serpent's Coils arrives after 4 more rounds and attacks either side indiscriminately in search of a meal and some booty.

MALLOR DEMON CR 13
XP 25,600
hp 217 (See Area 218)

HUGE FIENDISH VIPERS (6) CR 7
XP 3,200
hp 63 (See Area 209)

GHARROS DEMON CR 14
XP 36,400
The Tome of Horrors Complete 163
 CE Large outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +27

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)
hp 248 (16d10+160)
Fort +20; **Ref** +14; **Will** +9
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Speed 30 ft.
Melee battleaxe +25/+20/+15/+10 (2d6+10/19-20/x3), 2 stings +21 (1d8+5/19-20 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 12th)
 At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only) 1/day—summon (level 6, 4d10 dretches, 1d4 vrockes, or 1d2 glabrezus, 50% or 1 gharros, 20%)

Str 31, **Dex** 18, **Con** 30, **Int** 18, **Wis** 18, **Cha** 20



Zaniburez, The Sweltering Reek

Known colloquially as the Sweltering Reek, the plane of Zaniburez is one of the Infinite Layers of the Abyss. It exists as a virtually endless, sweltering jungle of alien vegetation growing beneath an amethyst sky with an obsidian sun. This strange disc somehow provides a subdued lighting over this jungle that seems unaffected by the constant roiling thunderstorms that lash the firmament.

The vegetation of Zaniburez is darker in coloration than that of Material Plane flora with many plant species mottled or black in color. The growth, though extremely virulent, seems warped and unhealthy with abnormal tumors. The surface of the plants is tough and leathery, often festooned with poison thorns. Many varieties of plant monsters thrive in this fetid stew of humidity, heat, and decaying matter and varieties of deadly plant life exist that have never been seen elsewhere.

Undulating through this morass are fiendish serpents of the largest varieties and the deadliest of poisons. Mallor demons are one of the more common types of demons to be found here, and they capture and train packs of the nerizo demons that roam the treetops. In addition, colonies of feral gharros demons roam the lower reaches of the jungle seeking to slay and devour any other creatures they find.

Zaniburez is a backwater of the Abyss, known to few and ignored by those who do know of it. No demon lord lays claim to this layer as it has proven to have no real value in the wars of the Lower Planes or the politics of the Abyss. Occasionally mariliths or glabrezu travel here to recruit the mallor demons or capture nerizo or gharros demons for entertainment.

Planar features of the Sweltering Reek include jagged mountains of broken rock that rise suddenly above the verdure, some holding the broken ruins of ancient fortresses built by unknown hands and abandoned before the first planar travelers reached Zaniburez. It is rumored that a powerful planar faction called the Serpent's Coils led by a devious marilith has set up in one of these crumbling keeps and reformed it. It now teems with her servants and hordes of dretches who feed the local predators as often as not. Who this faction is and what its purpose may be has yet to be revealed. Running through the heart of the jungle is a wide, meandering river of dark, silted waters. What creatures may exist beneath its torpid surface is undocumented, but the local creatures go near it only by necessity and even then many disappear while in its proximity. The jungle is considered to have heavy undergrowth. The ambient temperature is nearly 100 degrees with high humidity requiring Fortitude saves each hour to avoid nonlethal damage and penalties from armor or heavy clothing as described in the *Pathfinder Roleplaying Game Core Rulebook*.

Zaniburez, the Sweltering Reek, has the following planar traits.

Gravity: Normal gravity. Zaniburez has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour in the Sweltering Reek equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Traits: No dominant elemental traits. No single element dominates in the Sweltering Reek.

Alignment Traits: Mildly chaos-aligned and mildly evil-aligned.

Enhanced Magic: None.

CHAPTER 4: THE LAP OF ORCUS

Base Atk +16; **CMB** +27; **CMD** 41 (49 vs. trip)

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (battleaxe), Improved Critical (tail sting), Improved Initiative, Power Attack, Weapon Focus (sting)

Skills Acrobatics +14, Bluff +24, Climb +29, Diplomacy +21, Escape Artist +20, Intimidate +24, Knowledge (planes) +20, Perception +27, Sense Motive +15, Spellcraft +14, Stealth +13, Survival +23

Languages Abyssal, Celestial, Common, Daemonic, Infernal; telepathy 100 ft.

Gear battleaxe

Poison (Ex) Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Development: If the PCs wish to travel through the portal and perhaps locate the true headquarters of the planar organization known as the Serpent's Coil, feel free to expand on the adventures with the Sweltering Reek side box provided below.

224. Blackards' Arms Tavern (CR 14)

A triple arch to the south opens into a tavern area complete with bar and stools. Above the arch, spiked into the stone wall are a dozen humanoid arms, some muscular and sinewy, some heavily tattooed, some green scaled. Each is has been severed at the shoulder but is otherwise intact. Each is also fresh, as if nailed up just yesterday, though no blood drips or has pooled on the floor beneath. More startling than the fresh, dangling limbs is the interior of the tavern area itself. Every available surface: walls, floor, ceiling, stools, the bar, and even the back shelves, the kegs they hold, and the glass mugs are covered in a layer of bright green fuzz — almost as if short, cropped grass was growing upon them.

This was one of the district's two taverns, the Blackards' Arms. The arms above the archway were taken from various executed thralls, criminals, soldiers, or random creatures whose bodies the proprietor was able to procure. All date back from the time of Tsar but have been treated with *unguent of timelessness* to prevent their decay. The tavern itself has been infected by the spores of **green fuzz**, a type of fungus related to green slime that is native to the Sweltering Reek and was carried here by a dretch that had become infected and died. Its fuzz-covered corpse still lies behind the bar. There are a total of 40 5-foot-by-5-foot patches of the fungus growing in Area 224. The wooden bar and stools and the dretch corpse are now brittle, but the stone of the walls, floor and ceiling and the glass mugs have not yet been consumed. A DC 20 Perception check is necessary to notice the fuzz-covered door at the back of the room.

Green Fuzz, Hazard CR 4: Green fuzz is similar to green slime in many ways. However, it is immobile and grows on any substance it comes in contact with. It devours its host slowly at a molecular level so that they do not appear to be visibly consumed as the fuzz growth spreads. Rather as it consumes its host, that substance, whether animate or inanimate, becomes brittle and, when fully consumed, retains its shape until struck or jarred at which point it crumbles to a flaky dust. On a living host, green fuzz deals 1d6 points of Constitution damage per round. Infestation begins the moment contact occurs with the green fuzz. It cannot be scraped off. Anything that deals cold damage and *remove disease* destroys the growth (dealing equal damage to the host), and plant spells affect it normally. Fire causes it to immediately spawn a new 5-foot patch on the nearest surface. On an inanimate object or creature without a Constitution score, it consumes 1 point of Hardness per month and 1d10 points of damage per round once the Hardness has been overcome.

Treasure: A DC 18 Perception check notices a ring on the hand of

one of the severed arms. It is noticed automatically if the arms are searched. The ring is a *ring of protection* +3.

225. Liquor Stores

This room is outfitted much like Area 208 but without the tindertwigs, volatile liquids, or swarming dretches. The green fuzz has not yet spread in here from Area 224, though the door is brittle and just waiting to collapse and allow the infestation to enter. Hidden atop a high shelf and located with a DC 16 Perception check is a clay jug holding *unguent of timelessness*.

226. Hostler's Counter

A worn, old wooden counter stands in the hall here across from a door. Another door exits from the alcove behind the counter.

This counter was used by the hostler of the flophouse to monitor his guests and make sure each paid his copper piece before going into the flophouse to crash. Sometimes he found it necessary to remove the payment (and often times a little more) from the belt pouch of a patron too drunk to pay himself. On a shelf below the counter is a strange receptacle used by the hostler for the payments. It is a carved wooden monkey head, the size of a fist, with a leering grin and sharply-pointed teeth. A small slot for coins has been cut in its forehead. A cork stopper plugs a hole in the monkey head's base. Viewing the carved monkey head gives a vague sense of unease. The carving is hollow, and the metallic rattle of coins is heard within if the head is picked up. Lying next to it on the shelf is a masterwork club used by the hostler on unruly customers. It still has some dried blood on it and at one place a broken tooth embedded in it.

The monkey head holds 11 cp, but also bears a powerful curse. Anyone taking the coins soon finds the monkey head in his possession even if he had left it behind. A PC who took the monkey head only notices that it seems to change locations on his body, switching from backpack to belt pouch, etc., seemingly at random. As long as a PC possesses the monkey head, a random member of his party receives a -10 penalty on a crucial save or attack roll in each encounter. This changes between characters but never affects the bearer of the head himself. The bearer will also find that he cannot get rid of the monkey head or the coins; they always reappear in his possession a short time later. The carving and the coins also prove impervious to physical destruction. The only way to be rid of them and the curse that afflicts the bearer's companions is to return the head and the 11 cp to this same location and cast *remove curse*. However, anyone taking them afterward finds the curse affects them as well.

A DC 18 Perception check notices that the south door is ajar. A DC 22 Perception check notices a faint snoring from within. This is the sleeping abyssal wolf in Area 227. See that area for details of its actions.

227. Hostler's Residence (CR 11)

The contents of this room have been destroyed. Furnishings are broken and scattered, and the walls are scarred and stained. A partially-eaten corpse lies mangled on the floor in a pool of ichor.

Creature: This room is used as a den by an **abyssal wolf sentry**. It is currently sleeping off a meal of dretch and is considered to be Taking 0 on its Perception check. If it hears anyone in Area 226, it races out to attack, howling to bring its companions from Area 194.

CHAPTER 4: THE LAP OF ORCUS

ABYSSAL WOLF SENTRY
XP 12,800
hp 161 (See Area 194)

CR 11 **VROCK DEMONS (2)**
XP 6,400
hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

CR 9

228. Flophouse

This long room is supported by four chipped and battered pillars and is devoid of decoration. The wall plaster is mostly broken away, exposing the bare stone beneath. The floor is piled with the skeletal remains of dozens of humanoids, bits of clothing and hair still in patches among them.

This cheap flophouse was provided for those who partook of the district’s entertainments and were either too inebriated or too penurious to secure better accommodations. With the low price was provided a mat to sleep on and a great likelihood of assault or robbery by the other lowlifes to be found here. When the citadel was abandoned many undesirables — the beggars, harlots, the diseased and crippled — were deemed too much trouble to bring along and were instead murdered and dumped here. All of the bodies have been thoroughly looted.

MALLOR DEMON
XP 25,600
hp 217 (See Area 218)

CR 13

ALU-DEMON RANGER
XP 9,600
hp 103 (See Area 222)

CR 10

Development: Despite the deadly assemblage of demons here, most of those present (other than the mallor and the alu-demon) are not even members of the Serpent’s Coils. Uthmuhz himself is an independent contractor that merely runs the establishment for Lady Slaeth. As such, the party need not engage in battle here. Upon entry, Uthmuhz immediately requests a 50 gp cover charge from each party member to enter. He is conversant in Common and instructs that the floor tables are open but the high stakes table requires an invitation (hinting strongly that an invitation can be obtained with a proper bribe — at least 1,000 gp).

If the party refuses to pay the cover charge or picks a fight, all the demons immediately turn on them, running if near death. Otherwise the party is free to interact with the demons and even join in games of chance. Feel free to play out actual games of craps, poker, etc. or simply bet on high rolls or cutting the deck. Or, if you prefer, you can determine quick gambling results with the nearby side box. Minimum bets are always 5 gp and maximum bets or raises are 50 gp. If characters have skill points in Profession (gambler) or Sleight of Hand and succeed on a DC 15 check allow them a second role, a second draw, a +2 bonus to the roll, or whatever benefit of their exceptional skill that you see fit. A Bluff check opposed to the other gamblers’ Sense Motive check in card games can also allow this advantage. Regardless how this is played out, if the PCs are peaceable this is an excellent opportunity to hear rumors and gather information on the citadel.

229. Gambling Den (CR 17)

The door is attended by a massive boar-faced demon, small feathered wings protruding from its shoulders and a ridiculous fez upon its head. It gestures beyond an anteroom into a dimly lit, smoky chamber of many tables. Clustered at these tables are all manner of horrors spawned from the Abyss seated and playing various games of chance. Discernable beneath the general rumble of conversation and outbursts of diabolical laughter can be heard the shuffle of cards, the rattle of dice, and the clink of coins exchanging hands.

This room stays true to purpose of centuries ago and still runs many tables of games of chance for the fiends of the Lower Planes who dwell herein or have just stopped by for a visit through the *portal* in Area 223.

Creatures: Playing at various games of cards, dice and other less-palatable games of chance are the following demons: **3 babau**, a **hezrou**, **4 quasits**, **2 vrock**s, a **mallor**, and an **alu-demon ranger**. Overseeing the games is the den’s proprietor, the **nalfeshnee**, Uthmuhz, and **3 succubi** serving drinks from a small bar at the south end, well-stocked in various Abyssal liquors (none safe for a mortal palate).

UTHMUHZ
XP 38,400
hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”) **CR 14**

SUCCUBI (3)
XP 3,200
hp 84 (*Pathfinder Roleplaying Game Bestiary* “Demon, Succubus”) **CR 7**

BABAU DEMONS (3)
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”) **CR 6**

HEZROU DEMON
XP 12,800
hp 145 (*Pathfinder Roleplaying Game Bestiary* “Demon, Hezrou”) **CR 11**

QUASITS (4)
XP 600
hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”) **CR 2**

You can simulate games of chance by having PCs make a Profession (gambler) check or a straight Charisma check if they don’t have that skill.

DC	Result
10 or less	Big Loss: Lose bet plus 100%
15	Loss: Lose bet
20	Break Even: Regain bet.
25	Win: Win bet plus 50%
30	Big Win: Win bet plus 100%
35	Jackpot: Win bet plus 100% for each point in excess of 35 (500% maximum)

Treasure: All of the demons together carry a total of 5, 803 gp and various gems worth a total of 1,400 gp.



230. High Stakes Table (CR 16)

This room is hazy from the smoke of large hookah in one corner. Seated on a cushion next to this pipe is a small, demonic figure in blue pantaloons, a purple vest, and purple curly-toed slippers. A red turban rests on his head and a monocle covers one eye above a spiky beard and long, thin nose. Tiny horns protrude in a ridge down the center of his forehead, and bat wings are curled behind his shoulders. Beside him is a small gong. Arranged around the room are five stone chairs in a circle. Seated in one is a tiny, bat-winged creature with barbed tail and reddish skin. In another is a tall man in an elegantly-tailored black suit and with the head of a tiger and a luxurious coat of orange fur visible at his neck and hands. A third seated figure is a tall, red-skinned giant with jutting tusks, and a shimmering aura of heat around him. The last two chairs are empty. In the ceiling's center 20 feet above floats a 10-foot diameter sphere of swirling rainbow colors. Directly beneath it on the floor is a large iron bowl stacked high with coins and valuables.

Creatures: This room houses the high stakes gambling of the casino. Here the **half-fiend gnome** Durkor runs the highest-stakes game of the house — a game of great payoffs, great losses, and possible death for the players called *Kerouz*. Currently playing this game are the **imp** Pivers, the **rakshasa** Lord Entylwine, and the **efreeti** Sulimar. The floating orb is a **chaos globe**.

DURKOR XP 38,400

Male half-fiend gnome rogue 12 (*Pathfinder Roleplaying Game Bestiary* "Half-Fiend")

NE Small outsider (native)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

AC 28, touch 20, flat-footed 28 (+4 armor, +2 deflection, +6 Dex,

+1 dodge, +4 natural, +1 size)

hp 93 (12d8+36)

Fort +9; **Ref** +16 (+20 vs. traps); **Will** +7; +2 vs. illusions

Defensive Abilities +4 dodge vs. giant subtype, evasion, improved uncanny dodge, rogue talent (resiliency, slippery mind), trap sense +4, uncanny dodge; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

Speed 20 ft., fly 40 ft. (good)

Melee +1 rapier +17/+12 (1d4+3/18–20), claw +11 (1d3+1), bite +11 (1d4+1) or 2 claws +16 (1d3+2), bite +16 (1d4+2)

Special Attacks +1 attacks vs. reptilian and goblinoid subtypes, rogue talent (bleeding attack, crippling strike, surprise attack), smite good (+12 dmg), sneak attack +6d6

Spell-like Abilities (CL 12th):

3/day—*darkness*, *poison* (melee touch +16, DC 15)

1/day—*blasphemy* (DC 18), *contagion* (melee touch +16, DC 14), *dancing lights*, *desecrate*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*, *unholy blight* (DC 15)

Str 14, **Dex** 22, **Con** 17, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 29

Feats Agile Maneuvers, Dodge, Improved Initiative, Mobility, Skill Focus (Profession [gambler]), Weapon Finesse

Skills Acrobatics +21, Bluff +16, Diplomacy +16, Disable Device +26, Escape Artist +21, Fly +10, Intimidate +16, Knowledge (local) +19, Perception +18 (+24 locate traps), Profession (gambler) +24, Sense Motive +16, Sleight of Hand +21, Stealth +25, Use Magic Device +16

Languages Abyssal, Common, Daemonic, Gnome, Ignan, Infernal, Sylvan

SQ rogue talent (fast stealth), trapfinding

Gear *bracers of armor* +4, *amulet of natural armor* +3, *ring of protection* +2, *ring of spell turning*, *cloak of resistance* +2, +1 rapier, thieves' tools

CHAPTER 4: THE LAP OF ORCUS

PIVERS

XP 9,600

Male imp rogue 8 (*Pathfinder Roleplaying Game Bestiary* “Devil, Imp”)

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +7

AC 20, touch 19, flat-footed 20 (+6 Dex, +1 dodge, +1 natural, +2 size)

hp 74 (3d10+3 plus 8d8+8 plus 8); fast healing 2

Fort +4; **Ref** +15 (+17 vs. traps); **Will** +5

Defensive Abilities evasion, improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

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

Melee sting +18 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison (DC 18), rogue talent (slow reactions, surprise attack), sneak attack +4d6

Spell-like Abilities (CL 6th):

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 17)

1/week—*commune* (6 questions, CL 12th)

Str 10, **Dex** 23, **Con** 12, **Int** 15, **Wis** 10, **Cha** 18

Base Atk +9; **CMB** +7; **CMD** 24

Feats Combat Casting, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (sting)^B

Skills Acrobatics +17, Appraise +16, Bluff +18, Diplomacy +18, Disable Device +10, Fly +24, Knowledge (arcana) +8, Knowledge (local) +15, Knowledge (planes) +8, Perception +14 (+18 locate traps), Profession (fence) +14, Sleight of Hand +17, Spellcraft +8, Stealth +28

Languages Abyssal, Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape I*), rogue talent (fast stealth, weapon training), trapfinding

LORD ENTYLWINE

XP 25,600

Male rakshasa aristocrat 6 (*Pathfinder Roleplaying Game Bestiary* “Rakshasa”)

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; **Perception** +18

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 185 (10d10+60 plus 6d8+36 plus 6)

Fort +11; **Ref** +16; **Will** +13

DR 15/good and piercing; **SR** 28

Speed 40 ft.

Melee +1 *kukri* +20/+15/+10 (1d4+4/15–20), claw +14 (1d4+1), bite +14 (1d6+1) or 2 claws +19 (1d4+3), bite +19 (1d6+3)

Special Attacks detect thoughts (DC 22)

Spells Known (CL 7th):

3rd (5/day)—*haste*, *suggestion* (DC 17)

2nd (7/day)—*bear’s endurance*, *invisibility*, *acid arrow* (ranged touch +15)

1st (7/day)—*charm person* (DC 15), *mage armor*, *magic missile*, *shield*, *silent image* (DC 15)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue* (melee touch +15)

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 19

Base Atk +14; **CMB** +17; **CMD** 33

Feats Alertness, Combat Expertise, Dodge, Improved Critical (*kukri*), Improved Initiative, Lightning Reflexes, Persuasive, Weapon Finesse

Skills Bluff +21, Diplomacy +27, Disguise +31, Intimidate +15,

CR 10

Perception +18, Perform (oratory) +17, Sense Motive +24, Stealth +18

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*)

Gear +1 *kukri*, *fez of true seeing* (see **Magic Items Appendix**)

SULIMAR, EFREETI

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary* “Genie, Efreeti”)

CHAOS GLOBE

XP 2,400

Creature Collection II: Dark Menagerie 37

N Large construct

Init +0; **Senses** blindsight 90 ft.; **Perception** +0

Aura chaos strike (30 ft., DC 14)

AC 22, touch 9, flat-footed 22 (+13 natural, –1 size)

hp 74 (8d10+30)

Fort +2; **Ref** +2; **Will** +2

DR 5/law and magic; **Immune** construct traits

Speed 25 ft. (perfect)

Melee slam +7 (2d6)

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

Str 10, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +8; **CMB** +9; **CMD** 19 (can’t be tripped)

Skills Fly +6

Chaos Strike (Su) Each round as a free action a chaos globe emits a field of random magical instability, inflicting random magical effects on anyone within a 30-foot radius. Roll 2d8 on the following table to determine the effect for that round.

2d8	Effect
2	5d10 points of random energy damage (roll 2d3–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
3	4d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
4	3d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
5	2d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
6	1d4 points of damage to a random ability (roll 1d6: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma; Fortitude negates)
7	1 point of damage to a random ability (roll 1d6: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma; Fortitude negates)
8	Target rendered deaf (50%) or blind (50%); Fortitude negates
9	Target rendered blind and deaf; Fortitude negates
10	Target fatigued; no save
11	Target exhausted; no save
12	1 negative level; will negates
13	1d3 negative levels; Will negates
14	1d6 negative levels; Will negates
15	Target subjected to <i>baleful polymorph</i> ; Fortitude negates, Will partial
16	Target subjected to <i>greater teleport</i> 2d10 miles in a random direction; Will negates

Development: *Kerouz* is a deadly game of the Lower Planes that involves the random chaotic effects of a chaos globe. The ante for the game is 500 gp which is placed in the iron bowl. There can be a total of five players, one in each chair. Once the players are in place and the antes

CHAPTER 4: THE LAP OF ORCUS

have been paid each player makes a bet against one of the five contestants (including himself if he wishes) as to who will receive the attentions of the chaos globe. He then places a second wager of at least 5 gp and up to 100 gp on either odd, even, or a number between 2 and 20 (these correspond to the random chaos strike rolls from the table found under the chaos globe's description above). Durkor then sounds the gong which causes the trained chaos globe to unleash its chaos strike. In the game, however, the chaos strike affects only one of the five contestants (roll randomly to determine) rather than everyone in a 30-ft. radius. The contestant hit suffers the effects of that attack. On a roll of 20, rather than *teleporting* the victim, the globe instead grants a boon — reroll on the table and grant the opposite effect of the roll, i.e. temporary hit points, ability points, character levels, etc. On a result indicating deafness, blindness, fatigue, exhaustion, or *polymorph* it merely cures that condition if present or has no effect. A second roll of 20 produces no effect.

Any contestants who bet on the right victim split the ante pot (slain contestants automatically forfeit their winnings). If no one guessed right the ante pot goes to the house. If a contestant guessed right on his second wager, the house pays out at a rate of 2:1 for odd or even and 19:1 for an individual number that is guessed correctly. Losses are kept by the house. If a contestant is struck by the chaos strike and consecutive 20s are rolled, then it is declared a *Kerouz* and anyone who bet on that contestant and that number is paid back his second wager at 20:1 as well as splitting the ante pot. If a contestant is declared a *Kerouz* but failed to bet on himself, then it is considered a *Grand Kerouz* and that contestant's soul is immediately stripped from his body, drawn into the chaos globe, and forever consumed (no save). All that contestant's funds are immediately forfeit to the house. Only a *miracle* or *wish* can restore a creature lost to a *Grand Kerouz*.

These special powers of the chaos globe only manifest when involved in a game of *Kerouz*. If a PC attempts to cheat, steal or attacks any of the other beings in the room, then they all attack while the chaos globe hangs inert in the air. If the chaos globe is attacked it immediately responds with its normal chaos strike attacks that affect anyone in a 30-foot radius (the beneficial 20 result likewise disappears).

When running this game of chance, feel free to roll the dice behind the GM screen and stage a *Grand Kerouz* on one of the other contestants to show the party what is at stake.

Treasure: The contestants each carry a *bag of holding* (type I) with cash as follows. Pivers: 3,200 gp and a set of six small crystal skulls (100 gp each). Lord Entylwine: 10,000 gp and 500 pp. Sulimar: 600 gp, 100 pieces of slightly scorched jet (100 gp each), and a promissory note written on a thin brass scroll (25 gp) that grants the bearer 5,000 gp when presented at the Burning Palace of the Grand Sultan of the Efrete. Durkor has a small *ring gate* only 12 inches in diameter underneath his cushion that is permanently affixed to the floor (destroyed if attempts are made to remove it) but that has no maximum weight limit it can transport each day. It leads to a hidden cyst deep in the citadel that holds the house's funds. These are stored in the form of small ingots of Abyssal gold, a metal mined in the Abyss with properties identical to that of normal gold but that is a glossy black in color. Each small ingot is worth 100 gp. There are 250 ingots in the cyst.

Ad Hoc XP Award: Award 100 XP each time a PC wins a portion of the ante pot, 250 XP if they hit an odd or even, and 1,000 XP if they hit a specific number. Award 5,000 XP if they hit a *Kerouz* (and survive).

231. Manager's Residence

This door is locked and Uthmuhz holds the only key. This room was once occupied by the manager of the gambling den but has been deserted since the retreat. Now Uthmuhz uses it to store the house's winnings (other than the Abyssal gold guarded by Durkor).

Development: Anyone attempting to enter this room draws the immediate ire of Uthmuhz and the succubi. The other gamblers likewise come to their support. However, if the PCs manage to get the door opened and the other gamblers catch a glimpse of its

contents, then a massive free-for-all ensues as the demons make a mad rush to steal as much of the wealth as they can before fleeing.

Treasure: Scattered haphazardly about the room are 12,500 gp, 28,000 sp, and 82,100 cp (the latter could prove to be very difficult to transport).

232. Drug Parlor (CR 9)

This series of dark chambers is bare and forlorn, connected by open archways. The walls and floors are unadorned and bear many old stains. Rude mats and a few tattered pillars still occupy the edges of the rooms. A slight haze seems to hang in the air. This was once a parlor for the use of various drugs, potions, and narcotics. The patrons could pay their money, pick their substance of choice and then claim a mat and pillow on which to partake of their purchase. The substances were not well monitored for quality or quantity, and many customers expired on a rude pallet in a drugged stupor or screaming and raving at terrors only they could see.

Creature: Everyone assumed these screaming fits to be a bad drug reaction, but actually this room has long been haunted by a **night hag** that enjoyed preying upon those trapped in a drugged trance.

NIGHT HAG **CR 9**
XP 6,400
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Night Hag")

Tactics: The night hag's influence remains strong in these chambers. Everyone entering must make a DC 20 Will save or be dazed. The lurking night hag then attacks one of the dazed PCs at random. Much like a *phantasmal killer* only the chosen victim can see the attacking night hag. However, while the PC is dazed physically, his dream self can battle the night hag normally on the Ethereal Plane. If another PC becomes ethereal, he too can see the night hag and can join in the battle. The effects of the battle are not visible on the dazed character's body unless he is killed in which case he collapses dead. If the character in the dream state defeats the night hag, it disappears but is not killed. Instead begins dream haunting this PC that it has now established a psychic link with regardless of alignment. Only if another character becomes ethereal and it is slain in the Ethereal Plane is it permanently killed.

233. Proprietor's Residence

This room once housed the proprietor and the supply of various substances. It is now completely empty.

Region 9 — Main Thrall Quarters (Map 4-4)

While a portion of the citadel's Thralls were housed in the Templar Garrison and at other places, the vast majority of them were quartered in this region under the watchful eye of the Overseers and a small contingent of Templars. It is also in this region that the Overseer faction maintained their headquarters. It has now become the home of a new faction seeking dominance in the Citadel of Orcus.

234. Guardian's Chamber (CR 11)

The corridor widens into a small anteroom. Standing in the northern portion is a strange object. Of roughly humanoid shape, it stands 9 feet tall and is completely covered in a strange greenish fur or grassy growth.

CHAPTER 4: THE LAP OF ORCUS

Creature: This served as the final guard room to prevent Thralls from escaping the region. The **stone golem** that guarded it has become infested recently with the green fuzz (see Area 224 for details of this hazard). It still follows its programming to attack anyone not accompanied by someone wearing the fist-and-flail symbol of the Templars or the skull-in-chains symbol of the Overseers. It pursues intruders until it has slain them. The secret door can be found with a DC 25 Perception check.

GREEN FUZZ-INFESTED STONE GOLEM CR 11 XP 25,600

hp 129 (*Pathfinder Roleplaying Game Bestiary* “Golem, Stone”)
DR 2/adamantine
Special Attacks green fuzz infestation

Green Fuzz Infestation (Ex) The golem is infested with green fuzz (see Area 224). Contact with the golem, including attacks by the golem that hit its opponent’s touch AC cause an infestation of green fuzz in the target. A green fuzz infestation deals 1d6 Constitution damage per round. Cold and *remove disease* destroys the infestation and can be used to clear it from the stone golem as well. If the green fuzz is removed from the golem, it becomes a normal stone golem in all respects save that its damage reduction is much reduced due to the brittleness caused by the infestation.

235. Monitors’ Corridor (CR 18)

Walls composed of closely set vertical iron bars funnel passage from one door of this chamber to the other. A door set in the iron bars provides access to the eastern portion. In each of the barred-off sections stand several spectral warriors. They are gaunt and haggard and wear tabards over chainmail. In their hands are spears. Their translucent tabards bear the image of a skull in chains. They watch you but make no move.

This chamber served as the gauntlet through which Thralls were routed as they went to their daily assignments under the watchful eye of Overseer guards. The bars and barred door are equal in strength to a portcullis. The doors to 237 and 238 are barred from the far side and are strong wooden doors.

Creatures: The translucent figures are **16 advanced spectres**. These are the remains of Overseers who were slain in the slave revolt during the Great Retreat. As long as the PCs stay in the passage between Areas 234 and 236, they are undisturbed by the spectres. However, if they enter from either 237 or 238 or try to enter the caged areas, the spectres immediately charge through the bars and attack. Though they bear spectral spears, their attacks are still equal to their incorporeal touch attacks.

ADVANCED SPECTRES (16) CR 10 XP 9,600

Advanced-HD spectre (*Pathfinder Roleplaying Game Bestiary* “Spectre”)
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; **Perception** +26
Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)
hp 105 (14d8+42)
Fort +7; **Ref** +7; **Will** +12
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits
Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)
Melee incorporeal touch +13 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 22)

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +10; **CMB** +10; **CMD** 27

Feats Ability Focus (energy drain), Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Fly +11, Intimidate +20, Knowledge (history) +16, Knowledge (religion) +19, Perception +26, Stealth +20, Survival +17
Languages Common.

236. Thrall Access

A lowered portcullis blocks the corridor. Its winch at Area 237 is jammed and useless. Arrow slits look out from the side chambers, but these are empty and unmanned.

237. West Guard Room

This room is empty and nondescript. It once housed the Overseers who monitored the passage of Thralls to and from their quarters. The secret door can be found with a DC 25 Perception check. The door to the north is barred from this side. The winch to the portcullis at Area 236 is rusty and jammed into uselessness.

238. East Guard Room

Like Area 237 this room housed Overseers. It too is now empty, and its door is likewise barred from this side.

239. Common Area (CR 11)

This chamber is massive with rows of narrow columns and shallow basin at its center. Scattered within and around this basin are stacked the skeletal remains of numerous humanoids who apparently died locked in mortal combat, some armored and armored, others having used only their bare hands.

This large chamber served as the common area for the Thrall pens. When the Great Retreat was ordered, it was deemed too much trouble transport all but the most useful slaves. Therefore, rather than risk letting them be liberated by the forces of the Army of Light, the Overseers were tasked with executing them all. This task went off fairly smoothly in the other parts of the citadel where the Thralls were held in less concentration. However, here once the blood began to spill the Thralls rose up under their own secret leaders and launched wave after wave of suicide attacks against their captors. At great cost they succeeded in killing many of the Overseers and stripping them of their weapons and armor. In the end priests and wizards were sent in and used massive expenditures of death magic to slay both Thralls and Overseers locked in their mortal struggle. Soon the Thrall chambers were sterilized and the Overseers were severely lessened in number when they pulled out of the citadel. The spectres in Area 235 are the remains of some of those slain guards.

Creature: Currently lurking in this chamber is a foul **greater ooze demon** that serves Kelm (see Area 250). It has a crocodilian head with razor-sharp teeth, and its humanoid body appears to be a swirling mass of black ooze. It charges to attack intruders relying on its acidic body to destroy their weapons and using its vomit on spellcasters and archers that try to keep their distance. If hard-pressed it attempts to *summon* another greater ooze demon to hold the party off while it retreats to Area 250 to warn Kelm.

CHAPTER 4: THE LAP OF ORCUS

GREATER OOZE DEMON XP 12,800

The Tome of Horrors Complete 171

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +22

AC 23, touch 11, flat-footed 23 (+12 natural, -1 size, +2 profane)
hp 135 (10d10+80)

Fort +17, **Ref** +3, **Will** +8

DR 10/good; **Immune** acid, electricity, ooze traits; **Resist** cold 10, fire 10; **SR** 22

Speed 30 ft.

Melee slam +16 (1d6+10 plus 1d4 acid plus grab) or bite +17 (1d6+7 plus 1d4 acid), 2 claws +16 (1d4+7 plus 1d4 acid)

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

Special Attacks acid, vomit acid (40-ft. line, 4d6 acid, Ref DC 23 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 12th)

1/day—summon (level 7, 2d4 lesser ooze demons or 1 greater ooze demon, 35%)

Str 24, **Dex** 10, **Con** 26, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 28

Feats Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Climb +20, Escape Artist +13, Intimidate +15, Knowledge (planes) +14, Perception +22, Stealth +9, Survival +14

Languages Abyssal, Common; telepathy 100 ft.

Acid (Ex) The acidic body of a greater ooze demon quickly dissolves organic material and metal, but not stone. Any melee hit deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it makes a successful DC 23 Reflex save. A metal or wooden weapon that strikes a greater ooze demon dissolves immediately unless it makes a successful DC 23 Reflex save. The save DCs are Constitution-based.

The greater ooze demon's acidic touch deals 23 points of acid damage per round to creatures or wooden or metal objects, but the greater ooze demon must remain in contact with the object for 1 full round to deal this damage.

Treasure: Most of the equipment in the room is rusted and useless,



CR 11 but a DC 21 Perception check among the remains can uncover a +2 *chain shirt* and a +3 *merciful spear*. There are also 6 Overseer tabards bearing the skull-in-chains symbol that are still salvageable if the party is looking for such items.

240.–249. Thrall Quarters (CR varies)

Each of these plain, comfortless chambers served as quarters for the Thralls of the citadels. All that remain in them are a few rough pallets and the skeletal remains of noncombatant Thralls who stayed out of the main fighting but still fell victim to the wizards' slaying spells.

Creatures: In each of these chambers there is a 1 in 4 chance of encountering a **vrock**, **hezrou**, or **nalfeshnee** (33% chance of each) that serves Kelm. These all fight to the best of their abilities to keep intruders from reaching their master, but they are too chaotic to coordinate their defenses.

VROCK DEMON XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

HEZROU DEMON XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

NALFESHNEE DEMON XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nalfeshnee")

250. Thrall Quarters (CR 18)

Creature: This room is like the others of this area but is currently inhabited by the **choronzon demon** Kelm, a thickly muscled chaos demon with back-swept horns. Kelm was sent to the citadel by Orcus after its departure from the Material Plane to serve as lieutenant to Barak'kara Mor in watching over the wayward fortress as it awaited its day of returning. Unbeknownst to Barak'kara Mor, he had lost favor with Orcus and the demon prince sent Kelm to secretly undermine and eliminate him. To this end he gave him an *iron flask* containing a bebilith to assist him. Orcus did not know if Kelm would be able to defeat Barak'kara Mor or not and did not really care. It was just in his own chaotic nature to pit the two powerful demons against each other to see who might emerge as his most powerful servant.

Kelm spent time gathering several loyal demons to him before making his move and attacking Barak'kara Mor. Unfortunately he underestimated the balor demon who thoroughly pummeled Kelm and nearly killed the bebilith. Only the intervention of Kelm's servants saved him as they teleported to a distant section of the citadel. Now Kelm plots his revenge but is too intimidated to make his move again. Barak'kara Mor meanwhile, strongly suspects that Kelm is still in the citadel but realizes how close he came to defeat and is unwilling to seek him out, instead entrenching himself against any further assaults. Thus has the stalemate existed for centuries.

KELM XP 153,600

Male chorozone demon (*The Tome of Horrors Complete* 158)

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +39

Aura confusion (10 ft., DC 24)

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)
hp 290 (20d10+180)



Fort +23, **Ref** +14, **Will** +10

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

Speed 40 ft.

Melee bite +30 (2d8+11/19–20), 2 claws +29 (1d8+11 plus daze)

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

Special Attacks breath weapon (40-ft. cone, 10d6 damage, Fort DC 29 half, usable every 1d4 rounds), daze (1d3 rounds, Fort DC 31 negates)

Spell-Like Abilities (CL 20th)

At will—*cause fear* (DC 15), *greater teleport* (self plus 50 pounds of objects only), *true seeing*

3/day—*chaos hammer* (DC 18), *unholy aura* (DC 22), *unholy blight* (DC 18)

1/day—*word of chaos* (DC 21), *summon* (level 5, 1d4 hezrous, 1d4 nalfeshnees, or 2d4 vrockcs, 35%)

Str 33, **Dex** 15, **Con** 29, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +20; **CMB** +33 (+35 bull rush); **CMD** 45 (47 vs. bull rush)

Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Bluff +27, Climb +34, Escape Artist +25, Intimidate +27, Perception +39, Sense Motive +25, Survival +25

Languages Abyssal, Celestial, Common; telepathy 100 ft.

Aura of Confusion (Su) A creature that successfully saves cannot be affected again by that choronzon's aura of confusion for one day. Other demons are immune to the choronzon's aura of confusion. The save DC is Charisma-based.

Breath Weapon (Su) Once every 1d4 rounds, a choronzon can

breathe forth a cone of bluish gas in a 40-foot cone. The gas lingers in the area for 1d2 rounds before dispersing. A creature killed by a choronzon's breath weapon has its body break apart into its individual protons, neutrons, and electrons. Creatures killed in this manner can only be restored to life by a *miracle*, *wish*, or *true resurrection* spell. The save DC is Constitution-based.

Tactics: In battle, Kelm first unleashes his breath weapon while opponents are still clustered in the doorway. When opponents approach to engage he uses his aura of confusion and *unholy blight* or *word of chaos*. He then *teleports* to the back ranks of the party to bring his claws and bite to bear on less-armored foes. After his initial breath weapon attack, he shouts to bring out the bebilith in Area 251 to assist him. If reduced to 50 hp, he *teleports* to Area 249 to *summon* vrockcs and send them against his foes. He will not leave the region for fear of encountering the balor.

Development: Kelm's initial attitude toward nondemonic intruders is Unfriendly. If a Diplomacy check changes his attitude to Indifferent or better before he uses his breath weapon (or even later if the party is willing to try it) he does not attack and instead attempts to enlist their aid in destroying Barak'kara Mor (the true power in the citadel as he describes him). He can give instructions to climb to the very top of the Throat of Orcus to find Barak'kara Mor but warns them to beware his entourage of angels and demons (he does not have details but has heard rumors of these creatures).

251. Storeroom (CR 10)

Creature: This room once housed mundane stores and supplies for the Thralls. These have all been consumed or shredded by its current inhabitant, a **bebilith**. The bebilith that uses these cramped quarters

is the same one that attempted to slay Barak'kara Mor with Kelm all those years ago. It was so severely wounded that it was barely able to escape after Kelm and his minions distracted the balor by teleporting away. Left for dead, it was able to drag itself to the citadel's lower levels where it eventually encountered Kelm again. It slowly healed as time passed, but to remember its ordeal, it still only has four legs (reducing its speed). It is somewhat timid and remains in this room unless ordered out by Kelm or unless intruders enter.

BEBILITH**CR 10****XP 9,600****hp** 150 (*Pathfinder Roleplaying Game Bestiary* "Bebilith")**Speed** 20 ft., climb 20 ft.**Skills** Acrobatics +16 (+12 jump)

252. Latrines

These rooms with simple slit trenches and drains were once filthy but have not seen use in centuries. The northern one is now used by Kelm to store the meager **treasures** he has collected.

Treasure: Collected here are a total of 3,072 sp, 412 gp, a jasper (50 gp), an *elemental gem (air)*, and an empty *iron flask*.

253. Overseers' Hallway (CR 6)

This long, dark corridor has blank stone walls and a low, 10-foot ceiling. From the ceiling dangles a webwork of chains, some reaching down to head height. Wrapped within these chains at many places are human skulls whose eyes glow with a dull red glimmer.

This entire corridor is meant to signify the domain of the Overseers. The skulls are harmless, having only a weak version of the *light* spell cast permanently in them (caster level 12th) that give off illumination equal to that of a candle. One is spaced every 10 feet to provide shadowy illumination. When the marked squares are entered, the **trap** is activated.

Trap: If the marked squares are entered without first making the sign of the Overseers (a fist held across the chest), then the chains above immediately act as an *entangle* spell (caster level 15th) in a 40-foot radius. The chains are strong, requiring a higher Strength check (DC 26) to break free and move half speed or three chains can be cut to allow a character to move at half speed (AC 10; Hardness 10; hp 5). The Escape Artist check remains the same as the spell (DC 20). The chains continue attempt to entangle each round for 15 minutes. Starting in the second round after the trap is activated and every other round for the next 10 rounds, the chains emit a *shocking grasp* (also caster level 15th). If a character is entangled, then it is considered an automatic hit by the touch attack. Otherwise the chains must make a +10 touch attack to deliver the *shocking grasp* (+13 against characters in metal armor carrying a lot of metal). The trap resets itself after 24 hours.

SHOCKING ENTANGLEMENT TRAP**CR 6****Type** magical; **Perception** DC 30; **Disable Device** DC 30**Trigger** proximity (*alarm*); **Reset** automatic**Effect** spell effect (*entangle*, 15th-level druid, entangled, DC 15 Reflex save partial); spell effect (*shocking grasp*, 15th-level wizard, +10 touch attack, 5d6 electricity)

254. Guard Post

The musical tinkle of water fills this room. A small, unadorned fountain protrudes from the western corner trickling into a marble basin. The wall south of it has an incredibly skillful carving in bas-relief of a life-size massive, four-armed, dog-faced demon pushing its way out of the stone, a look of hunger in its eyes.

A DC 15 Knowledge (planes) is sufficient to identify the carving as that of a glabrezu demon. A *detect magic* detects a strong aura of Conjunction on the bas-relief. Despite its fearsome appearance, the bas-relief truly is nothing more than a skillfully rendered carving (Hardness 8, hp 180; Break DC 35). A permanent *magic aura* has been cast on it at 15th level in order to make it more sinister and perhaps cause intruders to waste spells and resources on it.

255. Latrine

Three rusty buckets, discolored and stained stand against the east wall. There is nothing of interest here.

256. Assembly Hall and Armory (CR 16 or 17)

This hall is large and empty of furnishings. Wooden racks lining the walls now stand empty. Arrow slits look outside to the south. Between them, a large double door has been battered down from the outside. A second, smaller door has been broken down to the west.

This was once the armory and mustering hall for the Templar contingent that guarded the southern terrace. It was stripped of everything of worth when the citadel was abandoned.

Creatures: Now there are **2 mature adult blue dragons**, Kythmarah and Sangree, lairing in it. These are the offspring of the blue dragon whose remains lie in Area 130. Just hatchlings at the time, they were taken with the Great Retreat. In the Forest of Hope they were raised by the Disciples of Orcus. Every few years they fly to the Stoneheart Mountains to observe the ruins of Tsar to see if the Citadel of Orcus where their mother had disappeared may have returned. On this trip, they were finally in luck. Having arrived only a few days ago, they observed the citadel's reappearance. They first tried to enter through Area 130 but were driven off by the slorath. Now they have battered down the doors to this room to rest and heal while they plot their next move. If any are killed as wandering monsters, remove them from here.

MATURE ADULT BLUE DRAGONS (2)**CR 14****XP 38,400***Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue"

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; **Perception** +24**Aura** electricity (5 ft., 1d6 electricity), frightful presence (180 ft., DC 22)**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)**hp** 207 (18d12+90)**Fort** +16; **Ref** +11; **Will** +14**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)**Melee** bite +26 (2d8+13), 2 claws +25 (2d6+9), 2 wings +23

CHAPTER 4: THE LAP OF ORCUS

(1d8+4), tail slap +23 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, DC 24, 14d8 electricity), crush (2d8+13, DC 24), desert thirst (DC 22)

Spell-like Abilities (CL 18th):

At will—*ghost sound* (DC 14), *minor image* (DC 15), *ventriloquism* (DC 15)

Spells Known (CL 7th):

3rd (5/day)—*dispel magic*, *fireball* (DC 16)

2nd (7/day)—*darkness*, *invisibility*, *resist energy*

1st (7/day)—*alarm*, *mage armor*, *magic missile*, *shield*, *true strike*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

Str 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Power Attack, Shatter Defenses, Weapon Focus (bite)

Skills Appraise +24, Fly +13, Intimidate +24, Knowledge (local) +24, Knowledge (geography) +24, Perception +24, Spellcraft +24, Stealth +13, Survival +24

Languages Abyssal, Common, Draconic, Giant
SQ sound imitation

Tactics: When intruders enter the room, one dragon uses its breath weapon to try and catch PCs while they're still lined up. The other backs off and readies a *dispel magic* to counter any offensive spell. Both dragons try to back off—even on to the terrace if necessary—and lure opponents in front of the doorway to Area 258 where their sibling slumbers. He is awakened by the actions of the other dragons and readies an action from the cover of that room to fire his breath weapon when anyone crosses in front of the doorway. He then turns invisible and tries to take up a flanking position.

257. Southern Terrace

A high plateau tucked between the citadel and the south arm of the great throne of Orcus looks out over the city. A crenellated battlement closes off the end of the terrace. Behind it stand two heavy catapults seemingly untouched by the elements.

The heavy catapults are still both functional, having been taken with the citadel on its planar wanderings so that they were never actually exposed to the elements. There is not currently any ammunition for them however.

258. Templar Barracks (CR 14)

Row upon row of stacked wooden bunks have been scooted back along the walls and into the corners of this room. Some of them have been smashed to kindling in the process. Visible here among this clutter is visible one or two deep blue scales.

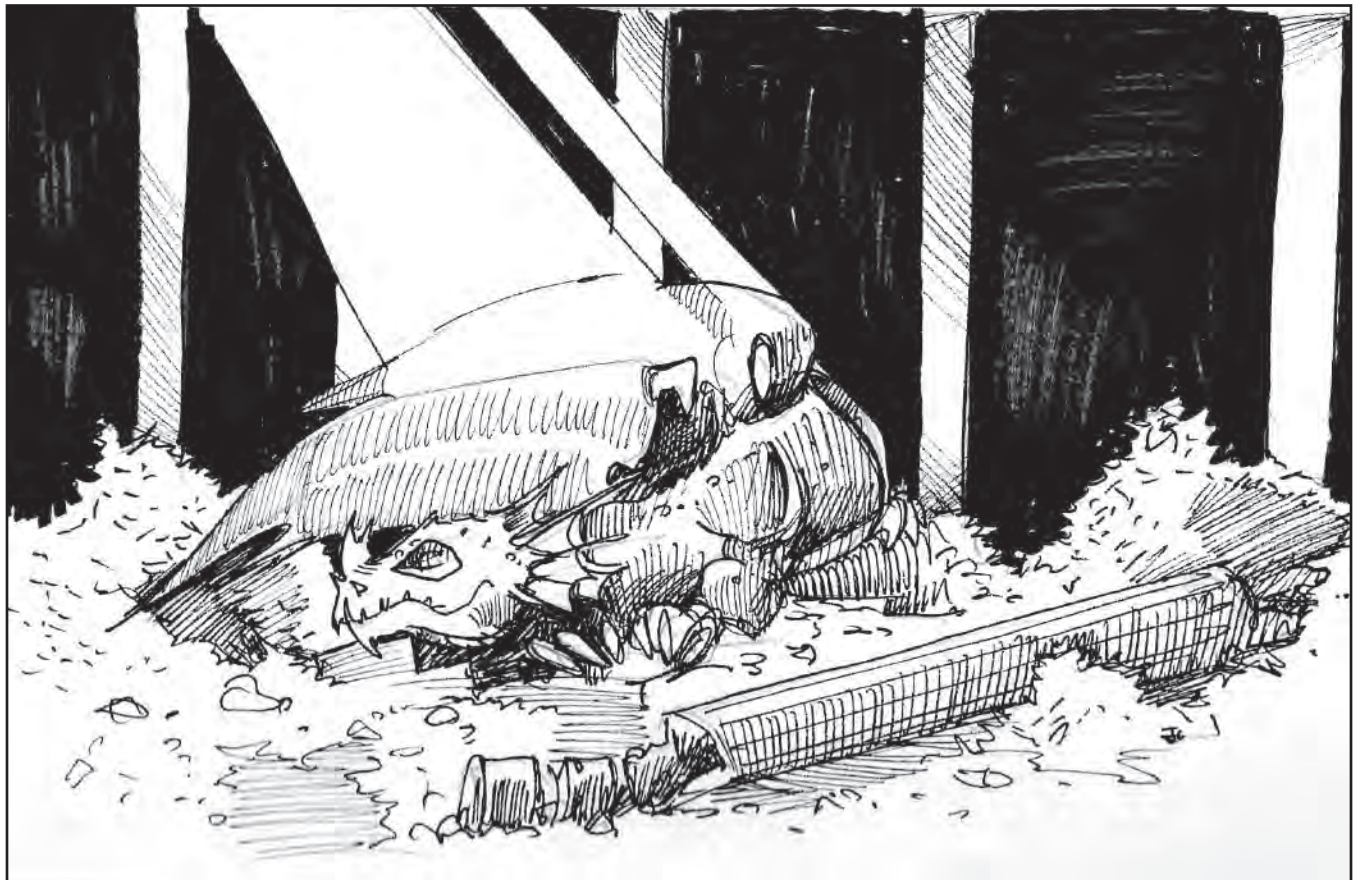
Creatures: Once the Templar garrison's barracks, this room has now been cleared to make room for the **mature adult blue dragon**, Riluarte, that slumbers in the center of the room. If it is awoken by the dragons in Area 256, then its actions are described there. If caught here unawares and in danger of defeat, it fights its way free and flees for the Forest of Hope and the Dungeon of Graves to advise the Disciples of Orcus of what he has found here.

MATURE ADULT BLUE DRAGON

XP 38,400

hp 207 (See Area 256)

CR 14



259. Well Room

A wooden lid covers a well of fresh water here. A bucket and chain still hang from a pulley above the well. The well is 10 feet deep and holds 7 feet of fresh water. It is fed by the pipes that run throughout the citadel.

260. Sergeant's Quarters

The smell of smoke still hangs faintly in the air here. The floor, walls, and ceiling of this ceiling are scorched and the burnt remains of several bunks and footlockers are still visible among the ash and debris.

This room housed the sergeants of this part of the Templar garrison. When they withdrew an oil lamp that had been left lit tipped over and started a fire that gutted the room. There is nothing of value here. A DC 15 Perception check notes a set of Large insectlike footprints, evidently belonging to some bipedal creature. A DC 25 Knowledge (dungeoneering) or a DC 15 Knowledge (local)—for anyone who previously encountered one in the ruins of Tsar—recognizes the tracks as belonging to a blood reaper.

261. Captain's Dining Room

This spacious room holds a fine, oval table of mahogany and surrounded by seven cushioned chairs. Colorful wall hangings accent the room as does the maroon carpet that lies beneath. An arrow slit to the south is covered with a stained glass panel. A rolling serving cart stands near the west door. Upon it rests an empty silver platter.

This was the private dining room of this Templar contingent's captain, a soldier who liked the finer things. The room is empty of all but the furnishings that were too bulky to be carried in the retreat.

Treasure: The table and chairs set is worth 2,000 gp but is extremely heavy and bulky. The silver platter was carelessly forgotten and is worth 35 gp.

262. Captain's Office

A heavy, finely crafted oak desk and a worn leather chair occupy this chamber. Both are empty and have no real value.

263. Captain's Quarters (CR 10)

The south wall slants toward an arrow slit covered by a stained glass window depicting a warrior slaying a dragon. A light behind it gives the room a blood-red cast. Beneath the window rests a large bed complete with thick mattress and quilted blankets. A changing screen stands in the northwest corner.

A permanent *light* spell has been cast upon the stained glass panes. A thick black curtain used to hang in front of it so the captain could block the light when he slept. The bed and changing screen are of quality construction but are not of any particular value.

Creature: Crouching behind the changing screen is a **blood reaper**, a tall mantis-like humanoid with four scythelike arms. This creature crept up from the High Terrace of the city below and scaled the walls of the citadel when it appeared. It entered while the dragons

in 256 and 258 were out scouting other possible entrances into the citadel. The dragons returned while it was exploring this room, and it has been trapped here ever since, unwilling to face the dragons. The party, however, seems a much more likely target. It readies an action to attack anyone who looks behind the screen or leaps out to attack when everyone is otherwise occupied (examining the stained glass window or Area 264, for instance). It focuses its attacks on the most heavily-wounded party member drawn by the smell of blood.

BLOOD REAPER CR 10
XP 9,600

Creature Collection II: Dark Menagerie 22

NE Large aberration

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +17

AC 27, touch 17, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size)

hp 142 (15d8+75)

Fort +10; **Ref** +12; **Will** +8

Speed 60 ft.

Melee 4 razor claws +17 (2d6+6 plus 1d4 bleed)

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

Special Attacks blood fire

Str 22, **Dex** 25, **Con** 20, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +11; **CMB** +18; **CMD** 36

Feats Cleave, Dodge, Improved Initiative, Mobility, Skill Focus (Survival), Spring Attack, Weapon Focus (razor-claw), Wind Stance

Skills Acrobatics +25, Climb +24, Perception +17, Stealth +21, Survival +23

Languages Aklo, Common (cannot speak)

Blood Fire (Su) Once per day, a blood reaper can cause a wound it has inflicted in the last hour to burn with agonizing pain. The victim must make DC 24 fortitude save or become nauseated with wracking pain for 1d6 rounds. The save DC is Dexterity-based.

264. Captain's Closet

This closet is empty, though the back of it holds a set of shelves built into the wall that climb all the way to the 10-foot ceiling. A DC 10 Knowledge (engineering) check notes that the shelves have been built extra sturdy to support some heavy weight. A DC 14 Perception check notices scuff marks on the front edges of the shelves.

These shelves were built by the captain to serve as a ladder. Directly above them is a wind tunnel grate that a DC 20 Perception check reveals has been rigged to easily swing open when properly unlatched. Just inside this grate is a small niche in the near-vertical wind tunnel that holds a leather satchel. Within is the **treasure**. The captain used this as an emergency escape measure to navigate the wind tunnels if it ever became necessary. He had scouted out and memorized all the necessary routes.

Treasure: Within the satchel are 3 *potions of reduce person* and a *ring of improved climbing*.

265. Kitchen and Larder

This room is outfitted as a kitchen and larder where Thralls prepared meals for the Overseers and Templars. Foodstuffs and other supplies were stored in the western portion of the room. Other than a few utensils and the main ovens, the room has been stripped bare.

266. Common Room (CR 5 or 17)

The door to this room has been **trapped** with a *glyph of warding*. It is inscribed on the inside of the doorframe, so only someone who opens the door and then searches for traps before entering has a chance to find it.

The floor of this room is covered in tiles of deep red marble. Set in the center of the floor is a huge mosaic depicting a human skull wrapped in chains. The walls are likewise painted crimson. Wrought iron divans with seats of slate stand around the edges of the room. Stacked atop the skull mosaic is a crude altar fashioned from broken chunks of stone. Atop it is a bed of glowing coals and strips of smoking meat. The smell of burned flesh is strong in here.

This was once the common area for the Overseers, the citadel's faction charged with keeping and managing the Thrall population. Their sign was the skull in chains as illustrated in the floor mosaic.

Trap: As mentioned above, the inside of the door frame is trapped with a sonic *glyph of warding*. It is set to go off if anyone passes through the doorway without saying "Baphomet". Once someone says the password, the trap is deactivated for 1 minute.

GLYPH OF WARDING (BLAST) CR 5
Type magical; Perception DC 28; Disable Device DC 28

Trigger location; **Reset** none
Effect spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.)

Creatures: A new resident has recently moved into this section, the fiendish **minotaur cleric** Tyrix and his **gug hulker** servant. If the *glyph* trap is activated, both of these creatures are alerted in Areas 275 and 267 and come here to battle any intruders. A DC 25 Knowledge (religion) check made while examining the altar is sufficient to identify it as a crude sacrament to Baphomet, the demon lord of minotaurs. Though unidentifiable, the sacrificial flesh was taken from a spire wyvern.

HORNED ONE TYRIX CR 16
XP 76,800

Male fiendish minotaur cleric of Baphomet 13 (*Pathfinder Roleplaying Game Bestiary* "Fiendish", "Minotaur")

CE Large monstrous humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

Aura chaos, evil

AC 27, touch 9, flat-footed 27 (+13 armor, +5 natural, -1 size)

hp 165 (6d10+18 plus 13d8+39 plus 13)

Fort +15; **Ref** +9; **Will** +17

Defensive Abilities natural cunning; **DR** 10/good; **Resist** cold 15, fire 15; **SR** 21

Speed 20 ft.

Melee +1 *unholy greataxe* +21/+16/+11 (3d6+8/x3), gore +14 (1d6+2) or gore +19 (1d6+5), 2 claws +20 (1d10+6 plus contagion)

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

Special Attacks channel negative energy 6/day (DC 17, 7d6), chaos blade 2/day (6 rounds), contagion (DC 14), powerful charge (gore +21, 2d6+10), smite good 1/day (+1 Atk/+19 Dmg), spontaneous casting (inflict spells), weapon master (13 rounds)

Domain Spell-like Abilities (CL 13th):

7/day—*battle rage*, *touch of chaos* (melee touch +19)

Spells Prepared (CL 13th):

7th—*destruction* (DC 21), *power word stun*^D

6th—*blade barrier*^D (DC 20), *find the path*, *harm* (melee touch +19)

5th—*break enchantment*, *breath of life*, *flame strike*^D (DC 19), *plane shift* (DC 19)

4th—*chaos hammer*^D (DC 18), *death ward*, *dismissal* (DC 18), *divine*



CHAPTER 4: THE LAP OF ORCUS

power, freedom of movement, poison (melee touch +19, DC 18)
3rd—*create food and water, cure serious wounds* (DC 17), *glyph of warding, magic circle against law^D, searing light* (ranged touch +14, x2)
2nd—*bull's strength, darkness, desecrate, sound burst* (DC 16, x2), *spiritual weapon^D* (+19/+14/+9, 1d8+4 force)
1st—*bane* (DC 15), *curse water, detect law, entropic shield, protection from law^D, shield of faith*
0 (at will)—*create water, detect magic, read magic, stabilize*
D domain spell; **Domains** Chaos, War

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 18, **Cha** 12

Base Atk +15; **CMB** +21 (+23 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Cleave, Combat Casting, Command Undead, Extra Channel, Great Fortitude, Heavy Armor Proficiency, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills Intimidate +7, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +3, Perception +14, Stealth -3, Survival +14, Use Magic Device +6

Languages Abyssal, Giant, Undercommon

Combat Gear *wand of pyrotechnics* (42 charges), *potion of invisibility, divine scroll* (CL 12th: *disrupting weapon, greater command, summon monster IV, tongues*), 2 vials of unholy water;

Other Gear *demon armor, +1 unholy greataxe, headband of inspired wisdom* +2, Abyssal gold holy symbol of Baphomet (175 gp)

Personality/Description: Tyrix is a minotaur native to the Abyssal layer that Baphomet calls home. As a devout priest of that demon lord, he carries the honorific “horned one”. Tyrix appears in all ways similar to a normal minotaur, but his coloration is stark white except for his hooves which are blood red. His horns are jet black, and he has an extra set of smaller horns growing directly in front of them. His eyes have a reddish glow and the faint smell of carrion always hangs around him. Tyrix learned of the *portal* at Area 223 while on a scouting mission to spy on the mysterious fortress in the Sweltering Reek. He and his trained gug slave managed to sneak through unnoticed and made it into this region where he encountered Kelm. The demon offered Tyrix an alliance for assistance in helping overthrow the balor Barak’kara Mor. Tyrix has dwelled in these semi-secure chambers for the last month pondering this alliance and his next move. He is not automatically hostile, but he is Unfriendly. If his attitude can be adjusted to Friendly and he is offered a bribe of at least 2,000 gp he will explain his situation. He will not accompany the party, but he will share his knowledge of the citadel and the power structure as he has found it. If his attitude is changed to Helpful, no bribe is necessary.

GUG HULKER

CR 14

XP 38,400

Advanced-HD giant gug (*Pathfinder Roleplaying Game Bestiary 2* “Gug”)

CE Huge aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +31

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 199 (19d8+114)

Fort +12; **Ref** +6; **Will** +14

Immune disease, poison

Speed 40 ft., climb 20 ft.

Melee bite +22 (2d8+10), 4 claws +22 (1d8+10)

Space 10 ft.; **Reach** 15 ft.

Special Attacks rend (2 claws, 1d8+15)

Str 30, **Dex** 10, **Con** 22, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +14; **CMB** +26 (+30 bull rush); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Natural Armor,

Improved Natural Attack (bite), Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +18, Escape Artist +17, Knowledge (dungeoneering) +12, Perception +31, Stealth +14, Survival +25

Languages Undercommon

SQ compression

Tactics: If alerted by the *glyph* trap, the gug hulker immediately bursts in and tries to catch the party unawares as it tears into them. While the gug hulker fights, Tyrix drinks a *potion of invisibility* and prepares himself with *divine power, shield of faith, entropic shield, and protection from law*. He then uses his scroll to *summon* a fiendish dire wolf and casts *spiritual weapon* to assist. He uses *battle rage, power word stun, blade barrier, chaos hammer, flame strike, and searing light* in combat support. If pressed he casts *pyrotechnics* on the smoldering altar to create a cloud of smoke to escape to Area 275. There he makes his stand and fights to the death in melee combat.

267. Overseer's Quarters (CR 14 or 0)

The broken remains of many beds and the shreds of the once-fine carpets have been piled into a sort of nest in the center of the room. The red-plastered walls bear many chips and gouges as if torn by great claws.

Once the abode of many of the Overseers, a horrific gug hulker now nests here. It will be found here if not already encountered in Area 266 (see that room for details).

268. Storeroom

This room is empty save for the bare, dusty wooden shelves built into the walls.

269. Latrine

This oddly shaped room has red-painted plaster walls and black carpeting. Neat rows of wood frame bunks are lined up throughout the room. All is in good shape and has the air of being only recently abandoned.

The floor is black tiled and has many short stone plinths set into it, each with a hole cut in the top and pipe leading down into a collection pit below.

270. Overseers' Quarters

The rest of the Overseers were quartered here. It has been stripped of valuables.

271. Overseers' Chapel

The floor, walls, and ceiling of this room have all been painted a deep black. The result is a dim chamber that almost seems to absorb the light. In a far corner stands the broken stump of a statue, many crumbling pieces lie on the floor around it. From the ceiling above this shattered statuary hangs a grisly totem composed of rawhide strips holding together bits of cloth and still-bloody bones.

CHAPTER 4: THE LAP OF ORCUS

This was once the chapel for the Overseers sect where they could conduct their own religious observances to Orcus. A DC 20 Intelligence check is able to discern that the statue once depicted a robed figure with ram's horns protruding from its hood holding a scourge and standing over a chained and naked man. A DC 25 Knowledge (religion) check determines it to be a specialized sect of Orcus worship practiced by the Overseers. A DC 25 Knowledge (religion) identifies the totem as a consecrating symbol of Baphomet. Tyrix threw down the idol of Orcus and then nailed his own totem to the ceiling above it to reconsecrate the room to his own demon lord. Pieces of the broken statue were used to construct the altar in Area 266.

272. Chamber of Contrition (CR 10)

Two windowless iron doors with heavy locks stand in the far wall. A chair fitted with thumb screws and head and feet restraints is bolted to the floor in the center of the room. Above it hangs a bucket with a funnel in it. A small furnace is built into the north wall with a crucible mounted in its interior and a pair of tongs for retrieving it hanging nearby.

This room was where the Overseers performed their own punishments on Thralls or their own members who incurred their wrath. In addition to the standard tortures, slaves with a death sentence after being tortured were strapped to the chair with their head upturned and mouth held open. Then molten lead was poured down their throats. A DC 12 Perception check locates three small lead ingots stacked beside the furnace. A DC 18 Perception check reveals a ring with two iron keys on it dropped in the corner near the door. These go to the two iron cell doors. The cells themselves are cold and cramped with ceilings only 6 feet high.

Creature: At the back of the northern cell stands a closed iron maiden. Within this contraption is a **lead-encased mohrg** that has managed to break off all of the spikes in the device. Tyrix discovered it here and managed to command it to remain within. It is like other mohrgs except its tongue and viscera are covered in a thin layer of lead, the benefits of which are reflected in its stats. It waits until someone opens the iron maiden to leap out and attack. Otherwise it waits until the party leaves and then trails them waiting for a chance to pick off a lone character.

LEAD-ENCASED MOHRG

CR 10

XP 9,600

Enhanced advanced mohrg (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

CE Medium undead

Init +10; **Senses** darkvision 60 ft.; **Perception** +25

AC 33, touch 17, flat-footed 26 (+8 armor, +6 Dex, +1 dodge, +8 natural)

hp 119 (14d8+56)

Fort +8; **Ref** +12; **Will** +11

Immune undead traits

Speed 20 ft.

Melee 2 slams +17 (4d6+7 plus grab), tongue +12 (1d6+3 plus paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

Str 25, **Dex** 23, **Con** —, **Int** 15, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 34

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +17, Intimidate +21, Knowledge (religion) +19, Perception +25, Stealth +16, Swim +14

SQ lead lining

Lead Lining (Ex) The interior of the mohrg is lined with a sheath of lead. This lead lining provides a +8 armor bonus as well as sufficient weight to reduce the mohrg's speed by 10 ft and cause a -7 armor penalty to skill checks. The lead-lined viscera also changes the mohrg's tongue touch attack to a damage-dealing melee attack, though it still retains its paralysis ability. It also increases the damage of the mohrg's slam attacks.

273. Roll Keeper's Quarters (CR 8)

A shuttered arrow slit opens in the far wall. A carpet once covered much of the floor but has been singed away from an explosion that appears to have originated in the center of the room based on the scorch marks. The burned fragments of a bed frame stand under the arrow slit. A singed door hangs open to the north and piles of scrolls and papyri have spilled, many of which have also been reduced to ash.

This chamber once housed the most venerable member of the Overseers, not their leader but perhaps the most powerful of them nonetheless. For here dwelt the Roll Keeper, The most aged member of the sect who was in charge of keeping careful records on all the Thralls who were in their charge. When one Roll Keeper died the position was conferred upon the next oldest member, even if that meant the High Overseer must step down to take the position. The last Roll Keeper was a decrepit human who lived to the age of 132 and died en route while taking part in the Great Retreat.

Creatures: Since that time, Tyrix has been in this chamber searching through the records for information on the citadel that might have been of use. After exhausting the resources here, he tried to cast *create greater undead* from a scroll. The high level spell backfired and detonated as a *fireball*, which Tyrix survived. A DC 23 Spellcraft determines that it was a *fireball* that caused the damage but does not reveal its source. A DC 20 Perception check notices tiny bone fragments in the blast area, the remains of the skeletal corpse Tyrix had brought from Area 239 in order to cast the spell. After healing himself, Tyrix was able to successfully cast the spell three times. As a result **3 wraiths** now lurk here and attack anyone who enters. They refuse to leave having already been rebuked by Tyrix once.

WRAITHS (3)

CR 5

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

274. Vault of the Rolls

Within this room an ancient iron chest stands open. The many scrolls and papers it once held have been scattered about and many were burned in the explosion in Area 273. Those that survive contain names, dates of acquisition, points of origin, useful details, dates of death, and cause of death for thousands of Thralls who have served in the Citadel of Orcus over the centuries. Other than a sickening look at the cruelty and needless slaughter inflicted upon these many innocents by the followers of Orcus, there is nothing of value or use here.

275. High Overseer's Quarters (CR 16 or 0)

Some strange incense scents the air here and creates a slight haze. There is a shuttered arrow slit in the far wall. A brass brazier glows with coals providing a shadowy illumination and giving off the strange aroma. Threadbare carpet has been worn down to the bare flagstones of the floor. An empty bed frame rests under the arrow slit; its rush mattress and another like it have been laid together on the floor to create a larger pallet. A horned bovine skull has been scrawled in charcoal on the north wall, highlighted with splashes of dried blood.

Once the chamber of the High Overseer, it has now been taken over by the Horned One of Baphomet, the fiendish minotaur cleric Tyrix. If he was not been encountered in Area 266, then he will be found here seated on his mattresses meditating before the brazier (see that area for details). The brazier holds an exotic incense brought by Tyrix from the Abyss that acts as insanity mist to any non-outsider who enters the room and is exposed to it (DC 15 Fort save, 1/rd. for 6 rounds, 1d3 Wisdom, 1 save). He does not have any more of the incense and this batch will burn out after 2 more hours. The symbol on the wall can be identified as the symbol of Baphomet with a DC 20 Knowledge (religion) check.

276. Closet (CR 3)

Once the High Overseer's closet, this small room is now empty of all save an iron chest so rusted that it has bonded to the floor. Its hole-riddled lid has been physically torn off from its hinges and now leans against the wall nearby. Tyrix has been using the chest to store his equipment and treasure. The equipment includes a spare mazelike symbol carved of wood (holy symbol of Baphomet), spare changes of clothes, mundane equipment such as rope and water skins, and a few ritual items associated with demon worship.

Treasure: In with the equipment is a scroll case **trapped** with a *glyph of warding* that holds 3 *divine scrolls* (CL 16: *create greater undead*). In addition there is an Abyssal gold holy symbol of Baphomet (175 gp), a +1 *air outsiderbane short sword* (recovered by Tyrix from Area 264 and once belonging to the templar captain for his escape route), 15 black onyx gems (500 gp each), and a sack of powdered diamond (5,000 gp).

Trap: The *glyph of warding* on the scroll case is set to go off if opened by anyone with an alignment other than chaotic evil. If activated, the *glyph* casts *Vangal's wounding* on the opener of the scroll case. If the character is not wounded already, the spell has no effect (see side box for details).

GLYPH OF WARDING (SPELL)

CR 3

Type magical; Perception DC 28; Disable Device DC 28

Trigger magic; Reset none

Effect spell effect (*Vangal's wounding*, 10th-level cleric, 1d6 per round, 10 rounds, DC 16 Fortitude save half damage)

New Spell

This spell originally appeared in *Relics & Rituals* by Sword & Sorcery Studios. It is included here for your convenience.

VANGAL'S WOUNDING

School transmutation; Level cleric 3

Casting Time 1 standard action

Components V, S, M (iron filings)

Range medium (100 ft. + 10 ft./level)

Target one injured, living creature

Duration 1 round/level

Saving Throw Fortitude half; Spell Resistance yes

You cause blood to flow quickly from the affected target's wounds, inflicting 1d6 points of damage per round, with a maximum duration of 10 rounds. Victims are allowed one saving throw at the onset of the spell. A successful save reduces the damage each round by half. This spell works only on victims who have already sustained damage that has not fully healed. If the victim's wounds are fully healed while still under the effects of this spell, then the damage ceases.

277. Waste Pit

A faint but foul odor wafts from a 3-foot-square hole in the floor here. The rusted remains of an iron hatch lie to the side where it has broken from its hinges.

The open hole leads to a shaft 15 feet deep. It was merely a garbage disposal system and still holds 3 feet of dried, compostlike material at the bottom. A thriving rot grub colony once fed on this waste, but these vermin have long since died off leaving the shaft a lifeless pit.

278. Thrall Kitchens

These are crude facilities with rickety tables, battered utensils, and clay ovens where the Thralls prepared their own meals when they were off duty. Thrall trustees ensured that only allotted amounts of the sparse stores were distributed to each slave.

279. Dry Goods

Barren and dusty, this room holds only few bits of broken crates and tattered burlap sacks. The supplies once kept here were scavenged long ago.

280. Cold Stores

This bare stone room is about 10 degrees colder than the others nearby, and a sheen of condensation covers the west wall staining and discoloring its surface. This was used as the cold stores for the Thralls' foodstuffs. A water pipe running behind the west wall creates the lower temperature and moisture.

Monster Appendix

Megaswarm, Dretch

A roiling mass of rubbery skin and flailing limbs surges towards you. Demonic eyes stare at you above slack, fang-filled mouths. This horde is comprised of small creatures with pale, hairless hide compressed so close together that it is difficult to tell where one of these rabid monstrosities ends and the next one begins.

DRETCH MEGASWARM CR 12
XP 19,200

CE Small outsider (chaotic, demon, evil, extraplanar, megaswarm)
Init +4; **Senses** darkvision 60 ft.; **Perception** +25

AC 15, touch 12, flat-footed 13 (+1 dodge, +3 natural, +1 size)

hp 136 (16d10+32 plus 16)

Fort +14; **Ref** +7; **Will** +12

Defensive Abilities half damage from piercing weapons; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft.

Melee swarm (6d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), feral rage, smite good

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy, Toughness
Skills Escape Artist +20, Perception +25, Stealth +27

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

Environment any (Abyss)

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms)

Treasure none

Feral Rage (Ex) Dretch megaswarms attack in a mindless mob, intent only upon tearing apart those that fall into their clutches. This frenzy prevents them from using any of their regularly-available spell-like or summoning abilities. However, the wild abandon of their attack allows them to deal 6d6 points of damage to any creature whose space they occupy at the end of their move rather than the 4d6 typical for a swarm of their HD. This ability is lost if the swarm is broken up.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

Smite Good (Su) The collective chaos and evil concentrated in

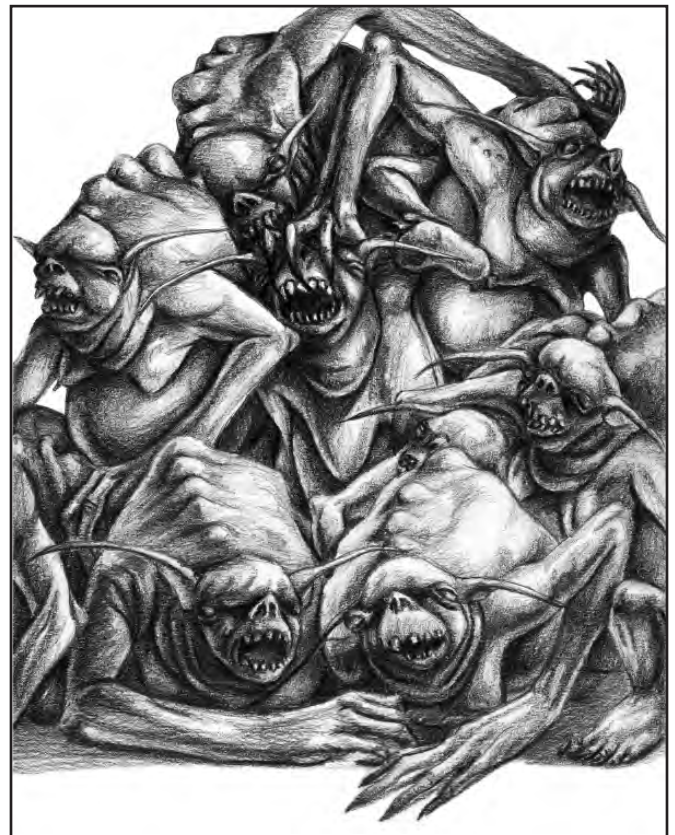
the existence of a dretch megaswarm allows the swarm deal extra damage equal to its HD (+16) once per day against a good foe. This ability is lost if the swarm is broken up.

The lowly dretch are the most moblike of the demons and in certain crowded conditions actually develop a pack mentality and form a swarm. In their rabid mob, dretch swarms lose their ability to communicate with others telepathically, though they can still receive the telepathic commands of other demons to guide them in their attacks.

If the swarm breaks up, then surviving dretches continue their attacks, though now as individual creatures regaining their normal abilities and tactics (see *Pathfinder Roleplaying Game Bestiary*) and losing their feral rage.

Like individual dretches, dretch megaswarms rely on their sheer numbers when attacking. Unlike individuals, though, megaswarms are not cowardly and attack in a maddened frenzy regardless of the damage they are taking or the stoutness of the adversary. Their own mob mentality prods them on so that the commanding presence of a more powerful demon is not required to motivate them.

A dretch megaswarm's natural attacks are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.



Magic Item Appendix

Specific Weapons

DARK KISS

Aura strong conjuration, necromancy, and transmutation; **CL** 18th
Slot none; **Price** 194,309 gp; **Weight** 2 lb.

DESCRIPTION

+3 *vorpal ghost touch kukri*; AL CE; Int 10, Wis 12, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 13.

Lesser Power: hold person on an enemy 3/day.

Personality: Dark Kiss, whose real name was forgotten, was a cold-blooded serial killer who killed for the sport of it. He was fond of decapitating his victims and stamping their foreheads with his sigil — the bloody impression of his lips. He called it his “dark kiss”. Eventually he was caught red-lipped, so to speak, and was lynched on the spot. The kukri he used in his killings, however, has continued to float throughout the land spawning numerous copycat killers over the years.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *circle of death, keen edge, plane shift*



DEATH'S MOCKERY

Aura strong transmutation; **CL** 15th
Slot none; **Price** 188,422 gp; **Weight** 1 lb.

DESCRIPTION

+4 *dancing silver dagger*; AL NE; Int 13, Wis 10, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 16.

Lesser Powers: deathwatch continually active, *mirror image* 1/day.

Special Purpose: Cheat death with ever-greater feats of risk and daring-do.

Dedicated Power: +2 luck bonus on attack, damage, saving throw, skill check and ability check rolls.

Personality: This was the signature weapon of the legendary jewel thief and illusionist Raveene. The rogue was never caught and was believed to have stashed away several fortunes of his ill-gotten gains, including the crown jewels of the overking. The weapon is recognizable by its silver blade embossed with a laughing skull and the hollow, sepulchral laughter that issues from the blade whenever its *dancing* ability is activated. Like its former owner, it seeks to drive its new owner into more and more dangerous endeavors in a never-ending quest for thrills. Who or what spirit inhabits this weapon is lost to history, but undoubtedly he eventually fell to his own thrill-seeking.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate object*



Rings

RING OF AZARKITES

Aura strong abjuration and transmutation; **CL** 15th
Slot ring; **Price** 66,000 gp; **Weight** —

DESCRIPTION

This ring is made of white gold and bears a rune in Celestial recognizable as the symbol of the trumpet archon Azarkites with a DC 30 Knowledge (religion) or Knowledge (planes) check. Azarkites was an archon favored by the powers of good who was felled during the Battle of Tsar. He was known to have a magical ring, but when he was prepared for burial it was nowhere to be found. It had been stolen by a fellow soldier that gave in to avarice. It was never found, but the gods cursed the ring to turn on its wearer.

The ring is a *ring of protection* +5 and grants the wearer a +2 bonus to his Strength and a +10 ft. bonus to his base speed. However, once the ring has been put on, it cannot be removed short of the death of the wearer or the application of a *break enchantment* and an *atonement* spell cast on him. It can then be removed, though if put back on it becomes stuck once again.

The worst part of the ring, though, is the nature of its curse. While it always retains its deflection bonus, each week it is worn the wearer loses 1 point of Strength. The bonus points are lost first, but after two weeks it begins to remove the wearer's natural Strength. Likewise each month that it is worn, the wearer loses 10 feet of speed from all his forms of movement. Eventually the wearer's Strength drops to 0 or his speed drops to 0 and he becomes helpless. If the ring is removed, these return at the rate of 1 point of Strength per day and 10 feet of speed per week. *Restoration* can hasten this process in which case 10 feet of speed equals one ability point.



CONSTRUCTION

Requirements Forge Ring, *bull's strength*, *haste*, *shield of faith*;
Cost This is a unique ring that was not originally crafted to bear its current curse and as such cannot be created.

Wondrous Items

FEZ OF TRUE SEEING

Aura strong divination; **CL** 13th
Slot head; **Price** 23,400 gp; **Weight** —

DESCRIPTION

This purple velvet head covering has a red silk tassel dangling to one side. Once per day as a free action the wearer can use *true seeing* as the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing*; **Cost** 11,700 gp

Meet at the Pit at the third bell. I have the password to send away the Templars on duty at the shield fountain. I'll be in Disciple regalia, and we'll represent ourselves as escorts for the Great Retreat.

He's got magical abilities, so be sure and bring the special crossbow bolts. We'll have to take him down before he knows what hits him. I'll take care of the guardian in the side room.

Once we're in and you've cracked the safe, we'll have jewels enough to buy off anyone who's too curious. What do the Disciples of Orcus care if one more or less merchant takes part in the retreat? As long as his gems make the trip, nobody will even notice.

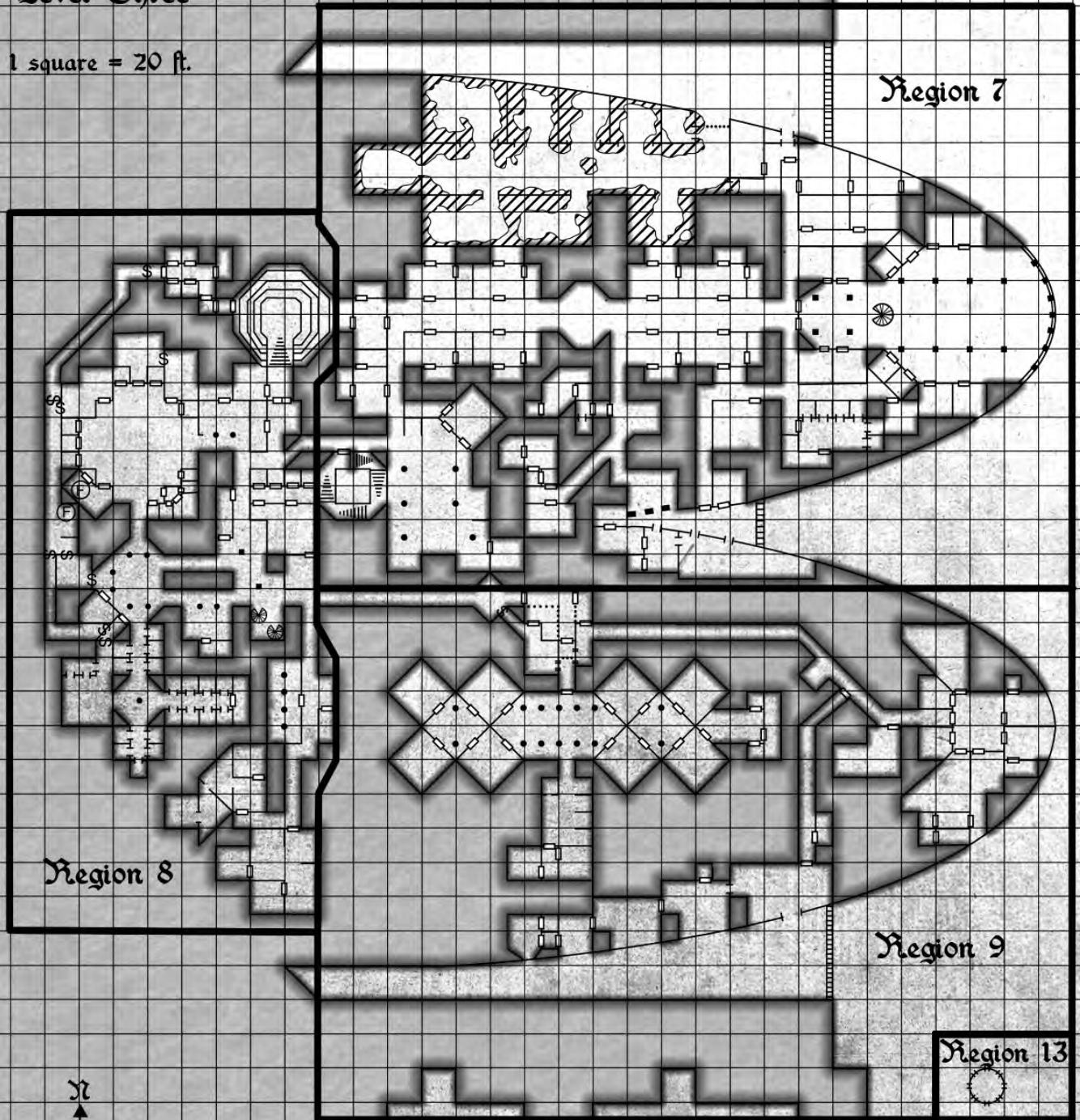
Hide this somewhere safe so no one catches wind before it's time. He's got to believe we're sincere at the beginning for us to pull this off.

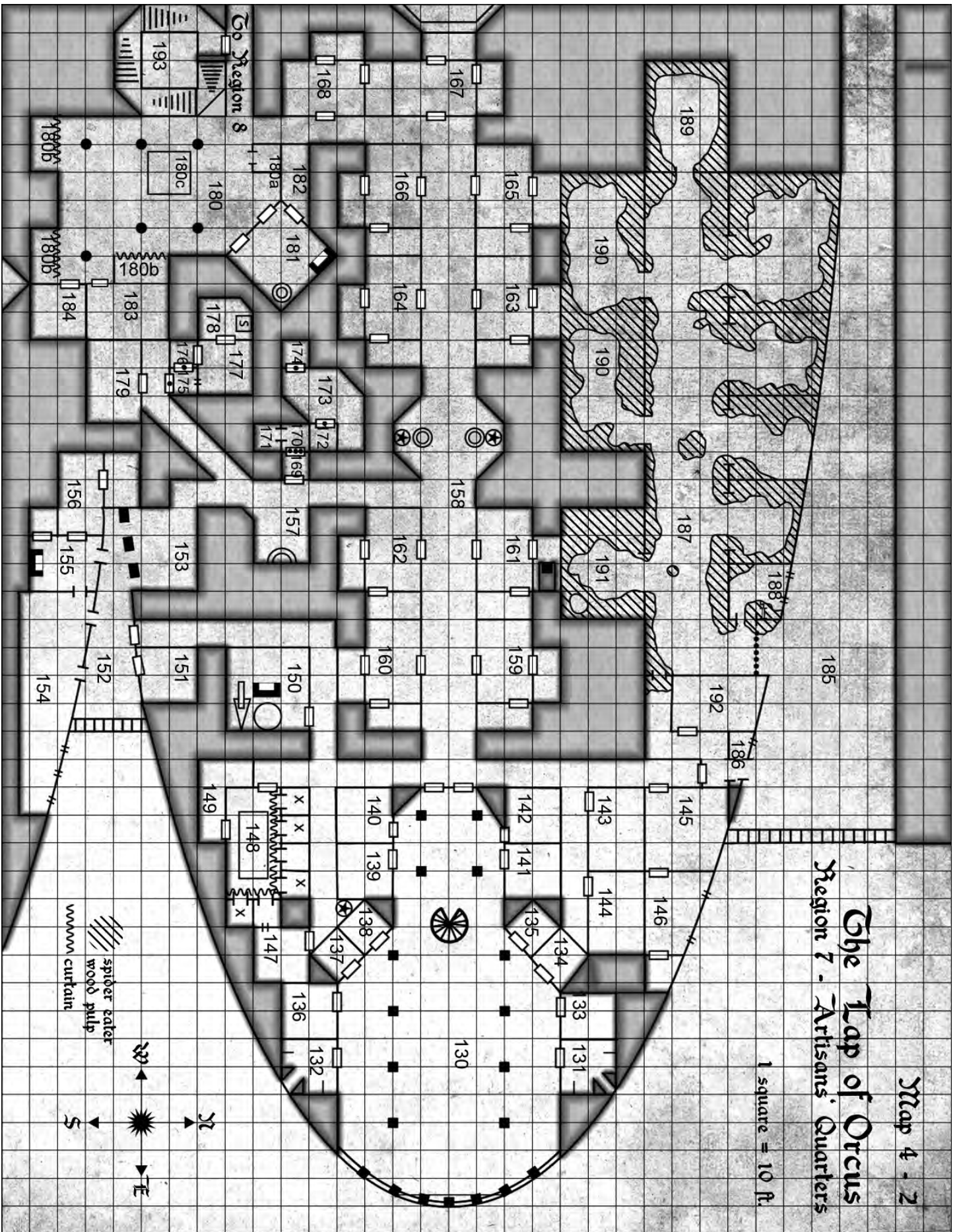
Map 4 - 1

The Lap of Orcus

Level Three

1 square = 20 ft.





Map 4 - 3

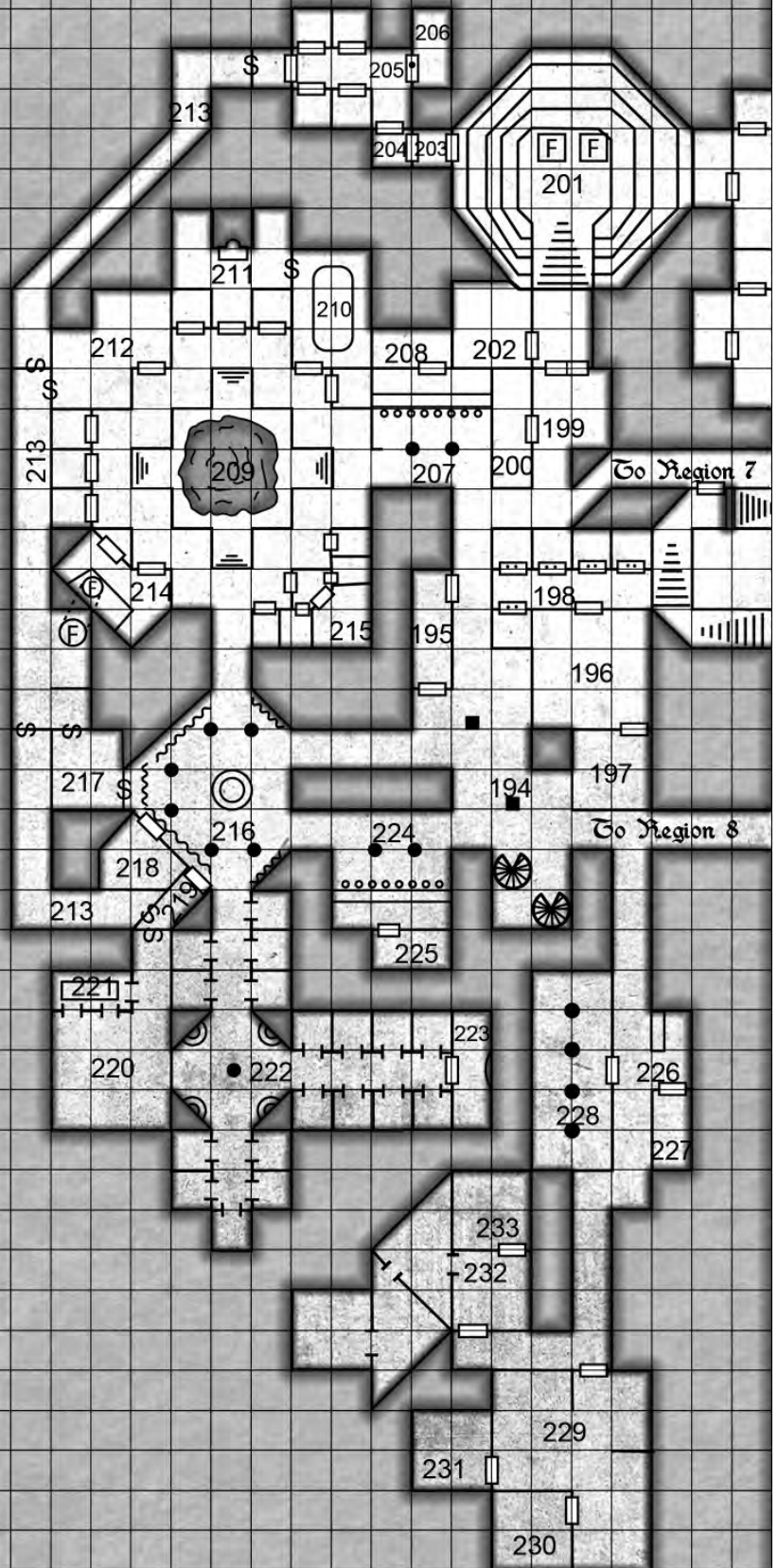
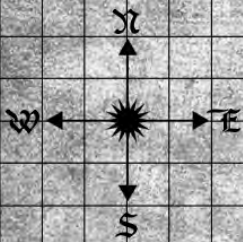
The Lap of Orcus

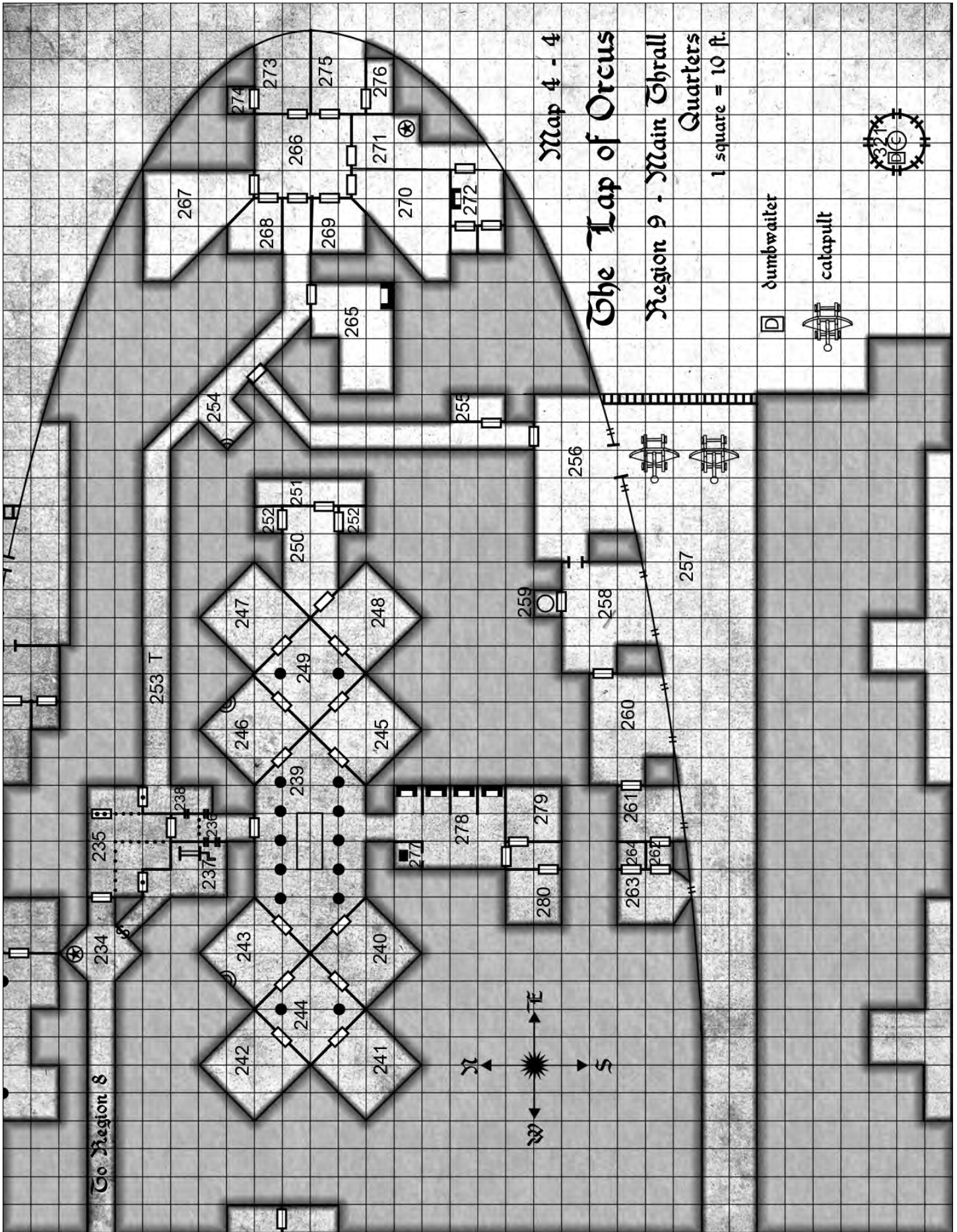
Region 8 - Entertainment District

1 square = 10 ft.

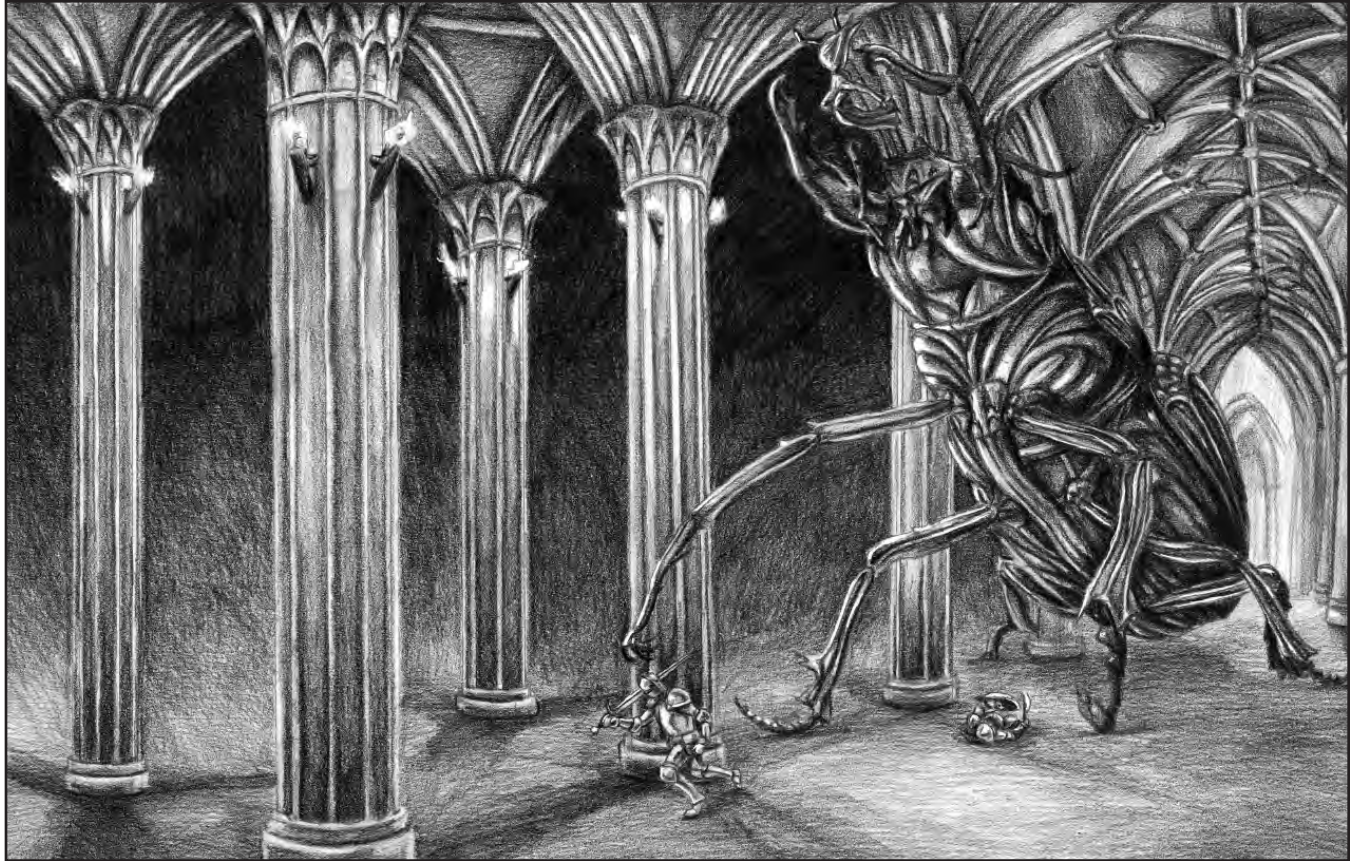
○○○○○○○○ bar and stools

(portal





slumbering TSAR



— The Hidden Citadel, Part 4 — In the Belly of the Beast

By Greg A. Vaughan

The highest ranking of the Disciples and other vile followers of the Demon Prince were allowed into the belly of the great Citadel of Orcus. Only a one-time pilgrimage for those selected to live within the Citadel below permitted the lay followers to reach this level, and then only to swear their lives and souls away before the dreaded Oathstone. The greatest of Orcus's followers who were spared the indignity of animation as zombie or skeleton servitors upon their deaths were interred in a thousand-year-old burial vault in which even the Disciples of Orcus feared to tread. And the powerful and highly secretive wizards and warlocks that served in the laboratories of the Citadel and conducted their experiments in the name of Orcus resided in seclusion on these levels. Great catastrophe was unleashed from these haunted halls, and even greater secrets remain to be discovered within the belly of the Beast.

Chapter 5: The Belly of Orcus

Level 4: The Belly of Orcus (Regions 10, 11, 12 and 13) — Map 5-1

Difficulty Level: 15

Entrances: The Throat of Orcus (Area 281) and stairs down from the Dovecote (Area 322).

Exits: The Throat of Orcus (Area 281).

Wandering Monsters: Check on 1d20 (+5 in Region 13) every 30 minutes or after the party makes any significant noise:

d20	Encounter
1	1d6 Fear Guards and 1d2 Advanced Fear Guards
2	2d4 Advanced Black Skeletons
3	Devourer
4	1d6+3 Voracious Ghosts
5	1d4+4 Dire Bats
6	1d6 Greater Shadows
7	1d4 Dark Custodians
8	1d8 Spectres
9–20	No encounter

Fear Guards and Advanced Fear Guards: This group patrols the corridors attacking all they see that are not wearing or accompanied by someone wearing the garb of a Disciple of Orcus. They get a Sense Motive check opposed to the Bluff check of anyone wearing Disciple of Orcus garb to see through the disguise.

FEAR GUARD CR 5
XP 1,600
hp 51 (See Area 282)

ADVANCED FEAR GUARD CR 6
XP 2,400
hp 63 (See Area 293)

Advanced Black Skeletons: This group patrols the halls and also attacks anyone not wearing garb of the Disciples of Orcus, however, they do not get a Sense Motive check to see through the guise of PCs wearing such garb.

ADVANCED BLACK SKELETON CR 6
XP 2,400
hp 59 (See Area 306)

Devourer: This menace is all that remains of some ancient experiment in contact with horrific entities of the outer planes. It attacks anyone it sees and attempts to devour their souls.

DEVOURER CR 11
XP 12,800
hp 133 (*Pathfinder Roleplaying Game Bestiary* “Devourer”)

Voracious Ghosts: These are the remains of lost thralls or Templars that were left behind in the Great Retreat due to being too wounded to be able to keep or just being locked away when the retreat occurred. They eventually succumbed to their wounds or starvation and now wander the halls in packs seeking something to feed upon. They howl and attack with abandon whenever they spot living prey.

VORACIOUS GHOST CR 4
XP 1,200
hp 34 (See Area 318)

Dire Bats: These creatures wander the halls surviving off of the rats and other foul vermin they find. They avoid undead creatures and are likewise ignored by such but readily attack living PCs.

DIRE BAT CR 2
XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary* “Bat, Dire”)

Greater Shadows: Seemingly spawned from the very evil that suffuses the whole of the Citadel, these creatures quietly slip from room to room looking for life that they can snuff out.

GREATER SHADOW CR 8
XP 4,800
hp 58 (*Pathfinder Roleplaying Game Bestiary* “Shadow, Greater”)

Dark Custodians: Left behind by the Disciples to guard the Citadel, these creatures are never fooled by PCs disguised in Disciples gear. However, if a PC becomes the Chief Scribe of the Citadel, they will follow that individual's orders within reason (they can't be ordered to destroy themselves).

DARK CUSTODIAN CR 9
XP 6,400
hp 91 (See **Monster Appendix**)

Spectres: The remains of murdered members of the Disciples or other sects within the Citadel, these creatures emerged into unlife after the Great Retreat and have haunted the Citadel ever since, forever hunting those that wronged them in life. They always attack anyone in Disciples of Orcus garb.

SPECTRE CR 7
XP 3,200
hp 52 (*Pathfinder Roleplaying Game Bestiary* “Spectre”)

The Belly of Orcus sits fully 460 feet above the level of the surrounding plaza. It corresponds to the level of the Orcus image's arms on the armrests of the great throne and the great belly and is thus spread out over a large area. It consists of four different regions, one of which actually occupies several different levels of the citadel. The main regions of this level are the Inner Temple, the Upper Cloisters, and the Mausoleum. The fourth region is the Wand of Orcus and actually covers parts of the level below and the next three levels up. It is considered part of the Belly of Orcus because it is here that it actually connects to the rest of the citadel.

Region 10 — The Inner Temple (Map 5-2)

The Inner Temple served as the main worship center for the Disciples of Orcus. While they conducted services in the Great temple below where only the elite of the city were allowed to enter, they themselves enjoyed a more sanctified place of worship. Only the most favored outside of the clergy were ever allowed to participate in ceremonies here. Also it holds the *Oathstone* where all residents were brought to swear fealty before being allowed to reside in the citadel. The Disciples made the most of that single trip—one that most residents made only once in their lifetime—to sufficiently intimidate and overawe them during their visit in order to ensure greater obedience later.

281. Throat of Orcus

The stair continues to rise up the sides of this shaft into seemingly endless darkness. Whether a result of the small airshafts that pierce this massive edifice or perhaps from some more sinister source, a sporadic breeze flows down the shaft, almost like the citadel itself is breathing.

The Throat of Orcus serves as the main connection between the levels of the citadel extending from the Lap of Orcus all the way to Jowls of Orcus. The air current is a natural result of air pressure differentials caused by the many wind tunnels that open onto the shaft

282. Waiting Chamber (CR 10)

An entry room opens off of the stairwell. Pillared alcoves open on either hand, and a wide hall extends to the east. Shadows swirl mysteriously among the pillars.

Here those who were fortunate enough to be allowed entry to the Inner Temple were kept waiting here to build proper suspense and tension. Ancient guardians summoned by the Disciples of Orcus still guard this chamber.

Creatures: There are 6 **fear guards** lurking in the alcoves, translucent figures that appear to wear ghostly robes over armor. Their faces constantly shift maddeningly from serene countenances to demonic visages twisted in rage and fear. These undead attack relentlessly unless rebuked or commanded by a cleric of Orcus. They loyally follow the commands of such an individual. They begin their attack by using their *deeper darkness* and then swarming to attack from all sides.

FEAR GUARDS (6)

CR 5

XP 1,600

The Tome of Horrors Complete 277

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10**Aura** fear aura (20 ft., DC 17)**AC** 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)**hp** 51 (6d8+24)**Fort** +6; **Ref** +4; **Will** +6**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits**Weaknesses** daylight vulnerability**Speed** fly 30 ft. (good)**Melee** incorporeal touch +7 (1d3 Wis damage)**Special Attacks** create spawn**Spell-like Abilities** (CL 8th):At will—*darkness*, *ray of enfeeblement* (ranged touch +6, DC 15)2/day—*deeper darkness***Str** —, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 18**Base Atk** +4; **CMB** +6; **CMD** 21 (can't be tripped)**Feats** Dodge, Improved Initiative, Weapon Focus (incorporeal touch)**Skills** Fly +15, Perception +10, Sense Motive +10, Stealth +11 (+19 in dim light and darkness)

Create Spawn (Su) Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.

Daylight Vulnerability (Ex) A fear guard exposed to natural sunlight (not merely bright light) suffers 2d6 points of damage per round of exposure and is *slowed* (as the spell).



283. Trapped Entry (CR 12)

Shallow alcoves open on either side of the hallway. Within each stands an iron statue of a halberd-armed warrior. The statues seem to be actually set into the walls behind them. Each is clad in mail and wears a full helm with faceplate completely covering its countenance. Strangely, these faceplates have no eyeholes. Somehow this makes the statues seem even more sinister.

The statues here are harmless. In fact they are part of an *illusory wall* spell that comprises them and the wall at the rear of the alcoves (DC 19 Will save to disbelieve if interacted with). They serve primarily as a distraction to prevent the unwary from detecting the **trap**, as well as, to mask the entrances to the guard chambers beyond.

Trap: When anyone reaches the point in the hallway marked with a T, a maximized *flame strike* is activated in the center of the hall in the 10 feet immediately west of that point. The trap resets itself after 1 hour.

MAXIMIZED FLAME STRIKE TRAP CR 12
Type magical; **Perception** DC 30; **Disable Device** DC 30

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (maximized *flame strike*, 15th-level cleric, 90 points of fire damage, DC 20 Reflex save half damage)

284. Guard Room

This chamber is featureless with only a small table and four rickety chairs. The *illusory wall* to the south is obvious for what it is from this side. This guard room once housed Templars assigned to the Inner Temple. It has remained undiscovered since the Great Retreat, and no wandering monsters will be encountered here unless somehow led here by the party.

285. Templar Billets

Rows of wooden bed frames line the walls of this room, the bedding long since removed. Engaged columns support the vaulting ceiling. The Templars guarding this temple were once quartered here. It has been stripped of valuables. Like Area 284, there are no wandering monsters here.

286. Sergeants' Quarters

Three wooden bed frames and a small table are all that remains in this former sergeants' quarters. Like the preceding rooms, no wandering monsters come to this area.

287. Guard Room

This room is identical in all respects to Area 284.

288. Templar Billets

This room is identical to Area 285.

289. Sergeants' Quarters

This room is identical to Area 286.

290. Captain's Office

Most of the floor space in this room is occupied by a large wooden desk sitting beneath a thick layer of dust. The surface of the desk is marked and scored like a butcher's block and bears many suspicious stains.

This served as the office of the captain in charge of the Templar contingent that was stationed here. The office has been stripped of all furnishings save the desk and a simple wooden chair. The surface of the desk is exactly as it appears; the captain had a strange penchant for butchering his own meat and carried out the task on this desk. Like the other rooms in this section, wandering monsters have not yet discovered its location.

291. Meeting Room

This room is completely empty. It once served as the meeting chamber for the captain and his non-commissioned officers, but its furnishings were of a higher quality and he elected to transport them with the Great Retreat. It is now dusty and empty. It, too, is devoid of wandering monsters.

292. Captain's Quarters

This chamber has a low ceiling—only nine feet high or so—its plaster chipped away in so many places as to barely be detectable, though a large portion lies in flakes long ago brushed into the room's corners. Several iron spikes have been hammered into the ceiling from which dangle short chains ending in meat hooks. Dark stains mar the dusty stone of the floor beneath these hooks. A steel bed frame is scooted against one wall.

Despite this room's sinister appearance, the eccentric captain merely used the meat hooks to temporarily hang the cuts of meat that he butchered. He had a reputation of always smelling slightly of rancid meat since he elected to sleep with these shanks of meat in this poorly-ventilated, uncooled chamber. Like the others, this room has yet to be discovered by wandering monsters.

Treasure: The iron rails of the bed frame are hollow, as can be discerned by knocking on them (DC 10 Perception check). A DC 18 Perception check is able to locate a cap that can be removed from the bottom of one of the legs. Hidden within is a pendant of beaten bronze inset with chips of chalcedony. Incised into its surface is a skeletal fist grasping a spiked flail—symbol of the Templar Guard. The pendant is worth 25 gp.

293. Forehall (CR 12)

This chamber widens in stages to the east. At the widest point is a row of marble pillars, skillfully carved to resemble a series of skulls mounted on interlocking spinal columns. Tiny red flames burn in the eye sockets and gaping mouths of the carven skulls. Directly opposite the entrance stands a 15-foot-high double door of shining gold. Inscribed across its surface is a massive ram's skull that seems to stare down upon any who enter. Beside this huge portal is a bronze altar, its top forming a shallow, scorched bowl. Four bronze ram's horns rise from the corners of the altar, surrounding this sacrificial bowl. The wall behind the altar and the ceiling above bear the dark soot stains from many years of burnt offerings. Hanging beside the door on the opposite side from the altar is a large bronze gong, though, strangely it has no striker.

This forehall guards the entrance to the hall of parishioners, the only portion of the Inner Temple that those not initiated into the ranks of the Disciples were ever allowed to see. Therefore, the Disciples used every opportunity to convey the power and mystery of Orcus in order to keep these parishioners properly cowed and compliant to the will of the Disciples. To this end they created a clever and complicated system for opening the main doors (described below).

To inspire the proper amount of awe in parishioners before they were allowed to enter the temple beyond, the Disciples of Orcus created a set of cleverly constructed-but-easily activated automated doors. When parishioners arrived to make their pledge before the *Oathstone*, they were met here by the duty priest. They either brought expensive materials for a burnt offering or bought such materials at an extremely inflated price from the priest. The priest then performed a complicated and properly impressive ritual while making the burnt offering on behalf of the parishioners. At the culmination of the ritual, the gong sounded loudly of its own accord, and the massive portals slowly opened themselves, seemingly by the invisible hand of Orcus himself.

Actually, the entire ritual was a sham and little more than a way to fleece an extra donation from the parishioners and, as mentioned, impress them with the mighty power of Orcus. Rather than expend any magic on performing this operation over and over again every time a new parishioner was brought to the Inner Temple, the Disciples instead constructed these automatic doors that could be simply activated by building a fire on the altar. Within the altar is a reservoir of water. When the fire heated the water to a boil, the steam escaped through small pipes inside the altar that run down through the floor to another reservoir. This reservoir is attached to a weighted balance from which hidden chains reach to the hinges of the doors. As the steam reached the second reservoir and cooled, that reservoir began to fill with water. When enough water had collected, it tipped the scales, and the weights caused the door to swing ponderously open by some unseen hand. A second chain led from the balance up to a striker hidden in the wall behind the gong. When the balance tipped, that chain was pulled causing the gong to sound seemingly of its own accord. When combined with the suitably-impressive ritual performed by the duty priest, the whole combined to leave an impression of awe and fear on the mind of the followers of Orcus. Later when the altar had cooled and the water no longer boiled, the negative pressure in the altar reservoir caused the water in the lower reservoir to be drawn back up through the pipes and the doors to swing silently closed.

The mechanism for this operation is still in place and still functional. In fact, short of lighting a fire on the altar, the only way to open the doors is to break through them or disable the entire mechanism. Even a *knock* is ineffective due to the extensive mechanism connected to the door. If a fire is lit on the altar, the doors open after about 1 minute. Unless the mechanisms are completely dismantled, the only way to really determine what is occurring with the doors requires a DC 40 Knowledge (engineering) check.

Reinforced Wooden Automatic Doors: 4 in. thick; Hardness 6; hp 80; Break DC 27; Disable Device DC 30.

Creatures: Now there are 8 advanced fear guards that prevent intrusion into the temple beyond.



CHAPTER 5: THE BELLY OF ORCUS

ADVANCED FEAR GUARDS (8)

CR 6

XP 2,400

The Tome of Horrors Complete 277

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +12

Aura fear aura (20 ft., DC 19)

AC 21, touch 121, flat-footed 16 (+6 deflection, +4 Dex, +1 dodge)

hp 63 (6d8+36)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses daylight vulnerability

Speed fly 30 ft. (good)

Melee incorporeal touch +9 (1d3 Wis damage)

Special Attacks create spawn

Spell-like Abilities (CL 8th):

At will—*darkness*, *ray of enfeeblement* (ranged touch +6, DC 17)

2/day—*deeper darkness*

Str —, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 22

Base Atk +4; **CMB** +8; **CMD** 25 (can't be tripped)

Feats Dodge, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Fly +17, Intimidate +15, Knowledge (religion) +11, Perception +12, Sense Motive +12, Stealth +13 (+21 in dim light and darkness)

Create Spawn (Su) Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.

Daylight Vulnerability (Ex) A fear guard exposed to natural sunlight (not merely bright light) suffers 2d6 points of damage per round of exposure and is *slowed* (as the spell).

Treasure: The automatic doors are gilded in a thin layer of gold plate. Anyone taking the time to painstakingly remove all of this plating can recover 2,500 gp worth.

293a. Entrance to Mausoleum

This double door does not match the décor of the rest of the room. It is a pair of heavy stone portals. Carved into its face in bas-relief is the image of a subterranean tunnel stretching into the distance. Dimly-seen shapes peer out from behind stalagmites and stalactites. The carving is very cunningly done and seems to draw the viewer's eye down that long passage to the unseen destination at the end. The entire effect is slightly unsettling.

This heavy stone portal seals the entrance to the citadel's crypts. The bas-relief is the artist's rendition of the trip through the Underworld to the realm of Orcus, Demon-Prince of the Undead. Its subject matter has lent a certain demonic influence to the sculpture, that cannot be detected as magic or dispelled, but it can be detected as a slightly greater aura of evil than the surrounding area. Anyone observing the relief must make a DC 25 Will save or become overcome with a sense of overpowering fatalism. Its influence is such that it causes a -1 penalty on all the PC's attack and damage rolls, ability checks and skill checks. This affect can only be removed with a *dispel evil*. Likewise, a *dispel evil* directed at the stone door suppresses the aura for 10 minutes.

Cunningly hidden in the bas-relief is a keyhole (DC 20 Perception check to locate). It is the only way to open this door short of breaking it or using magic. The carnelian key that opens the door can be found in Area 195.

Locked Stone Doors: 8 in. thick; Hardness 8; hp 120; Break DC 32; Disable Device 30.

294. Duty Priest

This chamber holds a simple bed, table with oil lamp and chair, and wooden cupboard. A black robe hangs from a hook on the wall.

This served as the chamber for the duty priest in charge of performing the opening ritual for the temple doors. The robe is the cassock of a Disciple of Orcus. Lying on one of the cupboard's shelves beneath a layer of dust is a brass key (DC 16 Perception check to locate). This is the key to Area 295.

295. Fuel Storage

The door to this room is locked (the key is in Area 294). Anyone making a DC 15 Perception check (or automatically if they have the scent special quality) detects the faint odor of carrion from within.

Stone bins line the walls of this room that appear to be occupied by stacks of firewood and lumps of some less-identifiable substance. The smell of rot in this chamber is almost overpowering.

This room was used to store the fuel and materials for sacrifices in Area 293. It was all left behind with the withdrawal from the citadel. The dryness of the room's atmosphere has preserved the wood like so much tender and greatly slowed down the decay of the sacrificial meat whose remnants still deteriorate in the other bins.

296. Hall of Parishioners

The drama of the gilded doors is continued in this grand hall that extends eastward through a series of trefoil arches that separate the vaulted chamber into three separate sections — two with alcoves extending on either side and the farthest ending in a temple nave. Thick, blocky columns with fluted sides and exaggerated capitals extend in rows down the length of the hall. Iron sconces glowing with red flames hang from the inside surface of each column providing a hellish glow. Iron rods hanging high on the walls hold the barest shreds of fabric as though tapestries once hung from them. At the far end a gilded altar glows weirdly in the flickering red light. Behind it, partially masked in shadows, stands a stone statue of a ram-headed demon. It leans forward menacingly and bears a skull-tipped wand in one hand. Its eyes consist of two huge reddish gems that likewise reflect the light from the sconces. Heavy black tapestries still cover the walls in that portion of the chamber.

This chamber is the heart of the Inner Temple, the most sanctified portion of the citadel that most of the residents ever saw. Its design was made primarily to evoke a sense of awe and fear in the beholder. The iron sconces hold *continual flame* spells (caster level 15). Thick tapestries similar to those at the east end once hung over the entire length of the hall but were devoured by the beetle at Area 297. Only the aura given off by the main altar prevented it from eating those as well. The column in the first alcove to the north has toppled over and shattered, its magical flames still flickering in the rubble. This damage was caused by the cathedral beetle. Proceed with the description to Area 297 if the alcove is approached. Any noises or light sources brought into this room attract the attention of the cathedral beetle in 1d4 rounds.

The altar in the nave gives off a permanent *unholy blight* effect (DC

16, caster level 20th) in a 20 foot radius. It has been modified slightly so that it does not give off the typical greasy miasma of darkness — replaced by the hellish red glow — and increasing the DC to identify it through Spellcraft by 5. Just before entering the area of the spell, each neutral or good creature receives a DC 10 Will save to notice a subtle change in the very air as the aura of evil is almost palpable. If the individual stops immediately and does not proceed forward, he avoids the effects of the spell. Otherwise he is affected as if an *unholy blight* has been cast on him each round that he remains within 20 feet of the altar (requiring a new save each round). This spell has kept the cathedral beetle from consuming the rest of the tapestries. The effect can be dispelled normally but can also be removed if each of the iron sconces (12 in all, including the broken one) is dispelled or at least masked with the equivalent of a *darkness* spell. Once all the flames have been dispelled or otherwise masked, the *unholy blight* effect is broken permanently.

The secret doors to Areas 300 and 301 can be found with DC 25 Perception checks.

Treasure: The gold altar is actually composed of pyrite and is worthless. The jewels in the idol's eyes are real rubies, however, each worth 5,000 gp.

297. Storage (CR 16)

Creature: This alcove once held a secret door that accessed a storage chamber. Held in the chamber at the time of the Great Retreat was a caged immature cathedral beetle. The Disciples were taken with the insect's unique and ornate appearance and intended to use it in some fashion. However, it was left behind in its cage when they departed. Eventually it was able to gnaw its way out of the iron cage and then began to consume the many boxes, bales and crates stored in the chamber. It eventually grew to gargantuan proportions and smashed through the storage room's wall, taking out one of the temple columns in the process. It then consumed everything organic in the temple — though the altar's wards kept it away from that portion of room. Now through long periods of hibernation, this **gigantic cathedral beetle** still dwells in this chamber and is ravenously hungry. This gargantuan beetle has a carapace of glistening bronze with ridged horns and fluted edges that give it the appearance of the moldings of a cathedral.

GIGANTIC CATHEDRAL BEETLE CR 16 XP 76,800

Advanced-HD giant advanced cathedral beetle (*Creature Collection Revised 37*)

N Gargantuan vermin

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

AC 31, touch 7, flat-footed 30 (+1 Dex, +24 natural, -4 size)

hp 256 (19d8+171)

Fort +20; **Ref** +7; **Will** +8

Immune vermin traits

Speed 40 ft., fly 30 ft. (clumsy)

Melee bite +21 (4d8+16)

Space 20 ft.; **Reach** 15 ft.

Special Attacks acid spray (20-ft. cone, 12d6 acid, once per hour, Ref DC 28 half)

Str 33, **Dex** 12, **Con** 28, **Int** —, **Wis** 14, **Cha** 1

Base Atk +14; **CMB** +28; **CMD** 40 (48 vs. trip)

Skills Fly -13

A secret trapdoor in the floor can be found with a DC 35 Perception check. It leads into a small chamber beneath the floor where the apparatus of the automated doors remains and could be repaired and maintained by the Disciples. Details of this mechanism are found in Area 293.

298. The Oathstone

Brass bars with a locked door in their center composed of the same bars divide this alcove off from the rest of the temple. The stone of the floor is worn smooth from the passage of many feet before the bars and through the door over the years. Beyond the bars, glowing strangely in the lights of the temple sconces, is a great boulder of black stone. Its sides are alternately smooth and rough in different places, and it appears to be wholly unnatural in origin.

The door to this alcove is locked and the key is lost. This is the *Oathstone* (see **Magic Items Appendix**), a piece of Orcus's own palace in the Abyss given to the Grand Cornu. All Disciples and willing residents of the citadel were required to touch the *Oathstone* and take an oath of loyalty to the demon prince before being allowed to dwell in the great citadel's unholy precincts. Anyone refusing to do so quickly found themselves in the Thrall barracks at the unmerciful hands of the Overseers, a slave of the citadel, until hardship of the Overseer's overzealous tortures granted them the release of death.

Brass Cage Bars and Door: 2 in. thick, 4 in. apart; Hardness 9; hp 40; Break DC 24; Disable Device DC 25.

299. Reliquary of St. Barthomey

A wall of brass bars separates this alcove from the rest of the temple. Beyond is a high dais of mottled green and red marble. Steps lead up the front of it to a shining silver chest sitting atop a pedestal of polished porphyry. The seams of the chest appear to be sealed with reddish material.

No door penetrates the bars that section off this alcove. The secret door in the east wall can be found from inside the alcove with a DC 30 Perception check (it is easily found from the opposite side) and is the only ingress into the alcove. This serves as the reliquary of one of the most unholy icons of the Disciples of Orcus, the ashes and bones of St. Barthomey, Patron of the Hopeless. Barthomey was a powerful priest that lived an age ago when Orcus was still a trickster god seducing Man into his worship in order to fully enter the Material world. When Orcus's plot was foiled, Barthomey began to travel using his considerable influence and charisma to ingratiate himself into towns and villages and then subtly guide his protégés towards acts of evil and ultimately self destruction. He was finally tracked down by crusaders of Muir but not before causing two of them to fight to the death over the right to execute him. He was ultimately burned at the stake, but some of his followers managed to steal the ashes and charred bones before they could be consecrated and scattered. Now they rest in this mithral chest sealed with bronze and placed in this position of honor within what was once the greatest temple complex devoted to Orcus in the world.

Barthomey has long since gone on to his eternal reward (or damnation as is more likely the case), but his reliquary remains sanctified with a tiny spark of his powerful spirit. Anyone touching the chest must make a DC 20 Will save. On a successful save, the individual is affected by *crushing despair* for 1 hour. On a failed save the individual is permanently affected by a more powerful form of *crushing despair* with double the normal penalties. Likewise, if the save is failed the individual must make a second DC 20 Will save. On a failure of this second saving throw, the individual becomes suicidal. This does not manifest as a berserk frenzy or anything obvious like that, but the individual seeks to find a way to end his life (a DC 15 Sense Motive check made by a companion is able to detect this tendency). For each day that the victim remains suicidal

he must make DC 15 Intelligence check. If the check is successful, he is successful in finding a way to end his life. If *resurrected* the compulsion remains unless it too is removed. The *crushing despair* can be removed by a *good hope* spell, though the greater version and the suicidal tendencies cannot. They can be removed with a successful *dispel magic* or *break enchantment* (caster level 22).

The mithral box itself is worth 5,000 gp and is sealed with a melted bronze. If broken open, it is found to contain only a fine black ash — all that remains of Barthomey — after millennia.

Sealed Mithral Chest: 1 in. thick; Hardness 15; hp 30; Break DC 30.

300. Storage

This room holds only stacks of boxes containing candles, tapestries, textiles, ornaments and every sort of accoutrement associated with the outfitting of a temple of Orcus. There is nothing of real value here.

301. Vestry

This room holds rows of racks from which hang black robes and cassocks. In here are dozens of the robes worn by Disciples of Orcus, cleric's vestments, and holy symbols and icons dedicated to the worship of Orcus. The secret door in the west wall requires a DC 30 Perception check to locate it. It is easily noticed from the opposite side.

Treasure: A DC 17 Perception check reveals two silver holy symbols of Orcus worth 25 gp each, a string of ivory prayer beads worth 40 gp, and a gold-embossed shofar (a ram's horn trumpet) worth 100 gp.

302. Sitting Room

This chamber is comfortably furnished with a velvet-covered divan and settee. Between them is a low, polished ebony table upon which sit a silver tray and four silver goblets. Carefully laid across this table is a black cassock skillfully embroidered with thread-of-gold. Atop it rests a bejeweled biretta cap in the same black cloth.

This was the sitting room where Disciples awaited an audience with the Curate of the Inner Temple, a fairly high-ranking priest in the citadel. The clothing on the table is his, and a DC 10 Perception check is sufficient to notice the black kid leather boots resting beneath the table — also his. He disrobed and left his garb here before completing his task in Area 303. The west door is locked.

Treasure: The couch and divan are too moth-eaten to be worth anything. The cassock is likewise destroyed, but the golden thread could be stripped from it and is worth 30 gp. The jeweled hat is still in good shape and is worth 240 gp. The boots have dried out and are now cracked and worthless.

303. Curate's Quarters

This chamber is simply and sparsely furnished. A simple bed rests against the south wall. Next to it sits a prayer bench for kneeling before a small altar with a painted silk reredos behind it depicting a grim city on a desolate black plain. At the north end of the room, a chair rests next to a table that has been tipped over. Above the table dangles the skeletal remains of a humanoid. A knotted rope rises from the skeleton's neck and is looped around an iron lantern hanging from the ceiling. A golden ram's head dangles from a chain around the skeleton's neck.

This was the chamber of the Curate of the Inner Temple. When the Great Retreat was called, he was responsible for recovering the reliquary in Area 299. Since no one had entered the alcove in several generations, he was unaware of the effects of touching the chest. After laying hands on it, he was immediately overcome by Barthomey's curse. He removed his vestments, locked himself in his quarters, and hung himself and was forgotten. Only because the room has remained sealed all this time do his skeletal remains hang undisturbed by its dried tendons. If the skeleton is touched or disturbed in anyway, it immediately collapses into a heap of bones.

A DC 13 Perception check reveals the room's key lying in the dust near the door.

Treasure: The silk altar screen depicts Orcus's dour Abyssal realm, but if an interested buyer is found it can be sold for 400 gp. His gold holy symbol of Orcus is very ornate and is worth 80 gp.

Region II — Upper Cloisters (Map 5-3)

The Upper Cloisters is the original home of the Order of the Brotherhood of the Prince of Undying Hate and Ineffable Extinguisher of the Light — usually referred to simply as the Disciples of Orcus; the Demon Prince's innermost priesthood. Here the rank and file of the Disciples lived their days in dreary, cryptlike accommodations, endless litanies to the Demon Prince of the Undead, and almost slavish labor in the candleworks and scriptorium. Obedient service provided the Disciples with the run of the lower levels of the citadel and depraved entertainments (often at the expense of other residents of the citadel). Rising through the ranks of the Disciples resulted in promotion to other outposts of the faith or elevation to the Upper Disciples in the Shoulders of Orcus.

304. Disciples' Entrance (CR 16)

The hallway ahead widens into two alcoves flanking a bronze double door. The image of a demonic skull is graven into the surface of the doors. Each alcove holds a verdigrised copper statue depicting a tall, muscular man clad only in a loin cloth and a skull mask. Each statue has its arms folded and grips a spiked heavy mace that rests on its left shoulder.

This doorway bars entry into the Upper Cloisters and is guarded by a **trap**. The bronze doors are not locked.

Trap: Anyone passing through the area between the statues without first bowing to each activates the trap. The trap cannot be detected or disabled, but anyone making a DC 30 Knowledge (religion) check recognizes these figures as being prominent in some temples of Orcus and always requiring obeisance from the viewer. If that is realized

CHAPTER 5: THE BELLY OF ORCUS

and the player does not make the connection on his own, you can allow a DC 15 Wisdom check to realize that not doing so with these statues could result in dire consequences. If the trap is activated, the highly conductive statues cause a sheet of electricity to spring between them striking anyone in any of those squares reaching from floor to ceiling. The sheet of electricity lasts for 3 rounds. Anyone taking any damage from the trap must make a DC 18 Fortitude save or become paralyzed from muscle rigidity and be unable to move until the electrical discharge ceases. The trap automatically resets each time another individual tries to pass between them without first making the necessary obeisance. The trap can be avoided by destroying one of the statues (Hardness 9, hp 250, Break DC 35) or by squeezing through the alcove behind or above them (impossible for a Large creature, requiring a DC 30 Escape Artist check for a Medium creature, and accomplished without a skill check by a creature size Small or smaller—a failed attempt activates the trap).

ELECTRICAL IDOLS TRAP CR 16
Type magical; **Perception** DC na (see above); **Disable Device** DC na (see above)

Trigger location; **Reset** automatic

Effect electrical discharge (15d6 per round, 3 rounds, electricity, DC 25 Reflex save half damage, DC 18 Fortitude save or paralyzed); multiple targets (all targets in a 10-ft.-by-10-ft. area)

305. Assembly Hall of the Brotherhood (CR varies)

A hall widens from the northern bronze doors providing ample room for row upon row of high-backed wooden settles. Lesser doors exit to either side. The vaulted ceiling climbs to a height of 40 feet. Stone stairs climb two flights to a 20-foot-high balcony overlooking the chamber. Centered at the front of this dais is an ornate podium wrought of dark, razor-edged crystals holding aloft a slab of slate. Built into the front of this pedestal curves a giant golden ram's horn extending over the edge of the balcony and facing out over the rows of seating. The concave back wall of the balcony holds a complex carving of reddish stone that appears to be a multitude of demonic creatures writhing in a massive cluster of ecstasy or agony — perhaps both.

This assembly hall is where the Disciples of Orcus gathered for training and instruction in the ways of Orcus from Canon Lorvius or his assistants and sometimes the archbishop or the Seneschal. On very special occasions the Grand Cornu himself might deign to make an appearance before the assembled Disciples. Currently the hall is empty.

The podium is constructed of an unusual Abyssal crystal that when brought within 5 feet of a living or undead creature begins to flicker with tiny red sparks. Anyone within 60 feet viewing this flickering display must make a DC 15 Will save or be fascinated. Any creature subject to an Enchantment spell while so fascinated has a –4 penalty on the saving throw to resist. This effect subsides 1 minute after all living or undead creatures have left the 5-foot radius. This is a natural effect of the crystal, which is not magical, and cannot be dispelled.

Development: The golden shofar attached to the front of the podium was sounded to summon the Disciples to assemblies and can be heard throughout Regions 10 and 11 if blown. It also serves as part of a special ritual of the Disciples. If the blower spends 1 minute concentrating on the wall sculpture immediately after blowing the horn, a demon is summoned to the balcony directly in front of the viewer. The demon summoned is either a **balor**, a **nalfeshnee** or a **marilith** (33% chance of each) or **Orcus** himself (1% chance).

Summoning such a demon was part of the ritual for becoming a Disciple of Orcus. The petitioner would then bind his soul to the demon and the eternal service of Orcus. The demon would then judge the worth of the petitioner and either accepts his pledge or deem him unworthy and devours him messily before the gathered assembly. Anyone found worthy by Orcus himself was considered destined to become the new Grand Cornu within a year (much to the discomfiture of the current Grand Cornu who inevitably died sometime within the next year). Any such demon summoned by anyone other than a petitioner seeking admittance to the Disciples of Orcus immediately attacks.

BALOR DEMON CR 20
XP 307,200

hp 370 (*Pathfinder Roleplaying Game Bestiary* “Demon, Balor”)

NALFESHNEE DEMON CR 14
XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”)

MARILITH DEMON CR 17
XP 102,400

hp 264 (*Pathfinder Roleplaying Game Bestiary* “Demon, Marilith”)

ORCUS, DEMON PRINCE OF THE UNDEAD CR 35
XP 52,480,000

The Tome of Horrors Complete 185

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., life sight 40 ft. (20 rounds), *true seeing*; **Perception** +65

Aura destructive aura (30 ft., +7 damage, 15 rounds); fear (60-ft., Will DC 44, CL 35th), *unholy aura* (DC 30)

AC 55, touch 35, flat-footed 49 (+6 Dex, +20 natural, –2 size, +9 insight, +12 profane)

hp 742 (45d10+495); fast healing 5

Fort +37, **Ref** +21, **Will** +35

Defensive Abilities death's embrace; **DR** 25/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 46

Speed 40 ft., fly 60 ft. (average)

Melee +5 *unholy greatclub* +62/+57/+52/+47 (2d8+26 plus death) or 2 slams +57 (2d6+14), sting +52 (2d4+7 plus poison)

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

Special Attacks channel negative energy 15/day (DC 19, 8d6), channel negative energy to command undead 12/day, (DC 32) destructive smite 12/day (+7 damage), scythe of evil 2/day (7 rounds)

Spell-Like Abilities (CL 35th)

Constant—*speak with dead*, *true seeing*, *unholy aura* (DC 30)

At will—*animate dead*, *blasphemy* (DC 29), *charm monster* (DC 26), *deeper darkness*, *deseccrate*, *detect good*, *detect magic*, *detect thoughts* (DC 25), *fear* (DC 26), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 28), *polymorph*, *read magic*, *suggestion* (DC 28), *symbol of death* (DC 30), *symbol of pain* (DC 27), *tongues* (self only), *true seeing*, *unhallow*, *unholy blight* (DC 26), *wall of fire*

3/day—*summon* (level 9, 1d4 mariliths, 1d3 nalfeshnees, or 1 balor 100%)

1/day—*feeblemind* (DC 29), *summon* (level 9, 90 HD of undead 100%)

Domain Spell-Like Abilities (CL 15th)

12/day—*bleeding touch* (7 rounds), *touch of evil* (7 rounds)

Necromancer Spell-Like Abilities (20th)

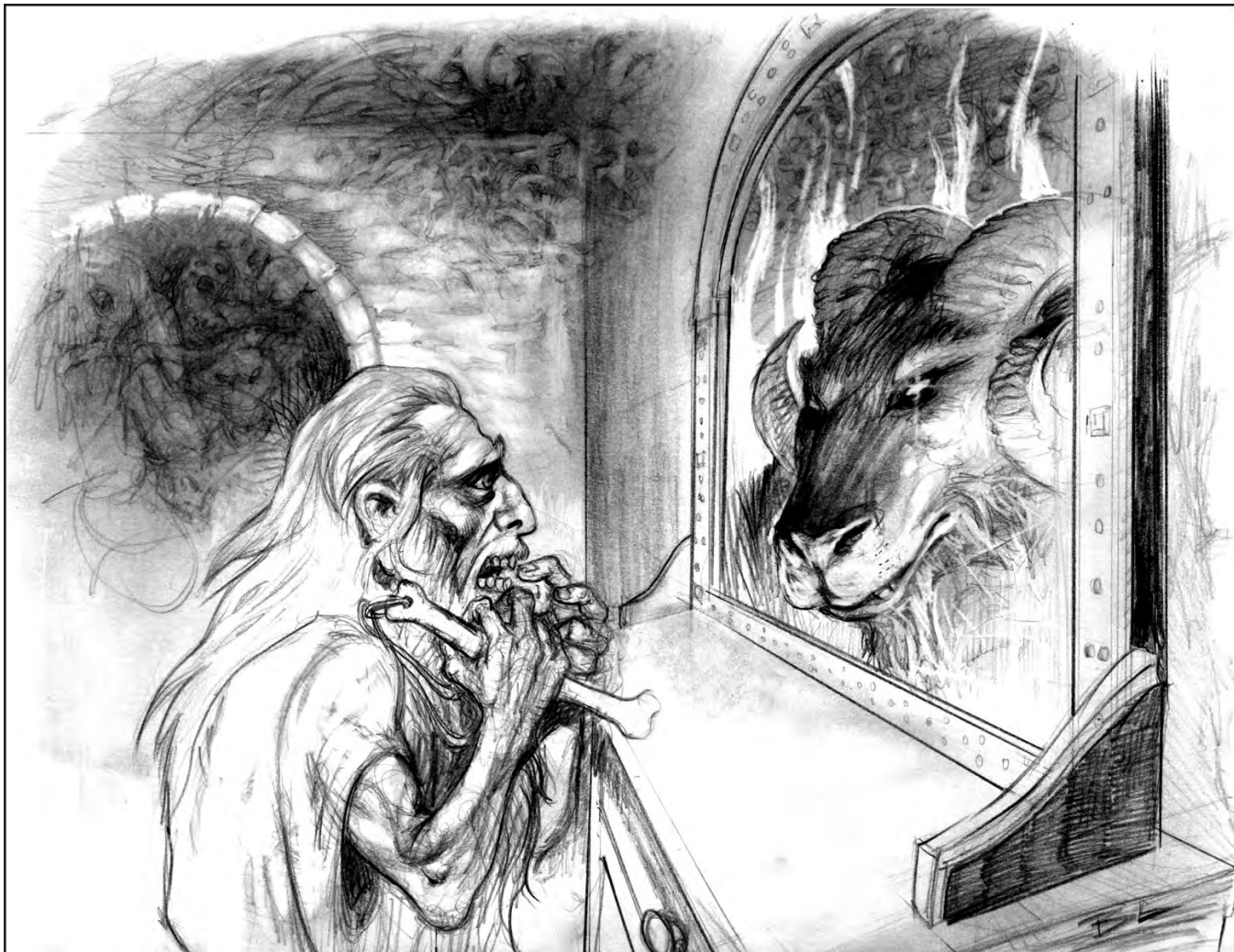
12/day—*grave touch* (10 rounds)

Unholy Spells Prepared (CL 15th)

8th—*cloak of chaos* (DC 27), *create greater undead*^P, *mass inflict critical wounds* (DC 27)

7th—*destruction*^P (DC 26), *mass inflict serious wounds* (DC 26), *repulsion* (DC 26), *word of chaos* (DC 26)

CHAPTER 5: THE BELLY OF ORCUS



6th—*geas/quest* (DC 25), *harm* (DC 25), *harm^D* (DC 25), *mass inflict moderate wounds* (DC 25, x2)
 5th—*break enchantment*, *dispel good* (DC 24), *dispel good^D* (DC 24), *dispel law* (DC 24), *slay living* (DC 24, x2), *screaming*
 4th—*death ward*, *death ward^D*, *dimensional anchor*, *divine power*; *inflict critical wounds* (DC 23, x2), *spell immunity*
 3rd—*bestow curse* (DC 22, x2), *blindness/deafness* (DC 22), *contagion* (DC 22), *inflict serious wounds* (DC 22, x2), *magic circle against good^D*, *protection from energy*
 2nd—*bull's strength*, *death knell* (DC 21), *inflict moderate wounds* (DC 21, x3), *shatter* (DC 21), *shatter^D* (DC 21), *silence* (DC 21)
 1st—*bane* (DC 20), *cause fear^D* (DC 20), *command* (DC 20), *detect undead*, *doom* (DC 20), *entropic shield*, *inflict light wounds* (DC 20, x3)
 0 (at will)—*bleed* (DC 19), *guidance*, *light*, *resistance*
D domain spell; **Domains** Death, Destruction, Evil
Necromancer Spells Prepared (CL 20th)
 9th—*energy drain* (DC 28, x2), *meteor swarm* (DC 28), *soul bind* (DC 28), *wail of the banshee* (DC 28), *wish*
 8th—*create greater undead*, *horrid wilting* (DC 27, x3), *iron body*, *polar ray*
 7th—*control weather*, *finger of death* (DC 26, x2), *limited wish*, *spell turning*, *waves of exhaustion*
 6th—*acid fog*, *circle of death* (DC 25, x2), *create undead* (x2), *eyebite* (DC 25)
 5th—*blight* (DC 24), *cloudkill* (DC 24, x2), *cone of cold* (DC 24), *magic jar* (DC 24), *symbol of pain* (DC 24), *waves of fatigue*
 4th—*animate dead*, *bestow curse* (DC 23), *enervation* (x2), *ice storm*, *shout* (DC 23), *wall of fire*
 3rd—*gaseous form*, *gentle repose*, *halt undead* (DC 22), *haste*, *ray of exhaustion* (DC 22, x2), *vampiric touch*
 2nd—*false life*, *flaming sphere* (DC 21), *ghoul touch* (DC 21), *gust of wind* (DC 21), *scare* (DC 21), *scorching ray*, *spectral hand*

1st—*cause fear* (DC 20), *chill touch* (DC 20), *grease* (DC 20), *hold portal*, *obscuring mist*, *ray of enfeeblement* (x3)
 0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *disrupt undead*, *touch of fatigue* (DC 19)

Str 38, **Dex** 22, **Con** 33, **Int** 28, **Wis** 28, **Cha** 34

Base Atk +45; **CMB** +61; **CMD** 98

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Command Undead^B, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Empower Spell, Extend Spell, Great Cleave, Great Fortitude, Heighten Spell, Improved Initiative, Iron Will, Maximize Spell, Power Attack, Quicken Spell, Sickening Critical, Staggering Critical, Stunning Critical
Skills Bluff +64, Diplomacy +60, Disguise +14, Escape Artist +51, Fly +50, Heal +54, Intimidate +60, Knowledge (arcana) +57, Knowledge (history) +54, Knowledge (nobility) +54, Knowledge (planes) +57, Knowledge (religion) +54, Perception +69, Sense Motive +61, Spellcraft +57, Survival +54
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Sylvan; telepathy 100 ft.

SQ planar omniscience
Gear *Wand of Orcus*

Poison (Ex) Sting—injury; *save* Fort DC 43; *onset* immediate; *frequency* 1/round for 10 rounds; *effect* 2d6 Constitution; *cure* 3 consecutive saves. The save DC is Constitution-based.

Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that functions as a Large +5 *unholy greatclub*. It slays any living creature it touches if the target fails a DC 40 Fortitude save. Orcus, can at will, shut this ability off so as to allow his wand to pass into the Material Plane (and usually into the hands of one of his servants). Further, the *Wand* has the following powers (Caster Level

CHAPTER 5: THE BELLY OF ORCUS

20th; save DC 25 + spell level):

— 3/day—*animate dead, deeper darkness, desecrate, fear, unhallow*

— 2/day—*blasphemy, unholy aura.*

Treasure: The crystal podium is very fragile and weighs 300 lb. but if carefully removed could be sold in a major city for 1,800 gp. The shofar is made of solid gold and weighs 780 lb. It is worth 9,000 gp.

306. Cloister Cells (CR 15)

The ceiling in this area is only 10 feet high. There are no light sources.

A stuffy, cramped hallway twists away into darkness before you. Narrow, coffinlike doors branch off into small cryptlike vaults. An oppressive feeling of death and claustrophobia seems to weigh down on you like a physical thing.

These tiny cells housed the Disciples of Orcus, usually two or three to cell, sleeping in shifts. Each cell still holds a cracked and warped prie-dieu standing before a small wooden altar to Orcus where the faithful could do their daily devotions. A few still hold a worm-eaten, ratty blanket or thin, lice-infested mattress. A secret door connects two of them and can be found with a DC 22 Perception check.

Creatures: When the Disciples departed, they took with them their valuables and left behind **14 advanced black skeletons** and **11 advanced fear guards** to deal with anyone who came after.

ADVANCED BLACK SKELETONS (14)
XP 2,400

CR 6

The Tome of Horrors Complete 546

CE Medium undead

Init +10; **Senses** darkvision 60 ft.; **Perception** +12

Aura frightful presence (60 ft., DC 17)

AC 24, **touch** 16, **flat-footed** 18 (+6 Dex, +8 natural)

hp 59 (7d8+28)

Fort +6; **Ref** +8; **Will** +7

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and good; **Immune** undead traits

Speed 40 ft.

Melee 2 short swords +12 (1d6+2/19–20 plus 1d3 Strength damage) or 2 claws +11 (1d4+2 plus 1d3 Strength damage)

Special attacks superior two-weapon fighting

Str 15, **Dex** 23, **Con** —, **Int** 17, **Wis** 14, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 23

Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +13 (+17 jump), Climb +12, Escape Artist +13, Intimidate +14, Knowledge (religion) +13, Perception +12, Stealth +16

Languages Abyssal, Common

Gear 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

ADVANCED FEAR GUARDS (11)

CR 6

XP 2,400

hp 63 (See Area 293)

Tactics: The black skeletons are clustered in the eastern corner of the maze, while the fear guards lurk among the cells. When intruders enter the cloisters, the fear guards try to surround the party by moving between cells without revealing themselves to the party. When they are in position or when combat begins, they use their *deeper darkness* ability to envelope the entire area in darkness and then swarm in from all sides using their fear aura and see in darkness ability to their advantage. When the sounds of combat begin the black skeletons divide into two groups to attack in a pincer movement as a second wave when the PCs defeat the fear guards, break free, or try to flee. They begin their attacks with their frightful presence. The skeletons are aware of the secret door and will use it as a shortcut to outflank the party.

307. Privies

Wooden partitions create stalls, each holding a simple stone bench with a hole cut in it leading to a small chute exiting through a 3-inch hole in the side of the citadel. There is nothing of interest here, though occasional updrafts cause a strange moaning sound and can make torches flicker.

308. Thrall Pit

The door of this room opens onto a short lip that looks out over a 15-foot-deep pit. The floor and lower walls of the pit hold many stains and scars, and a few pieces of rotten debris are scattered among the dust below.

The Thralls that were assigned to the Upper Cloisters were locked in this room at the bottom of the pit when not working in the kitchens or elsewhere. When needed, a rope was lowered to haul them up for their work assignments. Nothing remains in here.

309. Dining Hall (CR 15)

This long room has been cleared of furnishings. Two archways exit to the west. The flagstones of the floor are scarred by countless strikes from iron-shod hooves.

Once the dining hall for the Disciples of Orcus, all of the furnishings were scavenged long ago.

Creature: Now this chamber serves as the demesne of one of the fallen knights of the Fifty and One, Sir Thormadine a **marrow knight**. Sir Thormadine fell victim to the *proto-matter* and the curses of the citadel and was transformed into this hideous centaurlike, undead creature. He still wears his full plate on his upper torso, and the remainder of the suit has been suspended along his bony flanks, intermixed with other scavenged pieces of plate armor. Once he sights PCs, he immediately charges to attack and pursues relentlessly. He fights to the death.

SIR THORMADINE

CR 15

XP 51,200

Male marrow knight fighter 10 (*Creature Collection Revised 120*)

NE Large undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +26

AC 21, **touch** 10, **flat-footed** 20 (+9 armor, +1 Dex, +2 natural, –1 size)

CHAPTER 5: THE BELLY OF ORCUS

hp 233 (12d8+48 plus 10d10+40 plus 32)
Fort +15; **Ref** +10; **Will** +12 (+15 vs. fear)
Defensive Abilities bravery +3, channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

Speed 60 ft.

Melee +2 lance +31/+26/+21/+16 (2d6+16/x3), 2 hooves +21 (1d6+4) or mwk greatsword +26/+21/+16/+11 (3d6+10/19–20), 2 hooves +21 (1d6+4) or 2 claws +26 (1d6+8), 2 hooves +21 (1d6+4)

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

Special Attacks spurs, trample (2d6+6, DC 28), weapon training (spears +2, natural +1)

Str 24, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +19; **CMB** +27; **CMD** 40 (44 vs. trip)

Feats Cleave^B, Dazzling Display, Deadly Stroke^B, Greater Weapon Focus (lance)^B, Improved Initiative, Improved Vital Strike, Mounted Combat, Power Attack^B, Quick Draw^B, Ride-By Attack, Run, Shatter Defenses, Spirited Charge, Toughness, Vital Strike, Weapon Focus (lance), Weapon Specialization (lance)^B

Skills Acrobatics +11 (+23 jump), Intimidate +17, Perception +26, Stealth +10, Survival +16

Languages Common

SQ armor training 2

Gear improvised full plate armor, +2 lance, masterwork greatsword

Spurs (Ex) Bone spurs protruding from the flanks and limbs of a marrow knight serve as a measure of defense against those attempting to grapple it in combat (including attempts to leap on its back, bite attacks, or combat maneuvers that involve bodily contact). Those attempting to do so must make a DC 28 Reflex save each round of potential contact or take 1d10 points of damage. The save DC is Strength-based.

310. Kitchen

Like the dining hall, this plain kitchen has been stripped of anything of interest or value.

311. Candleworks (CR 16)

This tall room is cold and empty, a build-up of dust and wax on almost every surface. Thin walls divide the area into several interconnected chambers holding various sorts of work areas, tables, and equipment stores. Large partial blocks of wax, molds, and spools of thread seem to indicate this was once a chandler's workshop, though its sheer size is surprising. In the center of the room stands a lifelike wax sculpture of an armored knight. His armor bears the upturned sword image of Muir, and his beardless face bears an expression of sorrow.

This workshop was used by the Disciples to fabricate the sheer volume of candles necessary to keep the personal quarters of the citadel illuminated as well as provide for all of the votive ceremonies conducted by the clerics. The side store rooms still hold large blocks of wax as well as dyes, molds, and tools for shaping and cutting wax. The many dividing walls and 50-foot ceiling served to alleviate the heat of the two furnaces and prevent the wax products from melting.

Creatures: Standing at the room's center is a **tallow golem**. It moves to attack any living creature that enters the waxworks but does not pursue beyond the room's bounds. If the golem is damaged, a human skeleton is discovered inside it. This corpse is all that remains of Dreln, one of Bishu's knights. Who or what slew him and placed him in this current state is unknown, but here have his mortal remains been interred for centuries. Also within this room are **10 dark custodians**. They usually remain hidden



behind the room's many partitions, avoiding discovery, until battle is joined with the golem. At that time they begin attempting to grapple victims and pull them through the walls so they can be devoured at their leisure.

TALLOW GOLEM

CR 7

XP 3,200

The Tome of Horrors Complete 342

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

hp 75 (10d10+20)

Fort +3; **Ref** +2; **Will** +3

DR 10/adamantine and bludgeoning; **Immune** cold, construct traits

Weaknesses vulnerability to fire

Speed 20 ft.

Melee 2 slams +13 (2d8+3 plus grab)

Special Attacks chemisorb

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +13 (+17 grapple); **CMD** 22

Chemisorb (Ex) A tallow golem can break down and absorb chemicals from a living victim by making a successful grapple check. If it pins the foe, it deals 1d4 points of Constitution damage each round the pin is maintained. Additionally, this causes skin discoloration. The victim must make a successful DC 17 Fortitude save or take 1 point of Charisma drain. Whether the save succeeds or fails, that victim cannot be affected again by the skin discoloration of that tallow golem's chemisorb attack for 24 hours. The save DC is Constitution-based and includes a +2 racial bonus.

DARK CUSTODIANS (10)

CR 9

XP 6,400

hp 91 (See **Monster Appendix**)

Treasure: Searching this chamber and the storerooms turns up three complete sets of masterwork chandler's tools. In addition, one storeroom holds a small wooden box containing 5 black *candles of invocation (Chaotic Evil)*. A DC 15 Perception check or *detect magic* is necessary to find this box. The skeleton of the nameless knight has a set of gold false teeth worth (350 gp).

312. Scriptorium (CR 16)

This room rises like a shaft to a ceiling 100 feet above. The ceiling is beveled, sloping sharply from the west to the east so that at the eastern wall the ceiling is only 60 feet high. Cut into the rock of the ceiling are three large shafts that slope upward to the east and look out onto open sky allowing what light is available to illuminate dust motes dancing lazily above the chamber floor. The floor itself is a crowd of bookshelves, tables, map racks, and tall stools standing before wooden secretaries covered in sheaves of papers and scrolls.

This chamber served as a repository for the vast numbers of scrolls, treatises, and religious texts covering the worship of Orcus since recorded history began. Most of these were removed in the Great Retreat leaving behind only a fraction of the writings. Disciples tasked as scribes spent their days seated at the escritoirs copying works to preserve or disseminate them. The shafts cut into the ceiling lead to huge windows dozens of feet above composed of vast crystal sheets that open onto the citadel's eastern face to allow in light but not the elements. You will need to determine the time of day in order to know what amount of illumination is being let into the room. The crystal sheets are enchanted to darken to complete opacity upon the mental command of the Chief Scribe and are thus able to plunge the room into complete darkness. This process can be reversed by another command. Issuing the command is a free action, but the windows require a full round to make the transition.

Crystal Windows: 4 in. thick; Hardness 8; hp 60; Break DC 28.

Creatures: If the room is full of daylight, it appears to empty of occupants. However, if it is night outside, the room's **12 dark custodians** can be seen moving from writing desk to writing desk in imitation of their tasks while alive. They are led by an **advanced-HD dark custodian** that has been designated as the Chief Scribe. These immediately turn to attack intruders from all directions in the moonlit room. During daylight hours, the dark custodians huddle in the room's shadowy corners, partially concealed within the walls, and can only be spotted with an opposed roll to their Stealth check. In this case, they allow the PCs to fully enter the chamber before the Chief Scribe darkens the windows signaling the attack. Whoever lands the killing blow on the advanced dark custodian inherits the title of Chief Scribe and gains the ability to command the windows.

DARK CUSTODIANS (12)

CR 9

XP 6,400

hp 91 (See Monster Appendix)

CHIEF SCRIBE

CR 12

XP 19,200

Advanced-HD advanced dark custodian

NE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +29

Aura unnatural aura (30 ft.)

AC 23, **touch** 23, **flat-footed** 17 (+7 deflection, +5 Dex, +1 dodge)

hp 152 (16d8+80)

Fort +10; **Ref** +10; **Will** +14

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits



CHAPTER 5: THE BELLY OF ORCUS

Weaknesses sunlight powerlessness

Spd fly 80 ft. (perfect)

Melee incorporeal touch +18 (1d8 plus energy drain and incorporeal grab)

Special Attacks devour, energy drain (1 level, DC 23), silence of the grave (DC 23)

Str 24, **Dex** 20, **Con** —, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 42

Feats Blind-Fight, Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse, Weapon Focus (incorporeal touch)

Skills Fly +32, Intimidate +24, Knowledge (arcana) +20, Knowledge (religion) +23, Perception +29, Sense Motive +23, Spellcraft +23, Stealth +23

Languages Abyssal, Common, Infernal

Treasure: If the party spends an hour searching the contents of the room or uses *detect magic*, they are able to discover a *vacuous grimoire* and 13 scrolls. Determine the contents and levels of the scrolls randomly or choose those that best suit your campaign from the *Pathfinder Roleplaying Game Core Rulebook* or either of the *Relics and Rituals* volumes by **Sword & Sorcery Studios** (if available).

Region 12 — Mausoleum (Map 5-4)

Here the honored dead of the Disciples of Orcus were laid to rest, safe from the typical animation practiced by the clergy of Orcus. Despite this prohibition, the taint of undeath has come to this unhallowed cemetery nonetheless. These chambers served as the burial preparation and final resting place of hundreds of Disciples so honored to have earned the right, and in some cases just because they were too dangerous to be allowed burial anywhere else.

313. Death Ward (CR 21)

At the point marked on the map is a **trap**.

Trap: Anyone crossing the space designated on the map activates the *death ward* trap. Unlike the spell of the same name, this *death ward* is actually a magical trap comprised of sequential spells that all activate in a single round. When the *death ward* is activated, it immediately causes an *invisibility purge* (caster level 20) centered on the marked square. Along with any other *invisible* objects or creatures, this spell reveals a *symbol of death* inscribed on the wall of the marked square that had been concealed by a permanent *invisibility* spell. This *symbol of death* activates once it becomes visible and affects creatures within 60 feet normally. Any creature slain by the *symbol of death* is affected by an instantaneous *create greater undead* spell which immediately turns anyone slain into a random undead creature (consult the table below) that then attacks any living creatures in the area. The trap resets itself completely after 24 hours have elapsed since it was last discharged, disabled, or dispelled. Only if successfully dispelled and then a *remove curse* is cast on it will the trap be permanently disabled. The ancient priests of Orcus knew a command word to temporarily disable the trap, but it has been lost to time; though an appropriate *divination* spell could recover this information and allow safe passage once again.

DEATH WARD TRAP

CR 21

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

Trigger proximity (*alarm*); **Reset** automatic

Effect sequential spell effects (*invisibility purge*, 20th-level cleric, no save), and (*symbol of death*, 20th-level cleric, DC 23 Fortitude save negates), and (*create greater undead*, 20th-level cleric, no save — see table below); multiple targets (up to 60 ft.)

Create Greater Undead Generation Table:

Roll 2d6 or choose one of the creatures listed below.

Roll (2d6)	Undead Created	Source
2	Bleeding horror	<i>The Tome of Horrors Complete</i> 703
3	Blood wight	<i>The Tome of Horrors Complete</i> 641
4	Devourer	<i>Pathfinder Roleplaying Game Bestiary</i> “Devourer”
5	Dread wraith	<i>Pathfinder Roleplaying Game Bestiary</i> “Wraith”
6	Fear guard	<i>The Tome of Horrors Complete</i> 277
7	Greater shadow	<i>Pathfinder Roleplaying Game Bestiary</i> “Shadow, Greater”
8	Rawbones	<i>The Tome of Horrors Complete</i> 506
9	Spectre	<i>Pathfinder Roleplaying Game Bestiary</i> “Spectre”
10	Skeleton warrior	<i>The Tome of Horrors Complete</i> 734
11	Undead lord	<i>The Tome of Horrors Complete</i> 748
12	Vampire	<i>Pathfinder Roleplaying Game Bestiary</i> “Vampire”

314. Ceremonial Bier (CR 15)

Stone double doors open smoothly into this round chamber. Slender columns carved like the trunks of living trees support the domed ceiling 40 feet above. At the columns' midway point, a branch reaches inward from each and supports a stone sconce in which glows a dim amber flame. In the center of the chamber stands a smooth stone bier, its edges engraved with dogtooth tracery.

This chamber is where the dead that were to be interred in the Mausoleum were laid in state for the necessary funeral rituals observed by the Disciples of Orcus. Two secret doors exit this chamber, one to the mortuary and one to the burial vaults. They each can be found with DC 20 Perception checks.

Creatures: Currently occupying this room is one of Lord Bishu's knights, Lord Shume, cursed for cowardice in abandoning his comrades. He was slain by a trap that disintegrated his flesh, but Muir refused to accept his cowardly spirit forcing it to take up permanent residence in his abandoned suit of armor. Shume now exists as a **hollow knight** filled with loathing and hatred for his former deity and her followers. He literally consists of a suit of golden full plate, but the open visor of his great helm reveals only hollow darkness within. During his own explorations of the temple he encountered a **Nessian hell hound** that he beat into submission and now serves him as his special mount. Called Pike, this hell hound has a CR 1 higher than normal because it is a massive brute with maximum hit points.

LORD SHUME
XP 51,200

CR 15

Male hollow knight cavalier (Order of the Cockatrice) 10 (*Creature Collection Revised* 101, *Pathfinder Roleplaying Game Advanced Player's Guide* 32)

LE Medium construct

CHAPTER 5: THE BELLY OF ORCUS

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 24, touch 11, flat-footed 23 (+1 Dex, +11 natural, +2 shield)

hp 118 (6d10+20 plus 10d10 plus 10)

Fort +9; **Ref** +8; **Will** +6

Defensive Abilities banner (+3 vs. fear, +2 charge); **DR** 5/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee +1 lance +22/+17/+12/+7 (1d8+7/x3), shield bash +20 (1d3+6) or +1 *elf-bane flail* +21/+16/+11/+6 (1d8+7), shield bash +20 (1d3+6)

Special Attacks braggart, cavalier's charge, challenge 4/day (+3 damage), steal glory

Str 22, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +16; **CMB** +22; **CMD** 34

Feats Coordinated Maneuvers^{B*}, Dazzling Display^B, Double Slice, Improved Shield Bash, Mounted Combat, Mounted Skirmisher*, Paired Opportunists^{B*}, Ride-By Attack, Shatter Defenses, Trick Riding*, Two-Weapon Fighting^B, Weapon Focus (lance)

Skills Diplomacy +11, Handle Animal +11 (+16 mount), Intimidate +20, Perception +7, Ride +22

Languages Common

SQ armored, expert trainer, greater tactician, mount (Nessian hell hound-Pike), tactician

Gear golden +2 *full plate armor*, +1 *light steel shield*, +1 *lance*, +1 *elf-bane flail*, *belt of incredible dexterity* +2, defaced banner of Muir

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

Armored (Ex) Essentially an animated suit of full plate armor, a hollow knight cannot effectively wear additional armor over its animated body. Destroying the hollow knight does not destroy this armor unless its destruction is total (such as from *disintegration*).

Immunity to Magic (Ex) A hollow knight is immune to any spell or spell-like ability that allows spell resistance. Certain spells and effects function differently against the creature, as noted below.

- Any magical attack that deals electricity damage paralyzes the hollow knight for 4 rounds or merely slows it (as the *slow* spell) for 4 rounds if it makes a saving throw.

PIKE, NESSIAN HELL HOUND

CR 10

XP 9,600

hp 180 (*Pathfinder Roleplaying Game Bestiary* "Hell Hound, Nessian")

Tactics: Lord Shume and Pike have been through many battles over the years and fight well together. Shume rides Pike like a warhorse using his lance for Ride-By attacks for as long as possible. Pike uses his breath weapon as he closes for the Ride-By attack to get as many opponents in its area as possible. If forced into close quarter combat Shume dismounts, and he and Pike try to flank their most dangerous adversary to whittle the party down one by one before moving on to the next target.

315. Mortuary (CR 13)

This room is supported at each corner by a heavy pilaster. Several stone tables stand in the room, and cabinets and racks around the edges of the chamber hold the tools, knives, saws, and jars commonly associated with the mortician's trade. Within an open wardrobe hang several sets of clothing — burial garments apparently. At the east end of the room, a huge stone tank hangs from the 30-foot ceiling. Corroded valve wheels protrude from the bottom next to spigots and tubing that can be maneuvered over the stone tables. The entire room reeks of musty chemicals.

Here the dead were prepared for interment with ritual baths, embalming and, if necessary, reattachment of limbs, heads, etc. In addition, crude autopsies could be performed if called for.

Creature: When the Disciples left, they replaced the embalming fluid in the stone tank with an acidic chemical solution. They then summoned the spirit of an elder elemental to occupy the fluid. The tank now holds an **acidic elder water elemental**. It has been trapped in the tank and exists in a near stupor, but when intruders enter it immediately awakens back to alertness. It begins once again the process it started long ago of escaping its confines by applying pressurized acid against the valves sealing the tank shut. Three rounds after the party enters, the spigots and valve wheels suddenly burst off from the tank (everyone in the room is subjected to a +9 ranged attack dealing 2d6 points of bludgeoning damage from the flying debris), and the acidic solution immediately begins pouring out. Anyone in the eastern half of the room beneath the cubic 10-foot-by-10-foot tank is doused by the acid for 5d6 points of damage (DC 18 Reflex save for half). The puddling liquid reconstitutes into water elemental form 2 rounds after it first breaks free. It then begins attacking indiscriminately, reveling in its newfound freedom.

ACIDIC ELDER WATER ELEMENTAL

CR 13

XP 25,600

hp 152 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Water")

Melee 2 slams +24 (2d10+10 plus 3d6 acid)

Acid (Ex) The acidic water elemental dissolves organic material and most metals quickly, but does not affect stone. Each time a creature suffers damage from the water elemental's acid, its clothing and armor take the same amount of damage from the acid. A DC 22 Reflex save prevents this damage to clothing and armor. A metal or wooden weapon that strikes the water elemental takes 3d6 acid damage unless the weapon's wielder succeeds on a DC 22 Reflex save. If the water elemental remains in contact with a wooden or metal object for 1 full round, it inflicts 22 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Treasure: Enough of the mortuary equipment in the room survives the tank explosion to be worth 300 gp if sold to a mortician. In addition the wardrobe holds burial garments consisting of 5 sets of cleric's vestments, 4 courtier's outfits, 2 noble's outfits, and a royal outfit. All have the accompanying value in jewelry as recommended in Chapter 6 of the *Pathfinder Roleplaying Game* (minus signet rings, crowns, scepters, etc.).

316. Arches of Decision (CR 21)

Three identical lancet arches exit to the west leading to long, dark hallways beyond.

Each of these hallways leads to the same location, but each has been **trapped** to prevent intrusion by creatures of a certain alignment. The Disciples set these traps to ensure that only those of the appropriate evil alignment could accompany the bodies of the venerated dead to the burial vaults, thus spies and those insufficiently evil were weeded out of the processions. Each of these tunnels has been keyed to an alignment: Evil, Good, or Neutral. The north passage is Good, the central passage is Evil, and the south passage is Neutral. This alignment key can only be detected by a *detect evil* spell which, unlike everywhere else in the citadel, does not detect any evil in the north or south passages. Likewise, a *detect good* does detect that alignment in the north passage. A DC 25 Perception check shows wear on the stone floor from much usage leading into the central passage, though the significance of such a finding may be misleading to the party.

CHAPTER 5: THE BELLY OF ORCUS

Trap: Each corridor is trapped with a *death ward* trap identical in function to the one in Area 313 that activates when someone reaches the section of passage marked on the map. The only difference is that these traps only activate if crossed by a creature of an alignment other than that to which they have been attuned. In other words, a Good PC can travel safely along the north passage without activating the trap. Likewise a Neutral PC could thus traverse the south passage. However, a party of mixed alignments traveling together down either one will activate the trap. And though a Good character cannot activate the trap in the north hall, if a Neutral PC does activate that trap and a Good PC is within range of its effect, that Good PC could still be slain and reanimated just as if he had the incorrect alignment. This is true of all the passages; a correctly aligned creature cannot activate the trap but can be affected by it normally if it is activated by another.

DEATH WARD TRAP

CR 21

Type magical; Perception DC 33; Disable Device DC 33

Trigger proximity (*alarm*); **Reset** automatic

Effect sequential spell effects (*invisibility purge*, 20th-level cleric, no save), and (*symbol of death*, 20th-level cleric, DC 23 Fortitude save negates), and (*create greater undead*, 20th-level cleric, no save — see table below); multiple targets (up to 60 ft.). See Area 313 for the results of the *create greater undead* spell.

317. Burial Vault Doors (CR 21)

Three identical passages enter this room on its east wall. Adamantine double doors stand to the north, an inscription in some foul language on their surface.

These doors guard the entrance to the crypts. They were designed not only to keep grave robbers out but also to keep certain occupants interred in the crypts beyond inside. The writing is in Abyssal and states, “Be at peace ye who enter unbidden, for here ye shall find rest.” This sarcastic jab is aimed at grave robbers who try to break in and are slain by the **trap** on the doors. The doors themselves are locked and can only be opened through magical means, picking the lock, or the application of brute force.

Locked Adamantine Doors: 2 in. thick; Hardness 20; hp 80; Break DC 38; Disable Device 35.

Trap: The doors have a *death ward* trap identical to that in Area 313. The trap is activated if the doors are opened by any means except for the correct key. Since the key was melted down when the Great Retreat occurred, the trap can only be circumvented if disabled or removed by the usual means.

DEATH WARD TRAP

CR 21

Type magical; Perception DC 33; Disable Device DC 33

Trigger proximity (*alarm*); **Reset** automatic

Effect sequential spell effects (*invisibility purge*, 20th-level cleric, no save), and (*symbol of death*, 20th-level cleric, DC 23 Fortitude save negates), and (*create greater undead*, 20th-level cleric, no save — see table below); multiple targets (up to 60 ft.). See Area 313 for the results of the *create greater undead* spell.

318. Crypt of the Disciples (CR varies)

Read the following when the crypt is first entered for an overall description. It assumes that the party has darkvision or a light

source to illuminate what is described. If not, modify the description accordingly. Refer to individual letter keys for descriptions of those areas.

Very few wind tunnels lead to this area, so increase the Survival or Knowledge (dungeoneering) check to DC 30 for attempts to gain entry into this area from outside.

A vast, irregularly-shaped chamber stretches before you into darkness beneath a cavernous, vaulted ceiling 80 feet above. The floor is a jumbled maze of headstones, burial vaults, crypts, and stone slabs covering sepulchers sunk into the floor of uneven flagstones. The chamber has a musty, stale odor with a subtle undercurrent of charnel reek. In several places, large patches of soot cover the floor where something was burned. The walls of the chamber are stacked high with irregularly built tombs. The hush of the grave fills the huge chamber and seems to muffle any sounds you make.

This huge vault served to inter the mortal remains of the most honored and sanctified followers of Orcus who were deemed worthy, avoiding casual animation as skeletons or zombies to serve the priesthood as slave labor. However, it was poorly tended and haphazardly constructed over many generations by the inherently chaotic clerics of Orcus, creating the muddle of burials that exist today. Nearly every surface within reach has been used in some form or fashion for a burial. Attempts to climb the haphazard tombs can be made with a DC 10 Climb check, though none rises higher than 30 feet. The floor is broken and uneven requiring a DC 10 Acrobatics check to run or charge across it (if a suitable straight line can even be found). All of the various vaults and crypts are considered to be made of masonry, usually 1 foot thick. Most remain sealed and still have inscriptions on them covered by a rime of dust, though some have been broken open and ransacked by the occupants of the vaults. The inscriptions that are still legible have the names of followers of Orcus, mostly Disciples, and dates that reach back as far as almost a thousand years for the earliest — though these are usually buried under layers of later crypts.

Masonry Crypt: 1 ft. thick; Hardness 8; hp 90; Break DC 35.

The room is occupied by several forms of undead that have spontaneously generated over the years. Some of these were later captured and destroyed by the Disciples (hence the burn marks on the floor), but many still remain. While in this area, roll for wandering monsters normally but roll d12 and use the following table rather than the one presented at the beginning of the chapter. The mortuary cyclone resembles a spinning cyclone of dirt bone fragments, and headstones with armlike appendages extending from it. Note that if destroyed, the mortuary cyclone cannot be encountered again. Subtract any nightcrawlers slain from those at Area 318c.

d12 Encounter

1	1d4 Mohrgs
2	2d4 Ghasts and 1d6+12 Ghouls
3	1d3 Voracious Ghasts
4	1d6 Ghosts
5	1d10+5 Dire Bats
6	Nightcrawler
7	Mortuary Cyclone
8–12	No encounter

MOHRG

XP 4,800

hp 91 (*Pathfinder Roleplaying Game Bestiary* “Mohrg”)

CR 8

GHAST

XP 600

Advanced ghoul (*Pathfinder Roleplaying Game Bestiary* “Ghoul”)

CR 2

CHAPTER 5: THE BELLY OF ORCUS

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

Aura stench (10-ft. radius, DC 15)

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

hp 17 (2d8+8)

Fort +4; **Ref** +4; **Will** +7

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5

(1d6+3 plus paralysis)

Special Attacks disease (DC 15), paralysis (1d4+1 rounds, DC 15)

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Disguise +6, Perception +9, Sense

Motive +5, Stealth +9, Swim +5

Languages Common

GHOUL

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Ghoul”)

CR 1

VORACIOUS GHAST

XP 1,200

Advanced-HD ghastr (*Pathfinder Roleplaying Game Bestiary* “Ghoul”)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +11

Aura stench (10-ft. radius, DC 16)

CR 4

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

hp 34 (4d8+16)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis) and 2 claws +8

(1d6+4 plus paralysis)

Special Attacks disease (DC 16), paralysis (1d4+1 rounds, DC 16)

Str 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +3; **CMB** +7; **CMD** 21

Feats Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +8, Climb +11, Disguise +11, Perception +11, Sense Motive +11, Stealth +11, Swim +8

Languages Common

GHOST

XP 3,200

hp 73 (*Pathfinder Roleplaying Game Bestiary* “Ghost”)

CR 7

DIRE BAT

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary* “Bat, Dire”)

CR 2

NIGHTCRAWLER

XP 153,600

hp 312 (*Pathfinder Roleplaying Game Bestiary* 2 “Nightshade, Nightcrawler”)

CR 18

MORTUARY CYCLONE

XP 307,200

The Tome of Horrors Complete 434

N Huge Undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +39

Aura desecrating aura (50 ft.)

CR 20

AC 28, touch 13, flat-footed 27 (+1 Dex, +15 natural, +4 profane, –2 size)

hp 263 (31d8+124)

Fort +20; **Ref** +17; **Will** +24

DR 15/bludgeoning and magic; **Immune** undead traits; **SR** 31

Speed 40 ft.

Melee slam +33 (2d8+16/19–20 plus energy drain)

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

Special Attacks create spawn, energy drain (2 levels, DC 29), necrocone, whirlwind (10–40 ft. high, 3d6 damage, DC 36),

Str 33, **Dex** 12, **Con** —, **Int** 11, **Wis** 12, **Cha** 19

Base Atk +23; **CMB** +36; **CMD** +49

Feats Ability Focus (energy drain), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (slam)

Skills Acrobatics +32, Intimidate +46, Perception +39, Sense Motive +13, Stealth +27

Languages Common (cannot speak)

SQ unholy grace

Create Spawn (Su) Any living creature slain by a mortuary cyclone’s necrocone attack or energy drain attack becomes an undead creature in 1d4 rounds. Spawn are under the command of the mortuary cyclone that created them and remain enslaved until its destruction. See the sidebar for the type of undead creatures a mortuary cyclone can spawn.

Desecrating Aura (Su) A mortuary cyclone emanates an aura of desecration within a 50-foot radius centered on its body. This functions as a *desecrate* spell (caster level 18th) as if the mortuary cyclone were a permanent fixture dedicated to its own deity. Clerics in the area take a –6 profane penalty on turning checks, undead within the area gain a +2 profane bonus on attack rolls, damage rolls, and saves, and undead created within the area have +2 hit points per HD. Further, anyone casting *animate dead* within 50 feet of a mortuary cyclone creates as many as double the normal amount of undead (4 HD per caster level instead of 2 HD per caster level).

A *consecrate* spell cast on a mortuary cyclone by a caster of 18th level or higher nullifies its desecrating aura for 1 minute per caster level.

Necrocone (Su) Once every 1d4 rounds, a mortuary cyclone can



CHAPTER 5: THE BELLY OF ORCUS

blast forth a mass of bone fragments, debris and negative energy in a 30-foot cone. Creatures caught in the cone take 6d6 points of damage. Half this damage is piercing damage, but the other half is from negative energy and is not subject to resistance or immunity (unless the opponent is resistant or immune to negative energy effects). An affected creature that succeeds on a DC 27 Reflex save reduces the piercing damage by half. Undead within the area of a necrocone heal a number of hit points equal to the amount of negative energy damage (3d6) the attack would otherwise deal. An undead creature cannot gain temporary or bonus hit points from a mortuary cyclone's necrocone. The save DC is Charisma-based.

Unholy Grace (Su) A mortuary cyclone adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class. (The statistics block already reflects these bonuses.)

Mortuary Cyclone Spawn

A creature killed by a mortuary cyclone's necrocone rises as an undead creature in 1d4 rounds. The type is based on the creature's total HD.

Total HD	Opponent Rises as
Less than 10	Zombie or skeleton
11–15 HD	Wraith
16–20 HD	Spectre
21+ HD	Dread wraith

In addition to the dangers posed by the wandering monsters within this vault, the many crypts that have been broken open by the various scavengers have released many harmful microorganisms into the

air and cause the underlying stench that permeates the room and everything in it. Every 10 minutes spent in the chamber by a living creature (other than the dire bats) requires a DC 16 Fortitude save to avoid contracting cackle fever (see the "Diseases" section in the Appendix of the Pathfinder Roleplaying Game). Actually opening a crypt requires an immediate saving throw at DC 20 to avoid the same.

Treasure: Many of the crypts have remained inviolate after all this time. Breaking one open reveals the remnants of a wooden coffin holding the remains a single corpse in various stages of decomposition, ranging from a desiccated but largely-intact mummy to little more than dust and a few brittle pieces of bone or hair. Each one has a 35% chance to still contain something of value totaling 100–400 gp worth of textiles, jewelry, or other ornamentation. None of them hold any magic items unless you wish to place some there yourself.

318a. The Forgotten Vault (CR 16)

At this point in wall is a smooth section of stone. It is actually a sealed crypt, but the inscription has worn completely away hiding this fact from the casual observer. A DC 20 Perception check is necessary to notice the seams of the crypt's stone seal. If the seal is broken open, it reveals a sizeable burial vault 15 feet long but only 4 feet high. It is considered a cramped space for Medium creatures due to the low ceiling, causing them to lose their Dexterity bonus to AC and a –2 attack penalty to non-piercing weapons. Within are four burial niches holding only dust now and, in the center of the vault, a lead coffin embossed with designs of demons and undead creatures. The seams of the coffin have been sealed with melted gold.

Who or what this coffin once held has been long forgotten, but if it is broken open (Hardness 9, hp 15, Break DC 20) an indescribable stench is released requiring a DC 17 Fortitude save for anyone within 10 feet to avoid becoming nauseated for 1d4 rounds. Even if the save is made, anyone in the area is still sickened for 1 round. The coffin has been sealed airtight so that its occupant could be called forth



CHAPTER 5: THE BELLY OF ORCUS

from the grave at some pre-ordained time (which never came to pass) without having suffered the ravages of decay. Unfortunately, those that sealed the corpse within the coffin were ignorant of the existence of anaerobic bacteria that could exist within its airless confines and that began an extremely slow process of decay and breakdown of the corpse. Now the coffin is about 4 inches deep in a horrific-smelling black liquid (known as “coffin liquor”) in which lies the skeletal remains of the occupant, including some of the still extant decomposing soft tissues.

Creature: The coffin has also become the abode of creature having evolved from this putrid cesspool called a **living disease**. It attacks immediately upon being released from its confinement.

BLACK ROT, LIVING DISEASE
XP 76,800

CR 16

hp 108 (See **Monster Appendix**)

Treasure: A secret door at the back of the vault (DC 22 Perception check) contains the treasures that the coffin occupant hoped to use when revived from the dead. These consist of 13 small clay bricks. Baked into the center of each of these bricks is a gem. These can only be discovered by magic or if the bricks are shattered (Hardness 2, hp 15, Break DC 12). The gems are as follows: a star sapphire (6,000 gp), a ruby (5,000 gp), a black sapphire (5,000 gp), 3 opals (1,000 gp each), 4 spinels (500 gp each), and 3 tourmalines (250 gp each).

318b. Tegwar's Crypt (CR 21)

An oversized stone sarcophagus rests in the center of the aisle here, slightly canted on the uneven floor. Its stone sides are sculpted with reliefs of skulls, giant snakes, and craggy mountain peaks. A wooden cross stands upright from the center of its stone lid. Several jewels have been set in its crossbeam.

This stone coffin serves as the resting place of Tegwar the Great, a legendary behemoth gorilla from the outer planes that served in the armies of Orcus long ago. Tegwar was destroyed by his own handlers



centuries before the Battle of Tsar when he inadvertently became afflicted with the curse of vampirism by a renegade outer planar nosferatu loosely associated with the Disciples. Rather than risk losing control of a raging behemoth gorilla vampire, the Disciples incapacitated their pet and entombed him here.

A DC 10 Knowledge (religion) check is sufficient to recognize the cross as the symbol of Thyr, God of Justice. An examination of it, however (DC 15 Perception check), reveals that it is not actually attached to the stone lid but penetrates through a small hole in the center of the lid. In fact it is not a cross at all but rather the base of a Large wooden spear with the crosspiece merely serving as decoration. The spear transfixes the decayed remains of Tegwar through the heart. If pulled from the hole (requiring a DC 12 Strength check), it comes free revealing its sharpened, fire-hardened tip. If the spear is removed, the lid can be moved aside with a DC 20 Strength check.

Creature: Unfortunately, removing the spear also causes Tegwar to arise in the next round as **behemoth gorilla vampire** that instantly bursts out of the sarcophagus and goes on a killing rampage to slake his thirst for blood.

TEGWAR

CR 21

XP 409,600

Male behemoth gorilla vampire (*Pathfinder Roleplaying Game Bestiary* “Vampire”)

NE Huge undead (augmented outsider)

Init +14; **Senses** darkvision 60 ft., scent; **Perception** +46

AC 46, touch 12, flat-footed 42 (+6 armor, +1 dodge, +3 Dex, +28 natural, -2 size)

hp 294 (28d8+140 plus 28); fast healing 5

Fort +14; **Ref** +28; **Will** +21

Defensive Abilities channel resistance +4; **DR** 20/magic and silver; **Immune** undead traits; **Resist** acid 20, cold 10, electricity 10; **SR** 32

Weaknesses vampire weaknesses

Speed 60 ft., climb 10 ft.

Melee bite +40 (4d6+13/19–20 plus energy drain), 2 claws +39 (2d8+13 plus energy drain)

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

Special Attacks blood drain, children of the night, create spawn, dominate (DC 29), energy drain 1/round (2 levels, DC 29), rend (2 claws 2d8+19)

Str 37, **Dex** 30, **Con** —, **Int** 8, **Wis** 17, **Cha** 20

Base Atk +28; **CMB** +43 (+45 bull rush); **CMD** 64 (66 vs. bull rush)

Feats Alertness^B, Awesome Blow, Cleave, Combat Reflexes^B, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack, Toughness^B, Weapon Focus (bite)

Skills Acrobatics +38 (+50 jump), Bluff +13, Climb +49, Intimidate +36, Perception +46, Sense Motive +13, Stealth +38

Languages speak with animals, truespeech

SQ change shape (dire bat or dire wolf, *beast shape II*), gaseous form, shadowless, spider climb

Gear +2 breastplate, major ring of acid resistance, headband of alluring charisma +4

Speak with Animals (Su) This ability works like *speak with animals* (caster level 28th) but is a free action and does not require sound.

Truespeech (Su) Tegwar can speak with any creature that has a language, as though using a *tongues* spell (caster level 28th). This ability is always active.

Treasure: The 12 gems embedded in the crossbeam of the spear are citrines worth 50 gp each.

318c. Jumble Yard (CR 20)

The many tightly-packed headstones, crypts, and sepulchers in this side chamber have been disturbed and tumbled together as if stirred by a giant hand.

Creatures: One of the oldest portions of the cemetery, it is also one of the most crowded. Most of its burial vaults have been opened and the contents consumed by the **2 nightcrawlers** that lair here. If not already encountered as wandering monsters, these vast beasts are coiled in and among each other in a jumble of broken stone and massive segmented bodies. If attacked, one remains in this area to fight while the other climbs along the walls to the area just outside this wing of the cemetery in order to surround their prey and attack without crowding each other.

NIGHTCRAWLERS (2)**CR 18****XP 153,600**

hp 312 (*Pathfinder Roleplaying Game Bestiary 2* “Nightshade, Nightcrawler”)

318d. Grand Cornu’s Respite (CR 15)

At the back of the Jumble Yard and hidden by a collapsed decorative frieze is a simple iron door (DC 23 Perception check to locate). The door has a rime of frost and deals 1d6 points of cold damage to any bare flesh that touches it. This is a supernatural effect from the entity entombed beyond and cannot be detected or dispelled. The door has

been welded shut in its iron frame.

Sealed iron Door: 1ft. thick; Hardness 10; hp 360; Break DC 50.

If the seal is opened read the following.

This tiny room is startling cold. Your breath crystallizes into fog clouds before your eyes. The air is stale and old. On the opposite side of the room is a stone shelf standing waist high. Gleaming dully silver, a great curving ram’s horn rests upright upon it.

This simple chamber is under the same supernatural effect that affects the door. Each round spent in this room by a living creature deals 1d6 points of cold damage.

Creature: The first Grand Cornu of the Citadel of Orcus rests in this chamber. Caverssus by name, this wicked cleric of Orcus did much to further the cause of evil and spread the influence of Tsar and was actually the eleventh Disciple of Orcus to compete for his attentions centuries ago (see the *Nine Disciples* in *Slumbering Tsar: Temple-City of Orcus*). Unlike most Grand Cornus who met unfortunate ends at the whim of the Demon Prince, Caverssus willingly stepped down from his position after 100 years of unnaturally long life and retreated to this secret, sealed tomb he had prepared. His body has since deteriorated to dust, all save his skull inset with eight gems in its eye sockets and mouth, which lives on in undeath as a **demi-lich**. The ram’s horn or cornu is actually a headpiece composed of platinum and is the symbol of office of the Grand Cornu. This one is a minor artifact called the *Cornu Crown* (see **Magic Items Appendix**) that was gifted on the first Grand Cornu by Orcus himself and



CHAPTER 5: THE BELLY OF ORCUS

disappeared when Caverssus abdicated his position. With the loss of flesh and tissue, the cornu now rests completely over the demilich's skull hiding it from view. Caverssus becomes aware the moment his tomb is breached but waits until someone investigates the crown to use his trap the soul ability with surprise. He does not leave the tomb except to regain the crown if it is stolen.

CAVERSSUS

CR 15

XP 51,200

Male demi-lich (*The Tome of Horrors Complete* 148)

CE Tiny undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +28

AC 31, touch 25, flat-footed 30 (+5 deflection, +1 dodge, +6 natural, +7 profane, +2 size)

hp 161 (14d8+98)

Fort +18; **Ref** +13; **Will** +23

Defensive Abilities channel resistance +4, unholy grace; **DR** 20/—;

Immune acid, cold, electricity, magic, polymorph, turning, undead traits

Weaknesses vorpal susceptibility

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks trap the soul

Spell-like Abilities (CL 14th):

At will—*greater bestow curse* (as *bestow curse*, but –12 to one ability score, –6 to two ability scores, –8 penalty on attack rolls, saves, and checks, or 25% to act normally, DC 21), *wail of the banshee* (20-ft.- radius spread centered on demi-lich, DC 24).

Str 10, **Dex** 10, **Con** —, **Int** 20, **Wis** 24, **Cha** 24

Base Atk +10; **CMB** +8; **CMD** 35 (can't be tripped)

Feats Alertness, Dodge, Defensive Combat Training, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [arcana])

Skills Diplomacy +21, Fly +12, Intimidate +24, Knowledge

(arcana) +34, Knowledge (religion) +22, Linguistics +19,

Perception +28, Sense Motive +28, Spellcraft +28, Stealth +25

Languages Abyssal, Aklo, Celestial, Common, Daemonic,

Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon, plus any 5 additional languages

SQ rejuvenation

Gear *Cornu Crown* (see **Magic Items Appendix**), 8 gems (1,000 gp each)

Immunity to Magic (Ex) A demi-lich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

A *power word kill* spell cast by an ethereal caster deals 50 points of damage to the demi-lich if it fails a Fortitude save (DC 19 + caster's relevant ability score modifier). Note: *power word kill* does not normally allow a save.)

A *holy smite* spell affects the demi-lich normally.

A *dispel evil* spell deals 2d6 points of damage, with no saving throw.

Rejuvenation (Su) Unless holy water is poured over the destroyed remains of a demi-lich, the creature reforms in 1d10 days with a successful level check (1d20 + demi-lich's HD) against DC 16.

Trap the Soul (Su) A demi-lich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a DC 24 Fortitude saving throw. If the target makes its saving throw, it gains three negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into

the demi-lich's mouth. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demi-lich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demi-lich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude save and is effective against the level loss on a successful save. The save DC is Charisma-based.

Unholy Grace (Su) A demi-lich adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class.

Vorpal Susceptibility (Su) Vorpal weapons, no matter their enhancement bonus, ignore a demi-lich's DR but do only half damage to a demi-lich (demi-liches cannot be beheaded).

Region 13 — The Wand of Orcus (Map 5-5)

The great Citadel of Orcus was constructed to resemble the demon prince himself seated upon a throne surveying his domain. However, no depiction of the demon lord would be complete without his fabled wand, and the citadel is no exception. This region of the citadel is unique in that it crosses over several levels as it stretches from the base to the tip — from the Lap of Orcus at the bottom to the Jowls of Orcus at the top. Because of this unusual layout, the corresponding maps for the levels of the Wand are depicted on the same map as the closest adjoining region on the various levels of the citadel. The level and region where the room's map can be found are included in the area description.



319. Dreadful Passage (CR 13) — Level Four, The Lap of Orcus, Region 13

The hall jogs slightly and appears to turn again just ahead. However, before that corner is a large black smear on the floor, and seared into each of the side walls is a humanoid-shaped scorch mark.

Creatures: At this point in the hall there was once a trap very similar to the *death ward* traps in Region 12 but that involved a fiery disintegration. Two of Bishu's knights (Sir Ilyan and Sir Tomar), pursuing their captain who had fallen to Lord Bishu's corruption triggered the trap and were utterly destroyed only to return later as **2 Medium dread wraiths**. This trap did not have a reset and is now harmless, but the wraiths still lurk here seeking victims to change into spawn.

MEDIUM DREAD WRAITHS (2) CR 11 XP 12,800

Advanced-HD wraith (*Pathfinder Roleplaying Game Bestiary* "Wraith")

LE Medium undead (incorporeal)

Init +14; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23
Aura unnatural aura (30 ft.)

AC 28, touch 28, flat-footed 16 (+7 deflection, +10 Dex, +1 dodge)
hp 184 (16d8+112)

Fort +12; **Ref** +15; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +22 (2d6 negative energy plus 1d6 Con drain)

Special Attacks Constitution drain (DC 25), create spawn

Str —, **Dex** 30, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

Base Atk +12; **CMB** +12; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +23, Fly +29, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +21

Languages Common, Elven, Infernal

320. Lower Hall (CR 18) — Level Four, The Belly of Orcus, Region 13 (Map 5-5)

This chamber is unnaturally quiet. A curving stair rises up one wall. Small storage rooms line the opposite. A trapdoor lies in the center of the floor next to which stands a dumbwaiter on vertical iron rails descending through a hole in the floor. A hand crank is affixed to one of the rails.

Standing in the center of the room in an almost peaceful pose is a human skeleton clad in shining armor. Eyeless sockets stare out from beneath the brim of its horned helm. A greatsword rests point down between its skeletal hands.

This room was once an armory and storeroom for the guards stationed in the Wand. Its contents were removed long ago. The hand crank on the dumbwaiter is rusty but still functional with a DC 14 Strength check and can be used to lower it to Area 321 below.

Creature: Now this room serves as the eternal abode of one of the citadel's most troubled souls, the second-in-command of Lord Bishu's company and one of its greatest warriors, Captain Barchus. Captain Barchus was one of the last of the company to succumb to the curse of the citadel. He followed Lord Bishu when the paladin-lord became corrupted and attempted to destroy the monstrosity that he had become. Unfortunately he could not best his old commander, and at a key moment in the battle Orcus intervened and transformed him into a **skeleton warrior**. Lord Bishu now holds Barchus's circlet and commanded him to an eternal watch post here in the Wand of Orcus. Barchus despises what he has become and seeks the release of death but must keep to his orders given by the holder of the circlet.

CAPTAIN BARCHUS CR 18 XP 153,600

Male human skeleton warrior fighter (Two-Handed Fighter) 17
(*The Tome of Horrors Complete* 734, *Pathfinder Roleplaying Game Advanced Player's Guide* "Two-Handed Fighter")

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** +25

Aura fear (30-ft., DC 23)

AC 33, touch 15, flat-footed 31 (+9 armor, +3 deflection, +2 Dex, +9 natural)

hp 195 (17d10+85 plus 17)

Fort +17; **Ref** +7; **Will** +9

DR 10/bludgeoning and magic; **Immune** channel energy, undead traits; **Resist** fire 10; **SR** 32

Speed 30 ft.

Melee +3 *frost greatsword** +28/+23/+18/+13 (2d6+35/17–20 plus 1d6 cold)

Special Attacks backswing, greater power attack, overhand chop, piledriver, shattering strike +4, weapon training—two-handed only (heavy blades +4, spears +3, pole arms +2, axes +1)

Spell-like Abilities (CL 17th):

At will—*find target*

* Includes 6-point Power Attack

Str 26, **Dex** 14, **Con** —, **Int** 15, **Wis** 14, **Cha** 20

Base Atk +17; **CMB** +25 (+27 overrun, +29 sunder); **CMD** 40 (42 vs. overrun, 44 vs. sunder)

Feats Blind-Fight^B, Cleave^B, Great Cleave^B, Great Fortitude, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword)^B, Improved Initiative^B, Improved Overrun^B, Intimidating Prowess, Iron Will, Leadership, Lunge, Mounted Combat^B, Power Attack^B, Ride-By Attack^B, Spirited Charge^B, Weapon Focus (greatsword), Weapon Specialization (greatsword)



CHAPTER 5: THE BELLY OF ORCUS

Skills Climb +26, Handle Animal +25, Intimidate +41, Perception +25, Ride +20, Sense Motive +8

Languages Celestial, Common, Dwarven

Combat Gear *helm of teleportation*; **Other Gear** *celestial armor, amulet of natural armor +5, ring of protection +3, frost brand*

Fear Aura (Su) A skeleton warrior is shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a DC 23 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.

Development: Barchus was always an honorable man and sought to defeat his fallen commander in honorable combat. Even in his current undead state he knows no other way. When the room is entered he speaks in a sepulchral tone and asks if the party will yield. If they agree to do so, he allows them to depart the room peacefully if they promise to leave the citadel. If they refuse or renege on their agreement, he offers to fight them honorably one at a time. Even if this is refused, he still spends his first action in combat saluting his foe with his sword. If a PC cries for mercy and agrees to yield, Barchus stays his attacks on that individual and allows him to depart as described above. If one of the PCs has defeated Bishu and recovered the circlet, Barchus still follows his last orders and remains here. Upon sighting the new possessor he challenges the possessor to duel over the rights to the circlet. He will not accept the circlet as a gift and explains it must be won in fair combat before he will take it, but if his opponent yields in combat and hands it over, he accepts it without further battle. Once he has it, he places it on his head and crumbles to dust with a sigh of relief.

If Barchus is somehow defeated but not destroyed, he is willing to talk to the PCs. He can recount most of the information in Martimus' journal (see **Handout E** in *Part I—At the Feet of Orcus*). He can add details of his own chase of Lord Bishu after the paladin-lord had been corrupted. He describes climbing the Throat of Orcus to the very top and then going even higher to confront his old commander where he says the Demon Prince himself gave aid to Bishu and placed Barchus in the sorry state he is in today. He cannot give any more details as his memory has dulled somewhat with the years.

321. Overlook — Level Three, The Lap of Orcus, Region 9 (Map 4-4)

Unless entered through an arrow slit or murder hole, this room can only be accessed through the trapdoor in the ceiling. The floor of the room lies 40 feet below that of the rest of the Lap of Orcus. The iron ladder runs from the trapdoor down 120 feet to the floor of this room.

A rusty iron ladder leads down to the very end of this cylindrical shaft. The rails for a dumbwaiter climb alongside this ladder to the ceiling high above. A cold wind blows through this room and creates a sensation of movement, as if the whole room were vibrating. Arrow slits open all around the circumference of the room providing a dazzling view of the city below and the outside of the citadel itself. Murder holes in the floor show the dizzying height that this small chamber hangs above the plaza below. The entire room is like a cage suspended in space. Beside the base of the dumbwaiter rails, where a crank handle operates the apparatus, is a wooden floor locker standing open. Within it are hundreds of arrows and half-a-dozen longbows, all now warped and ruined from exposure to the elements.

This chamber lies at the lower tip of the Wand of Orcus in the giant citadel effigy. Though perilous-appearing, the ladder itself is safe and sturdy. Turning the rusty crank requires a DC 14 Strength check but if successful still operates the dumbwaiter and brings it down from Area 320 above. Anyone managing to squeeze through the murder holes or arrow slits finds that it is a 340-foot drop to the plaza below.

322. Dovecote (CR 14) — Level Five, The Bosom of Orcus, Region 15 (Map 6-3)

Rows of wire cages are stacked throughout this many-windowed chamber. Stairs rise through the floor, and a spiral stair rises through the ceiling 60 feet above. Webbing is draped profusely throughout this room and in many places is tattered as it flutters in the wind sweeping in through the arrow slits. Affixed to one row of the cages by a cocoon of webbing is a desiccated human corpse still wearing shreds of armor.

Creatures: Hundreds of cages in here once held messenger birds used by the Disciples to communicate with outposts and agents hundreds, even thousands of miles away. The remains of all of these have been consumed by the **2 Abyssal hunter ettercaps** that found their way in here after the citadel was torn from the Material Plane. In addition, the web-shrouded corpse is all that remains of Sir Quinn, one of the Fifty and One. He pursued Captain Barchus and cornered him in Area 320 below but was bested and forced to retreat up here to escape his former captain. It was while weakened and wounded that the ettercaps found him, and through their foul poisons and the evil Pall of the citadel he was transformed into a **spiderweb mummy**.

ABYSSAL HUNTER ETTERCAPS (2) CR 4 XP 1,200

Advanced fiendish ettercap (*Pathfinder Roleplaying Game Bestiary* "Ettercap," "Fiendish")

NE Medium aberration (extraplanar)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

AC 19, touch 15, flat-footed 15 (+5 Dex, +4 natural)

hp 38 (4d8+20)

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

Resist cold 5, fire 5; **SR** 9

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d6+4 plus poison), 2 claws +7 (1d4+4)

Special Attacks poison (DC 17), smite good 1/day (+5 attack, +4 damage), traps, web (+8 ranged, DC 17, hp 4)

Str 18, **Dex** 21, **Con** 21, **Int** 10, **Wis** 19, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 22

Feats Great Fortitude, Improved Initiative

Skills Climb +19, Craft (traps) +12, Perception +11, Stealth +12

Languages Abyssal

SQ spider empathy +9.

SIR QUINN CR 14 XP 38,400

Male human spiderweb mummy fighter 8 (*Creature Collection III: Savage Bestiary* 147)

NE Medium undead

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

AC 31, touch 12, flat-footed 28 (+7 armor, +2 Dex, +7 natural, +4 shield)

hp 155 (9d8+18 plus 8d10+24 plus 25); fast healing 2

CHAPTER 5: THE BELLY OF ORCUS

Fort +15; **Ref** +10; **Will** +11 (+13 vs. fear)
Defensive Abilities bravery +2; **DR** 5/—; **Immune** undead traits;
Resist electricity 10
Weaknesses vulnerability to fire

Speed 30 ft.

Melee slam +24 (1d6+15 plus lassitude and poison)

Special Attacks weapon training (natural +1)

Spell-like Abilities (CL 9th):

3/day—summon (level 2, spider swarm 100%)

Str 27, **Dex** 16, **Con** —, **Int** 8, **Wis** 16, **Cha** 19

Base Atk +14; **CMB** +22; **CMD** 35

Feats Combat Reflexes^B, Deflect Arrows^B, Gorgon's Fist, Great Fortitude, Improved Initiative, Improved Unarmed Strike^B, Lightning Reflexes, Medusa's Wrath, Scorpion Style, Skill Focus (Perception), Stunning Fist^B, Toughness, Weapon Focus (slam)^B, Weapon Specialization (slam)

Skills Climb +20, Perception +24, Stealth +16

Languages Common (cannot speak); spider affinity

SQ armor training 2, spider affinity, spider climb

Combat Gear *potion of cure moderate wounds* (now spoiled and equal to arsenic); **Other Gear** +1 *chainmail*, +2 *electricity resistance darkwood shield*

Lassitude (Su) Any living creature hit by a spiderweb mummy's slam attack must make a DC 22 Will save or be slowed (as the *slow* spell) for 2d6 rounds. The save DC is Charisma-based.

Poison (Ex) Slam—injury; *save* DC 22; *frequency* 1/round for 3 rounds; *effect* 1d6 Constitution damage and paralysis for 1d6 minutes; *cure* 2 consecutive saves. The save DC is Charisma-based.

Spider Affinity (Su) As a standard action, a spiderweb mummy can try to control any single spider swarm or giant spider with 60 feet. The target spider or swarm must make a DC 22 Will save or be controlled by the mummy as if by means of the *dominate monster* spell, even though they are normally immune to mind-affecting effects. The save DC is Charisma-based.

Spider Climb (Ex) A spiderweb mummy can climb sheer surfaces as though under the effects of a *spider climb* spell.

Tactics: One of the ettercaps lurks in the upper reaches of the chamber among the many struts and supports that reinforce the floor above. The multiple layers of webbing that shroud the room provide it with total concealment. The other ettercap rests on the floor between two rows of cages and has cover and concealment. They prefer to wait until someone has approached Sir Quinn at which point the mummy lurches to life and attacks. They then try to attack with surprise, entangling their foes with webs and poisoning them. Anyone slain by these ettercaps becomes a spiderweb mummy in 3 days unless *resurrected* or their remains are destroyed or removed from the Pall over the citadel. Sir Quinn ignores the ettercaps, but they use him to the best effect possible for creating flank attacks and cover.

Treasure: The ettercaps have gathered 17 gems worth a total of 6,500 gp, and a pouch with 25 gp and an *eversmoking bottle*. These treasures are kept in one of the web-shrouded cages (DC 17 Perception check).

323. The Neck (CR 8 or higher) — Level Six, The Shoulders of Orcus, Region 17 (Map 7-3)

A portion of the wall has crumbled from the spiral stair running up through the neck of the Wand exposing it to the elements.

Creatures: The spire wyverns that inhabit the upper reaches of the citadel's exterior have created a nest here. There are always 3 **maximum-**

hp spire wyverns with maximum hit points here because the ettercaps in Area 322 are fond of stealing spire wyvern hatchlings to eat. There are also 2 spire wyvern hatchlings in the nest that are noncombatant. These pterodactyl-like creatures have a stinger-tipped tails. They fiercely attack anyone who tries to pass by on the stairs and fight to the death. They immediately use their screech of the spires ability, which alerts all of the other spire wyverns near the citadel that this nest is endangered. As a result every other round **1d3+1 spire wyverns** (44 hp) arrive to fight. If 25 spire wyverns are slain, the rest give the nest up for lost and retreat. If the PCs retreat up or down the stairs, the wyverns do not pursue within the citadel. Anyone falling from this opening or dragged out by the wyverns finds that it is a 700-foot drop to the plaza below.

MAXIMUM-HP SPIRE WYVERNS (3) **CR 5**
XP 1,600

hp 65 (*Creature Collection Revised* 184)

SPIRE WYVERNS **CR 4**
XP 1,200

Creature Collection Revised 184

N Medium dragon

Init +3; **Senses** darkvision 60 ft., keen senses, low-light vision;

Perception +6 (+16 visual Perception checks)

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 37 (5d12+5)

Fort +5; **Ref** +7; **Will** +2

Immune paralysis, sleep, sonic effects

Speed 20 ft., fly 120 ft. (poor)

Melee bite +8 (1d8+2), 2 talons +8 (2d6+2), sting +8 (1d8+2 plus poison)

Special Attacks screech of the spires

Str 14, **Dex** 17, **Con** 13, **Int** 5, **Wis** 6, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 20

Feats Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talon)

Skills Fly +7, Perception +6 (+16 visual Perception checks), Stealth +11

Languages Auran (cannot speak)

Keen Senses (Ex) Spire wyverns can see at a distance of up to 1 mile with a great degree of accuracy. They do not take penalties for visual Perception checks within this distance. Their keen senses grant them a +10 racial bonus to visual Perception checks.

Poison (Ex) Sting—injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet unless a DC 15 Fortitude save is made. This is a sonic effect. The save DC is Charisma-based.

Treasure: The spire wyverns have collected in their nest a coral statuette of a clam (500 gp), an ornate silver goblet incised with images of knights on dragonback (200 gp), and three sparkling pearls (100 gp each). The 2 hatchlings are fragile (2 hp each) but can be sold in a large city for 500 gp each. Or if raised for a year, they reach full growth and can be used as pets or animal companions.

324. The Belfry (CR 20) — Level Seven, The Jowls of Orcus, Region 18 (Map 8-2)

The stairs in the Wand end at an iron trapdoor that has been bolted shut from below and must be broken to be opened. The only other entrance to the room above is through the arrow slits. The walls,

CHAPTER 5: THE BELLY OF ORCUS

floor (including the trapdoor), and ceiling of the chamber have been magically treated to resist *disintegrate*. The entire chamber lies within the portion of the Wand shaped like a skull, though this may not be obvious from within.

Bolted Iron Trapdoor: 3 in. thick; Hardness 10; hp 90; Break DC 30.

A pair of narrow arrow slits look out over a vast vista to the east. The domed ceiling of the room rises 50 feet above. Hanging from this dome is a network of braces and reinforcements made to support great iron bells. Some of these still hang there. But many are missing large sections as if some beast bit a chunk out of them, and others are little more than portions of a clapper and some iron nubs dangling from above. Strangely none of the bells have pull ropes.

Creature: This is perhaps the most secretive chamber in the entire citadel, up to and including the personal apartments of the Grand Cornu. For this chamber was constructed at the direction of Orcus himself and served to hide the secret of his meta-plot ongoing in the caverns beneath the citadel. This is the citadel's belfry, which once held an assortment of great iron bells. These were controlled by the room's sole occupant for the past thousand years, The Bell, an **Abyssal gibbering orb lich**. At the behest of Orcus the first Grand Cornu, Caverssus, created The Bell from a powerful Abyssal gibbering orb, a bloated floating mass of eyes, mouths, and gray flesh, who had been allied with the followers of Orcus for some time. The lich was then sealed in this chamber for all time. Thereafter all Grand Cornus shared a telepathic connection with The Bell wherein they could order the lich to use its *telekinesis* ray to ring the bells at the various times of the day for calls to worship and vespers. The great bells could be heard all over the city.

With the Great Retreat, The Bell has remained trapped here for centuries unable to do more than bulls eye the occasional spire wyvern that came too close to the arrow slits with its various eye rays. Over time it has slowly gone insane, and the prohibitions built into have broken down allowing it to take out some of its destructive rage against the very bells it once tended with its *disintegrate* ray. However, the walls of its prison have proven impervious to any harm it could inflict. It is more than happy to turn its vengeance upon the arriving PCs.

THE BELL XP 307,200

CR 20

Abyssal gibbering orb lich (*Pathfinder Roleplaying Game Bestiary* "Fiendish; Lich")

CE Huge undead (extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +59

Aura fear (60 ft., DC 29), gibbering (60 ft., DC 29)

AC 34, touch 18, flat-footed 24 (+9 Dex, +1 dodge, +16 natural, -2 size)
hp 310 (27d8+162 plus 27)

Fort +17; **Ref** +20; **Will** +24

Defensive Abilities all-around vision, amorphous, channel resistance +4, rejuvenation; **DR** 15/bludgeoning, good, and magic; **Immune** cold, electricity, flanking, undead traits; **Resist** fire 15; **SR** 29

Speed 5 ft., fly 20 ft. (good)

Melee 11 bites +26 (2d8+7/19-20 plus grab), touch +25 (1d8+13 plus paralyzing touch)

Ranged 12 eye rays +27 touch (eye rays)

Space 15 ft.; **Reach** 10 ft.

Special Attacks paralyzing touch (DC 29), smite good 1/day (+6 attack/+27 damage), swallow whole (5d6 acid damage, AC 18, 31 hp)

Str 25, **Dex** 29, **Con** —, **Int** 30, **Wis** 24, **Cha** 22

Base Atk +20; **CMB** +29 (+33 grapple); **CMD** 49 (can't be tripped)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative,

Improved Critical (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +39, Climb +37, Escape Artist +39, Fly +39, Intimidate +36, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (planes) +37, Knowledge (religion) +40, Perception +59, Sense Motive +49, Spellcraft +40, Stealth +39, Survival +37

Languages Abyssal, Aklo, Auran, Celestial, Common, Daemonic, Draconic, Ignan, Infernal, Terran, Undercommon
SQ flight

Eye Rays (Su) Each eye ray resembles a spell cast by a 27th-level caster. Each has a range of 150 ft. and a save DC of 29. It can fire all of its rays in any direction but cannot aim more than 5 rays at a single target due to its aiming limitations. The save DCs are Charisma-based. The 16 eye rays are as follows:

Cone of cold: Target affected as spell taking 15d6 cold damage (Reflex half).

Disintegrate: Target must succeed on Fortitude save or affected as spell.

Dominate monster: Target must succeed on Will save or affected as spell.

Energy drain: Target affected as spell gaining 2d4 temporary negative levels (Fortitude partial).

Feeblemind: Target must succeed on Will save or affected as spell.

Finger of death: Target must succeed on Fortitude save or affected as spell. Take 3d6+13 on a successful save.

Flesh to Stone: Target must succeed on Fortitude save or affected as spell.

Greater dispel magic: Works as targeted dispel.

Harm: Target affected as spell taking 150 points of damage (Will half).

Hold monster: Target must succeed on Will save or affected as spell.

Horrid wilting: Works as spell but targets one creature. Target must succeed on Fortitude save or affected as spell.

Inflict critical wounds: Target affected as spell taking 4d8+20 points of damage (Will half).

Lightning bolt: Target affected as spell taking 10d6 electricity damage (Reflex half).

Irresistible dance: Target affected as spell (Will partial).

Power word blind: Target blinded as spell.

Telekinesis: Can move objects up to 375 lb. as spell (Will negates).

Gibbering (Su) The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet to make a DC 29 Will save or suffer the effects of an *insanity* spell (CL 27th). This is a sonic mind-affecting effect. The save DC is Charisma-based.

Development: The Grand Cornus always assumed that The Bell was created as a last ditch defense to be unleashed on their enemies should the citadel ever be in danger of being overrun. Unbeknownst to them, though, the Bell's purpose was much more far-reaching, connected to St. Harul's Well (Area 4a) and the Caverns of the Barrier hidden beneath. If The Bell is destroyed, refer to Events 6 and 7 in Chapter 1 in *Part I—At the Feet of Orcus*. The Bell's phylactery can be found in the stairs sealed below Area 4a.

Chapter 6:

The Bosom of Orcus

Level 5: The Bosom of Orcus (Regions 14 and 15) — Map 6-1

Difficulty Level: 14

Entrances: The Throat of Orcus (Area 325). Stairs up from the Lower Hall (Area 320), and stairs down from the Neck (Area 323). Secret passage from the Trapped Exit (Area 342). The broken wall in the Destroyed Lab (Area 344).

Exits: The Throat of Orcus (Area 325).

Wandering Monsters: Check on 1d10 every 30 minutes or after the party makes any significant noise:

d10 Encounter

- 1 1d6 Advanced Fear Guards
- 2 1d3 Spellgorged Zombies
- 3 Bickerstaff
- 4 Bickerstaff and 1d6 Spellgorged Zombies
- 5–10 No encounter

Advanced Fear Guards: This group patrols the corridors attacking all they see that are not wearing or accompanied by someone not presenting themselves as a member of the College of Glazerel. They get a Sense Motive check opposed to the Bluff check of anyone wearing a Glazerite disguise.

ADVANCED FEAR GUARD CR 6
XP 2,400
hp 63 (See Area 293)

Spellgorged Zombies: These mindless guardians were

left behind by the college and attack any living creature not accompanied by Bickerstaff. They leave patrolling undead creatures alone.

SPELLGORGED ZOMBIE CR 4
XP 1,200
hp 38 (See Area 333)

Bickerstaff: When encountered alone, the archmage lich attempts to remain unnoticed and observe the PCs for as long as possible to gain information about them and their capabilities. If he is noticed, he immediately withdraws.

BICKERSTAFF CR 20
XP 307,200
hp 202 (See Area 336)

Bickerstaff and Spellgorged Zombies: If encountered while accompanied by zombie servitors, Bickerstaff orders the zombies to engage in melee while he probes the PCs abilities with his spells. He retreats if pressed.

BICKERSTAFF CR 20
XP 307,200
hp 202 (See Area 336)

SPELLGORGED ZOMBIE CR 4
XP 1,200
hp 38 (See Area 333)

The Bosom of Orcus sits at a height of 640 feet above the plaza and corresponds to the citadel's chest and upper arms. There are two regions on this level, but their infamy was so great that few dared enter this level, and many who did never returned. For in the Bosom of Orcus lay the dreaded College of Glazerel and the Laboratories used jointly by the most powerful Disciples and the Glazerites.

Region 14 — College of Glazerel (Map 6-2)

Early in the history of Tsar, the followers of Orcus began to ally with dark-minded sorcerers and wizards in order to tap their arcane powers for the use of the Master. When the citadel was built, a college of magic was created as a formal faction within the citadel's

power structure. To establish this malevolent and august body, Orcus personally sent one of his chief lieutenants. This being was a sorcerer of immense power that had also trained in the wizardly disciplines; an infernal half-fiend and bastard of Geryon, Duke of the Fifth layer of Hell, this extraordinary archmage, Glazerel, had forsaken his devilish heritage and joined the cause of Orcus, carving for himself a niche among the powerful of the Abyss. Glazerel was a master of the arcane arts and spent many generations as the chief instructor of this wizard academy. Then one day he departed the Material Plane without warning. Whether he returned to Orcus's realm or was destroyed by servants of his vengeful father none ever knew. The academy was formally named in his honor by the remaining instructors, and the members of the arcane faction began referring to themselves as Glazerites. To this day his image still graces many objects and walls within the academy.

None of the wind tunnels of this level extend north of Area 329. Those rooms have their own self-contained wind tunnels that circulate air brought in through the door to Area 329 when it is opened.

325. Throat of Orcus (CR 14)

The spiraling stair continues to rise but pauses here at a small landing. It is difficult to make out details of the landing or the central shaft because of the high humidity of this area that causes a thick vapor to fill the stairwell. At close range, the door appears to be made of gold and bears some sort of demonic image on its surface.

The cloud of fog extends 10 feet above and below this level. Anything farther away than 5 feet is considered to have concealment. The door here is actually brass but is not locked or secured in any way. Its surface bears the image of the head and upper shoulders of wicked-looking man with curving horns extending up from his forehead, tiny sharp teeth, slightly pointed ears, and an evil glint in his eye. This is actually a rendering of the half-fiend archmage Glazerel and signifies that beyond the door lies his realm of influence within the citadel.

Creature: There was once a horrible trap on this door that was triggered by one of Lord Bishu's knights, one Sir Elden by name. The trap exploded with such force that it reduced the knight's corpse to a bloody mist that then took on a horrid undead form and became a **devouring mist**. The devouring mist floats within the fogbank that is generated by a peculiarity of the wind tunnel system here and takes on its customary reddish hue as it drains the blood victims. Whenever anyone living enters its misty confines, it swoops to grab with surprise.

DEVOURING MIST
XP 38,400*Rappan Athuk Reloaded 307*

NE Large undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +32**AC** 15, touch 15, flat-footed 9 (+1 dodge, +5 Dex, -1 size)**hp** 150 (20d8+60)**Fort** +9; **Ref** +11; **Will** +15**Defensive Abilities** blow evasion; **DR** 10/magic; **Immune** undead traits; **SR** 25**Speed** fly 40 ft. (perfect)**Melee** 2 slams +19 (1d6+1/19-20 plus blood drain)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** create spawn, engulf (DC 21, blood drain)**Str** 12, **Dex** 20, **Con** —, **Int** 8, **Wis** 16, **Cha** 16**Base Atk** +15; **CMB** +17; **CMD** 33 (can't be tripped)**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (slam), Lunge, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse**Skills** Fly +34, Perception +32, Stealth +24 (+34 in mist)**Languages** Common (cannot speak)**SQ** gaseous

Blood Drain (Ex) On a successful slam attack, a devouring mist deals 1d4 points of Constitution damage as it pulls the blood out of the victim's body through the skin. For every point so drained, the devouring mist gains 5 temporary hit points. Creatures engulfed by a devouring mist likewise take this damage each round that they remain within its embrace. Creatures without blood or some similar bodily fluid are immune to blood drain.

Blow Evasion (Ex) A devouring mist is able to use its vaporous state to its advantage to minimize damage from weapon attacks, allowing it to subtract the first five points of physical damage from any weapon attack, though it cannot reduce damage from other sources such as magic or energy. This ability does not stack with its damage reduction.

CR 14

Gaseous (Ex) A devouring mist can pass through small areas, such as cracks under doors, but it cannot pass through solid matter. It cannot enter water or other liquid. Winds or other forms of moving air may push the devouring mist in their direction if they exceed strong speeds (31 mph+), but the wind does no damage to it and cannot disperse it. Devouring mists are utterly silent.

Create Spawn (Su) If a victim is slain by a devouring mist's blood drain ability, the blood from the victim's body forms into a new devouring mist in 1d4 rounds. Further, the victim's corpse arises as a vampire spawn in 1d4 days, unless the remains are blessed or consecrated prior to their rising.

326. Abandoned Guard Room

The floor of this room is covered by shards of what appear to be thick stained glass. In the center of the room is a large brownish stain indelibly soaked into the stone.

This room saw two separate battles involving Bishu's company. The first occurred when the knights Bomont the Mighty and Captain Perival battled powerful golemlike creatures composed of stained glass created by the Glazerites and left as guardians here. Anyone searching through the shards on the floor can make a DC 16 Knowledge (engineering) check to recognize that some of the larger fragments correspond to anatomical pieces from Large humanoid constructs. The second battle occurred days later when the knight Paredes confronted the corrupted Lord Bishu here and was slain in single combat. Paredes spirit did not rest easy and can be found in Area 26 (*Part 1—At the Feet of Orcus*). Bishu took the knight's remains with him and deposited them in Area 418 (*Part 5—The Mind of Chaos*). All that remains to testify to this second battle is the stain where Paredes' lifeblood pooled on the floor.

327. Guard Room (CR 10)

Creatures: This room is empty of furnishings but holds 4 **advanced fear guards** tasked with preventing any from entering the College of Glazerel beyond. They were beaten back when Bomont and Perival entered this chamber centuries ago but eventually recovered and returned to their posts.

ADVANCED FEAR GUARDS (4)**XP 2,400****hp** 63 (See Area 293)

CR 6

328. Bunk Room (CR 18)

This nondescript room holds only a set of rotting bunk beds and a simple table once used by Templars that guarded the entrance to the arcane college. When the citadel was abandoned, a deadly **trap** was left behind.

Trap: The 10-foot section of ceiling above the doorway has been rigged as a falling block trap. Anyone crossing the middle of that square activates it. However, an insidious modification has been made to make the trap more deadly. Before leaving, the Glazerites used *sovereign glue* to attach three *beads of force* to the underside of the block. The *bead's* natural lusterless, black coloration blended in perfectly with the room's black-painted plaster, making the trap only slightly easier to detect. If the trap is activated, the impact of the stone with the floor causes the *beads* to explode and affect anyone standing within 10 feet of the center of the trapped square. These individuals must all make three Reflex saves (DC 16) to avoid being trapped in the three spheres of force. These spheres appear nested within one another forming what is essentially a single, triple-strength sphere.

CHAPTER 6: THE BOSOM OF ORCUS

Furthermore, the exploding beads hurl away the stony debris from the collapsing ceiling dealing 3d6 points of bludgeoning damage to anyone within 20 feet (other than those trapped within the spheres of force).

FALLING BLOCK TRAP CR 18
Type mechanical and magical; Perception DC 16; Disable Device DC 25

Trigger location; **Reset** repair

Effect Atk +15 melee (6d6); multiple targets (can strike all characters in four adjacent 5-ft. squares); magic device (3 *beads of force*, 15d6 force, 3 DC 16 Reflex saves to avoid entrapment); flying debris (3d6 bludgeoning, DC 15 Reflex save half)

Development: If this trap is activated, roll immediately to see if any wandering monsters are attracted by the noise.

329. Lecture Hall (CR 14)

This wide hall is filled with rows of benches descending in tiers to the north where a stone lectern stands. Behind it is a door. Flights of stairs run down the room's center aisle. A second door exits to the east from the topmost tier.

This chamber served as the primary classroom for the College of Glazerel. The eastern door leads to the dormitories where the wizards- and sorcerers-in-training dwelt. The door at the bottom of the room leads to the faculty's quarters and is *arcane locked* (caster level 15). The stone lectern bears the horned image of Glazerel on the front. The lectern also bears a **trap**.

Trap: Anyone approaching within 5 feet of the lectern activates a special augmented summoning spell prepared by the Glazerites that calls an **augnagar qliploth** into the room. It immediately attacks intruders and pursues until the spell expires in 15 rounds.

AUGMENTED SUMMONING TRAP CR 14
Type magical; Perception DC 31; Disable Device DC 31

Trigger proximity; **Reset** none

Effect spell effect (special augmented summoning, 20th-level wizard)

AUGNAGAR QLIPPOTH CR 14 (Included in CR of trap)
XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary 2* "Qliploth, Augnagar")

330. Dormitory

Opening off of this hallway is a series of rooms where the students of the College of Glazerel lived while undergoing their instruction. Alumni of the college moved out and established residences or built their wizard towers elsewhere, though they always remained beholden to the summons of the Dean of the College. These rooms are sparsely furnished and largely empty, as most items were taken by the students when they departed. Each room held anywhere from 5 to 10 students and still have a scattering of furniture and odds and ends left behind. These rooms also have some of the first true windows encountered in the citadel — 2-foot-wide by 4-foot-high embrasures set with leaded glass panes that can swing inward on hinges and be latched from the inside (Break DC 8, Disable Device DC 12) that were often trapped by the occupants of the room. All of the windows remain intact due to most of their time having been spent away from the destructive elements of the Material plane.

For each room explored, roll on the table in the Dormitory Contents sidebar to determine if anything of interest remains.

Dormitory Contents Sidebar

Roll 1d12 and consult the table below. Items marked with an asterisk can only be found once.

d12	Result
1	Cracked leather boots bearing <i>magic aura</i>
2	Gold ring set with a ruby (150 gp)
3	Vellum scroll bearing the image of Glazerel
4	A small silver case (15 gp) containing a <i>ring of protection +1</i> and a <i>ring of counterspells</i> *
5	A spell scroll that appears to have the incantation for a powerful new spell (DC 15 Linguistics check to reveal it to be gibberish)
6	<i>Sepia snake sigil</i> trap on the window (caster level 5)
7	<i>Headband of intellect +2</i> *
8	<i>Wand of suggestion</i> (heightened, CL 4: 21 charges)*
9	Pair of mithral tweezers (50 gp)*
10	Small bag of foul-smelling herbs
11–12	Nothing of interest

331. Cafeteria (CR 9)

The rotted remains of long wooden tables lie in pieces on the floor mixed in with the similar remains of wooden benches. The broken fragments of a few pieces of earthenware lie among these ruins where the crockery was smashed when the tables collapsed beneath it. The walls of the room are marred with all sorts of marks of vandalism and graffiti. In the southeast corner stands a 12-foot statue of slick black stone. It has been fashioned as a minotaur but it too has been victimized by the hooligans that evidently once used this room. Around its neck hang the frayed ends of a noose festooned with dried flowers. A bright orange harlot's wig has been placed on its head and the flecked remnants of red rouge still smear its lips. Its torso is criss-crossed with lines of white paint where someone has evidently used it for some sort of game involving crosses and circles. A cornucopia pipe has been wedged between its lips, and its feet are wrapped in anklets of dried grasses.

This room served as the cafeteria of the college and as such saw use by many generations of cocky and immature wizards-in-training where they could unwind away from their instructors' watching eyes. As a result it received the brunt of their creative pranks and was rarely ever completely cleaned up.

Creature: The statue is in fact an **obsidian minotaur**. The students quickly figured out that it was a construct and made dares with each other to vandalize it, not realizing that it was programmed only to attack intruders who were not members of the college or anyone as ordered by the dean. It takes 3 rounds after all these years of inactivity to respond to the PCs' presence, but when it does so it lurches to life and attacks relentlessly in all its garish glory.

OBSIDIAN MINOTAUR CR 9
XP 6,400

The Tome of Horrors Complete 450

N Large construct

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

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 96 (12d10+30)

CHAPTER 6: THE BOSOM OF ORCUS

Fort +3; Ref +3; Will +3
DR 10/adamantine; Immune magic, construct traits

Speed 20 ft.
Melee 2 claws +17 (2d8+6 plus 1d6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon, burn

Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1
Base Atk +12; CMB +19; CMD 29

Breath Weapon (Su) As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature in the area must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage. The save DC is Constitution-based.

Burn (Ex) The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. The save DC is Constitution-based.

Immunity to Magic (Ex) An obsidian minotaur is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur's structure but negates its damage reduction and immunity to magic for 1 full round.



332. Dormitory Kitchen

This room functioned as a kitchen to prepare meals for large numbers of people. It appears to have been vandalized before it was abandoned, leaving it in shambles.

333. Faculty Lounge (CR 10)

All of the doors entering or leaving this room have been *arcane locked* at caster level 15.

This room has an air of decadent opulence. Water trickles from an ornate fountain in the east wall into two marble baths. Iron-grilled fireplaces stand next to each to provide a comfortable temperature for bathers. The rest of the room is furnished in plush, leather-upholstered chairs and couches, now dried and cracked with long years. Mahogany end tables still hold silver ewers and goblets. A great rug covering the center of the floor bears the woven image of an infernal-looking man with horns curving up from his forehead.

While the individual instructor's rooms were not particularly opulent — they used them for little more than sleep and study — this chamber provided for their aesthetic needs. The carpet bears the image of Glazerel. The water in the fountain is fresh and drains through small holes in the bottom of the pools. The ewers are empty.

Creatures: Standing in this room are 8 spellgorged zombies that in all ways resemble regular zombies clad in the rotten raiment of a Glazerite student. These were some of the instructors' least favorite pupils who, when the Great Retreat was called, were transformed against their wills into mindless guardian automatons.

SPELLGORGED ZOMBIES (8)
XP 1,200

CR 4

The Tome of Horrors Complete 753

NE Medium undead

Init +1; Senses darkvision 60 ft.; **Perception +0**

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 38 (7d8 plus 7)

Fort +2; Ref +3; Will +5

Immune undead traits

Speed 30 ft.

Melee slam +6 (1d6+1)

Special Attacks spell storing

Spells Stored (CL 20th):

6th—*chain lightning* (DC 23)

1st—*magic missile*

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

Base Atk +5; CMB +6; CMD 17

Feats Toughness^B

Spell Storing (Su) A spellgorged zombie can store any spells cast into its mouth as if it were a *ring of spell storing*. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spell in the spellgorged zombie. The save DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell.

The spellgorged zombie need not provide any material components or focus and there is no arcane spell failure chance for wearing armor (since the spellgorged zombie need not gesture). When the spellcaster stores the spells in the spellgorged zombie, however, he must use all required components for the spell.

Treasure: The silver ewers and goblets are worth a total of 300 gp.

334. Ilhkander's Quarters (CR 14)

This chamber is austere furnished with a simple cot and desk. Empty armor stands and weapons racks stand around the chamber providing a hint at what wondrous weapons of power may have once rested here. High on the walls there is still mounted a ring of more mundane-if-no-less marvelously crafted swords.

This was once the quarters of Ilhkander, one of the chief battle instructors of the college. In addition to be a wizard of great power, Ilhkander enjoyed creating magical versions of all things martial, especially swords and armor. He removed the many powerful magic items he had created when he departed the citadel but left a **trap** incorporating some of the raw materials he used in his work but did not deem valuable enough to carry with him. There are dozens of masterwork swords of all shapes and sizes hanging from pegs 15 feet up on the wall. Only one of them is magical, a *+1 spell storing falchion*. It is also the fulcrum of Ilhkander's trap.

Trap: The magical sword can easily be detected, however if it is touched Ilhkander's trap is activated. Once this occurs, all of the blades immediately leap from the walls and begin whirling around the room. The effect is identical to a maximized *blade barrier* cast at 15th level, except it entirely fills the room and affects anyone within. The blades continue to whirl for 15 minutes or until successfully *dispelled*. Once they are no longer animate, the swords can be recovered and used normally.

MAXIMIZED BLADE BARRIER TRAP CR 14
Type magical; Perception DC 31; Disable Device DC 31

Trigger touch (*alarm*); **Reset** none
Effect spell effect (maximized *blade barrier*, 15th-level cleric, 90 hp slashing per round, DC 21 Reflex save half damage)

Treasure: In addition to the magic blade, there is at least one masterwork version of any type of sword (including falchions, scimitars, and rapiers) of any size from Small to Huge in here.

335. Rez Altera's Quarters (CR 11)

A short anteroom opens into a cluttered bedchamber. A great circular bed, its mattress and fur blankets now rotten and moth eaten, occupies the center of the room. The walls of the room are completely covered to a height of 10 feet with wooden shelves forming small pigeonholes. These in turn are crammed to overflowing with parchments, sheaves of paper, rolls of vellum, papyri, etc., many of which have tumbled to the floor and lie in moldering heaps. The smell of mildew fills the air.

This chamber belonged to Rez Altera, an elven woman corrupted by her worship of Hecate and a consummate experimenter and note taker. The thousands of scrolls filling this room are mostly illegible due to the effects of mildew and deterioration and document the steps of countless experiments and record numberless theories on magic. Anyone rifling

through these exposes himself to the attention of **22 bookworms** that occupy the chamber and are in the process of devouring the multitude of scrolls. The bookworms can only be spotted with a DC 20 Perception check, but a DC 20 Knowledge (arcana) check by anyone observing the damage to the papers is able to discern that much of it is the handiwork of bookworms. Rez also left a **trap** in the chamber.

Trap: This room has been trapped so that 2 rounds after the door is opened burnt othur fumes begin pouring into the room through hidden vents in the walls. Anyone in the room when the trap is activated risks being affected by the fumes for each round they remain within. The bookworms are unharmed by the fumes. If the door is left open, the fumes dissipate after 1 minute. If the door is closed, the fumes linger for 4 hours before finally becoming inert.

BURNT OTHUR FUMES TRAP CR 11
Type mechanical; Perception DC 35; Disable Device DC 25

Trigger location; **Reset** manual
Effect gas; multiple targets (all targets in the room); never miss; onset delay (2 rounds); poison (burnt othur fumes—inhaled: *save* Fort DC 18; *frequency* 1/round for 6 rounds; 1 Con drain/1d3 Con; *cure* 2 saves)

BOOKWORMS, HAZARD (22) CR 1/8
XP 50

The Tome of Horrors Complete 756

A bookworm is a tiny, one-inch long gray, seemingly normal worm. This miniscule creature is the bane of sages, scholars and wizards, for its primary source of food is the leather, paper, and wood that make up books.

Bookworms cannot harm living creatures, but they burrow through plant-based materials and leather very quickly. Ignoring the hardness of these materials, a bookworm swarm deals 3 points of damage per round to dead wood, leather, paper and rope. Quick and agile, bookworms have a speed of 20 feet and avoid being detected by their ability to change their body color (DC 20 Perception check). Not even magical leather armor and wooden weapons are immune to the effects of bookworms, merely taking longer to destroy.

Magical writings, such as scrolls and spellbooks, are a favorite target of bookworms. Scrolls are destroyed in a single round and any spells contained on it are destroyed as well. A spellbook loses one spell level per round that a bookworm swarm spends burrowing into it. For example, a standard spellbook has 100 pages and can hold a maximum of 100 total spell levels (a spell takes up one page per spell level, minimum one page). Thus, it takes the bookworm 100 rounds (10 minutes) to completely destroy a full spellbook. If the same spellbook only had 20 spell levels in it, the bookworm would destroy the spellbook in 20 rounds (2 minutes). Multiple bookworm swarms can destroy a spellbook much faster.

A typical lair (or brood) contains 10 to 40 bookworms. They are easily killed by attacks that deal damage over an area (such as cold or fire). Consider one worm killed for each point of damage dealt.

Treasure: Every 10 minutes spent searching through the mountains of paper in this chamber turns up one of the following *arcane scrolls* (all at caster level 19) on a successful DC 12 Perception check: *greater dispel magic*, *clone*, *mage's disjunction*, and *wish*. Roll randomly to determine which one is found. Each one can only be found once. If not found on the initial visit and the bookworms are not destroyed, there is a 25% for each scroll that it has been destroyed on each subsequent visit.

336. Bickerstaff's Quarters (CR 20)

This chamber is warm and homey. Dark wood paneling covers the walls. A small brazier with a few glowing coals stands next to a stone desk and padded chair and gives off a dim glow. Graying, cobwebbed paintings hang in ornate frames, and a mahogany four-post bed stands by the far wall. It appears to have been used recently. A small bird perch protrudes from one of its posts. Resting in a stone bowl on the desk is a meerscham pipe; a thin streamer of smoke rises from it.

Creature: This chamber belonged to the archmage Bickerstaff, one of the college's instructors. When the college was to be abandoned, the instructors drew straws to determine who would stay behind to guard their quarters and manage the spellgorged zombies until they could all return and resume their posts. The loser of the drawing (he insisted that Dean Oubre cheated) was Bickerstaff, and he begrudgingly, therefore, underwent the transformation to a **lich** to man his post for the next few centuries. When Bomont the Mighty confronted him after the Battle of Tsar in Area 340, the knight destroyed the lich. However, before he could find the lich's phylactery the knight fell victim to the trap in Area 342. As a result, Bickerstaff reformed a few days later and continues to hold his post, spending most of his time in his quarters in quiet contemplation. Bickerstaff is present when the party enters unless he has been encountered and defeated elsewhere.

BICKERSTAFF XP 307,200

CR 20

Male human lich wizard 19 (*Pathfinder Roleplaying Game Bestiary* "Lich")

NE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +33

Aura fear (60-ft. radius, DC 24)

AC 25, touch 14, flat-footed 21 (+6 armor, +3 Dex, +1 dodge, +5 natural)

hp 202 (19d6+95 plus 38)

Fort +17; **Ref** +13; **Will** +18

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **Resist** fire 30; **SR** 23

Speed 30 ft.

Melee touch +12 (1d8+9 plus paralyzing touch) or *staff of the magi* +13/+8 (1d6+3)

Special Attacks hand of the apprentice 11/day (ranged +17), metamagic mastery 6/day, paralyzing touch (DC 24)

Spells Prepared (CL 19th, ranged touch +12, melee touch +12): 9th—*meteor swarm** (DC 28), quickened silent *greater invisibility*, quickened *teleport*

8th—*clenched fist** (+37 attack/1d8+11, DC 27), *horrid wilting** (DC 27), *power word stun*, silent *finger of death** (DC 26)

7th—*delayed blast fireball** (DC 26), quickened *lightning bolt** (DC 22, x2), silent *circle of death** (DC 25), stilled *repulsion* (DC 24)

6th—*greater dispel magic*, quickened *scorching ray** (x2), silent *cloudkill* (DC 23), widened *fireball** (DC 22)

5th—*mage's faithful hound*, *mage's private sanctum*, quickened *magic missile** (x2), *teleport*

4th—*enervation**, *fire shield**, *greater invisibility*, silent *haste*, stilled *blink*, widened *burning hands** (DC 21)

3rd—*displacement* (x2), *fly*, silent *bull's strength*, silent *see invisibility*, *stinking cloud* (DC 21)

2nd—*command undead* (DC 21), *hypnotic pattern* (DC 20), *knock*, *resist energy*, stilled *magic missile** (x2)

1st—*alarm*, *expeditious retreat*, *feather fall*, *identify*, *ray of*



*enfeeblement**, *shield*

0 (at will)—*detect magic*, *ghost sound* (DC 18), *mage hand*, *resistance*

*Evocation or necromancy spell

Str 16, **Dex** 16, **Con** —, **Int** 27, **Wis** 17, **Cha** 20

Base Atk +9; **CMB** +12; **CMD** 26

Feats Combat Casting, Dodge, Great Fortitude, Improved Counterspell, Improved Initiative, Magical Aptitude, Quicken Spell^B, Scribe Scroll^B, Silent Spell^B, Skill Focus (Spellcraft), Spell Focus (evocation)^B, Spell Focus (necromancy)^B, Still Spell, Toughness, Widen Spell

Skills Craft (alchemy) +30, Fly +25, Knowledge (arcana) +30, Knowledge (engineering) +30, Knowledge (religion) +30, Knowledge (planes) +30, Perception +33, Profession (professor) +25, Sense Motive +11, Spellcraft +40, Stealth +33, Use Magic Device +31

Languages Abyssal, Auran, Celestial, Common, Draconic, Elven, Infernal, Giant, Orc

SQ arcane bond (familiar—none currently)

Combat Gear *staff of the magi* (37 charges), *ring of spell turning*; **Other Gear** *bracers of armor* +6, *cloak of resistance* +4, *headband of vast intelligence* +4, *greater ring of fire resistance*, *bag of holding (type IV)* holding 4 spellbooks

Spellbook 1 All prepared spells of levels 0–6th plus 0—*acid splash*, *arcane mark*, *daze*, *detect poison*, *light**, *mending*, *message*, *open/close*, *ray of frost**, *read magic*, *touch of fatigue**

Spellbook 2 All prepared spells of levels 7th–8th plus 1st—*comprehend languages*, *enlarge person*, *mage armor*, *magic weapon*, *summon monster I*, *unseen servant*; 2nd—*arcane lock*, *blindness/deafness**, *continual flame*, *detect thoughts*, *glitterdust*, *locate object*, *obscure object*, *whispering wind*; 3rd—*arcane sight*, *deep slumber*, *dispel magic*, *illusory script*, *tongues*

Spellbook 3 4th—*crushing despair*, *dimension door*, *dimensional anchor*, *fire trap*, *ice storm**, *lesser geas*, *summon monster IV*, *wall of fire**;

5th—*baleful polymorph*, *break enchantment*, *feeblemind*, *major creation*, *nightmare*, *sending**; 6th—*forceful hand**, *globe of invulnerability*, *greater heroism*, *legend lore*, *planar binding*, *undeath to death**

CHAPTER 6: THE BOSOM OF ORCUS

Spellbook 4 7th—*banishment, greater scrying, project image, spell turning, teleport object, waves of exhaustion**; 8th—*demand, mind blank, polar ray**, *trap the soul*; 9th—*imprisonment, meteor swarm*.

Tactics When he heard the door opening, Bickerstaff cast a quickened silent *greater invisibility* and stands near the bed observing the party, choosing the right moment to attack. He starts with a silent *haste, bull's strength*, and *see invisibility* while he observes the intruders. He begins his attack with a silent *circle of death* to see how much that thins out the party followed by a silent *finger of death* on the most powerful-looking spellcaster (he fears the use of *dispel magic*). If he is discovered he casts *fly* to get above the party and uses his other spells such as *mage's faithful hound* and widened *burning hands* to best possible effect or charges from his staff. He intersperses these attacks with quickened spells such as *lightning bolt, scorching ray*, and *magic missile*. If his buffs are successfully dispelled or he takes 100 points of damage he *teleports* to safety (probably Area 343) — using the quickened one if necessary — to recuperate and rebuff with *greater invisibility, fire shield, expeditious retreat, shield, blink*, and *resist energy*. He then uses *arcane eye* to spy out the party and begin to stalk them, using *fireball* and *horrid wilting* to make hit-and-run attacks. He reserves his *clenched fist, repulsion*, and *cloudkill* spells to defend his phylactery.

Treasure: While the room's furnishings are fine, they are very old and dried-out and are no longer worth anything. A drawer in the desk, however, has a *handy haversack* that still holds 25 tindertwigs and 12 fills of extremely high quality pipeweed harvested from exotic lands

The *pipe of visions* first appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and is reproduced here for your convenience.

Pipe of Visions

Aura strong divination; **CL** 13th
Slot none; **Price** 182,000 gp; **Weight** 1 lb.

DESCRIPTION

This pipe is 2 feet long, with a slender curved stem and a gold mouthpiece. Crafted of ivory and etched with intricate designs, the pipe is further decorated with bold, multicolored feathers, tied around the bowl with leather straps. It is commonly used during ceremonies that reflect on the past or inquire into the future.

If the *pipe of visions* is filled with a precise blend of exotic tobaccos and rare herbs (which cost 500 gp per fill) and lit, up to six people seated in an enclosed space no more than 20-ft.-by-20-ft. can take turns smoking and concentrating on an event that transpired or that might occur in the near future. After the pipe has been passed several times, the smoke that has gathered in the enclosed area begins to swirl and take form. All those participating must make a DC 15 Will save. If at least one save succeeds, the group's collective thoughts influence the movement of the smoke. If they have focused on an event from the past, the smoke displays the scene as if witnessed firsthand, albeit through a haze. The smoke does not transmit sound with the vision. If the participants seek to gather information about the future, the pipe's visions are less clear. Vague, indistinct images play about the room, revealing small details about upcoming events, but they do not provide a complete picture of what will transpire. (The GM decides exactly what they will see of the past or the future, but what they infer from it is up to them.)

CONSTRUCTION

Requirements Craft Wondrous Item, *greater scrying, commune*; **Cost** 91,000 gp

centuries ago and carefully preserved (500 gp per fill). Bickerstaff enjoys smoking it every once in a while though he no longer inhales it or tastes its bouquet. He has just consumed one use of it. The pipe itself is a *pipe of visions*

337. Jombda's Quarters

This room is bare of any furnishings or adornment. Only the cracked, flaking plaster on the walls remains.

This room was once occupied by Jombda, a wokan from a distant tribe of savages who was a natural-born sorcerer and later excelled as a mystic theurge as well before joining the ranks of instructors at the college. It was his people that attacked and overran the holy city of Tircople during the time of the Third High Lord to destroy the High Altar of Thyr and Muir and distract the Justicars of Muir that were battling against the hordes of the Disciples outside the gates of Tsar. It was Jombda who served as liaison between the Disciples and his own peoples in that distant land in preparation for the coming of Seneschal Vrius and the establishment of a new Citadel of Orcus on the ruins of Tircople. When the Great Retreat occurred, Jombda returned to his people instead of joining the rest of the Disciples in their flight to Rappan Athuk. In anticipation of the new citadel, he removed all of his effects. When Vrius failed in his mission and Belishan betrayed the Grand Cornu's plan (see *Slumbering Tsar: Temple-City of Orcus*), Jombda never bothered to return and rejoin the Disciples.

338. Meeting Room (CR 13)

All the doors to this room are *arcane locked* (caster level 20).

This room is dominated by the shattered remains of a vast, round table. It has been broken in several places and has collapsed. It is heavily scarred and burned, and large sections of it are missing — apparently completely destroyed. What is left is sagging and rotten. The rotten, splintered remains of five upholstered chairs lie around its perimeter. The entire ceiling is covered in a mosaic featuring the now-familiar horned visage seen throughout this area. Large black opals have been set into its eyes creating eerie depthless pupils.

This served as the meeting room for the dean and his faculty. A vicious, multi-layered **trap** was left behind and later activated when Sir Bomont battled Bickerstaff in this room. It has since been reset.

Trap: The mosaic of Glazerel is a massive trap. A *detect magic* reveals that the opal eyes bear an aura of strong divination. When anyone enters the chamber that does not have the ability to cast arcane spells, the magical eyes detect the intruders' presence (including invisible creatures). Two rounds later any doors that have been opened to this chamber automatically slam shut and relock, even if their *arcane locks* have been removed. Everyone in the room is then subjected to a *horrid wilting* (caster level 20). In the following round the mouth of the mosaic image seems to open and a *fire storm* fills the room (also caster level 20). The trap automatically resets itself after 20 minutes. In addition to being disabled, the trap can also be avoided if the view of the mosaic's eyes is somehow obstructed. This can be accomplished with a *darkness* spell, *blindness*, or even just covering them with a cloak. A successful *dispel magic* against caster level 20 renders them blind for 1d4 rounds. Removing the eyes does not disable the trap because they are still able to see as long as they are in this room and must still be blinded somehow.

A horrible side effect to this trap is that it consumes a vast amount

CHAPTER 6: THE BOSOM OF ORCUS

of the available oxygen in Areas 333–343, such that anyone standing in rooms 333–337 and 339–343 detect a noticeable current of air being pulled into the wind tunnels. Once the trap has been set off, until the outer secret door at Area 342 or the door to Area 329 has been opened, the air in these chambers is considered depleted. Any creature that relies on breathing is subject to slow suffocation as described in the “Suffocation” section in Chapter 13 of the Pathfinder Roleplaying Game.

MOSAIC OF GLAZEREL TRAP

CR 13

Type magical; Perception DC 35; Disable Device DC 40

Trigger visual; **Reset** automatic

Effect spell effect (*horrid wilting*, 20th-level wizard, 20d6, DC 24 Fortitude save half damage); onset delay (2 rounds); spell effect (*fire storm*, 20th-level cleric, 20d6 fire, DC 24 Reflex save half damage)

Treasure: The black opals are massive specimens, each worth 2,500 gp. They become nonmagical if removed from this room but might retain some magical affinity making them perfect for use in the construction of magical items or as spell components (reduce necessary skill checks by 1 or increase caster level by 1, whichever is appropriate).

339. Dean’s Office

This room is completely bare of furnishings. It was once the office of Oubre, Dean of the College of Glazerel, and contained many valuable items of furniture and artwork. However, he magically transported all of it away prior to the retreat.

340. Dean’s Quarters

This irregularly shaped room has flooring of fine, granite tiles, and the walls are paneled in smooth marble. Here and there they bear signs of battle damage, nicks, gouges, scars and scorch marks. At the southern end of the east wall a fiendish golden face with sardonic sneer and horns curving from its forehead seems to protrude through the very marble itself in bas-relief. Lying in the center of the floor are the moldering skeletal remains of a humanoid, still wearing the tattered remnants of a dark robe. A large cleft separates its shoulders from its torso. A pentagram of red stone inlaid into the granite is partially obscured by the corpse.

Dean Oubre once shared this room with whatever fiendish companions he happened to have summoned up from the Lower Planes at any given time. Like his office, all of his valuables and effects have been removed. The pentagram was part of his summonings but retains no special power now. If the corpse is examined, a DC 25 Perception check recognizes its desiccated features as being identical to those of the lich encountered in Area 336 or elsewhere. These are the mortal remains of Bickerstaff, slain in this room by Bomont the Mighty. The knight was trapped by the portal in Area 342 before he could locate the lich’s phylactery and finish the job. As a result, Bickerstaff reformed after a few days and removed all the valuables from his former corpse.

The bas-relief of Glazerel appears to emerge seamlessly from the granite, which in fact it does. However, a DC 23 Perception check notes that it covers a secret door that will slide open into the floor if the golden face is depressed back into the wall (DC 15 Strength check to accomplish). The door leads to the trap at Area 342. A DC 30 Perception check in the northern part of the room locates another secret door leading to Area 341.

Treasure: The bas-relief of Glazerel is made of solid gold and is

worth 10,000 gp if somehow removed intact from the wall. However doing so requires the use of magic such as *stone shape* to release it from the walls grip. *Stone to flesh* is another alternative, if extremely messy. The bas-relief can also be removed if the wall around it is chipped away to release it (equivalent to breaking through a 10-foot section of the wall), however, doing so has a flat 30% chance of damaging the sculpture. If the bas-relief is damaged or the party elects to merely carve it up and tear it out from the wall, it is still worth 6,000 gp for the gold content alone.

341. Dean’s Exit

This small chamber is completely bare. It gives off a strong aura of conjuration (teleportation). Any creature stepping completely into the room is instantly *teleported* to Area 343 with no save (caster level 20). Only items carried by the creature are teleported with it. Creatures *teleporting* here from Area 343 can step out safely, but if they enter again they are *teleported* again. These *teleport* effects are completely safe, and there is room for up to eight Medium creatures to arrive and depart simultaneously.

342. Trapped Exit

This hallway is bare of furnishings. The secret door at the east end can be found from the outside with a DC 35 Perception check and from within with a DC 25 Perception check. The secret door in the north wall can be found with a DC 25 Perception check. The west secret door that serves as the backside of the bas-relief in Area 340 can easily be located with a DC 15 Perception check from as far away as 20 feet. This was all part of the dean’s emergency exit from the citadel if his own teleportation magic ever failed him.

The west secret door serves as a trap of sorts. To depart or return to his quarters, Dean Oubre would use the teleportation portals at Areas 341 and 343. Anyone unfamiliar with these, however, was likely to assume that the secret door behind the bas-relief was the correct entrance/exit — such as Sir Bomont, for example. Any creature fully entering the marked square from either direction is instantly *teleported* to Area 2 (*Part 1—At the Feet of Orcus*) and trapped there. This teleportation works exactly like that in Area 341, except it works only one way.

343. Dean’s Entrance

There is no light in this chamber. Modify the description accordingly if the PCs are unable to see, in which case only the bat’s glowing eyes are visible.

This small room is featureless except for a small wire cage hanging from a hook on the north wall 10 feet above the floor. A brown bat hangs upside down from a perch within, its eyes glowing evilly as it watches you.

The secret door on the south wall can be found from either side with a DC 25 Perception check. This room *teleports* any creature that enters it completely to Area 341. It functions exactly as described in that area. The bat in the birdcage is actually quite dead and desiccated — almost mummified. It was once Bickerstaff’s familiar and used the bird perch in his bedchamber. When Bickerstaff became a lich, his familiar was turned into his phylactery. Despite its fragile appearance, the birdcage is as strong as any phylactery receptacle (Hardness 20, hp 40, Break DC 40) and completely protects the bat within from all harm until the cage itself is breached. Nothing, not even fire or gasses, can penetrate between the cage bars as long as the cage is intact. However, once the cage is breached, the bat can easily be destroyed if it takes even 1 point of damage. The cage bears

CHAPTER 6: THE BOSOM OF ORCUS

an *alarm* spell that silently notifies Bickerstaff if it is disturbed in any way. If that happens, he immediately *teleports* here to do battle. If the bat is destroyed, Bickerstaff can permanently be laid to rest. If necessary Bickerstaff removes the cage and tries to hide it in one of the wind tunnels until he has dealt with the intruders.

Note: Remember creatures can only physically reach the cage if they have *teleported* here from Area 341. Any creature that enters through the secret door or leaves and then returns to this room is instantly *teleported* back to Area 341. Bickerstaff is well aware of this effect and tries to use it to his advantage with *repulsion* spells and the like to force PCs out of the chamber.

As a final bit of malice, Bickerstaff has left a surprise for anyone that destroys the bat. Within its gullet is a suspended *delayed blast fireball* (caster level 19) that immediately activates if the bat is destroyed. It is this small roiling bead of fire that causes the bat's eyes to glow.

Region 15 — Laboratories (Map 6-3)

Early in the strategy of the Disciples of Orcus was the creation of new and powerful spells and magic items to wreak havoc among their enemies or to insidiously corrupt the health and minds of those who would oppose them. To this end was created a series of laboratories in the citadel. Here the most powerful Disciples could work in conjunction with the most adept of the Glazerites to create these aberrant forms of magic. When the Battle of Tsar came, it saw the introduction of many such innovations including the plagues and spells that destroyed the troops of the Army of Light and ultimately twisted the land itself in the Boiling Fields outside the city's northernmost gates and, in the greatest expenditure of magical might ever witnessed, forged in these labs was the conjunctive spell of destruction that created the Chaos Rift where once had stood the enemy's main camp. In addition to these mighty works of magic, smaller feats of a more mundane but no less effective sort were performed. Several types of vicious battle creatures and mutations were spawned here including the genesis for the highly successful project that resulted in the ashborn arachnae still found inhabiting the Desolation and the portions of the city below, as well as, the schematics for a massive weapon capable of firing flaming projectiles that would leave behind a wide swath of destruction but was never finished. For details of the Boiling Lands or the Chaos Rift, refer to *Slumbering Tsar: The Desolation*. Details of the ashborn arachnae and cannon projects are discussed in *Slumbering Tsar: Temple-City of Tsar*.

344. Demolished Laboratory (CR 17)

The passage ends in a blasted-out, debris-strewn crater in the side of the citadel. The reinforced walls that once partitioned this area have been erased, and the crumbling stone that remains is scorched and melted. Small, shining pools lie on the floor here and there where metal items have melted and cooled into puddle shapes after being exposed to the intense blast that gutted this area.

This was once the main laboratory used by the Disciples and the Glazerites. It has not been used since many of the most powerful of both orders gathered here to work their conjunctive magic and unleash a spell of destruction upon the enemy camp. The result of their spell was the Chaos Rift, but the magic they employed was

too powerful for even their combined skills to contain. A mystical backlash ripped this room apart and completely obliterated the weavers of the spell. Many of the most powerful among the Disciples and most of the Glazerites other than the instructors of the college and the students still in attendance were lost that day. After that much of the further experimentation was moved to sites in the city below.

The broken edge of the room looks out over a drop of 640 feet to the plaza below, though anyone falling would strike the belly of the citadel first a mere 40 feet below. The broken and melted stone at the edge is unstable, and anyone approaching within 5 feet must make a DC 18 Acrobatics check to avoid falling as a piece of masonry gives way beneath them. The secret door to area 345 was largely shielded from the brunt of the blast by a thick wall and still requires a DC 15 Perception check to find its charred edges.

Creature: Some of the captured magic and restless souls live on in this chamber and have formed into **3 elder fire elementals** and an **elder magma elemental**. They exist as small, smoldering coals and a bubbling magma pool respectively, but when anyone enters this chamber there is a cumulative 25% chance per round that they will burst to life and attack. They do not leave this chamber.

ELDER FIRE ELEMENTALS (3) CR 11
XP 12,800
hp 152 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire")

ELDER MAGMA ELEMENTAL CR 11
XP 12,800
hp 152 (*Pathfinder Roleplaying Game Bestiary 2* "Elemental, Magma")

Treasure: Anyone taking a few hours to pry up the little pools of melted metal can recover silver, mithral, gold, and platinum in this form worth a total of 4,500 gp.

345. Malfunctioning Gate

This chamber is unadorned save for a large oval of glassy obsidian standing against the west wall. Runes of power have been inscribed into the wall around this mirrorlike surface.

A DC 10 Knowledge (arcana) or Spellcraft check is sufficient to realize the runes identify this as some sort of planar portal. In the days of the citadel it was a magical *gate* that could be focused on many different planes to allow travel back and forth. Following the explosion in Area 344 it became unstable and worked only sporadically and opened on random locations. Many of the creatures encountered throughout the citadel have come through the *gate* at various times. Currently, however, the *gate* has been inert for the last several decades. It does not detect as magic and will not open at any time during this adventure.

346. Magical Stores

Shelves boxes and bins line the walls of this small chamber. The faint but pungent odor of strange substances and chemicals lingers in the air. Most of the shelves and containers are largely empty, though a few odds and ends remain.

This room was used to store components for spells and rituals. The room was hastily emptied for the retreat, but much was inadvertently left behind, and it is an excellent opportunity to PC spellcasters to replenish their supplies. The PCs can find any mundane spell components here in quantities sufficient for 2d10 castings of the spell. For more exotic or valuable items, there is a 20% chance that 1d3 are present.

347. Library (CR 13)

Dim lights float in the upper reaches of this shadowy, vaulted chamber. The walls are composed of shelving reaching the 40-foot ceiling above, and wheeled ladders mounted on metal rails provide access to even the highest of these. Tables of dark wood occupy the floor of this chamber, and padded chairs are set around these. The many shelves hold hundreds of bound volumes, though there are large and conspicuous gaps in the shelves where obviously large numbers of books have been removed.

Here was the great library of the citadel, keeper of its histories, discoveries, and magic for centuries. When the retreat took place, the most valuable and powerful of the books here were taken as well. Perusing the shelves finds a plethora of titles on such subjects as the schools of magic, anatomy and taxidermy, the outer planes, magic item creation, alchemy, spell theory, and volumes on more mundane subjects such as history, geography, politics, military strategy, and engineering. Most of the works have a decidedly evil bent to their writings. Anyone using the 8,000 thousand volumes in this library as a reference source gains a +10 bonus to any related Knowledge or Craft check provided they spend at least a week in research. However, moving them would prove quite difficult.

The glowing spots at the ceiling are permanent *dancing lights* (caster level 15). If anyone takes a book and sits at one of the tables, one of the *dancing lights* floats down and hovers above him, providing adequate reading light. When the individual rises from the chair, the light returns to its floating near the ceiling. The result of these lights is that the room is cast in shadowy illumination except for the area immediately around one of these beacons.

Creature: Lurking near the ceiling of this room, obscured in the shadows is all that remains of one of Bishu's knights. This is Captain Perival. He and Bomont started to explore this level together seeking Lord Bishu but parted ways in the College of Glazerel when the corruption of the Pall over Tsar caused them to bicker and split up. Perival ran afoul of the then-functioning *gate* at Area 345 and was taken to the Abyss. After a time he was able to escape back to here, but by then he had been transformed into his current state of existence as a **shadow demon**, a shadowy bat-winged demonic shape with all-too-real teeth and claws. He hopes to use his *magic jar* to possess a fighter or rogue while the party pauses to examine the books here. If successful he immediately launches an attack on his host's compatriots and fights until his receptacle is slain. If he is unsuccessful in his *magic jar* attack, he instead tries to attack with surprise to slay those who remind of what he once was.

CAPTAIN PERIVAL**CR 13****XP 25,600**

Male shadow demon fighter 10 (*The Tome of Horrors Complete* 172)
CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +10; **Senses** darkvision 60 ft.; **Perception** +35

AC 23, touch 23, flat-footed 16 (+6 Dex, +6 deflection, +1 dodge)

hp 175 (7d10+28 plus 10d10+40 plus 10)

Fort +13, **Ref** +16, **Will** +11 (+14 vs. fear)

Defensive Abilities bravery +3, incorporeal; **DR** 10/cold iron or good;

Immune cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 24

Weaknesses sunlight powerlessness

Speed fly 40 ft. (perfect)

Melee 2 claws +26 touch (2d6+4 plus 1d6 cold), bite +25 touch (2d8+2 plus 1d6 cold)

Special Attacks pounce, weapon training (natural +2)

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only)



telekinesis (DC 21)

3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)

1/day—*magic jar* (DC 21), *summon* (level 3, 1 shadow demon 50%)

Str —, **Dex** 22, **Con** 19, **Int** 14, **Wis** 16, **Cha** 23

Base Atk +17; **CMB** +17; **CMD** 40

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge^B, Improved Initiative, Improved Natural Attack (bite, x2), Improved Natural Attack (claw, x2), Lightning Reflexes, Mobility^B, Spring Attack^B, Step Up^B, Weapon Focus (claw)^B, Weapon Specialization (claw)^B

Skills Acrobatics +26, Bluff +16, Fly +34, Knowledge (local) +12, Knowledge (planes) +12, Perception +35, Sense Motive +15, Stealth +26

Languages Abyssal, Celestial, Common, Dwarven; telepathy 100 ft.
SQ armor training 2, shadow blend, sprint

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

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.

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 attack 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 *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Treasure: Two books of value were left behind on accident. Each one can be found with a successful DC 30 Perception check. Both have a permanent *nondetection* spell (caster level 18) cast on them, so they cannot easily be located by magic. These two books are a *tome of clear thought* +4 and an *iron golem manual*.

348. Chamber of the Proto-Creatures (CR 15)

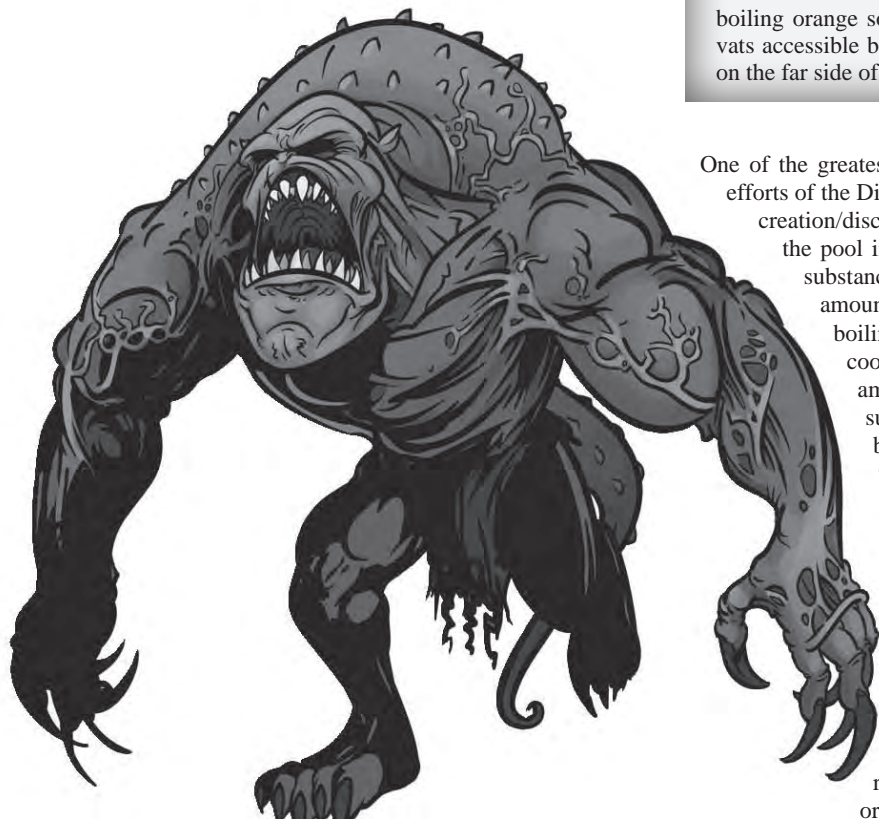
The door to this chamber is locked with a heavy set of multiple locks and bars. They can be opened with seven *knock* spells or one DC 50 Disable Device check.

The long corridor finally opens into a round chamber. Arranged around the curving walls are several glass cylinders capped with plates of steel. The cylinders are full of a murky greenish liquid, and suspended in each is a motionless, hideously-misshapen creature. These range in size from that of a man to that of a hill giant, but all are terrible conglomerations of exposed organs and bone, gnarled limbs, corded muscles with patches of strange, pebbly flesh, and eyes and mouths in unnatural locations. In the center of the chamber stands a small wooden table upon which rests a simple clay flask sealed with a wax stopper.

While the Disciples and Glazerites were perfecting their development of the metastasis cells, they suffered many failures in their experiments with *proto-matter*. The results of these experiments were unstable life forms called proto-creatures. Those that survived the process were stored here in a suspension solution should a use ever be found for them in the future.

Creatures: Still held in stasis in this chamber are **4 proto-creatures** and **2 giant proto-creatures**. They are sealed in the glass cylinders and neither age nor experience any sensory stimuli while suspended in the solution that keeps them in a state of complete metabolic hibernation. The glass cylinders are extremely fragile (Hardness 1, hp 3, Break DC 5) and, if broken, shatter spilling their rancid-smelling contents onto the floor. This solution is harmless, but once freed a proto-creature wakes from its stupor and is extremely hungry.

The Disciples left these creatures here in the Great Retreat having



found no other use for them as they were dangerous and extremely difficult to control. They did leave a little surprise behind for any intruders that might happen to enter here, however. The clay flask is completely mundane except that it has been treated with a permanent coat of *salve of slipperiness*. The salve appears to be nothing more than a glaze coat on the clay flask. Anyone attempting to grasp the flask must make a DC 17 Reflex save each round or it slips out of his grasp. If dropped the flask is likely to shatter (Hardness 0, hp 1), and if successfully grasped, the holder must make a DC 15 Intelligence check to avoid shattering it with the pressure of his hands. If broken or the stopper is removed, the flask immediately releases a 20-foot-radius cloud of gas. This gas is actually a powerful acid that affects only glass. The acid deals 1d6 points of damage to any glass objects or creatures per round. Unless magically dispersed, the gas dissipates after 3 rounds. The Disciples left it here in hopes that intruders would accidentally release the deadly proto-creatures from their cylinders.

PROTO-CREATURES (4)

CR 8

XP 4,800

hp 125 (See *Monster Appendix*)

GIANT PROTO-CREATURES (2)

CR 12

XP 19,200

hp 203 (See *Monster Appendix*)

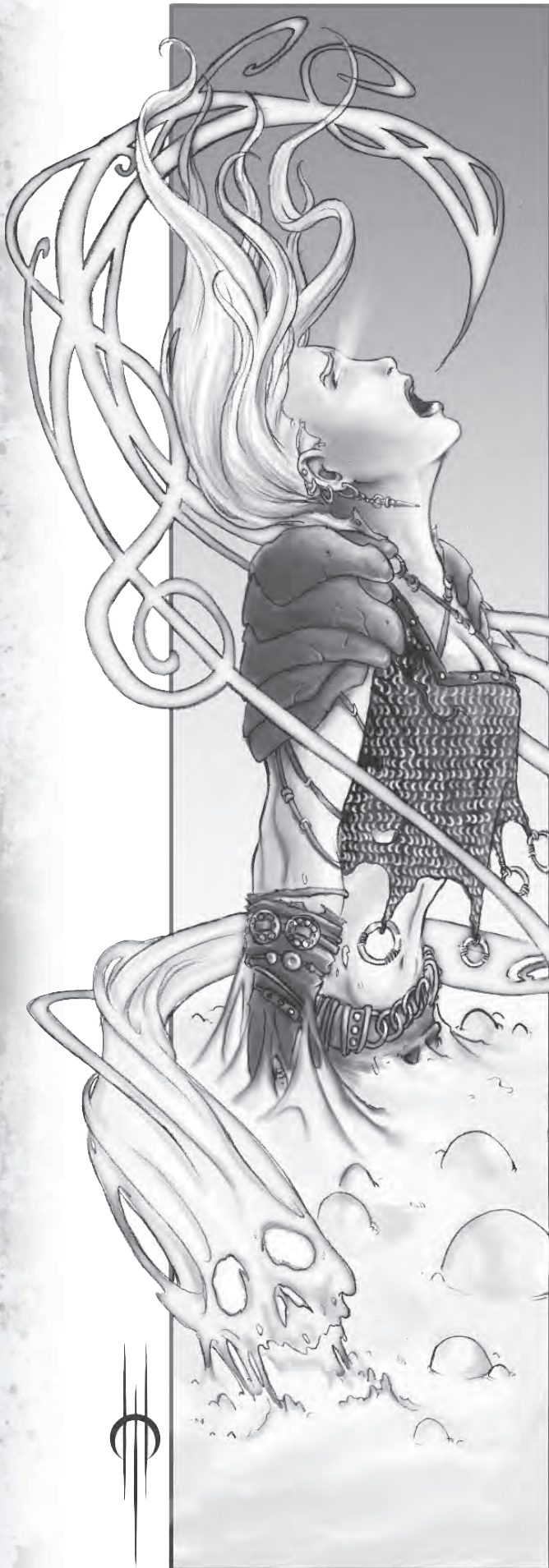
349. Metastasis Cells (CR 20)

There are no light sources in this room other than the dim illumination provided by the *proto-matter*.

The winding passage opens into a cavernous chamber that appears to have been ripped from Hell itself. The oddly-shaped chamber extends far to the south turns back to the west as it disappears from sight. A hellish, orange glow provides dim illumination that disappears into shadows towards the chamber's 50-foot ceiling. This glow emanates from a pool of some roiling, thick fluid that occupies a vast pit in the room's center. A narrow catwalk passes 10 feet over the top of this boiling orange soup. Near at hand are two 15-foot-tall steel vats accessible by a smaller stair and catwalk. Dimly visible on the far side of the pool are more of these metal cylinders.

One of the greatest achievements conceived from the combined efforts of the Disciples, the Glazerites and the Magitect was the creation/discovery of *proto-matter*. This glowing liquid fills the pool in the room's center to a depth of 10 feet. The substance is viscous and infused with a phenomenal amount of Positive Energy. Though it appears to be boiling, it gives off no heat and is actually slightly cool to the touch. The bubbling is from the sheer amount of raw life force contained within it. The substance is completely harmless if touched by living creatures other than to cause a slight tingling sensation. Undead and creatures connected to the Negative Energy Plane take damage as if exposed to a like amount of holy water and suffer total destruction if immersed (DC 30 Fort save each round to take only 10d6 positive energy damage). However, if a living creature is ever immersed in the substance, its physical body is affected on a fundamental level. The *proto-matter* transforms the creature in a single round into a completely new creature (DC 30 Fortitude save to resist per round of immersion). Roll on the table below or choose a new species that the affected creature

CHAPTER 6: THE BOSOM OF ORCUS



becomes. Only the creature's physical body is affected, his gear remains intact, though a DC 20 Will save is necessary to avoid taking on the new form's intellect as well and losing all previous memories and abilities. Only creatures with the shapechanger subtype or those that have already experienced a *proto-matter* transformation are immune to this effect. A creature cannot drown in *proto-matter* due to the constant influx of life force and, in fact, is healed of all wounds and physical defects (including diseases, amputations, etc.) and the need to eat or drink is sated each time it is immersed. *Proto-matter* removed from the room immediately becomes inert and useless. Only a *miracle* or *wish* can reverse the transformation caused by *proto-matter*.

The steel cylinders are all open-topped and empty but are connected by pipes and valve wheels to the pool so that they can be filled with *proto-matter* to different levels. These special metastasis cells allowed for a slower, more controlled transformation of subject creatures into forms of the Disciples' choosing or even new forms of life altogether. However, the knowledge of how to use them was lost long ago, and all records have been removed from the citadel.

Creature: Despite its abandonment by the Disciples, the chamber's guardian still resides in the pool after all these years, kept ageless by the pool's rejuvenating effects. Known only as the Protean Keeper, it once served the Disciples in their experiments to control subjects and guard their experiment subjects. It is actually a **hagunemnon** — a particularly stunted example of its race, it was cast out as a runt by its own species. The Glazerites managed to make contact with it while the secrets of *proto-matter* were being discovered, and it elected to join the puny humans as a guardian in exchange for shelter from the vengeful attention of its own kind. It has remained here ever since rather than coming out and risking discovery and destruction at the hands of another hagunemnon. Its appearance is an ever-shifting combination of traits and features of myriad types of creatures, as it is unable to ever stabilize into the form of a distinctive being.

THE PROTEAN KEEPER

CR 20

XP 307,200

Stunted hagunemnon

CN Medium aberration (shapechanger)

Init +13; **Senses** darkvision 120 ft.; **Perception** +47

AC 36, touch 19, flat-footed 27 (+9 Dex, +17 natural)

hp 391 (34d8+238); regeneration 15 (acid, cold, or fire)

Fort +20; **Ref** +20; **Will** +27

DR 15/magic and law; **Immune** polymorph; **SR** 31

Speed 50 ft.

Melee* 5 slams +28 (2d8+33/19–20 plus destabilize form)

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

*Includes 10-point Power Attack

Str 35, **Dex** 29, **Con** 25, **Int** 20, **Wis** 23, **Cha** 24

Base Atk +25; **CMB** +37 (+39 bull rush and overrun); **CMD** 56 (58 vs. bull rush and overrun, can't be tripped)

Feats Alertness, Blinding Critical, Cleave, Combat Reflexes, Critical Focus, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (slam)
Skills Acrobatics +46 (+54 jump), Diplomacy +41, Climb +49, Escape Artist +46, Intimidate +44, Perception +47, Sense Motive +44, Stealth +46, Swim +49

Languages Abyssal, Common, Giant, Hagunemnon, Infernal, Protean

SQ alter shape

Combat Gear ring of telekinesis

Alter Shape (Ex) A hagunemnon can assume the shape of any combination of physical non-deific creature at the same time as a free action. In fact, a hagunemnon's form constantly boils, and it requires a move action each round for it to maintain a certain shape (even if that shape is a combination of several different shapes). Whatever its present form, the hagunemnon retains all its own special abilities. Plus it gains the advantage of up to four extraordinary abilities from the forms it mimics (but not spell-like or supernatural powers). The assumed form can be no smaller than Fine and no larger than Colossal). Incorporeal traits can also be assumed, counting as a single extraordinary ability.

If a hagunemnon assumes a partial form that confers an extraordinary ability already possessed by the creature, only the better of the two abilities is retained.

CHAPTER 6: THE BOSOM OF ORCUS

No matter its form, a hagenemnon can never make more than five attacks with a full-round action. However, it may substitute a melee attack form for one of its slam attacks, using its own base attack bonus and Strength modifier but dealing damage appropriate to the attack type. For instance, if the hagenemnon gives itself the head of a dragon, it gives up one of its slam attacks for a bite attack, while retaining four other slam attacks or some other combination of melee attacks that do not exceed four.

Destabilize Form (Su) If a hagenemnon hits with two or more slam attacks in the same round, it partially destabilizes its foe's physical form. Its foe's body boils and changes in an uncontrollable fashion, dealing an additional 4d6+21 points of damage as well as 1d2 Constitution damage. If the victim reaches 0 Constitution from this attack, its dead body is only so much clear fluid that drains away unless somehow preserved.

Tactics: The Protean Keeper usually lurks just beneath the surface of the opaque *proto-matter*. It never sleeps and continually takes 10 on its Perception check as it day dreams its strange, aberrant visions. When it detects intruders, it hides in the morass with improved cover equal to a deep bog. When anyone begins to cross the bridge, it waits until they are halfway across before it launches a pseudopod up onto the catwalk and pulls itself up as a move action (PCs in threatening squares do gain attacks of opportunity from this move due to its cover coming from beneath the bridge). It attempts to seal the lead PC off from the rest of his party and then bull rush him into the *proto-matter* before turning back to deal with the rest of his companions. It uses its *ring of telekinesis* to toss PCs into the pool when possible. If badly wounded, the Protean Keeper retreats back to the pool to heal its wounds. It attempts to destroy every intruder and loot them and will pursue those that flee, though there is a 10% cumulative chance during each round of pursuit that it panics from the potential discovery by other hagenemmons and retreats back to its pool. A party that can somehow convince it that others of its kind are coming can cause it to cower in its pool and fight only in self-defense and even give up its **treasure** in exchange for its life.

Freya, Goddess of Love and Fertility

Freya appeared in *Bard's Gate* and other products by **Necromancer Games**. Details of this deity are updated and included here for your convenience.

Alignment: Neutral Good

Domains: Animal, Good, Healing, War

Symbol: Falcon

Garb: Robes and cloaks of white, trimmed with white fur

Favored Weapon: Longsword, longbow

Form of Worship and Holidays: Harvest moon feast and before large hunts

Typical Worshipers: Human females

Freya is a lesser goddess of love and fertility. She is also the leader of a great band of women warriors known on some planes of existence as Valkyries. Freya represents fertility in all its forms. On this plane, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest as well as a goddess of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and the stag. She appears most frequently to her worshipers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a huntress in leather armor with a sword and bow, or as a warrior in shining mail with glowing sword. She can take the form of a falcon—or any other bird—at will, as well as the form of a huge winter wolf.

Treasure: Concealed at the bottom of the *proto-matter* pool are the treasures the Protean Keeper has collected over the years and been paid for its services by the Disciples. Anyone searching the bottom of the pool can find each the following on a separate DC 30 Perception check (DC 20 for the statue): a mithral chest (1,000 gp) holding assorted gems worth 23,000 gp, a *rod of splendor* (10 charges), and a life-size statue of a rearing unicorn composed of solid silver — kept marvelously untarnished by its years of immersion in the *proto-matter* (50,000 gp). This last item is actually a live **unicorn** that was entrapped by a special spell similar to *flesh to stone* but that rendered the victim into solid silver. It can be removed by *break enchantment* (but not *stone to flesh*) against DC 30 (caster level 19). It otherwise functions in all ways as a *flesh to stone* spell. If the unicorn is freed, it can at your discretion become a cohort to one of the PCs.

FILIEDRA

CR 13

XP 25,600

Female unicorn cleric of Freya 10 (*Pathfinder Roleplaying Game Bestiary* “Unicorn”)

NG Large magical beast

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

Perception +29

Aura good, magic circle against evil

AC 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, -1 size); +2 deflection vs. evil

hp 136 (4d10+16 plus 10d8+40 plus 10)

Fort +15; **Ref** +13; **Will** +17; +2 resistance vs. evil

Immune charm, compulsion, poison

Speed 60 ft.

Melee gore +15 (1d8+4), 2 hooves +12 (1d3+2)

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

Special Attacks channel positive energy 14/day (DC 24, 5d6), powerful charge (gore 2d8+8), spontaneous casting (cure spells)

Spell-like Abilities (CL 19th):

At will—*detect evil* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison* (DC 23)

Domain Spell-like Abilities (CL 10th):

At will—*speak with animals* 13 rounds/day

11/day—*rebuke death* (1d4+5)

Spells Prepared (CL 10th):

5th—*break enchantment*, *breath of life*^D, *mass cure light wounds* (DC 23), *righteous might*

4th—*air walk*, *divine power*, *holy smite*, *neutralize poison*, *restoration*, *summon nature's ally* IV^D

3rd—*cure serious wounds*^D (DC 21), *prayer*, *protection from energy*, *remove curse*, *searing light* (ranged touch +14, x2)

2nd—*aid*, *animal messenger*, *cure moderate wounds*^D (DC 20), *lesser restoration*, *remove paralysis*, *shield other*, *spiritual weapon* (+19/+14/+9 attack, 1d8+3 force)

1st—*bles* (x2), *calm animals*^D (DC 19), *obscuring mist*, *remove fear*, *sanctuary*, *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *light*, *virtue*

D domain spell; **Domains** Animal, Healing

Str 18, **Dex** 19, **Con** 18, **Int** 19, **Wis** 27, **Cha** 28

Base Atk +11; **CMB** +16; **CMD** 30 (34 vs. trip)

Feats Alertness, Combat Casting, Extra Channel, Multiattack, Run, Vital Strike, Weapon Focus (gore)

Skills Acrobatics +21 (+33 jump), Knowledge (religion) +18, Perception +29, Sense Motive +25, Stealth +15, Survival +17 (+20 in forests)

Languages Celestial, Common, Elven, Gnome, Sylvan

SQ animal companion (none currently), healer's blessing, magical strike, wild empathy +15

Gear large silver holy symbol of Freya on necklace (50 gp).

Proto-Matter Transformation Results: Roll 3d12

ROLL	CREATURE	SOURCE
3	Mongrelman	<i>The Tome of Horrors Complete</i> 431
4	Gambado	<i>The Tome of Horrors Complete</i> 303
5	Gibbering Mouther	<i>Pathfinder Roleplaying Game Bestiary</i> "Gibbering Mouther"
6	Lamia	<i>Pathfinder Roleplaying Game Bestiary</i> "Lamia"
7	Nuckalavee	<i>The Tome of Horrors Complete</i> 448
8	Girallon	<i>Pathfinder Roleplaying Game Bestiary</i> "Girallon"
9	Belabra	<i>The Tome of Horrors Complete</i> 63
10	Skin Stitcher	<i>The Tome of Horrors Complete</i> 548
11	Chaos Beast	<i>Pathfinder Roleplaying Game Bestiary 2</i> "Chaos Beast"
12	Tentacled Horror	<i>The Tome of Horrors Complete</i> 596
13	Centaur	<i>Pathfinder Roleplaying Game Bestiary</i> "Centaur"
14	Kraken	<i>Pathfinder Roleplaying Game Bestiary</i> "Kraken"
15	Abyssal Harvester	<i>The Tome of Horrors Complete</i> 14
16	Athach	<i>Pathfinder Roleplaying Game Bestiary 2</i> "Athach"
17	Drider	<i>Pathfinder Roleplaying Game Bestiary</i> "Drider"
18	Grick	<i>Pathfinder Roleplaying Game Bestiary 2</i> "Grick"
19	Eye of the Deep	<i>The Tome of Horrors Complete</i> 275
20	Skum	<i>Pathfinder Roleplaying Game Bestiary</i> "Skum"
21	Giant Flea	<i>The Tome of Horrors Complete</i> 286
22	Serpentfolk	<i>Pathfinder Roleplaying Game Bestiary 2</i> "Serpentfolk"
23	Seugathi	<i>Pathfinder Roleplaying Game Bestiary 2</i> "Seugathi"
24	Shoggoth	<i>Pathfinder Roleplaying Game Bestiary</i> "Shoggoth"
25	Greater Medusa	<i>The Tome of Horrors Complete</i> 421
26	Chupacabra	<i>The Tome of Horrors Complete</i> 105
27	Aboleth	<i>Pathfinder Roleplaying Game Bestiary</i> "Aboleth"
28	Gohl	<i>The Tome of Horrors Complete</i> 329
29	Roper	<i>Pathfinder Roleplaying Game Bestiary</i> "Roper"
30	Bedlam	<i>The Tome of Horrors Complete</i> 54
31	Half-Fiend	<i>Pathfinder Roleplaying Game Bestiary</i> "Half-Fiend"
32	Abomination	<i>The Tome of Horrors Complete</i> 698
33	Beast of Chaos	<i>The Tome of Horrors Complete</i> 702
34	Amphisbaena	<i>The Tome of Horrors Complete</i> 700
35	Flame-Spawned	<i>The Tome of Horrors Complete</i> 722
36	Plant-Imbued	<i>The Tome of Horrors Complete</i> 730

Monster Appendix

Dark Custodian

A dark robed and hooded figure moves across the floor effortlessly, almost as if floating. Its hands are tucked away in the sleeves of its cassock, and where its face should be is only the blackness of the pit.

DARK CUSTODIAN

CR 9

XP 6,400

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +25

Aura unnatural aura (30 ft.)

AC 16, touch 16, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge)

hp 91 (14d8+28)

Fort +6; **Ref** +7; **Will** +11

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus energy drain and incorporeal grab)

Special Attacks devour, energy drain (1 level, DC 19), silence of the grave

Str 20, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 31

Feats Blind-Fight, Dodge, Improved Initiative, Mobility, Skill

Focus (Perception), Spring Attack, Weapon Finesse

Skills Fly +28, Intimidate +19, Knowledge (religion) +19,

Perception +25, Spellcraft +19, Stealth +20

Languages Abyssal, Common, Infernal

Environment any

Organization solitary, gang (2–4), or swarm (6–11)

Treasure none

Devour (Su): Any living creature that is pinned by a dark custodian's grapple gains two negative levels per round that the hold is maintained rather than the standard one negative level of its energy drain. Any creature slain by the dark custodian's energy drain is left a steaming, bloody skeleton, all of its soft tissues having been consumed by the undead.

Incorporeal Grab (Su): If a dark custodian hits with an incorporeal touch, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. During the course of this grapple, the dark custodian becomes partially corporeal and its opponent becomes partially incorporeal. This has no game effect other than allowing the dark custodian to use its Strength bonus in its CMB. If it wins the grapple, it establishes a hold at which point its opponent becomes completely incorporeal, as well, along with the dark custodian. The dark custodian automatically begins to devour the held opponent each round he is held. The opponent remains incorporeal until he manages to break the grapple at which time he becomes immediately corporeal. If this occurs within a solid object, the opponent is forcefully ejected from the object's nearest surface, and the opponent takes 1d6 points of damage in the process. The dark custodian must then try to hit with its incorporeal touch attack again to try to reestablish the grapple. Once the dark custodian has an opponent pinned, it attempts to drag him away to devour him in peace.

Lifesense (Su): A dark custodian notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*. Walls less than 5 feet thick are no impediment to this ability.

Silence of the Grave (Su): As a standard action a dark custodian can use its silence of the grave ability. This creates a *silence* effect as the spell in a 20-foot radius for 7 rounds. This silent zone acts as a *desecrate* spell giving the dark custodian a +1 profane bonus on attack rolls, damage rolls and saving throws, as well as, imposing a –3 profane penalty on turn checks. Any living creature within the area of affect must succeed on a DC 19 Will save or become dazed for 1 round. A new save is allowed each round. This is a sonic mind-affecting compulsion effect. Because it takes place in an area of *silence*, it cannot be counteracted by bardic music. A creature that successfully saves cannot be affected by the *daze* effect of the same dark custodian's silence of the grave for 24 hours. The save DC is Charisma-based.

Sunlight Powerlessness (Ex): Dark custodians are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A dark custodian caught in sunlight cannot attack and can take only a single move action or attack action in a round.

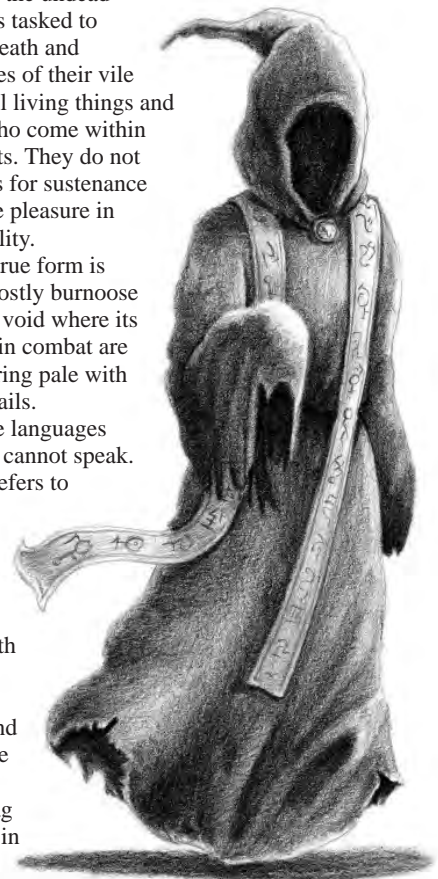
Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dark custodian at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Dark custodians are the undead remains of evil clerics tasked to remain behind after death and guard the sacred places of their vile worship. They hate all living things and seek to devour any who come within their guarded precincts. They do not require these feedings for sustenance but rather merely take pleasure in the carnage and brutality.

A dark custodian's true form is hidden beneath its ghostly burnoose with a lightless black void where its face should be. Only in combat are its hands seen, appearing pale with thickened, clawlike nails.

They understand the languages they knew in life, but cannot speak.

A dark custodian prefers to attack from ambush, leaping through a solid wall to make an incorporeal grab before dragging its prey back through with it. When attacking in groups they usually surround their prey and use their silence of the grave abilities before trying to grab and drag individual opponents in different directions to be consumed.



Living Disease

A cloud rises before you like a dark smear in the air; the smell of death in its wake.

FESTERING LUNG

CR 10

XP 9,600

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)^B

Skills Fly +13, Stealth +5 (+21 in darkness); **Racial Modifiers** +16 Stealth in darkness

Environment any

Organization solitary

Treasure none

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 Fort DC 24; 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. 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.

BLACK ROT

CR 16

XP 76,800

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)^B

Skills Fly +13, Stealth +5 (+21 in darkness); **Racial Modifiers** +16 Stealth in darkness

Environment any

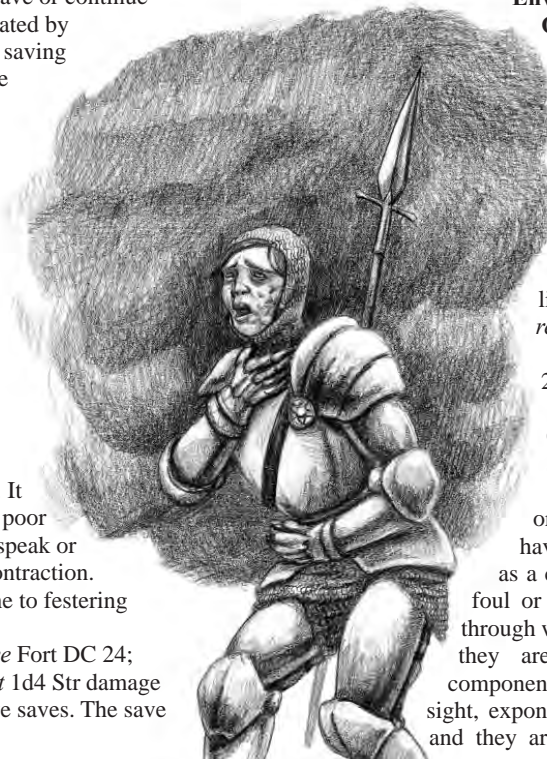
Organization solitary

Treasure none

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 Fort DC 29; 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.

Living diseases are swarms of microscopic organisms, harmful bacteria or viruses that have supernaturally gained limited sentience as a cohesive swarm under certain exceedingly foul or magical conditions. They seek out hosts through which to propagate their contagion. Though they are considered swarms, their individual components are so small as to be invisible to unaided sight, exponentially smaller than even Fine creatures, and they are thus considered one Medium creature.



MONSTER APPENDIX

They are only visible at all due to the sheer number of individual organisms that comprise the swarm; literally billions of them make up a single living disease.

Living diseases offer no resistance to items or creatures entering their midst and cannot be physically felt. They make no sound whatsoever. A living disease in the dark is terrible indeed, as there is no indication it is present until its effects are first felt.

Living diseases neither see nor sleep. Their movements are by pure instinct, and they locate potential hosts with their lifesense. Because of their resilience and extremely high reproductive rate, the microorganisms of a living disease give it fast healing 10.

Though extremely rare, there are many different kinds of living diseases — potentially as many kinds as there are diseases. Two in particular are described here: festering lung and black rot.

A living disease seeks to surround any potential host it senses. It instinctively avoids undead, oozes, plants and constructs, which do not make suitable hosts for the spreading of disease. Unlike normal swarms, a living disease does not deal physical damage. Instead it exposes any creature whose space it occupies at the end of its move to its form of disease.

Proto-Creature

You can tell that this creature was once something else, but it has somehow been horribly misshapen. It still retains a vaguely humanoid form, but it now consists of a terrible conglomeration of exposed organs and bone, gnarled limbs, corded muscles with patches of strange, pebbly flesh and eyes and mouths in unnatural locations.

PROTO-CREATURE

XP 4,800

NE Medium monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; **Perception** +13

AC 21, touch 9, flat-footed 21 (-1 Dex, +12 natural)

hp 125 (10d10+60 plus 10); fast healing 10

Fort +11; **Ref** +6; **Will** +7

Defensive Abilities ferocity; **Immune** acid, electricity, critical hits, nonlethal damage, sneak attacks

Speed 30 ft.

Melee 2 slams +16 (1d6+5 plus grab)

Special Attacks acidic sweat (1d6 acid)

Str 20, **Dex** 9, **Con** 22, **Int** 6, **Wis** 10, **Cha** 5

Base Atk +10; **CMB** +15 (+19 grapple);

CMD 24

Feats Cleave, Great Fortitude, Power Attack, Toughness, Weapon Focus (slam)

Skills Perception +13, Survival +13

Languages Common (cannot speak)

Acidic Sweat (Ex) The metabolism and biology of a proto-creature has been so corrupted, that unidentifiable caustic fluids now course through its body instead of the traditional humors. In the third round of combat or heavy exertion, a proto-creature begins to secrete this fluid through the pores of its skin as sweat. Anyone physically touching a proto-creature (not including with a weapon or other object) or who is hit by a slam attack after this sweating begins takes 1d6 acid damage. An opponent that is grappled by a proto-creature takes double this damage each round that

the grapple is maintained. A living proto-creature continues to sweat this substance for 10 minutes following the completion of the battle or other activity that initiated it.

GIANT PROTO-CREATURE

CR 12

XP 19,200

NE Large monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; **Perception** +17

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 203 (14d10+112 plus 14); fast healing 10

Fort +14; **Ref** +8; **Will** +9

Defensive Abilities ferocity; **Immune** acid, electricity, critical hits, nonlethal damage, sneak attacks

Speed 30 ft.

Melee 2 slams +21 (2d6+7 plus grab)

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

Special Attacks acidic sweat (2d6 acid)

Str 24, **Dex** 8, **Con** 26, **Int** 6, **Wis** 10, **Cha** 5

Base Atk +14; **CMB** +22 (+26 grapple); **CMD** 31

Feats Cleave, Great Cleave, Great Fortitude, Improved Natural Attack (slam), Power Attack, Toughness, Weapon Focus (slam)

Skills Perception +17, Survival +17

Languages Common (cannot speak)

Acidic Sweat (Ex) The acid damage from a giant proto-creature is 2d6 points of damage.

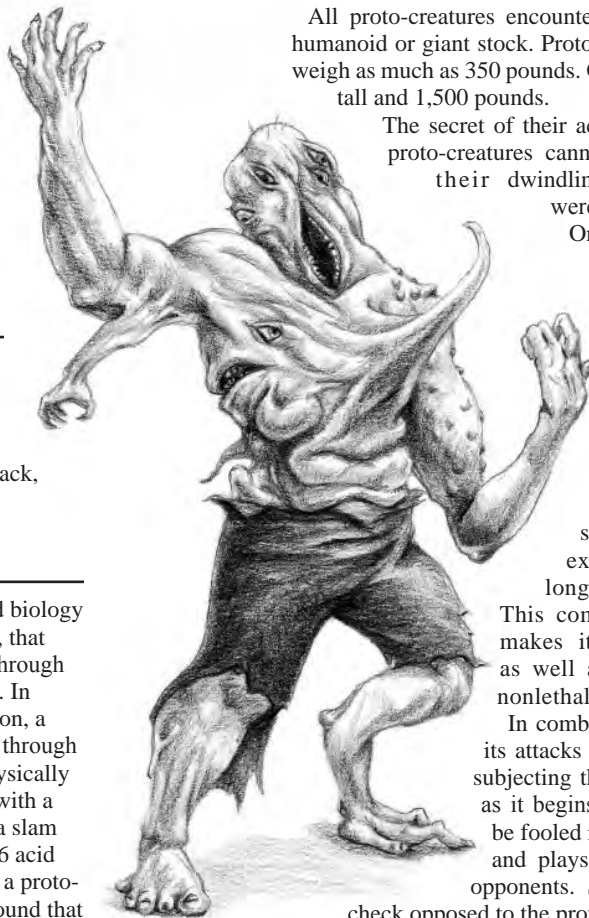
Proto-creatures are the results of the failed early experiments with *proto-matter* by the Disciples of Orcus in their attempts to create ever better and more powerful servants and warriors. The proto-creatures proved to be too dumb and too difficult to control. Rather than destroy the beasts, they were instead placed in suspended animation and secreted away at various locations in case a use should ever be found with them.

All proto-creatures encountered to date have come from either humanoid or giant stock. Proto-creatures stand about 7 feet tall and weigh as much as 350 pounds. Giant proto-creatures are up to 12 feet tall and 1,500 pounds.

The secret of their accidental creation has been lost, and proto-creatures cannot propagate their own species, so their dwindling numbers are limited to those that were first created by the Disciples of Orcus.

Proto-creatures exist in constant pain. The only thing that distracts them from this pain is the release of combat. Therefore, they always seek to engage other creatures in combat upon first sighting them. The fact that these opponents also serve as their source of food is a merely a convenient byproduct. A proto-creature's body has been so warped and twisted by the experiments that created it, that it no longer has a recognizable physiology. This combined with its extreme resilience makes it immune to acid and electricity as well as sneak attacks, critical hits, and nonlethal damage.

In combat, a proto-creature prefers to focus its attacks on a single opponent, grappling and subjecting the victim to its acidic sweat as soon as it begins to flow. They have been known to be fooled into dropping a victim who goes limp and plays dead in order to move onto other opponents. Such a subterfuge requires a Bluff check opposed to the proto-creature's Sense Motive.



Magic Item Appendix

Minor Artifact

CORNU CROWN

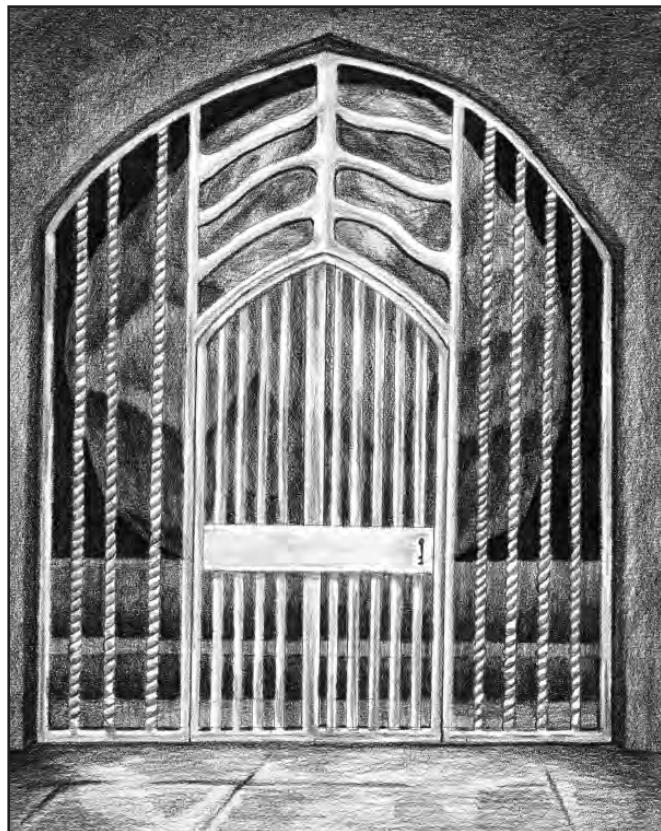
Aura strong abjuration, transmutation, and necromancy [evil]; **CL** 19th
Slot head; **Weight** 3 lb.

DESCRIPTION

This crown is made of platinum but remains dull no matter how much it is polished. It is in the shape of a curving ram's horn or cornucopia. It is a creation of absolute evil bestowed upon his first Grand Cornu by Orcus himself. Anyone of lawful neutral, neutral, or chaotic neutral alignment that touches the crown takes 5d4 points of damage per round. Anyone of lawful good, neutral good, or chaotic good alignment that touches the crown takes 5d6 points of damage per round. Only someone who is lawful evil, neutral evil, or chaotic evil can safely handle the *Cornu Crown*. If worn by someone of evil alignment, it grants a +5 deflection bonus to his Armor Class and a +4 profane bonus to his Wisdom and Charisma. It further allows that individual to rebuke or command undead as a cleric four levels higher than his character level.

DESTRUCTION

When the last High Altar of Orcus in the world is destroyed and consecrated, the *Cornu Crown* loses all magical abilities.



THE OATHSTONE

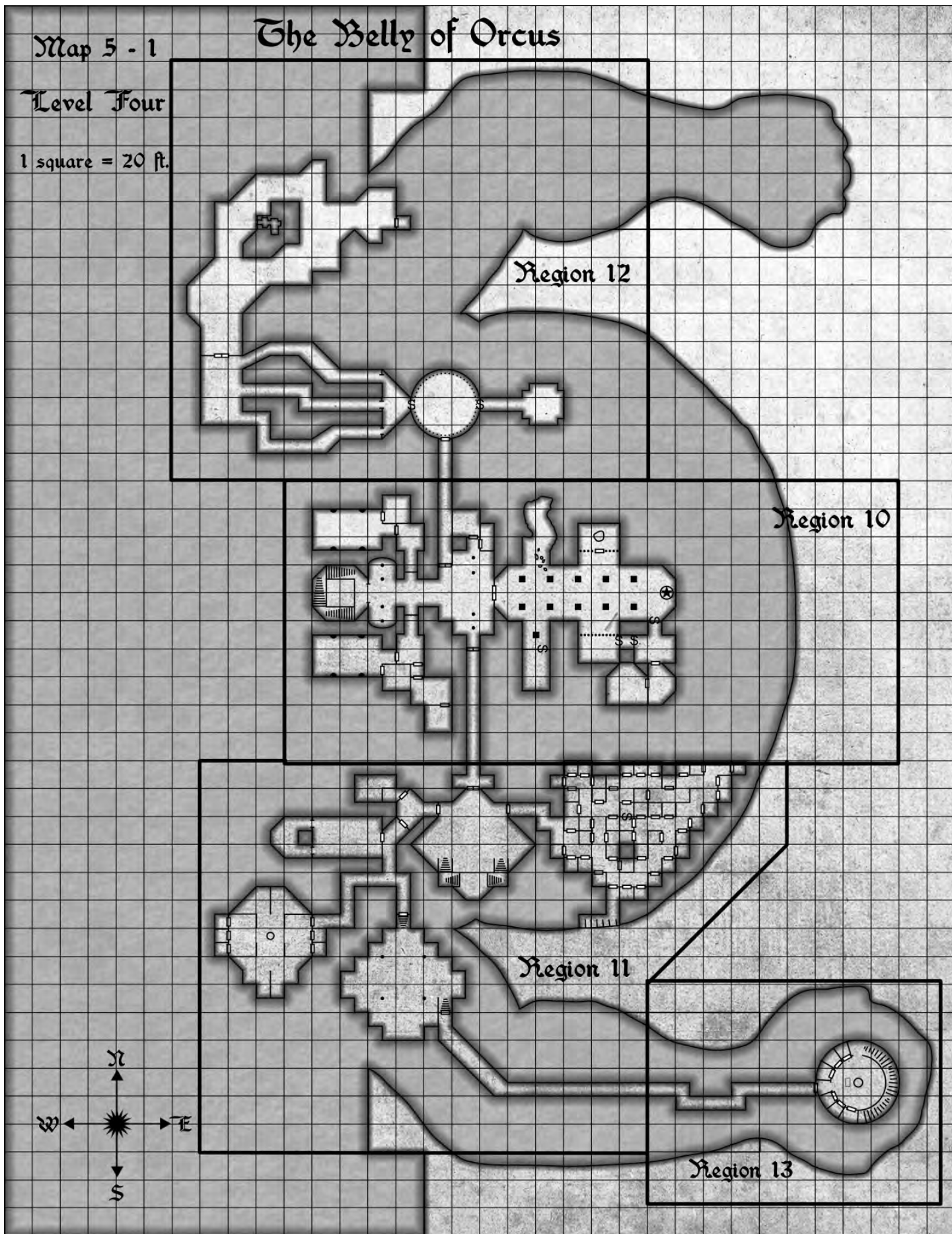
Aura strong enchantment [evil]; **CL** 20th
Slot none; **Weight** 2,400 lb.

DESCRIPTION

This great boulder of black stone appears to be wholly unnatural in origin, with areas that are alternately rough and jagged or unnaturally smooth. A DC 35 Knowledge (planes) check is sufficient to identify the stone within as a huge hunk of carrtzer, a type of stone native to the Abyss. This particular boulder is a piece of Orcus's own palace in the Abyss given to the Grand Cornu by the Demon Prince himself. The *Oathstone* bears a powerful, permanent *geas* that affects anyone who willingly touches it. Such an individual is *geased* to never betray the secrets of the citadel or the Disciples of Orcus to outsiders. A side effect of the unholy magic about the stone is that anyone touching it —willing or unwilling— takes 1d6 points of cold damage from its chilling, unearthly presence.

DESTRUCTION

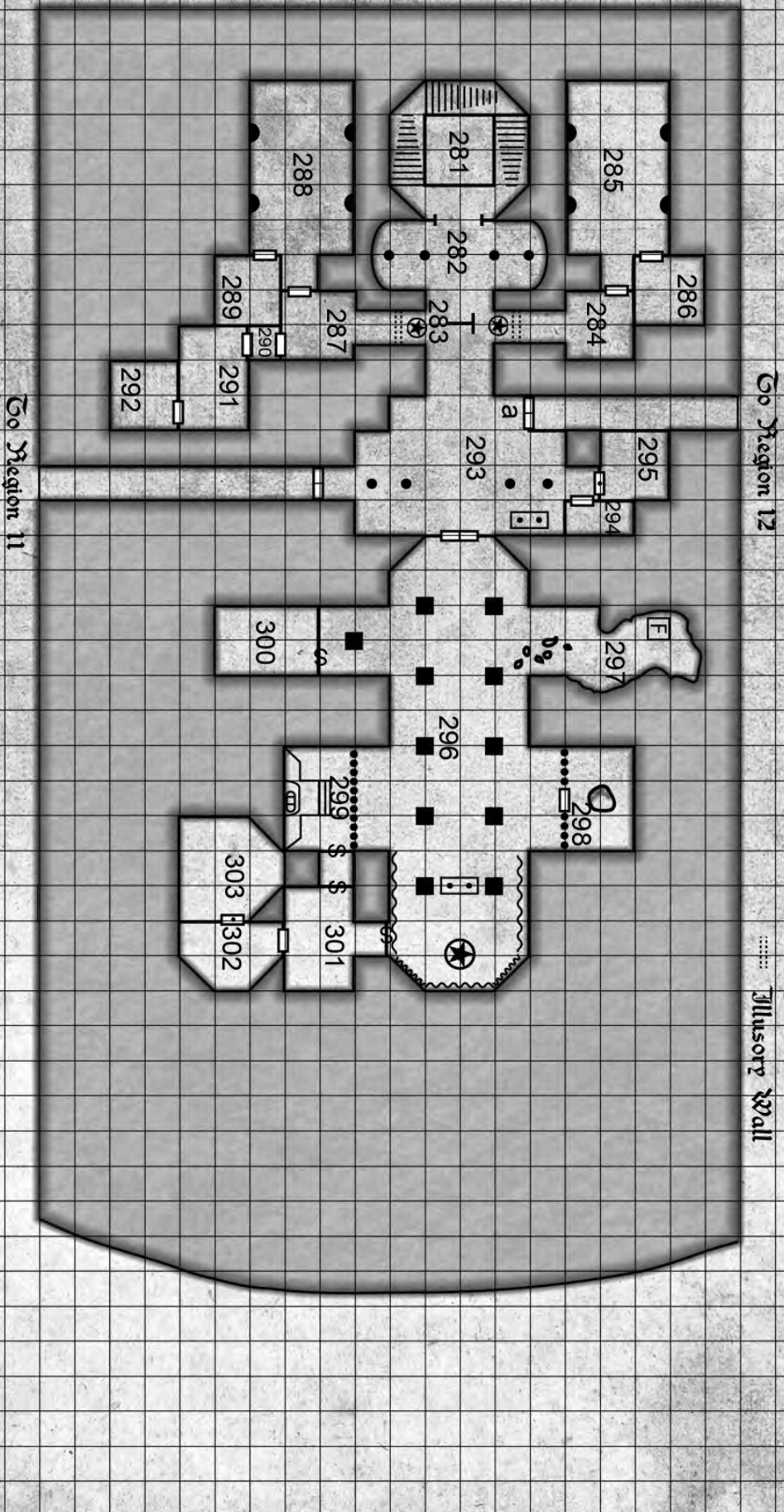
If a good-aligned cleric or paladin of at least 15th level smites the *Oathstone* with the redeemed *Hammer of the Three Gods*, then the *Oathstone* shatters into a million worthless fragments of carrtzer.

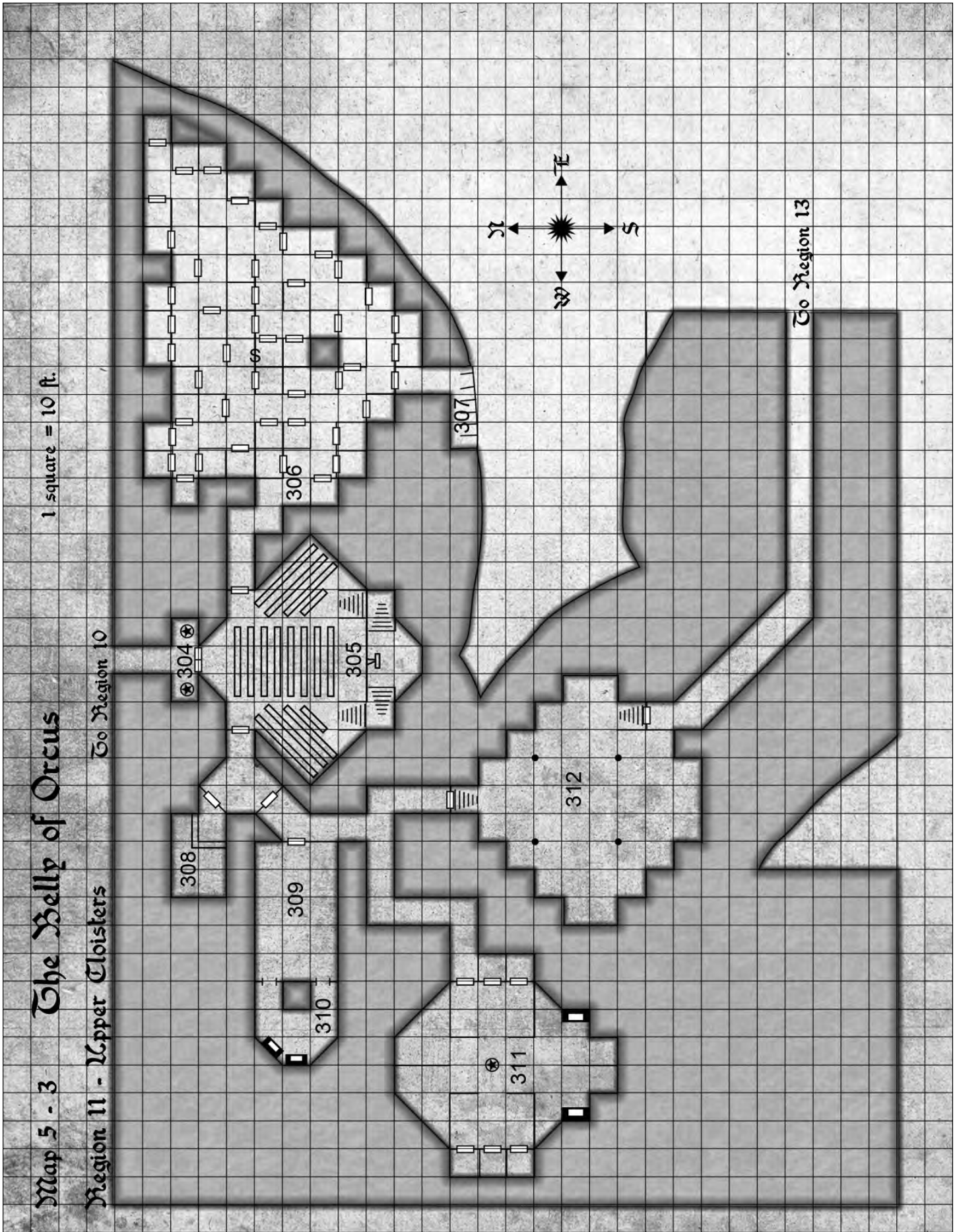


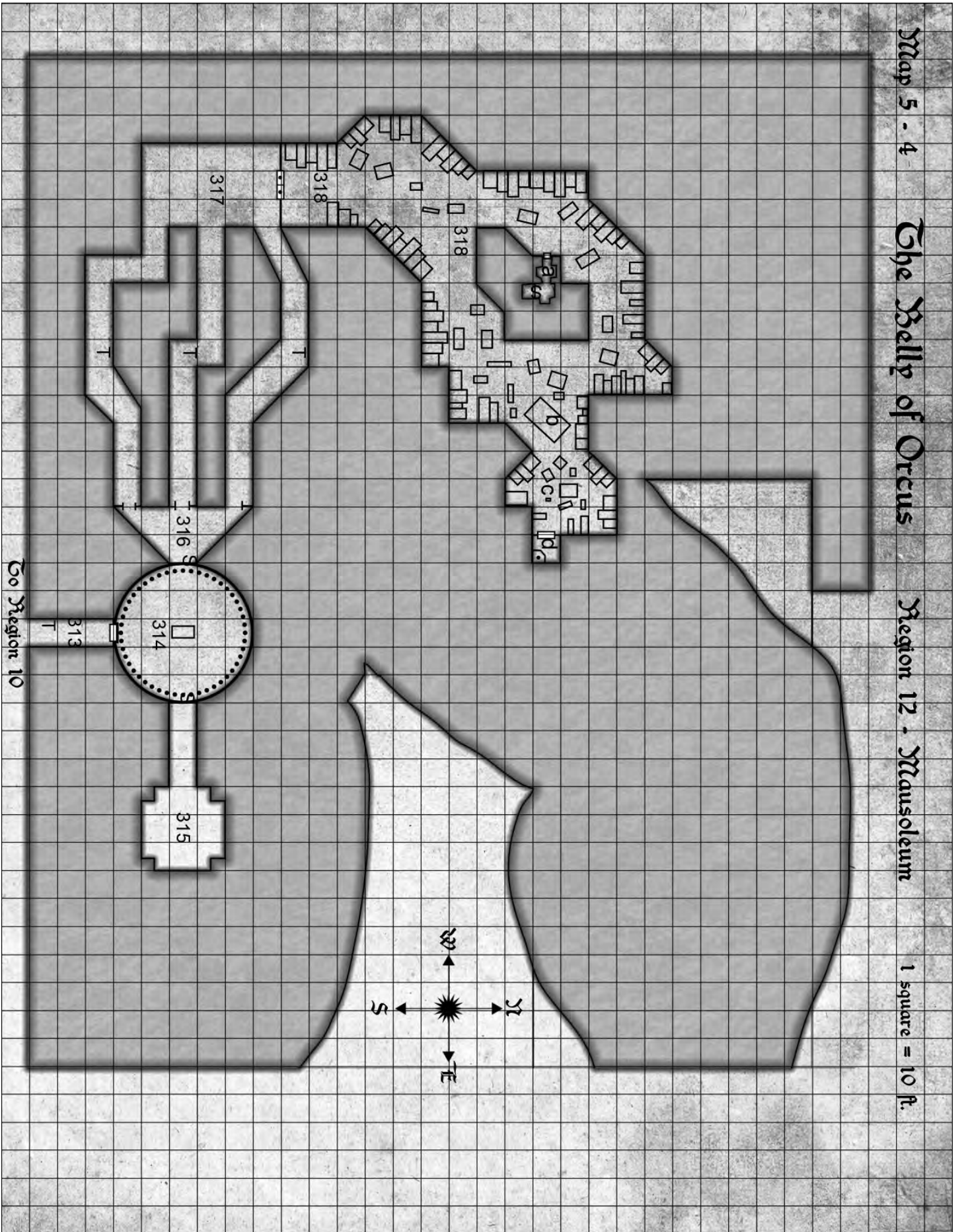
Map 5 - 2 The Belly of Orcus

Region 10 - The Inner Temple

1 square = 10 ft.



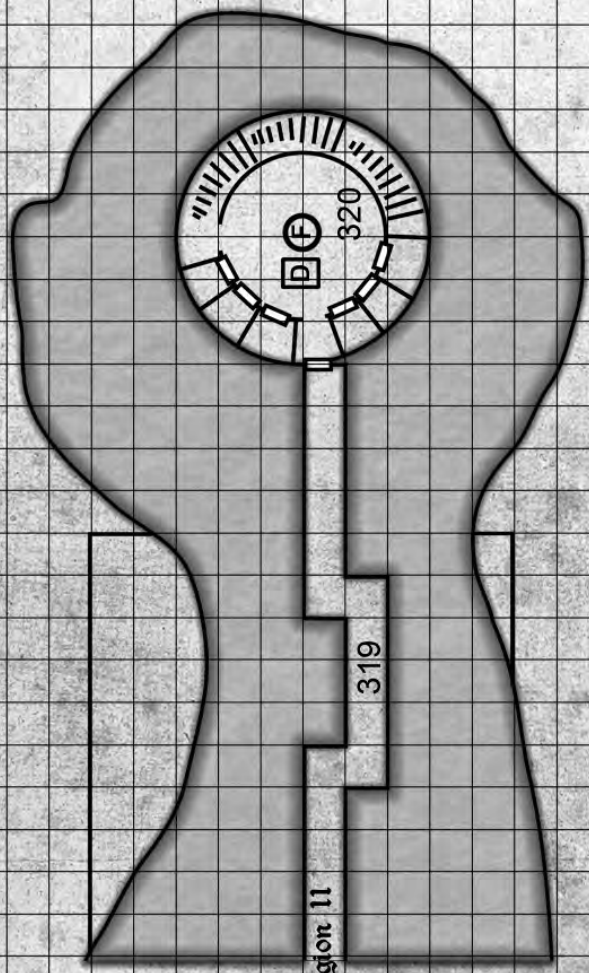




Map 5 - 5 The Belly of Orcus

Region 13 - The Wand of Orcus

1 square = 10 ft.



To Region 11

The Bosom of Orcus

Map 6 - 1

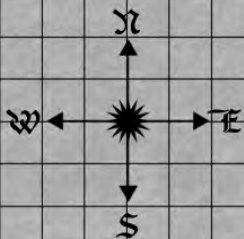
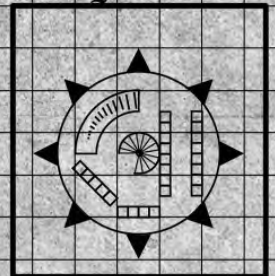
Level Five

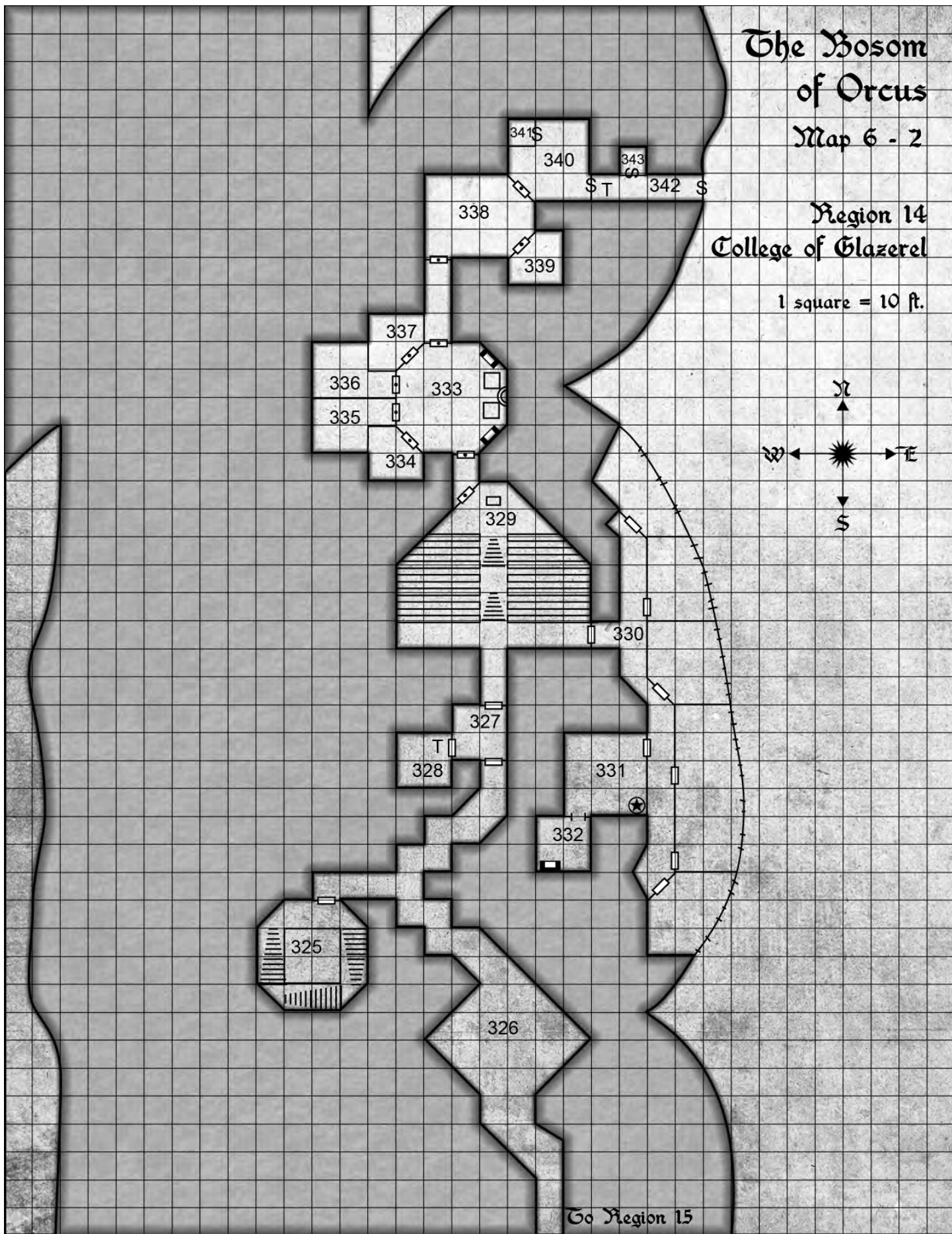
1 square = 20 ft.

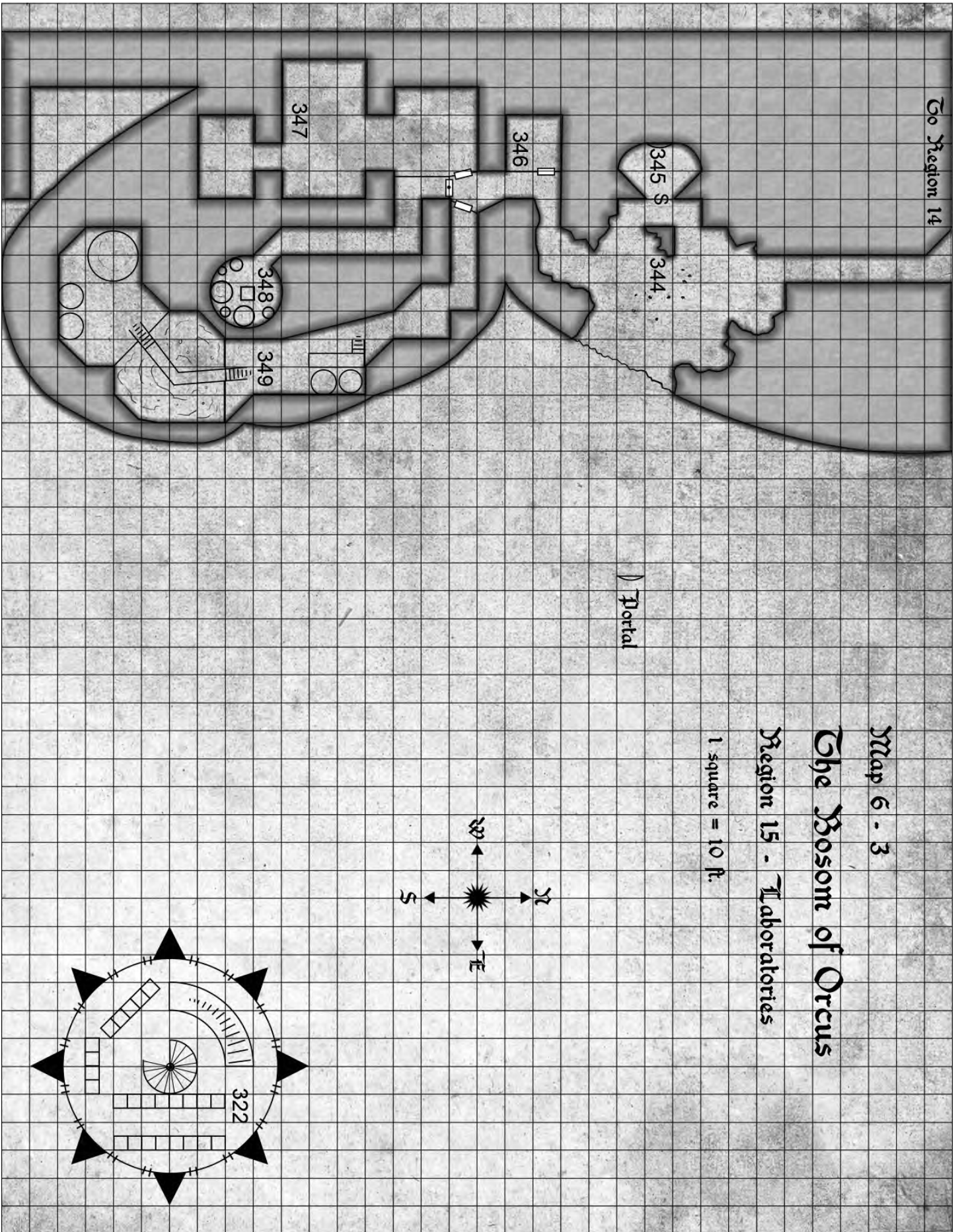
Region 14

Region 15

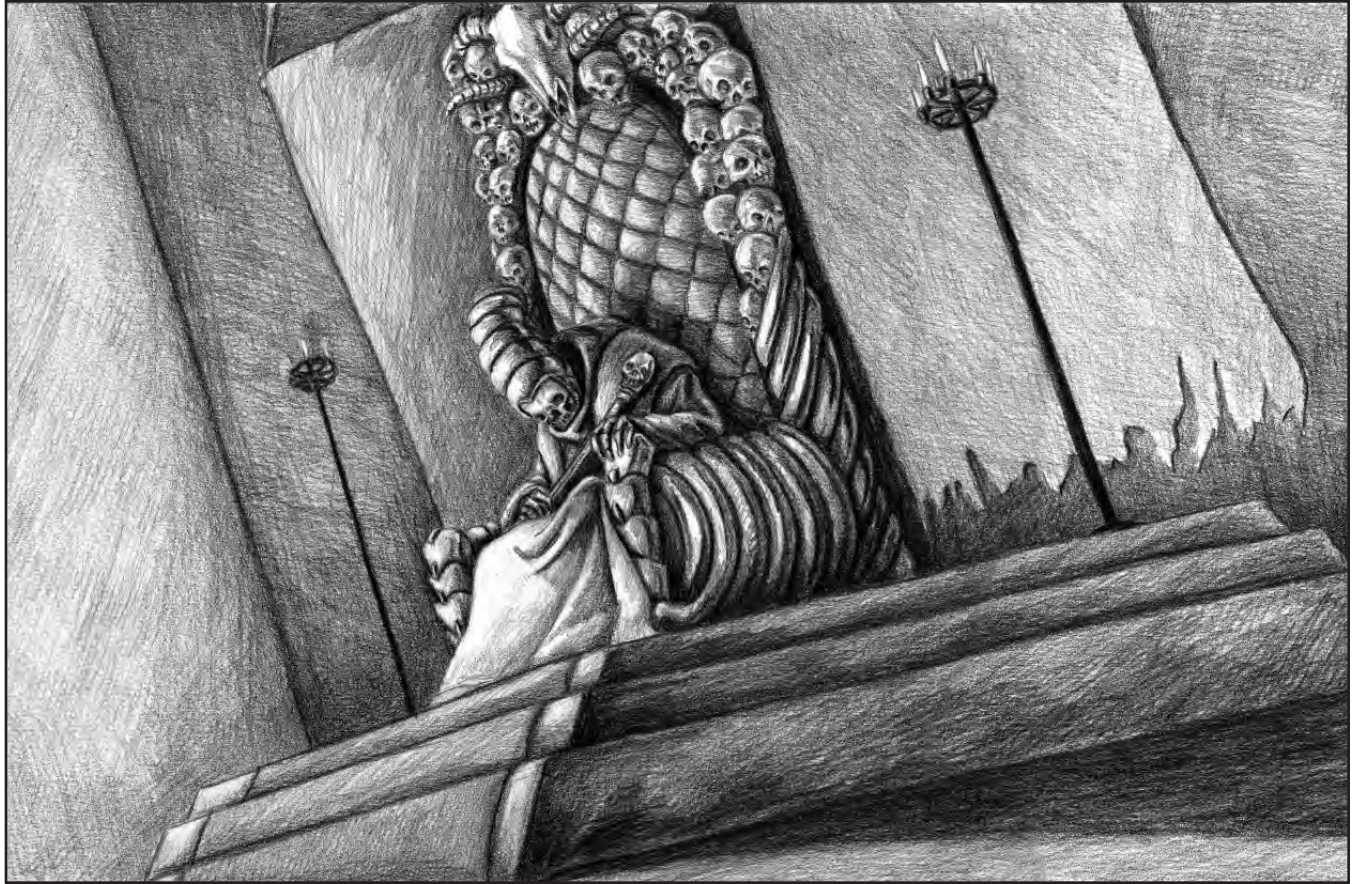
Region 13







slumbering TSAR



— The Hidden Citadel, Part 5 — The Mind of Chaos

By Greg A. Vaughan

From the Shoulders level and above in the Citadel of Orcus, only the most privileged or most cursed dared tread. Here lurked the Disciples of Orcus in their most secret rites, abhorrent to even their own clergymen, and those nobles of Tsar that even the Grand Cornu of Orcus had cause to fear. In the uppermost levels were the quarters of the Voices of the Master, the three most powerful figures in the hierarchy of Orcus below the Grand Cornu himself. Above them were the apartments of the Grand Cornu himself, divorced from the everyday concerns of the city and the Citadel, but even he was forbidden to enter the very Crown of Orcus except as bidden. Because there Orcus kept his most valuable treasures and most devastating secrets—
for there was the very Mind of Chaos.

Chapter 7: The Shoulders of Orcus

The Shoulders of Orcus sit at a height of 700 feet above the plaza. There are two regions on this level, and only the powerful and privileged ever ventured this far up into the citadel. Here were quartered the highest-ranking of the Disciples of Orcus, and here guest quarters were provided for the most powerful and influential of the nobles of the city of Tsar — not officially members of the Disciples' hierarchy but too powerful politically to not be kept close at hand when summoned by the Grand Cornu.

Region 16 — Upper Disciples (Map 7-2)

Those that survived long enough in the clergy of Orcus to reach the highest levels and that were not sent away to tend to temples and shrines elsewhere were quartered in the Shoulders of Orcus, just below the Grand Cornu's most trusted advisors and officials. Their standing in the citadel, city, and surrounding lands was such that their slightest whim could spell death or worse for anyone not powerful or

politically connected enough to resist. In the days of Tsar true power rested in the hands of the clergy, and they knew it — and abused it at their whim, much to Orcus's cruel delight. In addition to their personal quarters, the Shoulders also held individual shrines to the various aspects of Orcus venerated throughout the world. In these shrines the proper rituals and liturgies could be observed and taught to new Disciples before being sent abroad to carry out their duties, all under the sadistically exacting ministrations of Canon Lorvius, second to Seneschal Vrius in the clergy of the citadel.

350. Throat of Orcus

The winding stairs pause, once again, at a landing on which stand two doors. The stairs then continue their spiral up the heart of this befouled fortress.

The doors here are ordinary. There is nothing of note at this juncture of the stairwell.

351. Clergy Entrance

This room is shaped like a square with one corner sawed off. Across the chamber stands a door of blackest wood. Next to it stands a painted stone statue depicting a hunched-over, black-hooded and cloaked figure. Its face is invisible within its cowl but one clawed, bestial hand extends from a sleeve of the robe and points toward you. Grasped in that hand is a skull-tipped rod. The telltale bulges of curved horns can be seen on the sides of the hood. There is writing inscribed on the wall in red lettering above the far door.

This room served as the entrance to the halls of the Upper Disciples. The statue is a depiction of Orcus. The writing above the door is in Abyssal and reads, "Say thee farewell to light and life, for all who enter here are bound heart and soul to the Dark Prince." While it is intimidating, the inscription and statue bear no special power.

Level 6: The Shoulders of Orcus (Regions 16 and 17) — Map 7-1

Difficulty Level: 13

Entrances: The Throat of Orcus (Area 350). Stairs up from the Dovecote (Area 322), and stairs down from the Belfry (Area 324). Hole in the wall of the Neck (Area 323). Balconies (Areas 379 and 388) and the Landing (Area 380).

Exits: The Throat of Orcus (Area 350).

Wandering Monsters: Check on 1d6 every 30 minutes or after the party makes any significant noise:

d6	Encounter
1	Glukug
2-6	No encounter

Glukug: This foul vampire stalks the halls of this level, ever watchful for intruders that can become its prey. He then begins stalking the PCs, making sniping attacks with his bow and attempts to isolate lone characters to *dominate* or slay them.

GLUKUG
XP 153,600
hp 194 (See Area 382)

CR 18

352. Shrine of the Infernal Orcus (CR 13)

This room is oppressively stuffy and hot. Sweat immediately breaks out on your brow as you enter. The entire room is illuminated by a dim, red haze. Three fire pits filled to floor level with glowing coals are situated around a statue of red granite in the center of the room. The statue depicts a horned, ram-headed demon cavorting in glee while flames lap at his haunches and burn portions of his flesh away to reveal bone and muscle beneath. Barely visible in the carved flames are the images of humans and elves struggling to escape as they are consumed in the blaze.

This shrine served to venerate the traditional hellish aspects of souls in torment as often envisioned by mortals when contemplating the Lower Planes. While Orcus has no particular affinity with fire, he does count many fire-using and fire-loving creatures among his worshippers and thus maintains a fire sect for their sakes.

The secret door in the north wall can be located with a DC 31 Perception check.

Creature: When anyone enters the room that is not wearing the vestments of an Upper Disciple and making the proper ritual obeisance (DC 35 Knowledge [religion] to recall correctly), the three fire pits immediately flare to life forming plumes of fire that writhe and swirl together around the central statue. After 1 round the fires die down to reveal that the statue is gone and in its place is a **fire elemental construct**, a massive humanoid shaped of living fire whose arms and legs end in faces of howling flames. This construct attempts to destroy any in the shrine that are not accompanied by a properly recognized Upper Disciple as described above. It does not leave this room. If it is slain or runs out of intruders to battle, it disappears in a burst of flame, and the statue reappears in its original position. If the construct is destroyed it reforms in 24 hours. If the construct is destroyed and the statue of magically-treated stone is destroyed (Hardness 16, hp 1,080, Break DC 70), then the construct does not reform. The statue is completely immune to fire damage of any sort.

FIRE ELEMENTAL CONSTRUCT

CR 13

XP 25,600

The Tome of Horrors Complete 263

N Huge construct (elemental, fire, extraplanar)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Aura fiery aura (10 ft., DC 25, 2d8 fire)

AC 28, touch 17, flat-footed 19 (+9 Dex, +11 natural, -2 size)

hp 205 (30d10+40)

Fort +10; **Ref** +19; **Will** +10

DR 10/adamantine; **Immune** construct traits, elemental traits, fire, magic

Weaknesses vulnerability to cold

Speed 60 ft.

Melee 2 slams +36 (2d6+8 plus burn)

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

Special Attacks burn (1d8, DC 25)

Str 27, **Dex** 29, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +40; **CMD** 59

Fiery Aura (Ex) Anyone within 10 feet of a fire elemental construct must succeed on a DC 25 Fortitude save or take 2d8 points of fire damage each round. The save DC is Constitution-based.

Immunity to Magic (Ex) A fire elemental construct is immune



to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A cold effect slows a fire elemental construct (as the *slow* spell) for 2d6 rounds with no saving throw. This is in addition to any damage it takes because of its vulnerability to cold.

A *quench* spell negates the fire elemental construct's damage reduction and immunity to magic for 1 round.

Any water-based spell of 5th level or higher deals 1d6 points of damage per caster level to the fire elemental construct. The construct can attempt a Fortitude save (DC 10 + spell level + caster's relevant ability score modifier) to half the damage.

Any fire-based spell or effect heals 1 point of damage on the fire elemental construct for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points.

353. Vestry

This room is filled with row upon row of lumpy, misshapen gray blobs that stand as tall as a man. All is silent and still in the dusty air.

This chamber served as a vestry for the Upper Disciples in preparation for their rituals at the various shrines and temples. Each of the dozens of shapes is a wooden mannequin concealed under a dusty sheet. Most of the mannequins are bare, but seven of them still hold garments and accoutrements.

Treasure: Each of the garments is a cleric's vestments of the finest silks and wools (25 gp each) and consists of the cassock, burnoose, biretta, and chasuble of the Upper Disciples in different cuts and styles for the various shrines of the level, though all qualify as Upper Disciples vestments and are predominantly black and red. Each also has rings, ram's skull rosary, chain of office, and ceremonial spiked or skull-tipped heavy mace (unusable as a weapon) in gold, platinum or silver worth a total of 550 gp per vestment set. In addition among

CHAPTER 7: THE SHOULDERS OF ORCUS

these items is a *headband of alluring charisma* +6, a *mantle of faith* (DR 5/good), a *robe of bones*, and a *cloak of poisonousness*.

354. Foyer

Numerous hooks on the north wall hold ceremonial robes and other items such as sacrificial daggers and incense burners. Tapestries of Orcus accepting sacrifices adorn the east, west, and south walls. An empty brass brazier stands in the northeast corner.

Foyers like this were once commonplace in temples dedicated to Orcus, though their tradition has faded in more recent temple construction. The robes and items hanging here are cleric vestments but not as ornate and distinguished as those in Area 353. They are the equivalent of normal Disciple vestments but do not qualify as Upper Disciple vestments. Behind the south tapestry that can be found with a DC 31 Perception check if the tapestry is moved aside. It can only be opened from this side by saying the command word, "Mighty Orcus," in Abyssal.

355. Shrine of Exquisite Agony (CR 8)

Statues stand in the far corners of this room. Each depicts a demonic, horned figure. Their identities are indiscernible because they have been flayed and are sculpted to resemble only exposed muscle, bone, and organs. In the center of the floor is a large flat cage consisting of two iron grills stacked atop each other and secured together by hinges with barely room for a creature to be squeezed between them. Braziers, fire pits, and collections of assorted tools are arranged close at hand.

This shrine is dedicated to Orcus's aspect as a tormenter of mortals and of souls. Members of Orcus's priesthood are considered some of the most-skilled torturers in the world, and here they were able to hone their craft. The grillwork is locked (DC 20 Disable Device) and is equivalent to an iron portcullis for breaking open. A creature size Small to Large can be locked within and secured by manacles set at different locations. Any such creature would then be squeezed uncomfortably between the layers of iron bars. There the Disciples could administer many forms of torture to the hapless captives.

The equipment around the cage consists of various implements of torture in just about every shape and form imaginable. Most are mundane, but one could put together a set of masterwork tools useable by someone with the Profession (torturer) skill.

Creatures: Still in this chamber are 4 **gray render zombies** that served as assistants and laborers for the priests. They attack anyone not wearing the garb of an Upper Disciple and try to lock one in the cage (a standard action) and beat any others into unconsciousness.

GRAY RENDER ZOMBIES (4) **CR 4**
XP 1,200

Pathfinder Roleplaying Game Bestiary 2 "Gray Render"; *Pathfinder Roleplaying Game Bestiary* "Zombie"

NE Large undead

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

AC 12, touch 9, flat-footed 12 (+3 natural, -1 size)

hp 55 (10d8 plus 10)

Fort +3; **Ref** +3; **Will** +7

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

Speed 30 ft.

Melee bite +14 (2d6+8) or claw +14 (1d8+8 plus grab) or slam +14 (1d8+12)

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

Str 27, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 26

Feats Toughness^B

SQ double damage against objects, staggered.

356. Priests' Quarters (CR varies)

Each of these rooms served as quarters for a pair of the Upper Disciples. They are comfortably furnished with rugs and fine, though drab, tapestries to keep out the chill. Each holds two beds complete with feather mattresses, two chests, a fine hardwood table, four comfortable chairs, a small shrine to Orcus, and a prayer bench for private worship. Most of the valuables belonging to the Upper Disciples were removed when the Great Retreat occurred, but many were already dead by that time and their compatriots hurriedly looted their quarters before leaving. As a result, most of the rooms appear to have been tossed and there is a 75% chance of 1d2 of the items on the sidebar table remaining behind.

Priests' Quarters Contents Sidebar

Roll d20 and consult the table below. Items marked with an asterisk can only be found once.

Roll	Result
1	Silver ceremonial dagger (25 gp)
2	Zombie Chamberlain that attacks anyone not garbed as an Upper Disciple.
3	+1 <i>skull-headed heavy mace</i> *
4	Velvet bag with 14 bloodstones (50 gp each)
5	<i>Divine scroll</i> (CL 12: <i>break enchantment, dispel good, invisibility purge</i>)*
6	Pearl-studded biretta (priest's cap) worth 250 gp
7	Bulette statuette carved from soapstone with <i>magic aura</i> (15 gp)*
8	A skeletal hand wearing a <i>ring of elemental command (fire)</i> — wearer can control the fire elemental construct at Area 352.*
9	Silk Upper Disciple's vestments worth 25 gp
10	A nightmare's horseshoe of corroded iron
11	1d3 blocks of <i>incense of meditation</i>
12	A <i>candle of invocation (CE)</i>
13	An onyx and silver holy symbol of Orcus (90 gp)
14	A <i>divine scroll</i> (CL 10: choose 1 cleric spell of 5th level or lower at random)
15	Chapbook filled with prayers to Orcus and innovative torture techniques (+2 competency bonus to Knowledge or Profession skill checks in those areas)
16	A dried human tongue*
17	A <i>phylactery of faithfulness</i>
18	Flask of powdered diamond (1,000 gp)*
19	Belt pouch with 1d10 gp and 1d20 sp
20	<i>Lesser metamagic rod (enlarge)</i> *

ZOMBIE CHAMBERLAIN **CR 1/2**
XP 200
hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

357. Shrine of the Blood Offering

This small chamber holds nothing more than a stone basin affixed to the far wall at waist height. The outside of the basin bears runes of evil and corruption. The lip and inside of the basin are stained brown. Within the basin are the ribcage, skull, and fragile long bones of some small humanoid.

This basin served as a receptacle for blood offerings. The skeletal remains are of some Small humanoid creature, but it is impossible to determine the exact race due to the advanced deterioration.

358. Shrine of Orcus Terminus (CR 13)

This long chamber has rounded corners. At each of these is a tall, skeletal image of a ram-headed demon bearing a scythe. The walls between them are painted in a series of murals depicting funeral marches, cemeteries, and undead arising from crypts and graves. Down the center of the chamber are lined four black pits; a faint miasma seems to rise from each of them. A susurrus of unintelligible whispers echoes through the room.

This shrine serves as an homage to Orcus as the demon lord of death and undeath. The four statues are all *permanent images* (caster level 20).

Creatures: Hiding within the illusory statues are **4 advanced allips**. Unless the PCs are dressed as Upper Disciples, 2 rounds after the room is entered the door slams shut and *arcane locks* at 20th level. When this happens the allips emerge and attack. Each of the pits in the room's center is 40 feet deep, and stacked within each are **4 advanced giant gibbering moulder fast zombies** (a total of 16). Once the allips attack, the gibbering moulder zombies begin to climb up and out of their pits, one from each pit per round, and join in the attack. If the Bell has been slain (see Area 324), then one of these zombies may have reanimated as the Bell. See Event 7 of *Part 1—At the Feet of Orcus* for details.

ADVANCED ALLIPS (4)
XP 1,200

CR 4

Pathfinder Roleplaying Game Bonus Bestiary "Allip"
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; **Perception** +9
Aura babble (60 ft., DC 17)

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)
hp 38 (4d8+20)

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

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee incorporeal touch +6 (1d4 Wisdom damage)

Special Attacks touch of insanity

Str —, **Dex** 16, **Con** —, **Int** 15, **Wis** 15, **Cha** 20

Base Atk +3; **CMB** +3; **CMD** 21

Feats Improved Initiative, Lightning Reflexes

Skills Fly +18, Intimidate +12, Knowledge (arcane) +9, Knowledge (religion) +9, Perception +9, Stealth +10

Languages Abyssal, Common

SQ madness

Babble (Su) An allip constantly mutters and whines to itself,

creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 17 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect.

This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

ADVANCED GIANT

GIBBERING Moulder FAST ZOMBIES (16)

CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary "Gibbering Moulder," "Zombie"

NE Large undead

Init +5; **Senses** all-around vision, darkvision 60 ft.; **Perception** +0

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

hp 45 (6d8+12 plus 6)

Fort +4; **Ref** +7; **Will** +7

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage, undead traits

Speed 10 ft., climb 10 ft.

Melee 6 bites +8 (1d6+5 plus grab) or 2 slams +8 (2d6+7)

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

Special Attacks blood drain, engulf (6d6 damage plus 2 Con damage, AC 14, hp 4), quick strikes

Str 20, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 25 (can't be tripped)

Feats Toughness^B

Skills Climb +13

Treasure: Lying at the bottom of one of the pits is a *horn of evil* that was dropped and forgotten long ago.

359. Shrine of the Corruptor (CR 16)

The door to this chamber is a large portal, 15 feet high, made of solid bronze. It is counterbalanced so it opens easily.

A hellish glow rises from a trench that bisects this room and is filled with red sand. Waves of heat rise in the air above it. A bridge of black stone spans the gap. A row of burning braziers line the trench on either side glowing with greenish flames. Black candles in tall holders line the walls on either hand and flicker with a wicked red flame. The south end of the room is dominated by a dais upon which stands a gold-plated and bejeweled idol of Orcus seated on his throne, wand thrust forward and one hand outstretched as if to receive an offering — a nearly identical scale model of the very citadel itself. Flaming braziers flank this idol. Before it stands a black stone altar stained with the blood of hundreds of sacrifices. Between it and the idol stands an ornate faldstool.

This shrine was the most powerful of those in the citadel and was presided over by Canon Lorvius himself, reciting the litany of Orcus

CHAPTER 7: THE SHOULDERS OF ORCUS

from the faldstool when not conducting sacrifices to his foul prince. This chapel honored Orcus's role as a corruptor of innocence and went on to become one of his clergy's most popular aspects, the design of this temple being copied in dozens of different locations over the years — especially formerly sanctified locations that had been defiled by the Disciples and converted to Orcus worship.

The braziers and candles all have *continual flame*. The bridge arcs 5 feet above the trench. The trench itself is 15 feet deep and full of red-hot sand that is kept magically heated. It deals 1d6 points of fire damage per round of contact and 10d6 points of fire damage per round to anyone who falls in them. It is treated like quicksand per the Pathfinder Roleplaying Game to anyone who falls in. This nature cannot be detected with a Survival check.

This entire chamber is under the protection of an *unhallow* spell that includes *invisibility purge* as its secondary effect. Furthermore, any devotee of Orcus is granted the benefit of a *bless* spell while in the chamber. In addition to these spell effects, the entire dais is under a permanent *unholy aura*. All of these effects are at caster level 25.

Creatures: Standing behind the faldstool (and benefiting from the *unholy aura*) is Cypress, a **corrupted astral deva**. He wears flaming, black breastplate armor and wields a vicious-looking morning star. His once-supple skin is now charred and sloughs off in places as though from exposure to intense heat or acid. His eyes are orbs of faded gray. Cypress was a captain of the angelic forces in the Army of Light. He was captured along with his commander (see Area 408) and then subverted to Orcus's will. He has been forbidden to travel higher into the citadel and thus chooses this chamber, where he gains the benefits of Orcus's presence for his lair. With him are **2 noble salamanders** that dwell in the trench and are likewise faithful adherents to Orcus. Tucked within the faldstool (DC 15 Perception to locate) is a small scrap of paper (see **Player Handout H**) which is actually the secret combination for bypassing the trap at Area 361.

CYPRESS

CR 14

XP 38,400

Male corrupted astral deva (*Pathfinder Roleplaying Games Bestiary*, "Angel, Astral Deva")

CE Medium outsider (angel, extraplanar, evil)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

Aura protective aura

AC 35, touch 14, flat-footed 31 (+6 armor, +4 Dex, +15 natural); +4 deflection vs. good

hp 172 (15d10+75 plus 15)

Fort +18; **Ref** +16; **Will** +18; +4 vs. poison, +4 resistance vs. good

Defensive Abilities uncanny dodge; **DR** 10/good; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

Speed 50 ft., fly 100 ft. (good)

Melee +3 *morningstar* +27/+22/+17 (1d8+11 plus terror) or slam +23 (1d8+8)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *bestow curse* (DC 18), *blasphemy* (DC 22), *cause fear* (DC 16), *contagion* (DC 18), *continual flame*, *detect good*, *discern lies* (DC 20), *dispel good* (DC 21), *dispel magic*, *invisibility* (self only), *plane shift* (DC 23), *unholy aura* (DC 24), *unholy smite* (DC 20), *unholy word* (DC 23)

7/day—*inflict light wounds* (DC 16), *see invisibility*

1/day—*blade barrier* (DC 22), *harm* (DC 21)

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (morningstar)

Skills Diplomacy +25, Escape Artist +16, Intimidate +23,

Knowledge (arcana) +19, Knowledge (religion) +22, Knowledge (the planes) +22, Perception +24, Sense Motive +24, Stealth +24, Survival +22

Languages Celestial, Draconic, Infernal; truespeech



SQ change shape (*alter self*)

Gear +1 breastplate (fire shield 10 rounds/day, CL 10th), *star of terror**

* See side box

NOBLE SALAMANDERS (2)

CR 12

XP 19,200

Male advanced-HD giant advanced salamander (*Pathfinder Roleplaying Game Bestiary* "Salamander")

CE Large outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft., **Perception** +25

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 162 (12d10+96)

Fort +16; **Ref** +11; **Will** +10

DR 15/magic; **Immune** fire

Weaknesses vulnerability to cold

Speed 20 ft.

Melee +3 *spear* +21/+16/+11 (2d6+13/x3 plus 1d8 fire), tail slap +13 (2d8+3 plus 1d8 fire and grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks constrict (2d8+10 plus 1d8 fire), heat

Spell-like Abilities (CL 12th):

3/day—*burning hands* (DC 14), *fireball* (DC 16), *flaming sphere*

(DC 15), *wall of fire* (DC 17)

1/day—*dispel magic*, summon (level 4, Huge fire elemental, 100%)

Str 24, **Dex** 16, **Con** 26, **Int** 18, **Wis** 19, **Cha** 17

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 33 (can't be tripped)

Feats Cleave, Great Cleave, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Craft [blacksmithing])

Skills Acrobatics +18, Bluff +18, Craft (armorsmithing) +23, Craft (blacksmithing) +29, Craft (weaponsmithing) +23, Intimidate

CHAPTER 7: THE SHOULDERS OF ORCUS

+18, Knowledge (planes) +19, Perception +25, Sense Motive +19, Stealth +14

Languages Common, Ignan

Gear +3 spear

The *star of terror* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is updated here for your convenience.

STAR OF TERROR

Aura moderate enchantment and transmutation; **CL** 9th
Slot none; **Price** 162,308 gp; **Weight** 6 lb.

DESCRIPTION

Each time this +3 *morningstar* hits, the weapon changes the wound it causes to appear more horrifying and painful. When a victim is struck, he must make a DC 16 Will save or take a –2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for the remainder of the combat due to the terror from the hideous wound. This is not a fear effect, and these effects do not stack. If the target is killed by the *star of terror*, then the victim's wounds are altered so that he appears to have suffered a slow, methodical, and very painful death. Any of the victim's friends, loved ones, or allies who witness this must make a DC 19 Will save or suffer the same morale penalties for three days or until magically removed.

Note, the *star of terror* actually physically changes the wounds it inflicts—these are not illusions— but causes no additional damage, and the wounds heal normally.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *baleful polymorph*, *crushing despair*; **Cost** 81,308 gp

Tactics: When the party enters, Cypress places a *blade barrier* before them. While they deal with it, he follows with *unholy blight* and *blasphemy*. When the party crosses the bridge, the salamanders try to grapple the two strongest-looking characters and pull them into the sand to battle. The salamanders are accustomed to the magical sand and can move through it with a burrowing speed of 20 ft. They do not treat the sand as quicksand. If unable to do pull anyone in, they try to block access to the dais with *wall of fire* and use *fireball* to soften the party up. They use *dispel magic* on flying PCs or those with obvious magical protections. While they do this, Cypress readies actions to counterspell opponent spellcasters (especially clerics) with *dispel magic*. If melee appears imminent, he flies to the top of the 20-foot-high idol (DC 15 Climb) to force opponents to come to him (there is only room for one Medium creature to stand atop the idol, all others must fight while climbing) and casts *dispel good* on himself. He defends this shrine to the death. If a salamander is reduced to 20 hp, it dives to the bottom of the sand and summons a fire elemental to deal with the intruders. The salamanders do not fight to the death if they can help it.

Treasure: At the bottom of the trench the salamanders have collected fire-resistant gems worth a total of 12,000 gp. The statue of Orcus is covered in 5,000 gp worth of gold plate and encrusted with 100 assorted gems worth 100 gp each. Each gem is *cursed* and afflicts anyone removing it with a *bestow curse* spell (caster level 25). The effects of multiple curses do not stack.

360. Perilous Corridor

The corridor ahead passes between two doors covered in riveted plates of black iron. The walls and floor of the corridor here are scarred and gouged. Rust-colored stains smear the floor and walls, and spatters can even be seen on the ceiling above.

Horrible traps and guardians once guarded access to Canon Lorvius's chambers, and many assassination attempts both from within the clergy and from without ended poorly for the would-be assassins right here. However, the trap mechanisms and guardians have since been removed, and the area is now quite harmless. The doors are not locked and open easily upon empty side rooms.

361. Dangerous Doors (CR 17)

The corridor comes to end here with three nearly-identical doors, one straight ahead and another on either hand. Each is made of some heavy, pock-marked dark wood. Each bears a brass relief in its center depicting a demonic skull. The only differences in these doors are the shape of the horns on the brass skulls. The door on the left has horns that curve upward. The center door has horns that spiral straight out from its head to the sides. The right door has horns that curve down under its jaw.

The entire end of the corridor and all three doors radiate strong Transmutation, and are part of an interconnected **trap** designed to protect the Canon of the Disciples from the treachery of ambitious underlings.

Heavy Darkwood Doors: 2 in. thick; Hardness 6; hp 30; Break DC 23.

Trap: The doors in the center and to the right are false doors that lead only to blank walls. However, behind all three doors is a vertical plane of permanent, impenetrable *deeper darkness* that obscures vision of the room or blank wall beyond. To bypass the trap the doors must be opened and closed in a certain order. The opening and closing of a single door must occur within the same round, though there is no time limit before the next door in order must be opened. Keep track of what doors have been opened because the order does not reset itself until it has been successfully completed or the trap is sprung. To avoid the trap the right door must be opened and closed, then the left, then the center, and then the left again, at which time it can be safely entered.

If this order is disrupted a wave of blackness sweeps out from the door over the entire 10-foot-by-10-foot area between them and acts as a *disintegrate* spell on anything in its path. All doors instantly slam shut (even if spiked open), and the order must be started anew. The trap automatically resets itself after it activates. The trap can be located normally, but it cannot be removed from the hallway side of the doors. A door must be opened to disable the trap, and, of course, the trap is set off if the wrong door is opened. Another way to avoid the trap when the left door is opened — whether in the correct order or not — is to immediately leap through the curtain of darkness. In this case each leaper gets to make an initiative roll against the door to beat the activation of the *disintegrate* field. The trap has a +10 initiative modifier. Anyone who beats it is able to leap through the darkness before the black field sweeps over him. Anyone who loses initiative is affected by the trap normally. Those in the area of affect but not attempting to leap through the darkness do not get to make the initiative roll to try and avoid in some other way (such as heading back down the corridor). Breaking through a door activates the trap as well, though it cannot reset if the door is unable to close.

CHAPTER 7: THE SHOULDERS OF ORCUS

DISINTEGRATE DOOR TRAP

CR 17

Type magical; Perception DC 34; Disable Device DC 34

Trigger touch; Reset automatic

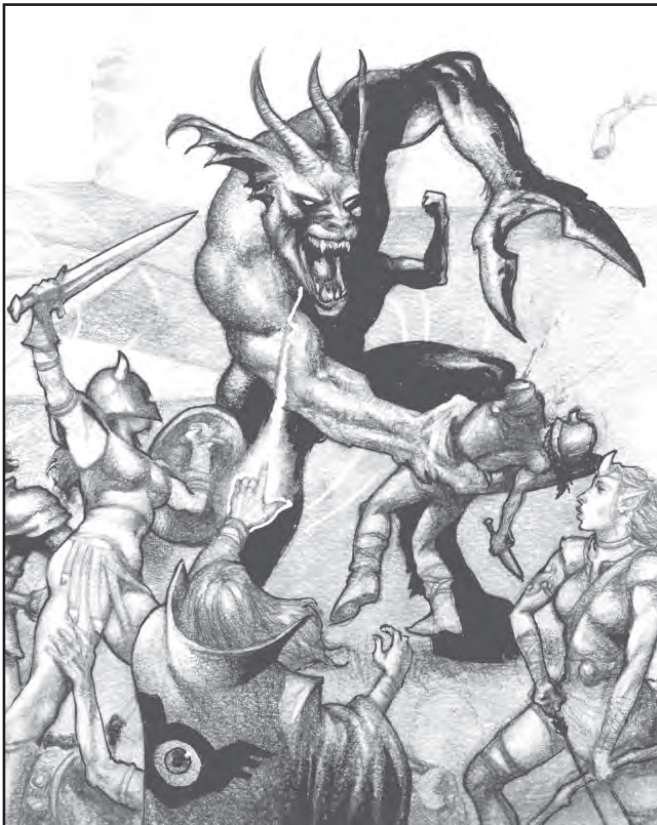
Effect spell effect (*disintegrate*, 16th-level wizard, 32d6, DC 22 Fortitude save partial); never miss; multiple targets (all targets in a 10-foot-by-10-foot area)

362. Canon's Chamber (CR 18)

This appears to be the private quarters of some individual, though his tastes were certainly suspect. A bed of nails occupies the center of the floor next to a shallow fire pit whose ashes have long grown cold. Next to the bed sits a wooden bench, stained with old blood that bears a collection of clamps, awls, scourges, and needles. In the center of one wall stands a statue of Orcus bearing his infamous wand in one hand and a cat-o-nine-tails in the other. The flesh of his torso and legs has been ripped and shredded by obviously-repeated lashes. Standing against the opposite wall is the stiffened corpse of a hideous, four-armed demon, its canine jaws fixed in a death grin, its flesh dried and leathery with the marks of many old wounds.

This was the chamber of Canon Lorvius, a powerful and deviant Disciple of Orcus, second only to the seneschal, Vrius, and the archbishop in power within the cult of Orcus. His personal style of worship involved self-torture and mortification of the flesh to prove his devotion to his liege. Here he would retire alone to contemplate his dark master as his own blood stained the floor. Canon Lorvius also served as the head of a network of spies that worked for the Disciples within the city of Tsar itself to ferret out the secrets and weaknesses of his rivals. One of his highest-placed spies was a foul blackguard and fellow devotee to the doctrine of pain named Soulless.

Soulless served as the commander of the elite guard to General Myrac in Kirash Durgaut, the Tower of Weeping Sores (see *Slumbering Tsar: Temple-City of Orcus*). There he spied upon the unnaturally long-lived general and his infernal Seneschal. Soulless



was slain in the field during the Battle of Tsar. Contrary to his name, he actually did have a soul, which had been promised to Orcus years before. While his corpse rose again as a mohrg to haunt the Desolation, his soul traveled to Orcus's abyssal realm and became a lowly demon foot soldier in the demon prince's army. Over the centuries he rose to the rank of glabrezu before accidentally incurring his master's wrath enough to warrant his destruction. Orcus struck down the demon with his wand, but in a gesture of irony reanimated the demon's corpse as a juju zombie and placed it in the citadel to serve as an additional guard. Remembering his former earthly master, the now truly soulless Soulless made his way to Lorvius's chamber and remembered the key to operating the doors. He has waited here ever since.

Creature: The advanced glabrezu demon juju zombie still waits in the room motionless, looking for all the world like nothing more than a demon's corpse but prepared to destroy any intruder that may make it past the door trap.

SOULLESS

CR 16

XP 76,800

Male advanced glabrezu demon juju zombie (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu"; *The Tome of Horrors Complete* 750)

CE Huge undead (augmented outsider, chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60 ft., true seeing; Perception +17

AC 38, touch 11, flat-footed 35 (+3 Dex, +27 natural, -2 size)

hp 184 (12d8+108 plus 12)

Fort +17; Ref +7; Will +8

Defensive Abilities channel resistance +4; DR 10/good, magic, and slashing; Immune cold, electricity, magic missile, poison; Resist acid 10, fire 10; SR 27

Speed 40 ft.

Melee 2 pincers +25 (2d8+15/19-20), 2 claws +25 (1d6+15), bite +25 (1d8+15) or slam +25 (2d6+22)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (2 pincers, 2d8+22)

Spell-like Abilities (CL 14th):

Constant—true seeing

At will—chaos hammer (DC 23), confusion (DC 23), dispel magic, mirror image, reverse gravity (DC 26), greater teleport (self plus 50 lbs. of objects only), veil (self only), unholy blight

1/day—power word stun, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—wish (granted to a mortal humanoid only)

Str 39, Dex 17, Con —, Int 4, Wis 10, Cha 28

Base Atk +12; CMB +24; CMD 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Improved Initiative^B, Persuasive, Power Attack, Toughness^B, Vital Strike

Skills Bluff +26, Climb +23, Diplomacy +20, Intimidate +20, Perception +17, Sense Motive +9, Stealth +4

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Tactics: In his barely-conscious undead existence Soulless has lost all of his former spell-like and summoning abilities, but he has retained a certain cruel cunning. When the party enters he remains motionless and silently observes them. An opposed Sense Motive to his Bluff (+8 circumstance bonus when trying to appear as an inanimate corpse) can detect his subterfuge. He waits until a vulnerable-looking PC comes near enough that he can use his improved grab on him while he battles the others. If anyone enters carrying his distinctive *spined shield* or his +1 *unholy good outsiderbane bastard sword* that were stolen from him during the Battle of Tsar (and may have been recovered in a previous adventure), a flicker of memory enters his mind. He then abandons all subterfuge and wildly attacks whatever person or persons have the. Against such opponents he gains a +2 morale bonus to attacks and damage.

Region 17 — Guest Chambers (Map 7-3)

In a city as wicked as Tsar all sorts of evils dwelled. While surely the Citadel of Orcus and the vile Disciples were the most powerful, organized, and influential of the evils within the city, and while much of the rest of the city's evil was the cruder evil of base thugs and greed found in such a dark metropolis, there were some other evils in the city powerful enough to warrant the special attention of the Disciples — evils that if properly utilized proved very beneficial to the cause of Orcus but if let out of hand could constitute a grave threat. Entities such as these received special attention from the Grand Cornu and were even provided secondary residences within the citadel itself, a mark of honor to those so invited but also a means for the Grand Cornu to keep these dangerous individuals close at hand and under scrutiny when necessary. Among these individuals was the powerful-but-independent General Myrac who commanded the gate fortress for the city of Tsar. Another was one of the earliest residents of the city of Tsar, Belishan the Bloodmage. Still others were members of Tsar's more-influential noble families. All could be summoned by the Grand Cornu to their opulent apartments here, giving the high priest opportunity to monitor them and decide how best to manipulate them against one another.

363. Siccot's Maze (CR 17)

Directly ahead you see a perfect reflection of yourself facing you.

Access to these private residences was strictly guarded and controlled. Most of the residents entered by magical means or through flight to the many balconies, but entry from the citadel was funneled through this magical **trap** created by one of the earliest instructors of the College of Glazerel. The mirrors are permanent fixtures of this room and cannot be removed without being destroyed.

Trap: The mirrors are actually composed of polished sheets of mithral that perfectly reflect whatever is in front of them. They cover both sides of the two dividing walls in this chamber. Each of these walls functions rather like a *mirror of opposition* and bears a *maze* spell. Each time one of these mirrors is looked at (which happens every time an individual rounds a corner in this room unless walking with their eyes shut), the viewer must make a DC 25 Will save or be absorbed into the mirror as the victim of a *maze* spell. At the same time, a duplicate of that individual emerges from the mirror, just as occurs with a *mirror of opposition*, to battle any party members left outside. Only those that fail their Will save and are drawn into the mirror produce these duplicates that disappear upon being slain. Those drawn into the mirror find themselves trapped in a *maze* spell. Unlike a regular *maze* spell, this one is composed entirely of mirrors and requires a DC 25 Intelligence check in order to escape. In addition these *mazes* are permanent and the victims remain trapped until they escape on their own. All the trapped victim go into a single *maze* dimension and can locate each other with successful DC 15 Intelligence checks. Other than making an Intelligence check or using *plane shift*, the only other way to escape the *maze* is to defeat the **creature**.

MIRROR MAZE TRAP

Type magical; Perception DC na; Disable Device DC na

CR 15

Trigger visual; **Reset** automatic

Effect multiple traps (one *mirror of opposition* and one *maze* spell); spell effect (*maze*, 25th-level wizard, DC 25 Will save avoids, DC 25 Intelligence check to escape)

Creature: Living within the mirror *maze* is a cursed creature that is all that is left of one of the fallen Fifty and One. Once a noble knight named Baron Tolivar, he ran afoul of this trap and a powerful curse left on it by the Disciples when they left. This curse transformed him into a **mirror fiend** and made him the guardian of the trap. Now Baron Tolivar lurks within the *maze* and attacks those who become trapped. It takes on the form of the most powerful-looking fighter among those trapped and attempts to swap minds with that individual as quickly as possible. It uses *invisibility* and *mirror image* to sow confusion and interrupts its attacks with uses of *chaos hammer* and *lightning bolt* on its opponents. Tolivar cannot leave the mirror *maze* except as described at Area 403. If Tolivar is slain, the mirror traps all shatter, depositing anyone trapped back in Area 363 and destroying any duplicates remaining in that area.

BARON TOLIVAR

CR 15

XP 51,200

Male mirror fiend fighter 10 (*Creature Collection II: Dark Menagerie* 109)

CN Medium outsider (chaotic, shapechanger)

Init +8; **Senses** darkvision 60 ft.; **Perception** +27

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural)

hp 233 (13d10+52 plus 10d10+40 plus 10); fast healing 5

Fort +17; **Ref** +17; **Will** +14 (+17 vs. fear)

Defensive Abilities bravery +3; **DR** 10/magic; **Immune** electricity, petrification, *polymorph*, sonic; **Resist** acid 5, cold 5, fire 5; **SR** 26

Speed 30 ft.

Melee 2 claws +32 (2d4+9 plus mirror possession)

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

Spell-like Abilities (CL 15th):

At will—*detect magic*, *dispel law* (DC 21), *fly*, *identify*, *invisibility*, *magic circle against law*, *mirror image*, *mirror safe**, *protection from law*, *see invisibility*, *shatter* (DC 18)

3/day—*chaos hammer* (DC 20), *lightning bolt* (DC 19), *misdirection* (DC 18)

1/day—*animate objects*, *summon* (level 4, 1 mirror fiend, 30 %)

Str 20, **Dex** 18, **Con** 19, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +23; **CMB** +28; **CMD** 43

Feats Blind-Fight, Cleave^B, Combat Expertise, Dodge, Great Fortitude, Greater Weapon Focus (claw)^B, Improved Initiative, Iron Will, Lightning Reflexes, Lightning Stance^B, Mobility, Power Attack^B, Silent Spell, Spring Attack, Step Up^B, Weapon Focus (claw), Weapon Specialization (claw)^B, Wind Stance

Skills Acrobatics +20, Bluff +21, Climb +18, Diplomacy +21, Disguise +21, Intimidate +31, Knowledge (arcana) +18, Perception +27, Stealth +21, Survival +14

Languages Abyssal, Common, Protean; telepathy 100 ft.

SQ alternate form, armor training 2

* See side box

Alternate Form (Su) A mirror fiend can shift between its current form and that of any size Small to Large humanoid at will as a free action, up to once per round. It can take the exact likeness of any humanoid it can see within 60 feet, including transforming its own personal clothing and gear to non-magical, non-precious replicas of the mimicked creature's outfit and equipment. Any magical items the fiend itself is carrying when it shifts do not transform. A mirror fiend can remain in any form indefinitely, though it usually bores of any one visage quickly.

Mirror Possession (Su) As a free action, a mirror fiend is able to swap mind and soul with any opponent it strikes. Any being hit by the claw of a mirror fiend must make a DC 26 Will save (the GM is advised to roll this save in secret on the player's behalf). If the save fails, the mirror fiend's body immediately assumes the form of the victim (if it had not already), and the minds of the fiend and victim switch bodies. The fiend is now in control of the victim's body, and the victim is in control of the fiend's body. During the passage

CHAPTER 7: THE SHOULDERS OF ORCUS

minds between bodies, the mirror fiend is able to read the surface thoughts of its victim similar to the spell *detect thoughts*.

The victim is dazed for 1 round after the transfer takes place, however the mirror fiend suffers no such disorientation and is able to make use of its host body's abilities, as well as, retaining access to its own spell-like abilities—though it will often refrain from doing so in order to maintain its deception.

Note that the victim of a transfer enters a body that is essentially a duplicate of his own, so that slaying the mirror fiend will usually have little lasting effect on the statistics of the victim. However, he will have to recover the real versions of any of his magical or precious gear.

The save DC is Charisma-based.

The spell *mirror safe* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

MIRROR SAFE

School transmutation; **Level** sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (a silver coin and a small key), F (a mirror)

Range touch

Target one mirror

Duration one access/2 levels

Saving Throw none; **Spell Resistance** no

Similar to a *bag of holding*, this spell creates an extra-dimensional space beyond the surface of a mirror. The extra-dimensional space is able to hold 100 lb. per caster level. After *mirror safe* has been cast, the caster can access the space freely up to one access per two caster levels. During the casting, the caster can set directions that will allow access to the safe and its contents. The “combination” to open the safe can be as simple as a command word or anything as complicated as the conditions needed to fulfill a *magic mouth* activation. Each access opens the safe for a period of up to 5 minutes. If the spell runs out of access uses, it ends, and any items remaining within the mirror stay within the extra-dimensional space; the mirror will continue to radiate a faint lingering magical aura. Any caster may recast this spell to gain access to the space once again.

A successful *dispel magic* will end the duration of *mirror safe*, but the items stored within remain there. *Break enchantment*, *limited wish*, *miracle*, *wish*, and *mage's disjunction* will all end the *mirror safe*, eject all items within it, and destroy the mirror. A mirror can have only one *mirror safe* cast upon it at any given time, and it may link to only one extra-dimensional space at any given time.

Living matter can be placed within the *mirror safe*. Anything inside the *mirror safe* can exit the safe freely and leave the extra-dimensional space regardless of whether the *mirror safe* is still active or not. If the spell is active, such an exit uses up one access of the *mirror safe*.

Any mirror can be used as the focus, but its dimensions limit the size of the items that can be placed within.

Treasure: If the mirrors are shattered, mithral shards can be collected with a total value of 4,200 gp to an armorer or weaponsmith.

364. General Myrac's Suite

Two arcane-locked (at 12th level) iron doors block entry to the barren suite that was sometimes used by General Myrac, commander of Kirash Durgaut (see *Slumbering Tsar: Temple-City of Orcus* for details).

Arcane-Locked Iron Doors: 2 in. thick; Hardness 10; hp 60; Break DC 38.

365. Guard Room

An empty armor stand and an old tin pail with a wooden dipper are all that remain in this room.

Whenever General Myrac came to the citadel in response to a summons, he brought a cadre of his elite guards to stand watch here. He did not believe in providing them with creature comforts and never intended to stay long, so their quarters were stark and bare.

366. Master Chamber

This chamber has walls, floor, and ceiling of stone masonry. This stonework is heavily scarred, chipped, and scorched. A fine layer of black dust covers the floor. Three casements covered with strangely-pristine leaded panes of colored glass allow a lurid light into the room. The room is otherwise bare of furnishings.

This chamber was intended as the master bedchamber of General Myrac's suite by the Grand Cornu who was unaware of the general's true nature. Not needing that much room, Myrac instead turned the use of this chamber over to his Seneschal, an iron devil, whose occasional outbursts of rage resulted in the damage to the room. However, a permanent *mending* and *unseen servant* effect continually repairs any damage to the windows within minutes. The black dust on the floor is actually iron filings from the Seneschal obsessively sharpening his scythe as he was wont to do while in dark moods.

367. Side Closet

This bare closet served as General Myrac's actual abode where the skin-stealing construct could stand in inert silence while contemplating his schemes.

368. Krellin Hold

Two golden doors stand in the east wall of the chamber. On the wall opposite them and reflected in their highly-polished surfaces is a mural rendered in purples, grays and gold depicting a monstrous eagle in flight clutching a gold dragon wyrmling in its talons. On either side of the doors hang polished brass sconces in which purple flames burn.

This foyer marks the entrance to the holdings of the Krellin family, one of Tsar's most powerful among the ruling elite. The mosaic on the wall depicts their dire eagle and gold wyrmling crest and is identifiable with a DC 25 Knowledge (nobility). The Krellin family disappeared with the disciples of Orcus during the Great Retreat and has not been heard of since. The doors to their holdings here are arcane locked at caster level 14. They are actually a thin sheeting of gold over strong wooden doors and are otherwise normal. The sconces bear *continual flame* spells.

Treasure: The gold sheeting on the doors if removed is worth 350 gp.

369. Bunkhouse

The walls of this room are lined with stone bunk beds that have been stripped of their mattresses and bedding. There is nothing else here.

When the Krellins deigned to reside within the citadel, they brought a contingent of personal guards with them to protect them against the machinations of any rivals. Rather than being allowed into the opulent chambers of the apartment, the guards were quartered in cramped conditions. There is nothing of value remaining here. A DC 40 Perception check reveals the backside of a secret door, but there is no mechanism apparent for opening it. It is actually a one-way secret door that can only be opened from the other side without the use of magic or destroying it.

370. Major Domo's Chamber (CR 13)

The contents of this bedroom are still in place but have been badly damaged. The once-fine wooden bed has collapsed and sags, its legs crushed beneath it. A rolltop desk stands against the south wall, its body still in place but the top torn off and lying on the floor beside it. A chair lies collapsed in a heap before it, crushed by some large bulk.

The major domo of the Krellin family once resided in this chamber. Anything of value other than the furniture was taken in their departure.

Creature: Since then, a strange fey from the Unseelie Court has taken up residence. This creature, called a **grimm**, used this as a lair as the citadel traveled through space and time to touch on many planes. One such visitation was how it discovered the place, and thenceforth has used the citadel to transport it to new and exotic hunting grounds where it could assuage its endless appetite. The grimm is a hunched, humanoid beast with glistening black flesh. Its wide maw bears a ling, purple tongue and double rows of razor-sharp teeth. It keeps the hallway door to Area 373 locked (the key is in the rolltop desk—DC 13 Perception check) unless it is going out to hunt the spire wyverns that took up residence in that area a century ago and has been its primary food source during lean times ever since.

GRIMM XP 25,600

The Tome of Horrors Complete 354

NE Large fey

Init +8; **Senses** low-light vision; **Perception** +27

Aura aura of evil (5 ft., 2d6 profane)

AC 27, **touch** 13, **flat-footed** 23 (+4 Dex, +14 natural, -1 size)

hp 165 (22d6+88); **fast healing** 5

Fort +13; **Ref** +17; **Will** +17

Defensive Abilities blur, fey spell resistance; **DR** 15/silver and good; **SR** 24 (28 vs. fey magic)

Speed 30 ft.

Melee bite +19 (2d8+8), 2 claws +19 (1d8+8)

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

Special Attacks devour

Spell-like Abilities (CL 22nd):

3/day—*call lightning* (DC 18), *darkness*, *detect fey* (functions as *detect animals or plants*, but against fey creatures)

Str 27, **Dex** 19, **Con** 19, **Int** 12, **Wis** 14, **Cha** 20



Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 34

Feats Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Feint, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite, claw)

Skills Acrobatics +18, Bluff +30, Climb +22, Diplomacy +17, Escape Artist +18, Heal +11, Intimidate +27, Perception +27, Sense Motive +20, Stealth +25

Languages Common, Sylvan (cannot speak)

SQ ethereal jaunt

Aura of Evil (Su) A grimm constantly exudes an aura of evil around its form. This aura deals 2d6 points of profane damage to all creatures in any space adjacent to the grimm. Evil creatures do not take this damage.

Blur (Su) As a move action, a grimm can blur its form (as the spell of the same name). This grants it concealment (20% miss chance).

Devour (Su) If a grimm pins a grappled creature, it deals 1d6 points of Strength drain each round the pin is maintained. Each time the grimm drains Strength, it gains a +1 bonus to its Strength score. These bonus points are temporary and the grimm loses them at the rate of 1 per hour.

Ethereal Jaunt (Su) A grimm can shift from the Ethereal Plane to the Material Plane as part of any move action and shift back again as a free action. It can remain on the Ethereal Plane for 3 rounds before returning to the Material Plane. The ability otherwise resembles the spell of the same name (caster level 20th).

Fey Spell Resistance (Ex) Against fey magic (spells or spell-like abilities used by any fey creature including elves) a grimm's spell resistance is 28.

Tactics: Unless the party is extremely quiet, the grimm heard them enter the Krellin apartments. It now hides in the closet off of this room holding its action to use its blur ability and then attack the door opener. It then uses its *darkness* on the rest of the party to cover its attacks. If it gets into trouble, it uses *darkness* to sow confusion and tries to lead them to the door to Area 373, which it passes through using its ethereal jaunt. Still in ethereal form, it

CHAPTER 7: THE SHOULDERS OF ORCUS

doubles back into Area 372 in hopes that the party will become engaged in combat with the spire wyverns and allow it to devour the weaker PCs in the party's rear ranks. If truly hard pressed, it attempts to retreat outside and use its *call lightning* to pick off pursuers (the clouds and winds outside the citadel at this elevation constitute stormy conditions, so the spell deals 3d10 damage). The grimm does not intend to fight to the death and flees into the Desolation if it must.

371. Bedchamber

Each of these rooms has only standard bedroom furnishings now smashed and thoroughly looted by the grimm in Area 370. If the PCs search these chambers before encountering the grimm, he begins to stalk them using his ethereal jaunt if he hears them.

372. Study

This room seems to have held up better than the others in this area. A wide reading table, though battered and scarred, remains solid and sturdy in the center of the room. Several chairs—their legs collapsed beneath them—sit around the table. To one side is a desk with a surface of polished marble, though its chair seems to be missing. Behind the desk a mahogany breakfront stands against the wall. The glass that encased its upper shelves has been broken out and the shredded remains of numerous volumes are scattered on the floor before it.

This served as a study to the Krellin family but was searched and looted by the grimm. Nothing of value remains herein.

373. Central Hall (CR varies)

Dim light from outside filters in through the room's eastern doorway, and a breeze issuing from there stirs the debris on the floor. Whatever door once stood there has been smashed out and is missing. The doors are likewise missing from the room's other doorways save for two — one to the north and one to the south — where the doors still stand firm, though they are quite battered. The former glory of this vaulting, 40-foot-high hall is still barely visible beneath the shattered and ruined remnants that were once the room's furnishings and décor. There are two dry ornate stone fountains, now badly chipped and cracked and clogged with debris, at the room's western end, and the supports and struts of the ceiling above are decorated with cavetto molding. Much of the room's debris has been gathered into nestlike piles.

This great hall was once the central area for entertainment and relaxation in the Krellin holdings here in the citadel.

Creatures: Some years ago, a flock of spire wyverns managed to break into this area and have since turned most of its rooms into nesting areas. There are always **1d6+5 spire wyverns** present in this chamber roosting among the rubble piles. In addition there are **12 noncombatant spire wyvern hatchlings**. The spire wyverns react as those in Area 323 (see *Part Four—In the Belly of the Beast*) though 50 of them must die before they give up this, their main roost. These wyverns have no treasure as the grimm regularly loots their nests.

SPIRE WYVERNS (1d6+5)

CR 4

XP 1,200

Creature Collection Revised 184

N Medium dragon

Init +3; **Senses** darkvision 60 ft., keen senses, low-light vision;

Perception +6 (+16 visual Perception checks)

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 37 (5d12+5)

Fort +5; **Ref** +7; **Will** +2

Immune paralysis, sleep, sonic effects

Speed 20 ft., fly 120 ft. (poor)

Melee bite +8 (1d8+2), 2 talons +8 (2d6+2), sting +8 (1d8+2 plus poison)

Special Attacks screech of the spires

Str 14, **Dex** 17, **Con** 13, **Int** 5, **Wis** 6, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 20

Feats Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talon)

Skills Fly +7, Perception +6 (+16 visual Perception checks), Stealth +11

Languages Auran (cannot speak)

Keen Senses (Ex) Spire wyverns can see at a distance of up to 1 mile with a great degree of accuracy. They do not take penalties for visual Perception checks within this distance. Their keen senses grant them a +10 racial bonus to visual Perception checks.

Poison (Ex) Sting—injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet unless a DC 15 Fortitude save is made. This is a sonic effect. The save DC is Charisma-based.

374. Kitchen (CR varies)

Once a kitchen, this room has been demolished by the spire wyverns. There is a 20% chance that there are **1d4 spire wyverns** in here at any time. See area 373 for details. A one-way secret door in the west wall can be found with a DC 30 Perception check.

375. Servant's Quarters (CR varies)

This room has been demolished like the others. There is a 10% chance of **1d8 spire wyverns** nesting in this chamber. See Area 373 for details. A secret door on the east wall can be found with a DC 20 Perception check.

376. Privy

Once the jakes for the Krellin apartments, the room is now empty save for the privy seat and drain hole.

377. Master Chamber (CR 7)

The door to this room is locked.

This room has been spared the devastation of the rest of those in this area. It is an opulently appointed bedchamber. Two beautiful stained glass windows depicting a gray eagle clutching a golden wyrm in its talons are still intact in the curving east wall. Between and beneath them stands a luxurious feather bed with a velvet coverlet bearing the same image as the windows. At each corner of the bed stands a golden post topped with a golden statuette of the same wyrm-clutching eagle. Plush pillows in fine ermine covers rest at the head of the bed. Across the room from the bed is a wide fireplace with lapis lazuli inlays. Its andirons likewise bear the eagle and wyrm image. Beautiful tapestries hang on the walls and depict panoramic scenes of mountain vistas and tropical shorelines rendered in silk and thread-of-gold.

This was the chamber used by the patriarch of the Krellin family or his personal representative in the citadel. Its door has stood strong preventing its spoilage by the spire wyverns. The grim in Area 370 uses ethereal jaunt to enter and keeps his **treasure** here. Like the windows in Area 366, these have also been enchanted with permanent *unseen servant* and *mending* but also bear *arcane locks* at caster level 20. A DC 35 Perception can locate a secret door in the back of the fireplace. However, it bears a **trap**.

Trap: Even if the secret door is located, it requires another DC 20 Perception check to discern that the left andiron must be twisted to activate the secret door and cause its back wall and floor (including any fire burning within it) to rise up into the flue, allowing safe passage to the corridor beyond. Unfortunately, the andiron itself is a piece of alien ore from the Abyss that causes effects equal to black lotus extract to anyone touching it with bare skin. Anyone making a DC 30 Knowledge (the planes) check can discern this before touching it. Otherwise, users risk poisoning themselves. The Krellins always wore gloves when activating this door.

ABYSSAL-FORGED ANDIRON CR 7
Type mechanical; Perception DC na; Disable Device DC na

Trigger touch; **Reset** automatic
Effect poison (black lotus extract; *save* 20; *onset* 1 min.; *frequency* 1/rd. for 6 rds.; *effect* 1d6 Con damage; *cure* 2 consecutive saves)

Treasure: The bed and its trappings are worth a total of 3,000 gp but are extremely bulky. The tapestries are likewise worth another 2,500 gp. Hidden under the bed (DC 12 Perception check) are the grim's accumulated treasures consisting of 870 gp, 1,550 sp, and 1,200 cp.

378. Escape Tunnel (CR 9)

This passage served as an emergency escape route for the Krellins if they ever became trapped in the master bedroom. The secret doors in here are more easily found from this side and are noticed with a DC 20 Perception check, and both are easily opened. However, they bear a **trap** to prevent intruders from gaining easy access to the bedchamber from without.

Trap: If the west secret door is opened before the east secret door, after 1 round both secret doors swing shut (if open) and *arcane lock* at caster level 20. Then the ceiling of the entire corridor drops over a period of 1 round crushing all within its confines. The Krellins knew to never use the passage as an entrance, only an exit. The trap resets itself after 10 minutes.

DROPPING CEILING CR 9
Type mechanical; Perception DC 20; Disable Device DC 16

Trigger touch; **Reset** automatic
Effect ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-20-ft. area); never miss; onset delay (1 round)

379. Balcony (CR varies)

This balcony provides a phenomenal view of the temple-city of Tsar. The balcony's ornate balustrade is cracked and broken and the entire area is coated in layers of debris, excrement, and molted scales. There are always **1d3 spire wyverns** here. See Area 373 for details.

SPIRE WYVERNS (1d3) CR 4
XP 1,200
hp 37 (See Area 373)

380. Landing (CR varies)

This ledge served as a landing point for the flying beasts employed by the powerful Krellin family to reach their private apartments without climbing through the twisted halls of the citadel. Its appearance is like that of Area 379 and there are **1d6 spire wyverns** present just as in that area.

SPIRE WYVERNS (1d6) CR 4
XP 1,200
hp 37 (See Area 373)

381. Stables

This room once served as the stables for the charmed manticore mounts employed by the Krellins, but the wooden cages have been demolished. Now this chamber is used as a waste pit by the spire wyverns who fling the skeletal remains of their meals in here whenever they instinctively clean their nesting areas. Otherwise they do not come in here, not caring for the still faintly lingering spoor of manticore, their natural enemies. A spire wyvern must make a DC 10 Will save to enter this chamber even if pursuing intruders.

382. Belishan's Grotto (CR 18 or 12)

The temperature drops considerably, and the air takes on a clammy mist as you descend into this grotto of black stone walls and arching ceilings. Forlorn statues of half-naked humans in pain or sorrow, done in the style of the statuary found in the city outside, adorn side alcoves between twisted iron sconces holding long burned-out torches. The center of the chamber is dominated by a brick-lipped pool, its waters still and dark. The thin mist rises from its calm surface that perfectly reflects the features of the room. Strangely, in the reflective pool, the cold, burned-out torches hanging on the walls burn with a greenish glow creating spots of light on the black surface of the water. To the south stands a stone double door, a circular knocker hanging in the center.

This chamber marks the entrance to the holdings of one of the most powerful residents of the city of Tsar, a figure that commanded both the respect and fear of the Grand Cornu himself — Belishan the Bloodmage. This seemingly ageless wizard inhabited the Crooked Tower that was older than the city itself and had occupied it since the memories of the earliest Disciples. Yet even he had to respond to the summons of the Grand Cornu on occasion, for which he

CHAPTER 7: THE SHOULDERS OF ORCUS

maintained a residence in the citadel suitable to his dark nature. For more information on Belishan the Bloodmage and the role he played in the saga of the city and the Citadel of Orcus see *Slumbering Tsar: Temple-City of Orcus*.

The south doors are stone and arcane locked (caster level 15) and have no visible opening mechanism. They are resistant to *knock* spells. The circular knocker is actually an iron ring forged to resemble a woven crown of thorns (DC 25 Knowledge [nobility] to recall it as the symbol of Belishan the Bloodmage). The doors can be easily opened by gripping them with a bare hand and banging them against the door hard enough that the thorns break the user's skin (dealing 1 point of piercing damage). Once this blood is shed the doors open easily. A DC 32 Perception check notices a slight rusty discoloration to the iron thorns at the bottom of the knocker.

Magically Sealed Stone Doors: 8 in. thick; Hardness 8; hp 120; Break DC 38; Disable Device na.

The statues in the room are sinister but harmless. The image of the unlit torches burning in the pool's reflection is nothing more than a minor magic woven by the Bloodmage long ago. They do provide a dim illumination to the chamber, however. The pool itself is only 3 feet deep with a floor of stinking muck another foot deep. The water is ice cold to the touch and is infused with the stuff of shadows.

Creatures: Swirling within the pool itself are **5 greater shadows**. They each get an immediate surprise attack on anyone who touches the water and otherwise rise from the pool to attack the party 3 rounds after anyone enters the grotto. They arise immediately if the water is disturbed. In battle they flit in and out of the alcoves using the statues for cover. If any of the shadows are slain, the pool spawns a new one every 24 hours to a maximum of 5 at any one time.

If he has not already been encountered and defeated on this level, resting within the muck at the bottom of the pool is the **vampire troglodyte** Glukug (DC 15 Search check to locate him in the muck). The shadowy pool serves as his coffin and prevents any light from penetrating down to his resting place. If he has been defeated, then his bones are embedded deep in the mud and slime as he slowly reforms (DC 20 Search check to locate in this condition).

GREATER SHADOWS (5) **CR 8**
XP 4,800
hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

GLUKUG **CR 18**
XP 153,600
Male troglodyte vampire ranger 15 (*Pathfinder Roleplaying Games Bestiary* "Troglodyte," "Vampire")
CE Medium undead (augmented humanoid, reptilian)
Init +10; **Senses** darkvision 90 ft.; **Perception** +28
Aura stench (30 ft., DC 22, 10 rounds)

AC 35, touch 19, flat-footed 28 (+4 armor, +6 Dex, +2 deflection, +1 dodge, +12 natural)
hp 194 (2d8+8 plus 15d10+60 plus 30); fast healing 5
Fort +18; **Ref** +17; **Will** +8
Defensive Abilities channel resistance +4, evasion; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Speed 30 ft.
Melee +1 *great club* +21/+16/+11/+7 (1d10+7), bite +15 (1d4+2 plus energy drain) or 2 claws +20 (1d4+4 plus energy drain), bite +20 (1d4+4 plus energy drain)
Ranged* mwk composite longbow with +1 *flaming burst arrows* +18/+18/+13/+8/+3 (1d8+13/19–20/x3 plus 1d6 fire)
*Includes 4-point Deadly Aim
Special Attacks archery combat style, blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), favored enemy (humanoid [human] +8, humanoid [orc] +6,

humanoid [elf] +4, humanoid [goblinoid] +2), quarry

Spells Prepared (CL 12th)

4th—*nondetection* (DC 17)

3rd—*bloody claws**, *greater magic fang*, *strong jaw**

2nd—*cat's grace*, *hunter's eye**, *versatile weapon**

1st—*alarm*, *longstrider*, *pass without trace*, *resist energy*

Str 19, **Dex** 22, **Con** —, **Int** 10, **Wis** 16, **Cha** 18

Base Atk +16; **CMB** +20; **CMD** 39

Feats Alertness^B, Combat Reflexes^B, Critical Focus (composite longbow), Deadly Aim, Dodge^B, Endurance^B, Great Fortitude, Improved Critical (composite longbow), Improved Initiative^B, Improved Precise Shot, Lightning Reflexes^B, Manyshot^B, Pinpoint Targeting, Point Blank Shot^B, Precise Shot, Quick Draw, Rapid Shot^B, Shot on the Run^B, Toughness^B, Weapon Focus (composite longbow)

Skills Acrobatics +14, Bluff +20, Climb +15, Intimidate +15, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Perception +28, Sense Motive +21, Stealth +31 (+35 in rocky areas), Survival +14 (+21 tracking), Swim +15

Languages Draconic

SQ camouflage, change shape (dire bat or giant centipede, *beast shape II*), favored terrain (underground +6, desert +4, plains +2),

gaseous form, hunter's bond (companions), shadowless, spider climb, swift tracker, track, wild empathy +19, woodland stride

Combat Gear 25 +1 *flaming burst arrows*, 6 *web arrows***, 20 cold iron arrows; **Other Gear** +3 *padded armor*, *ring of protection* +2, +1 *greatclub*, masterwork composite longbow (+4 Str bonus), bone pectoral inset with gemstones (3,500 gp), feathered headdress with gold wire (230 gp)

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

** See side box

Web arrows first appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and are included here for your convenience.

WEB ARROW

Aura faint conjuration; **CL** 5th

Slot none; **Price** 2,801 gp; **Weight** 3 lb. (20 arrows)

DESCRIPTION

This black arrow has faint traces of silver along its shaft and crimson fletching. It is a +1 *arrow* that on a successful hit, instead of causing damage, explodes into thousands of sticky strands. These function as a web spell (DC 19 Reflex save) centered upon the target.

CONSTRUCTION

Requirements Craft Arms and Armor, Heighten Spell, *web*;
Cost 1,551 gp

Tactics: Glukug is an ancient vampire from a time before the soft, warm-blooded creatures ruled the earth. Belishan discovered him sealed in a sarcophagus in a cyclopean ruin built by an extinct lizardfolk race. Belishan freed him after extracting a binding promise of servitude. If Glukug has not been previously disabled, he waits until the shadows are distracting the party and then rises from the pool in *gaseous form* (+20 bonus to his Stealth check due to the chamber's camouflaging mist) to the shadows of the ceiling 40 feet above. There he returns to his corporeal form, clinging in the concealment of the shadows with his *spider climb* ability and targets likely victims with his bow, starting with spellcasters and clerics and then foes with ranged attacks. He can fire while hanging with his *spider climb*, but to move he must sling his bow to free up his hands. If pressed, he assumes the shape of a monstrous centipede and disappears into the vent of a nearby wind tunnel. From there he begins stalking the PCs making sniping attacks with his bow and attempts to isolate lone characters to *dominate* or *slay* them.

383. Great Hall (CR 19)

Read the italicized text below only if the party entered through the doors from Area 382.

This wide room arches up to a sharply rising ogee ceiling 50 feet above. Stairways climb the walls of the room on either hand to a balcony 20 feet above at the room's southern end. Wide fireplaces of black stone are set into the walls beneath the stairs. Lesser hearths open onto the balcony above. A balustrade of red porphyry edges the stairs and balcony. A chandelier composed of an ornate iron wheel hangs 25 feet above from a chain running up to the ceiling's apex.

Suddenly the large fireplaces to the sides burst into flames with explosions of smoke and sparks. *Simultaneously, the double doors slam shut behind you.* The deep red flames provide a sinister illumination that pierces the shadows of the upper balcony. Revealed in the lurid glow is a dark throne. Behind it rises a black curtain with an image of a thorny wreath. On either side of the curtain are caryatids of scantily clad warrior women wielding greatswords. Upon the throne sits a black-cloaked man, his face chalk white, his eyes gaping black pits. The red flames glow weirdly on his pale flesh.

While in residence at the citadel, Belishan the Bloodmage held his audiences in this chamber. The curtain bears the Bloodmage's personal crest (see the doors at Area 382). The flames in the fireplace are the results of a special permanent magical effect that occurs anytime a living creature enters the room. The flames burn magically without a fuel source for as long as living creatures remain in the room. Except for those in the east fireplace, the flames are hot and deal damage normally if touched. The doors *arcane lock* at 15th level but can be easily opened by an undead creature from this side.

A DC 20 Perception check of the throne reveals that it can be scooted aside to uncover a hollow space in the floor beneath, barely large enough for a Medium humanoid to recline in. This niche is lined with grave dirt and serves as one of Fortingray's coffins.

Creature: Seated upon the throne itself is one of the deadliest of Bishu's knights, Sir Fortingray, now a **vampire** thrall of Belishan.

SIR FORTINGRAY**CR 19****XP 204,800**Male human vampire fighter 10/duelist 8 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (augmented human)

Init +14; **Senses** darkvision 60 ft.; **Perception** +24**AC** 22, touch 19, flat-footed 13 (+3 armor, +3 Dex, +2 deflection, +1 dodge, +3 Int)**hp** 185 (10d10+30 plus 8d10+24 plus 28); fast healing 5**Fort** +13; **Ref** +17; **Will** +7 (+10 vs. fear)**Defensive Abilities** bravery +3, canny defense +3, channel resistance +4, elaborate defense +1, enhanced mobility, evasion, grace, parry; **DR** 10/magic and silver; **Immune** undead traits;**Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses**Speed** 30 ft.**Melee** +2 *wounding rapier* +30/+25/+20/+15 (1d6+14/15–20 plus 1 bleed) or +1 *icy burst spiked chain* +28/+23/+18/+13 (2d4+13 plus 1d6 cold) or slam +24 (1d4+6 plus energy drain)**Special Attacks** acrobatic charge, blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), precise strike (+8 damage), riposte, weapon training (light blades +2, flails +1)**Str** 23, **Dex** 22, **Con** —, **Int** 16, **Wis** 12, **Cha** 17**Base Atk** +18; **CMB** +24 (+26 trip); **CMD** 43 (45 vs. trip)

Feats Alertness^B, Bleeding Critical, Combat Expertise, Combat Reflexes^B, Critical Focus (rapier), Critical Mastery, Dodge^B, Greater Weapon Focus (rapier), Greater Weapon Focus (spiked chain), Greater Weapon Specialization (rapier), Improved Critical (rapier), Improved Initiative^B, Improved Trip, Lightning Reflexes^B, Mobility, Spring Attack, Staggering Critical, Stunning Critical, Toughness^B, Weapon Focus (rapier), Weapon Focus (spiked chain), Weapon Specialization (rapier)

Skills Acrobatics +24, Bluff +29, Escape Artist +24, Intimidate +16, Perception +27, Perform (dance) +19, Sense Motive +27, Stealth +29, Swim +23

Languages Common**SQ** Armor training 2, improved reaction (+4)**Combat Gear** *minor ring of spell storing (haste)*; **Other Gear** *bracers of armor +3, ring of protection +2, rapier of puncturing, +1 icy burst spiked chain*

Personality/Description: One of Bishu's most accomplished warriors, Fortingray managed to elude the many dangers of the tower as he went off on his own, ascending ever higher to find its dark heart. Unfortunately he entered these chambers and ran afoul of the Bloodmage as Belishan returned to gather a few articles before activating the Grand Cornu's spell. Belishan overcame the warrior and transformed him into a vampire. To make his slave never forget who is master was, Belishan gouged out both of his eyes before the knight rose again to unlife. As a result, Fortingray's cheeks and brows are heavily scarred and dark pits open where his eyes should be. He has learned to accommodate for this disability with his heightened vampiric senses, but he still curses the master that made him. He remains in these chambers for fear that the Bloodmage might return and visit a worse fate upon him for disobedience. Fortingray and Glukug hate one another and will go out of their way to see to the other's destruction. They will not fight one another, though, too fearful of the other's prowess.

Tactics: Sir Fortingray is a dynamic fighter, well versed in the arts of dueling. With the advent of his heightened vampiric abilities, his approach to combat has taken an even more acrobatic flare. When the party enters he mockingly challenges them to a duel. If asked which one he would like

CHAPTER 7: THE SHOULDERS OF ORCUS

to fight, he laughs and exclaims “all of them.” His first action in combat is to call all 5 bat swarms from Area 385; they are able to enter the room since that door is slightly ajar. The dire bats roosting in there fly in as well to join in the mayhem, though they are not under the vampire’s command. Then through the chaos these creatures cause (focusing primarily on spellcasters), Fortingray uses a double move action to leap and lash his spiked chain around the chandelier (+10 melee touch to succeed) and then swing down into the party’s midst making a DC 15 Acrobatics check to avoid taking any falling damage. If successful on both his check to lasso the chandelier with his chain and avoid falling damage from the drop, then this counts as an acrobatic charge on his part, and he can still make a single attack on the target of his choice. His chain comes loose from the chandelier and remains in his hand, but he cannot use it in combat as part of this attack. After this initial attack he uses his maneuverability and *spider climb* to move through the pandemonium caused by the bats (they do not attack their master) and stay above and out of reach of his opponents. He uses his chain to make trip and disarm attacks or tries to flank PCs that are being attacked by dire bats. The dire bats do not follow his commands, but they also do not attack him. He is aware that the flames in the eastern fireplace are illusory and may leap into them for concealment and make the PCs think him fire resistant. He will retreat to heal in one of his many hiding places in these apartments if defeat appears imminent.

383a. False Bedchamber

Beyond the curtain is an alcove containing a wide bed. Lying atop its fur covers is a nude woman in deep slumber.

This served as a false bedchamber for Belishan to fool anyone who did not realize his undead existence. Its placement and occupant served to buy him a few moments of precious time in case anyone of significant power came to hunt him and managed to breach his chambers. The woman has actually been dead for centuries and is perfectly preserved by the application of an especially effective *unguent of timelessness* created by Belishan himself. With a DC 17 Perception check, someone examining her body can find a small, neat stab wound behind her left ear where she was murdered with a stiletto. In addition, anyone who saw the nude sketch in Belishan’s study in the Crooked Tower (Area 42 of Chapter 7 in *Slumbering Tsar: Temple-City of Orcus*) notices a strong resemblance between that sketch and this woman.

383b. Fireplace

The flames in this fireplace are a *permanent image* (caster level 15) set to activate in sync with the real fires in the other fireplaces. If interacted with, the flames can be disbelieved with a DC 22 Will save. A crack in the back of the fireplace provides passage for a creature in *gaseous form* to a small chamber containing a coffin. This crack can be found with a DC 25 Perception check. The coffin was once Belishan’s, but Fortingray has taken over its use as a spare for him. This small chamber has a second crack (same chance to locate) leading to Area 390.

384. Servants’ Quarters (CR 7)

This room is bare of furnishings and holds only **20 human zombies**, the Bloodmage’s staff of servants. They follow the commands of Fortingray or any other vampire. Otherwise they attack intruders mindlessly. All are in excellent condition, and many could almost pass for living due to application of *unguent of timelessness*. A crack in the north wall at ceiling height (DC 35 Perception check) hides a coffin room similar to that described at Area 383b.

HUMAN ZOMBIES (20)
XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* “Zombie”)

CR 1/2

385. Storage Room (CR 8)

This room’s original purpose is unclear as now its floor is awash in several inches of foul, bug-infested guano. Its walls are likewise stained with the stuff.

This room was once used for storage.

Creatures: Unless already encountered, there are **5 bat swarms** roosting on the ceiling. Intermixed with them are **4 dire bats** that occupy the same space as the bat swarms but are not attacked by them. A wind tunnel in the ceiling provides almost direct access to a vent on the nearby surface of the citadel and is how the bats get out to hunt. The dire bats, who have grown large and fat over the years, merely feast on the smaller bats, having outgrown the use of the wind tunnel.

BAT SWARMS (5) **CR 2**
XP 600

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Bat Swarm”)

DIRE BATS (4) **CR 2**
XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary* “Bat, Dire”)

386. Hall Without Doors

If the party manages to make into either half of this unlit hallway, they immediately notice that it has no doors. An *illusory wall* divides it in half and requires a DC 20 Will save to disbelieve if interacted with. At four places on the walls, there are narrow cracks in the masonry near floor level that allow egress for a creature in *gaseous form*. Each of these can be located with a DC 25 Perception check. A small room to the north accessed by one of these cracks, behind a foot of masonry, is only 3 feet high and is completely filled by an oak coffin. Like the one described at Area 383b, it has been subverted for use by Sir Fortingray.

387. Guest Chamber

This small, oddly-shaped room has been luxuriously appointed with a plush purple carpet and black satin wall draperies. A single well-upholstered armchair rests in the north corner. Golden manacles hang from the wall nearby. A dried crust of blood stains the shackles.

Belishan used this room to keep and entertain “special” guests. The secret door can be found with a DC 25 Perception check. The crevice in the wall leading to Area 386 is covered by the draperies and can only be found with a DC 35 Perception check.

388. Private Balcony

A railing composed of finely-honed sword blades is set into the stone edges this balcony. The view looks out over the descending city. Conspicuous in the center of the view is a dark tower rising from the edge of one of the lower terraces like a broken finger.

Belishan used this balcony as a landing for his nightmare mount. The dark presence of the vampire master lingers enough that the

CHAPTER 7: THE SHOULDERS OF ORCUS

spire wyverns don't roost here and will not even follow prey here. The railing is razor sharp and does damage equal to a short sword to anyone who becomes impaled on it. The secret doors can each be found with a DC 35 Perception check. The tower visible in the city below is Belishan's own Crooked Tower (see *Slumbering Tsar: Temple-City of Orcus*).

389. Stables

This empty room has only a single iron ring set into the south wall where Belishan could hitch his nightmare. A foul stench wafts from the western door. The crack in the wall leading to Area 386 can be found with a DC 25 Perception check.

390. Stable Hands

Strewn upon the floor of this room are the dismembered parts of a number of rotting human carcasses. Several have deteriorated to the point of being almost unrecognizable. An opening to the south leads to an alcove holding several brooms, buckets, shovels, and currying brushes. You are horrified to see that some of the carcasses on the floor still twitch.

Belishan's zombie stable hands occupied this room to feed and care for his nightmare in Area 389. The various tools are for grooming the beast and cleaning its stall. Whenever one of Belishan's zombie servants became too worn or damaged to serve its purpose, it was dismembered and thrown in here to serve as fodder for the nightmare. The remains of several such zombies are still here. Some still retain the slightest bit of necromantic animation but are otherwise harmless.

391. Guest Quarters

Each of these apartments is lavishly furnished with expensive but now dried and decayed furnishings. They consist of a parlor, privy, a small dining room, a side bedroom, and a master bedchamber. These rooms did not belong to anyone in particular but served as temporary quarters for honored guests who were visiting the citadel. None has anything of value remaining.

392. Sealed Doors (CR 9)

The corridor widens and dead ends. On the far wall is a large sheet of steel, 8 feet wide by 10 feet high, riveted directly to the stone.

This anteroom once opened upon the apartments of a singularly accursed family of Tsar. Its last scion disappeared generations before the fall of Tsar under mysterious circumstances and such was the family's legacy that its name was removed from all records of the city. Only this sealed section of the citadel and an ancient mausoleum in the city's cemetery served as reminders that they had ever been — these locations and a sense of dread forever gnawing at the pit of the stomach of the Disciples of Orcus for their past dealings with this accursed clan remembered only as the Forgotten Family.

The steel sheet is extremely durable and is securely bolted in place. Only its destruction can remove it. Removing the sheet activates the **trap**. Once removed the area behind the door is revealed to hold a set of once-fine double doors, now cracked and dry, their finish faded and flaking away. In the center of each door is a small pewter plaque depicting a pyramid with a tongue of flame at its apex. The gaps between the doors have been sealed with molten lead and must be

broken through as well. Once the doors have been revealed, a wave of unexplainable dread sweeps over the PCs making even the thought of penetrating the doors most unsettling. To be willing to open the doors or enter requires a DC 15 Will save from each character trying to do so. A failed Will save means a PC is unwilling to enter, and a natural 1 on the roll means that a PC does whatever he can to prevent others from opening the doors, even becoming violent if necessary. This is a supernatural fear effect. Anyone seeing the pyramid symbol on the doors may recognize it from a tomb in the Cold Dell (see *Slumbering Tsar, part 2: Temple-City of Orcus*).

Bolted Steel Sheet: 1 in. thick; Hardness 10; hp 30; Break DC 32.

Lead-Sealed Wooden Doors: 2 in. thick; Hardness 5; hp 35; Break DC 30.

Trap: Concealed behind the steel sheet is a *symbol of insanity*, a none-too-subtle warning of what once lay behind the doors. Once activated the symbol does not reset.

SYMBOL OF INSANITY TRAP

CR 9

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

Trigger visual; **Reset** none

Effect spell effect (*symbol of insanity*, 20th-level cleric; DC 24 Will save negates); multiple targets (all targets in visual range within 60 feet)

393. Empty Chambers

Beyond the sealed doors is a series of barren and perfectly clean chambers, as if any trace of what was once here was purposely removed. The chambers constitute a sitting room, kitchens, larder, and several large bedchambers. One room had a window that has obviously been bricked over. The only sign of habitation is in the farthest room where in one corner a small pile of ash has been swept together. Barely discernable in this pile is the charred remains of a small cameo portrait. Who was depicted in it is unclear as only a shoulder and the edge of a ruff collar are now visible.

For generations the members of the Forgotten Family had dealings with a foul race of alien beings called the n'gathau. They flirted with these foul sculptors of flesh, never quite committing themselves completely. However, the final patriarch of the Forgotten Family in a bid for power sacrificed all of his kin to these wicked masters. Their gift to him in exchange was the privilege of being warped and twisted like them into a new physical form, cured of all the frailties and "flaws" of his old form. In this new form he became Aagash "The Broken". When discovered by the Disciples, they expended every resource they had to destroy him. When he was gone — they never knew if they had actually managed to destroy him or not as he disappeared at the final blow — they seized all of the family's holdings in the city and sterilized these apartments of any trace of their former owners before permanently sealing them to forever contain any hint of the insanity and damnation that had claimed its former occupants. Many years later when Aagash actually did return and snuck back into his old home he managed to find a small cameo portrait of himself that the Disciples had missed. The slightest trace of humanity that remained in him felt a sudden bitter remorse over what he had become and immediately destroyed the one reminder of his former life before continuing on with his mission to subvert the Disciples as thralls to the n'gathau (see Area 417).

Chapter 8: The Jowls of Orcus

Level 7: The Jowls of Orcus (Region 18) — Map 8-1

Difficulty Level: 17

Entrances: The Throat of Orcus (Area 394). Stairs up from the Neck (Area 323) and the Mouth of Orcus (Area 410d).

Exits: Stairs from the Hidden Access (Area 401).

Wandering Monsters: Check on 1d10 every 10 minutes or after the party makes any significant noise:

d10	Encounter
1	Glabrezu Demon
2	1d6 Dretch Megaswarms
3	1d4 Hezrou Demons
4	1d3+3 Dread Wraiths
5	Nalfeshneee Demon
6	1d6 Quasits
7–10	No encounter

Unless otherwise noted, all of these creatures are patrolling the halls for intruders and attack on sight.

GLABREZU DEMON CR 13
XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* “Demon, Glabrezu”)

DRETCH MEGASWARM CR 12
XP 19,200

hp 136 (See **Monster Appendix**)

HEZROU DEMON CR 11
XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* “Demon, Hezrou”)

DREAD WRAITH CR 12
XP 19,200

Advanced-HD giant wraith (*Pathfinder Roleplaying Game Bestiary* “Wraith”)

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifestense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 28, touch 28, flat-footed 18 (+9 deflection, +9 Dex, +1 dodge, –1 size)

hp 216 (16d8+144)

Fort +14; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (2d8 negative energy plus 1d6 Con drain)

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

Special Attacks Constitution drain (DC 27), create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 28

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +25, Fly +26, Intimidate +28, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +16

Languages Abyssal, Common, Giant

NALFESHNEE DEMON CR 14

XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”)

Quasits: The quasits are spies working for Barak’kara Mor that roam the halls invisibly. They do not engage the party in contact, but one returns to warn his master of their presence while the others remain to observe the party undetected. If spotted, they assume their alternate bat forms and scatter.

QUASIT CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”)

The Jowls of Orcus comprise the lower portion of the citadel’s great face and rest 760 feet above the plaza. While the Grand Cornu of Orcus was the demon prince’s supreme authority on the Material Plane, he was much too preoccupied with the things of his Abyssal master to tend to the day-to-day matters of the clergy and the city. Those powerful individuals who directly served the Grand Cornu were collectively known as the Voices of the Master. Appropriately they resided in the jowls of the citadel where its great mouth opened out over the city. This level consists of only one region that housed these powerful individuals.

Region 18 — Voices of the Master (Map 8-2)

Only the three Voices of the Master, their personal servants and guests, or the Grand Cornu himself ever entered this level. It was not so much that it was heavily guarded against intrusion but that no one

dared confront these ultra-powerful individuals on their home turf. Someone who did dare something as bold as an assassination attempt invariably planned for it to take place somewhere away from here where the target would be far more vulnerable. The three individuals that comprised the Voices of the Master were the Seneschal of the Citadel, who reigned with ultimate authority within the center of Orcus worship in the world, the Archbishop of the Church of Orcus, who oversaw all the Disciples and temples throughout the world, and the Warlord of Tsar, the supreme commander of the temporal armies of the demon prince. These three individuals shared a fragile balance of power kept in check by their continual plotting against each other and the Grand Cornu. This arrangement suited the Grand Cornu fine because any attempted coup would undoubtedly be betrayed by one of the three seeking favor and greater power at the expense of the others.

394. Throat of Orcus (CR 15)

At long last the pinnacle of this endless gullet running through the heart of this abysmal edifice has been reached. Its seemingly endless spiral of risers suddenly ends at a railless landing looking out over the drop into the dark abyss of the central shaft. On this final landing stands a pair of silvery mithral doors. Etched into their surface is the familiar, ram-headed visage to whom this citadel was dedicated. Across from the landing is another small balcony with no visible means of reaching it. Upon this landing stands a sinister 12-foot statue rendered in black stone of a shrouded, faceless figure holding a gleaming silver-bladed scythe in one black claw. Its other claw points menacingly towards the doors.

From this precarious ledge, it is a 380-foot drop to Level 3 where the stairwell begins. The doors are made of solid mithral and are locked by an intricate locking mechanism. They also bear a permanent *antimagic field* (does not extend beyond the doors themselves) that prevents magical attempts at entry. The doors' keyholes are in the pupils of the image of Orcus (one on each door). Both locks must be opened before the doors will open.

Locked Mithral Doors: 4 in. thick; Hardness 15; hp 120; Break DC 48; Disable Device 40.

Creature: A DC 30 Perception check is able to tell that the statue is actually a Large creature completely swathed in black robes and standing perfectly still. Such is the power of the Demon Prince of the Undead that he was able to command the service of one of the enigmatic **soul reapers** to stand watch on a door in his earthly citadel.

SOUL REAPER XP 51,200

The Tome of Horrors Complete 564
NE Large undead

Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +30

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size)
hp 231 (22d8+110 plus 22)

Fort +14; **Ref** +13; **Will** +18

Defensive Abilities channel resistance +4, inseparable weapon; **DR** 15/silver and magic; **Immune** undead traits; **SR** 26

Speed 40 ft., fly 60 ft. (good)

Melee +1 *scythe* +25/+20/+15/+10 (2d6+13/19-20)

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

Special Attacks soul slash

Spell-like Abilities (CL 22nd):

Constant—*see invisibility*

At will—*desecrate*, *unholy blight* (DC 19)



1/day—*blindness/deafness* (DC 17), *symbol of pain* (DC 20), *unholy aura* (DC 23)

Str 27, **Dex** 19, **Con** —, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +16; **CMB** +25; **CMD** 39

Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (scythe), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe)

Skills Climb +33, Diplomacy +14, Fly +6, Intimidate +30, Knowledge (arcana) +29, Knowledge (religion) +29, Perception +30, Sense Motive +30, Stealth +25, Survival +18

SQ inseparable weapon

Gear +1 *scythe*

Soul Slash (Su) If a soul reaper scores a critical hit with its scythe, the target must succeed on a DC 26 Fortitude save or have its soul torn from its body and pulled into the soul reaper's scythe. If the save succeeds, the victim takes an extra 3d6 points of damage.

A soul reaper's scythe can hold a number of souls equal to its Charisma bonus (four souls for a typical soul reaper). This effect is similar to a *trap the soul* spell. The save DC is Charisma-based.

A creature's soulless body collapses into a desiccated husk, and in one day crumbles to dust.

To reclaim a captured soul, the reaper must be destroyed and its scythe shattered on consecrated ground. When the scythe is shattered, all souls trapped are released and seek their original body (if it's been less than one day since the body was killed). Creatures without a body are left to wander in spirit form but can be returned to life through the successful casting of a miracle, wish, or true resurrection spell.

Inseparable Weapon (Su) A soul reaper has a mystic and magical connection to its scythe. If separated from its scythe (if the soul reaper is disarmed, for example) and within 100 feet of it, it may summon it to its hands as a move action. If an opponent is holding the weapon when the reaper summons it, that opponent must succeed on a DC 26 Strength check or the weapon flies from its hands to the soul reaper. The check DC is Charisma-based.

CHAPTER 8: THE JOWLS OF ORCUS

Tactics: In exchange for this primal being's services, Orcus has gifted it with the supernatural power of flight. The soul reaper recognizes anyone other than Barak'kara Mor, Lord Bishu, or one of the fallen angels as an intruder and responds appropriately. It constantly uses its *see invisibility* to watch the landing. Once the intruders recognize it as something other than a statue or begin to work on opening the doors, it unleashes a readied *unholy blight*. It follows this with a *blindness* on someone who is near the edge and looks like he may have a poor Fortitude save (usually a lightly-armored or spellcasting PC). Each round that such an individual is involved in the combat while in a square adjacent to the edge and doesn't use a move action to carefully check his footing, he has a 50% chance of toppling over the side (DC 20 Reflex save to catch himself, though any handheld items other than shields are dropped, and a DC 15 Strength check to climb back up without assistance). The soul reaper remains on its ledge using its spell-like abilities and reach until PCs begin making ranged attacks against it or appear to be about to open the door. At that point it reveals its flight ability as it swoops over to attack.

Treasure: If the soul reaper is slain, wherever it falls its body quickly dissolves into nothingness. However, remaining behind is a pair of *wings of flying*, a tangible remnant of the gift of flight that Orcus had bestowed upon it.



395. Reception Chamber (CR 13 and 18)

The contents of this chamber are grisly to behold. Spaced around the room are six sets of crossed wooden beams affixed in an "X" formation. Upon each of these hangs a desiccated corpse, its parchment-like skin split, a shriveled tongue protruding — all victims of crucifixion.

Creatures: Enemies of the Voices of the Master important enough to warrant personal attention were crucified in this room and left to slowly bleed to death or die of thirst. As a result of this cruel form of execution, two of the victims have returned as **crucifixion spirits** seeking revenge upon the living and especially upon divine spellcasters. They use their crucify soul ability first on any obvious clerics before attacking the rest of the party.

In addition, another creature haunts this room in ethereal form. This is Vandermane, a **corrupted ward custodian**. Vandermane served as the personal bodyguard to Nimrod, the supreme commander of the celestial forces serving with the Army of Light. He was charged with seeing to the general's safety and sacrificed himself to prevent the general from being captured. Unfortunately, his sacrifice was in vain and both he and General Nimrod were captured and taken to the Abyss (see Area 408 for details). Now Vandermane continues his guardian duties from this room, waiting to see if the crucifixion spirits will deal with the intruders and only appearing if they fail to do so. He and the crucifixion spirits ignore each other in battle. If Nimrod is attacked, Vandermane immediately senses it and rushes to his defense. Vandermane looks much as he did in his previous life, a tall winged humanoid with vaguely elfin features, save that the skin has been stripped from his face and a babau demon's face has been crudely stitched in its place. This has no game effect other than to mark Vandermane as the aberration he has become.

CRUCIFIXION SPIRITS (2) XP 12,800

The Tome of Horrors Complete 128

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +26

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)
hp 142 (15d8+75)

Fort +10; **Ref** +10; **Will** +15

Defensive Abilities incorporeal; **Immune** channel energy,

undead traits; **SR** 22

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (1d8 plus paralysis)

Ranged touch +14 (crucify soul)

Special Attacks crucify soul, paralysis (1d4 rounds, DC 24)

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

Base Atk +11; **CMB** +14; **CMD** 30 (can't be tripped)

Feats Ability Focus (paralysis), Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Escape Artist +18, Fly +29, Intimidate +23, Perception +26, Sense Motive +26, Stealth +19

Crucify Soul (Su) Five times per day as an attack action a crucifixion spirit can point at a single living target within 60 feet and crucify its soul. This requires the crucifixion spirit to succeed at a ranged touch attack. If successful, the target's soul is ripped from its body, which collapses in a heap on the ground. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails. The victim is not dead and is visible to all those viewing it.

A crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter. The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based. A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target. It can direct attacks against a different opponent. A crucified creature can attempt to escape each round by making a DC 22 Will save. If successful, the creature's soul is freed from its torment and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally.

A creature slain with this ability cannot be returned to life except through the casting of a *wish*, *miracle*, or *true resurrection* spell. Even then, there is a 50% chance that such magic fails. If the check fails, the creature cannot be restored to life by mortal magic.

Immune Channel Energy (Ex) A crucifixion spirit takes no damage from the channel energy ability, and is not affected by effects that mimic channel energy or are based on the channel energy ability (such as turn undead and command undead).

CHAPTER 8: THE JOWLS OF ORCUS

VANDERMANE
XP 153,600

CR 18

Male corrupted ward custodian fallen paladin 5 (*Creature Collection III: Savage Bestiary* 35)

LE Medium outsider (custodian, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +33
Aura protective aura (20 ft.)

AC 32, touch 12, flat-footed 30 (+9 armor, +1 Dex, +1 dodge, +9 natural, +2 shield); +4 deflection vs. good creatures

hp 251 (18d10+90 plus 5d10+25 plus 5)

Fort +15; **Ref** +17; **Will** +18; +4 resistance vs. good creatures

Defensive Abilities danger sense, harm's way, *lesser globe of invulnerability*, *magic circle against good*, ward-bond; **DR** 10/good; **Immune** disease, fire, petrification, poison, spells 3rd-level and lower; **SR** 29

Speed 30 ft., fly 100 ft. (good)

Melee +3 *defending longsword* +35/+30/+25/+20 (1d8+11/19–20)

Spell-like Abilities (CL 18th):

At will—*aid*, *command* (DC 18), *dispel good* (DC 22), *invisibility*, *protection from good*, *remove fear*, *sanctuary* (DC 18), *shield of faith*, *shield other*

3/day—*discern lies* (DC 22), *plane shift*, *see invisibility*, *wall of fire*

1/day—*spell immunity*, *remove curse*

Str 26, **Dex** 20, **Con** 21, **Int** 16, **Wis** 17, **Cha** 24

Base Atk +23; **CMB** +31; **CMD** 47

Feats Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Quick Draw, Step Up, Strike Back, Weapon Focus (longsword)

Skills Diplomacy +33, Fly +24, Heal +29, Intimidate +33, Knowledge (religion) +24, Knowledge (planes) +24, Perception +33, Sense Motive +33, Stealth +20

Languages Abyssal, Celestial, Common; *tongues*

SQ etherealness

Gear masterwork full plate, masterwork heavy steel shield, +3 *defending longsword*

Danger Sense (Su) A ward custodian can see a few seconds ahead into the future, sensing threats before the happen, with respect to its ward. This ability functions as the *foresight* spell with the ward as its subject.

Etherealness (Su) A ward custodian can shift back and forth between the Ethereal and Material planes at will as a move action. Once per day, it may become either ethereal or material as a free action.

Harm's Way (Ex) Once per round, if the ward custodian is in a square adjacent to its ward and the ward is targeted by a direct melee or ranged attack (but not an area effect), the custodian can subject itself to the attack in the ward's stead. If the attack hits the custodian, it takes damage normally. If it misses, it also misses the ward. The custodian must choose to place itself in harm's way before the attack roll is made.

Ward-Bond (Su) If a ward custodian is on the same plane as its ward and within 5 feet, the ward gains a +2 bonus on all saving throws and spell resistance 29. At any time, the ward custodian may use any of its spell-like abilities that normally have a range of "personal" or "touch" on its ward from any distance. This ability works even if the custodian is ethereal and ward is material (although they cannot otherwise be on different planes).

396. Hall of Despair

Statues line the entire length of this twisting hall, each depicting some tormented soul undergoing a gruesome form of torture or execution. The sculpting is skillfully rendered, truly capturing the anguish experienced by these unfortunates. Adding to the grim spectacle is the fact that each of these statues weeps fresh blood.

Whether these sculptures represent actual victims who have fallen prey to the Voices over the centuries of Tsar's power or merely serve as memorials to the nameless throngs who suffered such a fate has been forgotten. Regardless, the psychic energy of the countless innocents tortured and killed at the hands or directive of these villains causes the eternal weeping of blood. The blood evaporates a few minutes after pooling on the floor, so the hall never fills, and the Voices of the Master thought it was a nice touch allowing the tainted sculptures to remain. The net effect of this psychic energy is that anyone of non-evil alignment is affected by a *bane* spell while within the hallway (no save). Neither this effect nor the actual weeping of the statues can be dispelled.

397. Seneschal's Anteroom

The door opens onto an opulent sitting room. Leather-upholstered divans rest on a rug of white lamb's wool. The corners are occupied by abstract copper statuettes whose shapes suggest souls in torture or rapture — it is difficult to tell which. On the wall opposite the door is a gilt-framed portrait depicting a sinister-looking human in black clerical robes clutching a bejeweled, ram-headed scepter in one hand.

This was the sitting room for visitors that came to call on Vrrius, the Seneschal of the Citadel. The portrait depicts Seneschal Vrrius as he looked shortly before the Battle of Tsar. If the PCs recovered his bejeweled holy symbol at the end of *Slumbering Tsar: Temple-City of Orcus*, then they recognize it as what is mounted on the tip of the scepter in the portrait. Likewise, if the huecuva Vrrius had become happened to use its *change self* ability to appear as he did in life, then the PCs may actually recognize him as the man depicted in the portrait. The portrait itself radiates a faint aura of Divination and is permanently enchanted as the sensor for the *clairaudience/clairvoyance* spell described in Area 400.

Development: Constantly observing through the sensor is Sir Elzerakab, now a mummy lord. If Elzerakab spots intruders in this room, he immediately begins stalking them as described in Area 400.

Treasure: The various statuary and furnishings in this chamber are worth 900 gp if somehow removed and sold.

398. Guardhouse

Once a half-dozen brainwashed, geased bodyguards, totally loyal to Vrrius, were quartered here. They departed with him on his mission to Tircople as described in the prior adventure. Other than their simple furnishings (bunks, empty footlockers, etc.) nothing now remains. This room is unused by any save Sir Elzerakab when he is stalking intruders.

399. Foyer

A floor of polished black marble provides a mirrorlike reflection of everything in this room. A tall, trefoil arch highlighted in gold stands to the west. A fan made of great peacock feathers hangs from the ceiling and sways back and forth creating a perpetual breeze. A belt runs in through the arch at ceiling level, runs through a pulley connected to the fan and then runs back through the arch. As this line continually feeds through the pulley, the fan moves back and forth

CHAPTER 8: THE JOWLS OF ORCUS

The gold on the arch is merely paint. The moving fan is part of a system of belts described in Area 400. There is nothing magical about it. The secret door to Area 401 can be found with a DC 40 Perception check (see that area for details on how to open it).

400. Seneschal's Hall (CR 18)

The sound of falling water and a floral-scented breeze greet you as you enter. Tiles of smooth-polished, rosy quartz floor this large chamber. In the center is a fountain of polished marble, its central plinth depicting a cluster of nude nymphs frolicking as water spills from their cornucopias into the pool basin. Lily pads and large flowers float on the surface of this pool, and golden carp are visible within its crystal clear waters. Marble basins and amphorae spaced about the chamber are overflowing with lush growths of floral plants and creepers. Between them are situated small couches and padded benches. The ceiling above is a maze of peacock feather fans slowly sweeping back and forth, propelled by a series of belts running through pulleys connecting each of them and ultimately running through the eastern archway and a window in the wall high above the northeastern door. Four tall, stained-glass windows line the convex western wall and illuminate the chamber in a rainbow of light. To the east in an alcove stands an image of Orcus serenely observing the chamber.

This chamber of creature comforts was maintained for the Seneschal of the Citadel where he could entertain guests of import. The plants and mechanisms are maintained by a bevy of *unseen servants* that continue to repair any damages and affect any maintenance that becomes necessary. Any minor damage will be repaired within 24 hours. Major damage could require much longer. The peacock

fans are all belt run and operated from Area 402. The stained glass windows are illuminated by permanent *daylight* spells cast on their back side. The fountain at the center of the room is stocked with illusory fish (permanent *programmed images*) and radiates not only a moderate aura of Illusion but a faint aura of Divination as well. That is because the pool also works as the focus of a permanent *clairaudience/clairvoyance* spell (both Illusion and Divination are caster level 15). The spell's sensor is the portrait in Area 397, and the spell provides both sight and sound from that room to anyone who gazes into the pool and concentrates for 1 round.

Creature: Anyone entering the room that makes a DC 18 Wisdom check (automatic to anyone with the scent ability) detects a faint whiff of sharp spices in the air. This is from the **mummy lord** Sir Elzerakab that inhabits this room and constantly gazes into the pool watching for intruders. These can be identified as burial spices by someone who makes a DC 20 Knowledge (religion) check.

SIR ELZERAKAB CR 18
XP 153,600

Male human mummy cleric of Orcus 5/Disciple of Orcus 3/fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

LE Medium undead

Init +5; **Senses** darkvision 120 ft.; **Perception** +19

Aura despair (30 ft., DC 24), destructive aura 8 rounds/day (30 ft.)

AC 28, touch 10, flat-footed 28 (+8 armor, +10 natural)

hp 213 (8d8+32 plus 5d8+20 plus 3d8+12 plus 5d10+20 plus 26)

Fort +17; **Ref** +6; **Will** +19 (+20 vs. fear)

Defensive Abilities bravery +1, death's embrace; **DR** 5/—;

Immune *magic missile*, undead traits

Weaknesses vulnerability to fire

Speed 15 ft.

Melee +1 *spiked gauntlet* slam +27 (1d8+16/19–20 plus mummy rot)

Special Attacks channel negative energy 7/day (DC 18, 4d6),



CHAPTER 8: THE JOWLS OF ORCUS

destructive smite 8/day (+4 damage), mummy rot (DC 24), necromantic power (+2d6), spontaneous casting (inflict spells), weapon training (close +1)

Spell-Like Abilities (CL 8th)

1/day—*animate dead*, *speak with dead*

Domain Spell-Like Abilities (CL 8th)

8/day—*bleeding touch* (melee touch +24, 1d6 hp/round for 4 rounds)

Spells Prepared (CL 8th)

4th—*chaos hammer* (DC 19), *inflict critical wounds*^D (DC 19),

poison (melee touch +24, DC 19)

3rd—*animate dead*^P, *bestow curse* (DC 18), *dispel magic*,

invisibility purge, *summon monster III*

2nd—*darkness*, *death knell*^P (DC 17), *hold person* (DC 17), *silence*

(DC 17), *spiritual weapon* (+21/+16/+11/+6 atk/1d8+2 force)

1st—*bane* (DC 16), *deathwatch*, *divine favor*, *entropic shield*,

obscuring mist, *shield of faith*, *true strike*^P

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

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

Str 26, **Dex** 12, **Con** —, **Int** 8, **Wis** 20, **Cha** 18

Base Atk +16; **CMB** +24; **CMD** 35

Feats Alertness, Cleave, Combat Casting, Command Undead, Critical Focus, Great Fortitude, Improved Critical (spiked gauntlet)^B, Improved Initiative, Power Attack, Skill Focus (Stealth), Staggering Critical, Toughness, Weapon Focus (spiked gauntlet)^B, Weapon Specialization (spiked gauntlet)^B

Skills Climb +13, Intimidate +14, Knowledge (history) +4, Knowledge (religion) +9, Perception +19, Sense Motive +11, Stealth +13, Spellcraft +11

Languages Common

SQ armor training 1

Combat Gear *brooch of shielding* (76 hp); **Other Gear**

masterwork half-plate, +1 *spiked gauntlet*, *cloak of etherealness*, *boots of speed*, mithral holy symbol of Orcus (200 gp)

Personality/Description: Elzerakab looks much as he did in life, his skin dark and weathered, his brown hair long and in a ponytail. Only his black pupilless eyes and the lingering odor of burial spices and preservatives give away his true nature as an undead creature. Elzerakab was one of the lesser knights in Lord Bishu's company but proved to be one of the wisest. When the company fell into disarray and Lord Bishu disappeared, Elzerakab realized something was affecting his fellows and that by locating his commander he might be able to find a way to reverse it. Rather than face his rapidly deteriorating comrades in battle, he set about using his magical cloak to make a slow, careful search of the citadel on his own. He was thus not present when pandemonium finally broke out and the knights destroyed themselves. When he finally located Lord Bishu he had expected to find his commander trapped or in some way ensorcelled. He was unprepared to face the abomination that Bishu had become and was easily overcome. Admiring the knight's ingenuity and ability to survive in the citadel, Bishu did not slay him outright, but instead along with Barak'kara Mor had him mummified alive in the citadel's mortuary and sealed in a tomb until he expired and arose as a mummy. The knight had been treated with *unguent of timelessness* to further preserve his physical appearance. When he was finally released from his tomb, Barak'kara Mor took the mummy into his training and made him a cleric of Orcus and ultimately a disciple of Orcus. Now Elzerakab serves Bishu who uses him as a guardian of the citadel's uppermost reaches.

Tactics: As mentioned, Elzerakab keeps a vigil through the scrying pool. When he spots intruders, he uses his *cloak of etherealness* to begin stalking them from room to room in the seneschal's apartments. He is careful not to go into Area 397 where he might be scried through the pool as well. If he can catch a scout or rearguard alone, he casts *silence* and attempts to pummel him with his slam attacks. He casts *poison* prior to doing so to make his first attack especially deadly. In this way he tries to pick off stragglers and reduce the party's fighting power. He begins combat by casting *hold person* on the fighters after

summoning Medium fiendish monstrous scorpions as a distraction and uses *spiritual weapon* to engage spellcasters. To prepare himself he casts *divine favor*, *entropic shield*, and *shield of faith*.

Treasure: A DC 14 Perception check locates a gold rod in one of the marble planters among the foliage. It is the scepter depicted in the portrait at Area 397 and served as the symbol of office for the Seneschal of the Citadel, though the bejeweled holy symbol of Orcus that was once mounted atop it has been removed. If Vriius's holy symbol was recovered from the previous adventure, then the completed scepter can be assembled again. The rod is nonmagical and is worth 75 gp.

401. Hidden Access

The secret door to this room is locked and is warded against magic. It cannot be opened from the west by anything short of brute force or the proper key. From the east side it can be found with a DC 20 Perception check and opens easily. There are a couple keys to opening the secret door. It opens automatically at the command of the Grand Cornu or his designated successor (in this case Orcus has designated Bishu as that title holder much to Barak'kara Mor's chagrin). It also opens if the scepter of the Seneschal of the Citadel is waved before it. To work, though, the complete scepter must be assembled (see Area 400). The eastern door is of the mundane variety but is also locked and warded and only opens under the same circumstances. Only the seneschal and the Grand Cornu were aware of this entrance during the days of Tsar.

Locked Secret Door: 4 in. thick; Hardness 8; hp 60; Break DC 28.

402. Kitchen (CR 1/4)

This kitchen is well-outfitted with countertops of smooth slate, a large brick oven and fireplace, marble sink basin with pump handle and spigot, and a large chopping block. Belts run through an opening in the wall above the door, through a system of pulleys and then down the back wall into the northwestern corner. Here a small reptilian humanoid continually pulls on the rope causing the pulleys to turn and operating the fan mechanism in the other rooms. It does not appear to notice your presence.

This kitchen was operated by the same *unseen servants* that make repairs in Area 400. However, there are currently no foodstuffs in here and they can only be commanded by someone in possession of the seneschal's completed scepter. If provided with commands and proper ingredients, they operate with a skill level of Profession (cook) +7.

Creature: The small creature is a **kobold zombie** that has been treated with *unguent of timelessness* retarding much of its rate of decay. It tirelessly operates the pulleys for the fan mechanism and ignores all others unless its duties are interfered with.

KOBOLD ZOMBIE

CR 1/4

XP 100

Pathfinder Roleplaying Game Bestiary "Kobold," "Zombie"

NE Small undead (reptilian)

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

AC 14, touch 11, flat-footed 14 (+2 armor, +1 natural, +1 size)

hp 7 (1d8 plus 3)

Fort +2; **Ref** +1; **Will** +2

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

Speed 30 ft.

Melee slam +0 (1d4)

Str 11, Dex 11, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB -1; CMD 9

Feats Toughness^B

SQ staggered

Gear leather armor

403. Parlor (CR 0 or 15)

Delete the italicized text if Baron Tolivar has not been defeated at Area 363 and replace it with the following, “An ornate beveled looking glass stands in the southeast corner.”

This is a small, nicely-appointed parlor with green carpet and padded mauve divans. A sideboard holds a variety of liquor bottles, their contents long since evaporated. *A wooden mirror frame stands in the southeast corner, and the shards of a shattered looking glass lie strewn beneath it.*

This parlor served the seneschal and his most trusted acolytes who lodged in these chambers. Unbeknownst to the inhabitants of Region 17, when Siccot’s Maze was constructed, a secret back door was built into its magic. Through this mirror, the seneschal, with the proper command words, could view anyone currently trapped in the *maze* or conjure up the image of anyone who had passed through that area in the previous 24 hours. Thus was the seneschal able to keep tabs on who came and went from the Guest Chambers.

Creature: If the mirror fiend at Area 363 was slain and the maze mirrors shattered, then this mirror likewise shatters. If that did not occur, then this mirror still functions and radiates a strong aura of Divination. Etched into the top edge of the glass are the words, “Calathow” and “Siccot”. The first allows the viewer to see anyone trapped in the *maze*. The second allows the viewer, with a DC 10 Concentration check (+1 per hour past), to view everyone who has passed in front of those mirrors in the last 24 hours. Unfortunately, anyone using those command words attracts the attention of Baron Tolivar the **mirror fiend** who immediately emerges from the mirror and attacks (see Area 363 for details). He cannot leave this chamber and can only remain outside the mirror for 5 minutes.

BARON TOLIVAR

CR 15

XP 51,200

hp 233 (See Area 363)

404. Acolytes’ Quarters

Each of these simple rooms served as the quarters of an acolyte hand picked to serve the Seneschal of the Citadel. They each hold a bed, desk, prayer bench, and chest of drawers. There is nothing of value in these chambers, but they all have a decidedly feminine touch, indicating the proclivities of the citadel’s last seneschal.

405. Seneschal’s Chamber

This room has a floor of fine white marble but is otherwise completely bare. It was the quarters of Seneschal Vrrius who was sent away from the citadel more than a year before the fall of Tsar. He thoroughly packed all of his goods and possessions at the time of the relocation, and the Grand Cornu never appointed a replacement for him.

406. Prayer Cell

This room is empty of any furnishings or signs of its original purpose. It was a private prayer cell for the seneschal but has not been used since Vrrius left the citadel.

407. Archbishop’s Anteroom

Bronze double doors open into an anteroom with identical bronze portals directly across from them. The hall is bare of furnishings, but the walls are covered in skillfully rendered, colorful frescoes that depict elephant-headed giants, clad only in loin cloths, holding palm fronds, and bowing in homage towards the southern doors. Many of these creatures wear various items of religious regalia that have a ram-head motif. The background scenery in the frescoes depicts lush and vibrant jungle foliage.

This grand chamber served as little more than the inflated ego of the Archbishop of the Church of Orcus. The highest-ranking member of the clergy below the Grand Cornu himself, the archbishop oversaw all of the religious operations of the faith. Having caught wind of the Grand Cornu’s plan to create a new high altar in the distant city of Tircople and confident that he would assume the Grand Cornu mantle there, Archbishop Pagonis had this chamber decorated in fanciful frescoes of that exotic land. The accuracy of his depictions is as suspect as his understanding of his master’s grand scheme. There is nothing of value here, though opening the south doors causes a gong to magically sound in the room beyond, alerting its occupant.

408. Archbishop’s Chamber (CR 21)

The walls of this hall glitter with inlays of mica and feldspar. Great gilt columns with capitals carved in the likeness of acanthus leaves support the rose quartz dome 40 feet above. On either side of the door are elaborate bas-reliefs rendered in mottled marble depicting panoramas of bone palaces of the Abyss surrounded by demonic and undead legions, as well as, an image of the great Citadel of Orcus towering over the city of Tsar. All manner of draconic and demonic creatures flap around the upper reaches of the citadel. The room’s center is dominated by a golden, two-step dais surmounted by a throne of ivory and gold. Atop the throne’s headrest is an elaborate ivory ram’s skull with curving horns of solid gold situated so as to appear as if crowning the head of anyone seated on the throne. A door of black iron opens to the northeast.

This chamber served as the abode for Archbishop Pagonis. Unlike the warlord and seneschal who spent most of their time in the citadel and surrounding city, the archbishop often traveled throughout the world between various worship centers devoted to Orcus. As a result, the archbishop’s chamber did not include a bedroom suite as did the others. However, to make up for this and provide some added protection to the often-mobile cleric, his miter of office had the ability to create a *magnificent mansion* nightly, allowing him to sleep with his cadre in a protected extradimensional space. The archbishop and his wondrous miter both disappeared with the retreat at the fall of Tsar.

Creature: Currently seated on the archbishop’s seat is a newer product of Orcus’s hate and corruption, the **deathleech corrupted planetar**, General Nimrod. As mentioned previously, General Nimrod was the supreme commander of all the celestial forces allied with the Army of Light during the Battle of Tsar. His military prowess was legendary, said to be the soul of a great mortal war captain who was never defeated and upon his death became a leader among the celestial hosts and worked his way up to the rank of supreme commander. He had personally led more than one successful foray

CHAPTER 8: THE JOWLS OF ORCUS

into the upper layers of the Abyss and the Nine Hells. The mere mention of Nimrod on the field of battle was enough to make demons quail and devils flee in fear. Naphrathoth, Lord Karask, and Amaleal served as his commanders and *aides de camp*, and one of his finest captains was the astral deva, Cypress. The forces of Tsar could not defeat them on the field of battle, and even the demonic commanders despaired of achieving any sort of victory against them. Thus was the plan for the ultimate exhibition of destructive magic set into motion. At the cost of the life force of dozens of powerful priests and sorcerers, a blast of eldritch might was expended that decimated the main encampment of the Army of Light and created the Chaos Rift. Among those lost in this holocaust were the celestial commanders Lord Karask and General Nimrod. Thus the leaders who could have perhaps brought about a swifter and more complete victory for the Army of Light were removed from the field before the battle was fairly begun.

Unbeknownst to all save Orcus and his highest-level servants, not all were slain in the blast. Mere moments before the catastrophic event occurred, a group of balors and mariliths teleported into the center of the camp outside Nimrod's quarters. Many were killed in an instant as the surprised defenders reacted, but not before a particularly resourceful balor managed to penetrate Nimrod's tent and entangle him with his flaming whip. Nimrod's bodyguard, Vandermane, managed to cut the whip and step between the balor and his general but not before a marilith teleported in behind Nimrod and captured him in her coils. One other celestial that survived in the center of this fierce pitched battle was a deva captain named Cypress, who was likewise ensnared. The demons then teleported out with their captives in tow. The witnesses rallied behind Lord Karask and prepared to enter Tsar in frenzied mass and dismantle the city stone by stone to rescue their leader, and might have been successful in their righteous fury. Messengers were briefed to be sent to the other allied commanders of the army to let them know what had occurred, but the messengers never flew, and the attack was never launched, for at that moment the chaos magic was released that ripped the earth asunder and obliterated those in its path. The Chaos Rift was formed, and not a single witness of what had transpired in the camp survived to tell the tale. For centuries Nimrod was assumed lost just like all the others in that blast.

GENERAL NIMROD

CR 21

XP 409,600

Male deathleech corrupted planetar antipaladin 2 (*Pathfinder Roleplaying Game Bestiary* "Angel, Planetar"; *Pathfinder Roleplaying Advanced Player's Guide* "Antipaladin"; *The Tome of Horrors Complete* 714)

CE Large outsider (angel, extraplanar, evil)

Init +10; **Senses** darkvision 60 ft., *deathsight* 30 ft., *detect good*, *detect snares and pits*, low-light vision, *true seeing*; **Perception** +29
Aura death (5 ft., DC 29), evil, protective aura

AC 35, touch 16, flat-footed 28 (+7 Dex, +19 natural, -1 size); +4 deflection vs. good

hp 282 (17d10+136 plus 2d10+16 plus 21); regeneration 10 (good weapons and effects)

Fort +32; **Ref** +22; **Will** +27; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities channel resistance +6, unholy resilience; **DR** 10/evil; **Immune** ability damage, ability drain, acid, cold, negative energy effects, petrification, evil spells; **Resist** electricity 10, fire 10; **SR** 32

Speed 30 ft., fly 90 ft. (good)

Melee +3 *greatsword* +31/+26/+21/+16 (3d6+16/19-20) or 2 slams +27 (2d8+13 plus energy drain)

Special Attacks *death knell* 7/day (DC 29, CL 19th), energy drain (1 level, DC 29), *greater death knell* 4/month (DC 29, CL 19th), smite good (1/day, +10 to hit, +2 damage), touch of

corruption 11/day (melee touch +27, 1d6)

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

Spell-Like Abilities (CL 16th)

Constant—*detect good*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will—*bestow curse* (DC 19), *cause fear* (DC 19), *contagion* (DC 21), *continual flame*, *detect good*, *dispel magic*, *invisibility* (self only), *lesser restoration* (DC 20), *speak with dead* (DC 21), *unholy blight* (DC 22)

3/day—*blade barrier* (DC 21), *flame strike* (DC 22), *polymorph* (self only), *power word stun*, *slay living* (DC 23), *waves of fatigue*
1/day—*earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Spells Prepared (CL 16th)

8th—*cloak of chaos*, *mass inflict critical wounds* (DC 25)

7th—*blasphemy* (DC 24), *regenerate*, *word of chaos* (DC 24)

6th—*disintegrate* (DC 23), *greater dispel magic*, *heal*, *heroes' feast*, *mass inflict moderate wounds* (DC 23)

5th—*break enchantment*, *dispel good* (DC 22), *mark of justice*, *plane shift*, *righteous might*

4th—*dismissal* (DC 21), *divine power*, *freedom of movement*, *poison* (DC 21, x2), *summon monster IV*

3rd—*deeper darkness*, *invisibility purge*, *prayer* (x2), *summon monster III*, *wind wall*

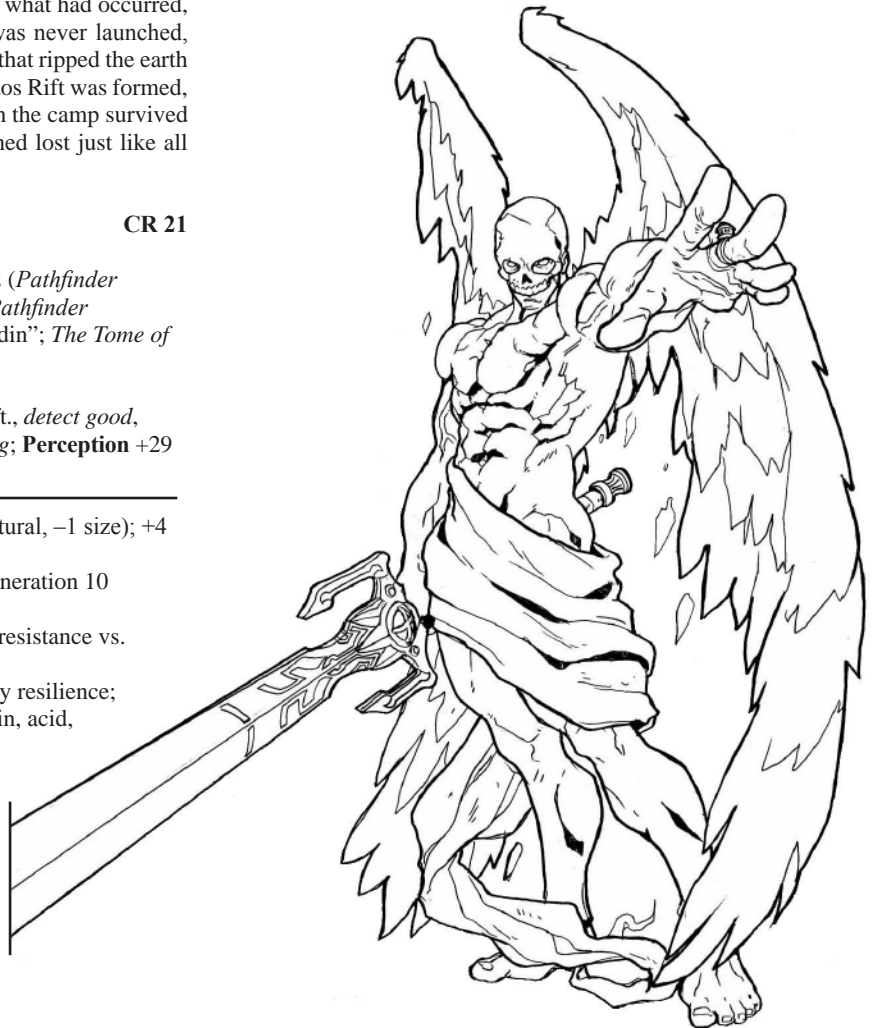
2nd—*align weapon*, *bear's endurance*, *bull's strength* (x2), *desecrate**, *eagle's splendor*, *hold person* (DC 19)

1st—*bane* (DC 18) (2), *cause fear* (DC 18), *divine favor* (x2), *entropic shield*, *shield of faith*

Str 29, **Dex** 24, **Con** 26, **Int** 22, **Wis** 25, **Cha** 30

Base Atk +19; **CMB** +29 (+33 sunder); **CMD** 46 (48 vs. sunder)

Feats Blind-Fight. Cleave. Great Fortitude. Greater Sunder.



CHAPTER 8: THE JOWLS OF ORCUS

Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness
Skills Bluff +30, Diplomacy +30, Escape Artist +23, Fly +24, Intimidate +32, Knowledge (arcana) +27, Knowledge (nobility and royalty) +28, Knowledge (religion) +28, Knowledge (planes) +28, Perception +29, Sense Motive +29, Stealth +29, Survival +28
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (*alter self*)
Gear +3 *greatsword*

Aura of Death (Su) Deathleeches radiate an unnerving aura of death and destruction. Undead recognize this aura and the powerful necromantic energy that it represents. Mindless undead do not attack a deathleech unless attacked first. Intelligent undead with Hit Dice at least equal to the deathleech's total Hit Dice plus class levels must succeed on a DC 29 Will save to attack a deathleech. Once it makes a successful save, that undead creature never again has to make a save to attack that same deathleech. Intelligent undead with more Hit Dice than the deathleech are unaffected by this aura. This aura radiates in a 5-foot radius around the deathleech creature. The save DC is Charisma-based.

Death Knell (Su) Once per day for each 3 Hit Dice plus class levels (if any) a deathleech has, it can draw forth the ebbing life force of a creature to fuel its own power. This functions as a *death knell* spell with a caster level equal to the deathleech's total Hit Dice plus class levels (if any).

Deathstare (Su) A deathleech can determine the condition of creatures near death within 30 feet. (This range doubles for every 10 HD a deathleech has.) This functions as a *deathwatch* spell with a caster level equal to the deathleech's Hit Dice. This ability is always on, but can be suppressed or negated. A deathleech can restart it again as a free action on its next turn.

Greater Death Knell (Su) Once per month for each 8 Hit Dice plus class levels (if any) a deathleech has, it musters enough negative energy to perform a greater death knell. This ability functions as a *death knell* spell, except the hit points and Strength gained are permanent. If the target succeeds on its Will save, the deathleech actually loses 1d8 hit points permanently and takes 2 points of Strength drain.

A deathleech can only ever gain a number of hit points equal to three times its Hit Dice from using this ability. It can never gain more than 6 Strength points from this ability.

Personality/Description: Nimrod and the other two captives were transported to the Abyss and placed in the direct care of the balor who had successfully led the raid, one Barak'kara Mor. Under the careful ministrations of Orcus and his fiends, all three were ultimately corrupted and made tools of his malice. Ironically, he then sent them back to serve Barak'kara Mor who was being given charge of the citadel during its foray beyond the planes. At the powerful and cruel hands of Orcus and his servitors, Nimrod gained the deathleech template (from *The Tome of Horrors Complete* by Frog God Games). Now his once smooth, emerald skin has taken on a pebbly, scaly texture, and his feathered wings appear to be matted and rotten. A ridge of bony protrusions extends down the center of his bald head, and his eyes burn with a dark fire. A faint chill follows wherever he goes. Nimrod despises Barak'kara Mor but has been bound to him as servitor, though the fallen celestial may actually be capable of defeating him in one-on-one combat. However, until the day Orcus releases him from his bond of servitude to the balor, Nimrod reluctantly serves his nemesis — or at least stays out of his way while offering grudging deference.

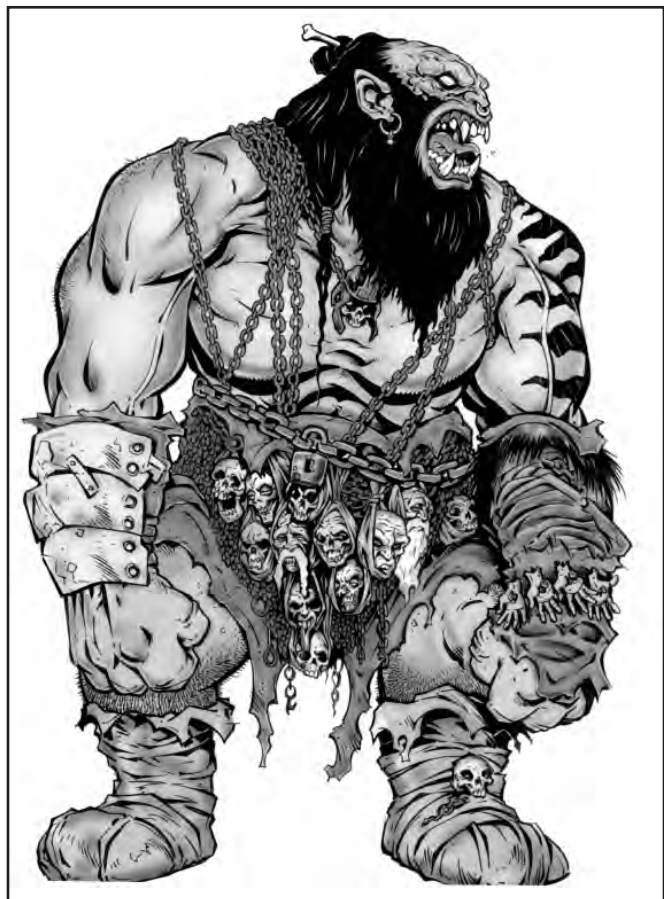
Tactics: There is no love lost between Nimrod and Barak'kara Mor, so even if sounds of combat are heard between the two areas one will not come to assist the other. Instead, they will each use the time to prepare for battle. If Nimrod is threatened, Vandermane (see Area 395) immediately comes to his aid if he still lives. To prepare for combat, Nimrod casts *divine power*, *freedom of movement*, *cloak of chaos*, and any other buffing spells he has time for. He casts

waves of exhaustion to open battle and follows it with *mass inflict critical wounds*. *Disintegrate* is reserved for wizards and rogues. He flies to the ceiling and casts *blade barrier* below him if he has to withdraw to heal (due to long years of practice he has learned to create a horizontal wall of blades with the spell that covers the entire room, though he casts it above the PCs' heads to encourage them to stay at floor level). From there he casts area effect spells such as *flame strike*, *blasphemy*, and *word of chaos*. If approached by melee combatants he uses *righteous might* to meet them head on. Remember his protective aura provides a *magic circle against good* and *lesser globe of invulnerability* at all times and provides combat bonuses to his allies.

Treasure: The ivory and gold of the throne are worth a total of 5,500 gp if somehow transported from the citadel, though buyers will be extremely leery of it in its current form. The pillars and dais are all covered in a layer of gold leaf that if meticulously removed is worth a total of 3,000 gp.

409. Warlord's Apartments (CR 17)

Creature: These were once the luxurious apartments of Chervenka, the Warlord of Tsar and supreme commander of Orcus's mortal military forces. However, for holding off the Army of Light at the Black gates of Tsar for a year, he was not rewarded. In fact, all of it being a part of Orcus's grand scheme, the demon prince was never one to stand on such trivialities and viewed the inability of Chervenka's forces to prevail on the field of battle as a disgrace and a failure. As a result, Chervenka did not join the rest of the disciples of Orcus in the Great Retreat. Instead, Orcus magically and painfully twisted the human general's body and transformed him into a brutish **jack-in-irons giant**, the chains he wears to forever remind him of his failure and subservience to Orcus. Orcus then left the giant, now dull-witted but still able to remember his former station, in the empty citadel to serve



CHAPTER 8: THE JOWLS OF ORCUS

as an abused and oppressed lackey to Barak'kara Mor. Since then he has bashed out all the dividing walls of his apartments and lives among the wrack and ruin of his once-fine furnishings and appointments. He goes into a blind rage if he sees intruders and attacks without caution.

WARLORD CHERVENKA XP 102,400

CR 17

Male jack-in-irons giant (*The Tome of Horrors Complete* 319)
CE Huge humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +27

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)
hp 273 (26d8+156)

Fort +21; **Ref** +11; **Will** +12

Defensive Abilities rock catching; **Resist** fire 20

Speed 40 ft.

Melee spiked greatclub +31/+26/+21/+16 (3d8+19 plus daze) or great chain +31/+26/+21/+16 (2d8+13 plus daze) or 2 slams +30 (2d6+13 plus daze)

Ranged rock +19 (2d6+19)

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

Special Attacks daze, pound, rock throwing (140 ft.), shake the earth, trample (2d6+19, DC 36)

Str 36, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +19; **CMB** +34 (+36 sunder, +38 bull rush); **CMD** 45 (47 vs. sunder, 49 vs. bull rush)

Feats Awesome Blow, Cleave, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (great chain), Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Weapon Focus (chain)

Skills Climb +18, Intimidate +25, Perception +27, Survival +11

Languages Giant

Gear spiked greatclub, great chain, *major ring of fire resistance*

Daze (Ex) Any creature hit by a jack-in-iron's melee attack must succeed on a DC 36 Fortitude save or be dazed 1d2 rounds. The save DC is Strength-based and is a function of the jack-in-irons not its weapon(s).

Pound (Ex) A jack-in-irons that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+19 points of bludgeoning damage to the victim. In addition, the opponent must succeed on a DC 36 Fortitude save or be stunned for one round. A jack-in-irons can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Shake the Earth (Ex) As a standard action, a jack-in-irons can stomp its foot on the ground causing powerful vibrations to radiate out around the giant. Any creature within 5 feet of the jack-in-irons must succeed on a DC 36 Reflex save or fall prone. The save DC is Strength-based.

410. Audience Hall (CR 20)

This large hall comprises nearly half of the entire level and opens out through the citadel's great mouth to the east. Heavy stone columns in the shape of razorlike tusks or fangs support the vaulted ceiling above, which resembles the upper palate of a mouth. A great statue of Orcus crouches behind three thrones as if ready to spring at any moment. Large pits of burning coals line the hall to either side, segmenting off niches where more demonic idols stand. Throughout this hall are great cracks and gouges in the stonework and vast burn marks and small piles of rubble as if some titanic battle took place here.

This hall is where the Voices of the Master held audiences, individually or collectively, with those favored enough to visit their unhallowed home.

Creature: It has since become the abode of the **balor demon**, Barak'kara Mor, who was placed in charge of the citadel during its wandering. As in all boons granted by Orcus, Barak'kara Mor's position does not exist without troubles. Though Orcus nominally placed him in control of the citadel, he then included several other individuals of great power whom he knew would vie with the balor for ultimate control and create the strife and betrayal that the demon prince so enjoys to watch. As a result of this power struggle, the choronzon demon Kelm (see Area 250) once assaulted the balor in this chamber and the results of that epic battle which left Kelm nearly dead and Barak'kara Mor in shaky control of the citadel are still visible in the damaged stonework. Others that compete for Orcus's favor and control of the citadel include the planetary general Nimrod who, like Kelm, nominally serves as lieutenant to the balor and Lord Bishu who while neither inferior to the balor nor having authority over him seems to have nevertheless garnered greater favor with Orcus and holds the chambers once reserved only for the Grand Cornu. This slight continually burns with white-hot hate in Barak'kara Mor's dark heart. As a result, despite, the balor's alleged authority over the citadel and its varied denizens, in practicality he controls little beyond his immediate reach and typically sticks to his own areas of the edifice.

BARAK'KARA MOR XP 307,200

CR 20

hp 370 (*Pathfinder Roleplaying Game Bestiary* "Demon, Balor")

Tactics: If the balor hears combat with Nimrod, he doesn't move to assist him but rather prepares for battle against the hopefully weakened foes. His first act is to summon Chervenka from Area 409. The giant takes up position in one of the coal pits (thanks to his fire resistance) and hurls burning boulders at intruders (2d6+19 plus 3d6 fire). Barak'kara Mor also summons a marilith who takes up station in one of the guard niches and attacks intruders from behind. He prepares himself by readying *dominate monster* for the first creature to enter the room, with instructions to Chervenka and the marilith to attack the second person to enter. He follows this with *power word stun*, and, if the PCs prove difficult to defeat, follows it with *implosion* and *fire storm*. If engaged in melee, he moves into the other coal pit and uses *telekinesis* on the first opponent to try to throw them into Area 410d at the mercy of his fiendish progeny before attempting to entangle and slay additional foes. If sorely pressed, he retreats into Area 410d where the spire wyverns come to his aid (they are forbidden to come past the statue of Orcus) and ultimately will try to take the battle outside where his flight works to his benefit. He will surrender if necessary to spare his life and will sell out anyone else in the citadel (though he does not know the secrets of the Caverns of the Barrier or Orcus's ultimate plan for the citadel).

410a. Guard Niches

These once housed guards loyal to the Voices of the Master. Now they are where Barak'kara Mor shoves his treasures to keep them out of the way. Between these two niches is a total of 30 gold bricks (500 gp each), five urns holding a total of 20,000 gp in assorted coins and jewels, and a fine, long duskwood coffer (200 gp) holding a *staff of life* (with 23 charges). Finally, in the northern niche are two mithral keys (150 gp each). These are the keys to the doors at Area 394.

410b. Coal Pits

Each of these pits is 20 feet deep and filled to floor level with burning coals. Many of these are fist-sized, but some are great burning boulders weighing 50–60 lb. The coals are kept magically heated with the fires of the Abyss. They deal 3d6 points of fire

CHAPTER 8: THE JOWLS OF ORCUS

damage to anyone who touches them and 10d6 points of fire damage to anyone who steps into them or flies above them. Chervenka the jack-in-irons giant usually takes a position in the northern pit to defend Barak'kara Mor. His *ring of fire resistance* protects him from some but not necessarily all of the fire damage inflicted each round. Such is his loyalty and brutishness, however, that he will remain in the pit during the battle and possibly even die as a result of exposure to it as long as the balor so orders it.

410c. Idols of Temptation

Each of these areas holds an idol of a life size succubus demon in an alluring pose. Gems were once set in their eye sockets but have been removed. Once these lascivious idols had magical properties that allowed the Voices to test and tempt their servants and extract terrible punishments if the tests were failed. However, the gems were removed with the Great Retreat, and the idols no longer hold any power.

410d. The Mouth of Orcus (CR 15)

Three thronelike chairs look out over a low stone balustrade surveying the city spread below. Here the Voices of the Master sat and shared decrees from the Grand Cornu with the city. Anyone sitting in the chair and saying the command phrase, "Hail to the Prince of the Undead," activates magic inherent to these seats that magnifies their image and voice so that they can be seen and heard from anywhere in the city. The back side of the crouching statue of Orcus in the main portion of Area 410 is carved into a bust of Orcus glowering menacingly. Whenever the image of the thrones is projected over the city, the glowering visage of Orcus is, therefore, always visible just over their shoulders and lends authority to their voice.

Creatures: Currently this area is occupied by 3 **demon-spawned spire wyverns** sired by Barak'kara Mor during the long years of boredom and frustration he has endured in the citadel. These creatures are terrified of the balor and know better than to go west beyond the statue of Orcus (two of their siblings were slain for intruding into the balor's chamber). They likewise take out their aggression on any fellow spire wyverns that attempt to enter this area from the other parts of the citadel. As a result, the regular spire wyverns do not come up here.

DEMON-SPAWNED SPIRE WYVERNS (3)

CR 13

XP 25,600

Advanced-HD giant half-fiend spire wyvern (*Creature Collection Revised 184, Pathfinder Roleplaying Game Bestiary "Half-Fiend"*)
CE Large outsider (native)

Init +8; **Senses** darkvision 60 ft., keen senses, low-light vision;
Perception +13 (+23 visual Perception checks)

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)
hp 126 (11d12+55)

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

DR 5/magic; **Immune** paralysis, poison, sleep, sonic effects; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24

Speed 20 ft., fly 120 ft. (good)

Melee bite +17 (2d6+6), 2 talons +17 (2d8+6), sting +17 (2d6+6 plus poison)

Special Attacks screech of the spires, smite good 1/day (+11 damage)

Spell-like Abilities (CL 11th):

1/day—*blasphemy* (DC 21), *contagion* (melee touch +16, DC 17), *desecrate*, *unholy blight* (DC 18)

3/day—*darkness*, *poison* (melee touch +16, DC 18)

Str 22, **Dex** 19, **Con** 20, **Int** 9, **Wis** 8, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 33

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talon)

Skills Fly +20, Intimidate +18, Knowledge (planes) +13, Perception +13 (+23 visual Perception checks), Stealth +14

Languages Abyssal (cannot speak)

Keen Senses (Ex) Spire wyverns can see at a distance of up to 1 mile with a great degree of accuracy. They do not take penalties for visual Perception checks within this distance. Their keen senses grant them a +10 racial bonus to visual Perception checks.

Poison (Ex) Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the Spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet unless a DC 19 Fortitude save is made. This is a sonic effect. The save DC is Charisma-based.

Chapter 9: The Face of Orcus

Level 8: The Face of Orcus (Region 19) — Map 9-1

Difficulty Level: 15

Entrances: Stairs to the Landing (Area 411).

Exits: Stairs from the Landing (Area 411).

Wandering Monsters: None

The second highest level of the citadel holds only the personal apartments of the Grand Cornu of Orcus.

Region 19 — The Grand Cornu's Apartments (Map 9-2)

Only those extremely favored or doomed ever saw the inside of these unhallowed halls. Here the Grand Cornu spent his time in meditation, prayer, and plotting to advance the agenda of his dark liege on the Material Plane. Attended only by a cadre of hand-selected concubines and a staff of undead servants, the Grand Cornu had little mortal contact beyond the times he would summon the Voices for instruction in the will of the master.

411. Landing

The stairs climb to an ornate landing floored in mirrorlike black stone and outfitted with mahogany paneling set with gold fittings. A second stairway rises through an opening in the opposite wall. A double door stands to the north, and a statue of the demon prince Orcus stands at the south end, surveying all who enter.

This hall was once manned by invisible demonic guards loyal to the Grand Cornu but now stands abandoned. The statue of Orcus is nonmagical but is so cunningly crafted that its eyes seem to follow anyone in the room (DC 14 Perception check to notice this). Barely visible on the black floor are ancient blood stains (DC 25 Perception check to notice) from some atrocity committed here long ago (see Area 416 for details). Next to the statue is a secret door (DC 40 Perception check) that hides the true entrance to the Grand Cornu's personal quarters. The low-ceilinged passage beyond descends 10 feet to pass beneath Area 412 before entering Area 415.

Treasure: The golden ornamentation in this room is worth 7,500 gp if the time is spent to tear it all out.

412. Private Dining Hall

A floor of pure-white stone sparkles beneath a series of crystal chandeliers glowing with warm golden flames. Rows of columns carved in forms alternating between luscious succubi and demonic soldiers line this hall. Doors exit to the north and double doors lead out to the south. The center of the chamber is dominated by a long table of polished marble. It could easily seat 40 but has only a single velvet-lined chair at its center. Across from it three folded camp chairs are leaning against the wall. Near the southern doors lie the skeletal remains of some large beast.

Here the Grand Cornu took his private repasts, sometimes with his three underling Voices humbly seated in crude camp chairs to watch as he dined. The chandeliers are lit by hundreds of *continual flames* (caster level 20). The skeleton at the south end is identifiable as that of a great heavy warhorse with a DC 10 Knowledge (nature) check (though if the check is made by 5 or more, several structural anomalies are noticeable that hint at an extraplanar origin). When examined, it is readily discernable that its head was severed. No blood stains mar the floor, though (they were cleaned up by the cooks in Area 412). These are the remains of Lord Bishu's former mount, a magnificent celestial warhorse betrayed and slain by his own master.

413. Dimension Doors

A short hallway leads to a second set of double doors. These doors are not trapped and if opened reveal an identical hallway ending at a double door beyond. This scene, however, is actually a *permanent image* covering a permanent *dimension door* (both at caster level 25). Anyone stepping through this false door is immediately teleported into Area 412 at the south double doors and facing north, away from the doors they just stepped through. The teleported creature is completely naked, all clothing and equipment have been teleported to Area 419 (no save). Such a teleportation activates an *alarm* spell in Area 414 that rings a small dinner triangle alerting that room's denizens and causing them to burst forth to attack as a howling mob.

414. Kitchen (CR 11)

An extremely well-appointed kitchen lies before you with two fireplaces, several ovens and griddles, porcelain sinks with hand pump spigots, finely honed cooking utensils of the highest quality, and a chopping block of pure marble. Near the door hangs a small silver triangle and striker.

CHAPTER 9: THE FACE OF ORCUS

This kitchen was used exclusively in the preparation of food for the Grand Cornu and his harem. The room is enchanted so that a *neutralize poison* and a *remove disease* are automatically cast on any items of food prepared in here.

Two doors exit to the north. One leads to a room where constant temperature of 40 degrees is magically kept. The other opens into a room that constantly maintains 0% humidity. Both rooms are empty. These and all of the magical effects in the kitchen are at caster level 25.

Creatures: The Cornu's personal wait staff of **12 advanced wight cooks** was completely loyal and still remains here, though they no longer have any cooking duties. If the triangle by the door rings, they know it means a naked intruder has just appeared in the dining room, and they immediately charge to attack.

ADVANCED WIGHT COOKS (12) XP 1,200

CR 4

Pathfinder Roleplaying Game Bestiary "Wight"

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 (4d8+16)

Fort +5; **Ref** +4; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Profession [cook])

Skills Climb +10, Escape Artist +7, Intimidate +11, Perception +10, Profession (cook) +10, Stealth +18

Languages Common

Treasure: The triangle is worth 45 gp.

415. High Seat of the Grand Cornu (CR 15)

The eastern wall of the chamber seems to be missing, revealing a sudden drop off from the terrific heights of the citadel. A breathtaking panoramic view of the city of Tsar and the desolate plains beyond is visible from this height. The roiling clouds of steam and storm over the Boiling Lands fail to obscure the yawning chasm that is the Chaos Rift miles beyond. Even the smoke of the distant settlement known as the Camp is visible from here.

Opposite this view is a high seat of purest gold atop a silver, stepped dais. Slumped in this seat is a dark-robed skeleton. Skeletal fingers emerge from frayed sleeves, one hand resting on the arm of the throne, the other clutching a ruby scepter topped by a skull to its bony chest. Atop the corpse's skull is a cornucopia-shaped helm of dark metal set with dozens of shining black pearls. The room is as still as death, even motes of dust seem to hang suspended in the light as the empty sockets of the enthroned corpse gaze endlessly over its domain.

The east wall is made of the same material as the rest of the citadel but is invisible from this side allowing the view — much like the walls at Area 4e (from the outside its appearance is normal, preventing anyone from looking in).

Here, before the very eyes of the PCs sits the last Grand Cornu

of Orcus to ever grace the world with his foul presence. Jeravix, by name, the Grand Cornu served his demon lord long and faithfully but dreaded the day when he was to be replaced and his soul called to the unmerciful embrace of his Abyssal master. For years Jeravix had known such a day was approaching and had vowed not to join his predecessors at the whims of eternal torment offered by Orcus. While performing his duties and leading the Disciples, he secretly plotted and planned, forming strange alliances and fomenting disparate plots for the time when he would be forced to act. Most notably he delved far into the lost history of Tsar's Forgotten Family (see Area 393) and hit upon a path that offered him possible freedom from eternal torment.

As the Battle of Tsar stretched into months, the Grand Cornu knew that the time was nearing. Vrius had been sent away to the east to establish a new high altar and assume the mantle of Grand Cornu. Jeravix had lent his considerable skills in magic to the weapons of war and the key to the activation of the spell effect that created the Chaos Rift. He was also aware of Orcus's plan for a pending retreat and had been set to work developing both the spells necessary to transport the entire mass of Tsar's defenders miles to the south where they could flee to a new lair prepared in the Forest of Hope and to transport the citadel itself to an unreachable location beyond the planes. These activities left him mentally and physically spent, such that he knew he would be unable to complete the citadel's transportative spell himself and enlisted the ill-conceived help of Belishan the Bloodmage.

At last the day came for the Great Retreat and the Grand Cornu took his place upon his high seat and wove the magic necessary to open a massive *portal* and hold it open for the hours necessary to allow the entire army of Tsar to march through. The casting of the spell used the last bit of his life force and left him an empty husk. Orcus sat in the Abyss as he watched his great trap unfolding for the arrival of his latest Grand Cornu's soul. Vrius would carry on the work in the mortal realms. For Jeravix's personal shortcomings and failures (Orcus is not a master to accept anything less than perfection in his service), Orcus had some particularly delightful tortures prepared. But Jeravix's soul never arrived in the Abyss. Orcus cast far and wide for it with his deific prescience but could find no trace of it. His Grand Cornu's soul had ceased to exist. By making a second pact with dark powers, Jeravix had double-mortgaged his soul. To dread Orcus he owed his soul in death, but to the vile n'gathau he owed his body for eternal torment. When he spent the last of his life force on his great spell, he activated the parameters of both bargains. Both required his soul in different forms, one through the death of his material form and the other through its life. When he breathed his last both clutched at his soul, one to drag it away to the Abyss and one to forcibly propel it and his body intact to the mysterious Plane of Agony. In the ensuing tug-of-war both found that they clutched only empty air. The deal forever sealing Jeravix's soul to his body for the n'gathau offset the call of his soul to his master's realm and created a terrible equilibrium. Whether Jeravix's soul was completely obliterated in the paradoxical struggle or whether it is merely held forever in a state of suspension beyond the reach of even immortal creatures is unknown, but as the former earthly master of a church devoted to betrayal and double-dealing correctly guessed, either fate was far better than the alternatives.

Creature: Enraged at his servant's disloyalty, Orcus sent a **prosciber**, an 8-foot warrior clad in full plate of a dark, baroque style, to find the Grand Cornu's soul and return with it to the Abyss for suitable punishment. With nowhere to look and not wishing to displease his master, the prosciber has remained in this chamber patiently waiting to see if the n'gathau will ever release their hold on the cornu's soul so that it will return here and can be escorted to its rightful eternal fate. He is aware of Aagash in Area 417, but the two have a healthy respect and fear of each other and do not intrude upon the other's lair.

CHAPTER 9: THE FACE OF ORCUS



PROSCRIBER XP 51,200

The Tome of Horrors Complete 479

CE Medium outsider (chaos, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +21

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)
hp 157 (15d10+75)

Fort +14; **Ref** +11; **Will** +14

DR 10/magic and silver; **Immune** poison; **Resist** cold 10, fire 10, electricity 10; **SR** 27

Speed 40 ft.

Melee +2 *longsword* +24 (1d8+9)

Special Attacks condemn

Spell-like Abilities (CL 15th):

At will—*continual flame*, *discern lies* (DC 19)

3/day—*discern location*, *power word stun*

1/day—*blade barrier* (DC 21), *geas/quest*, *plane shift* (DC 22), *polymorph* (self only), *power word blind*, *waves of exhaustion*, *word of recall*

Spells Prepared (CL 15th):

8th—*create greater undead*^P, *unholy aura*

7th—*blasphemy* (DC 22), *destruction*^P (DC 22, x2)

6th—*create undead*^P, *greater dispel magic*, *harm* (DC 21), *word of recall*

5th—*dispel good*^P (DC 20), *flame strike* (DC 20), *mass inflict light wounds*, *slay living*, *unhallow*

4th—*death ward*, *divine power*, *freedom of movement*, *poison* (DC 19), *spell immunity*, *unholy blight*^P (DC 19)

3rd—*animate dead*^P, *bestow curse* (DC 18), *blindness/deafness* (DC 18), *invisibility purge*, *inflict serious wounds*, *magic circle against good*

2nd—*align weapon*, *bull's strength*, *death knell*^P (DC 17, x2),

desecrate, *silence*

1st—*bane* (DC 16), *cause fear* (DC 16), *curse water*, *detect good*, *doom*, *inflict light wounds*, *protection from good*^P, *sanctuary*

0 (at will)—*detect magic*, *light*, *read magic*, *resistance*

D Domain spell; **Domains** Evil, Death

Str 25, **Dex** 17, **Con** 20, **Int** 21, **Wis** 20, **Cha** 18

Base Atk +15; **CMB** +22 (+26 sunder); **CMD** 35 (37 vs. sunder)

Feats Blinding Critical, Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack

Skills Craft (weapons) +21, Diplomacy +22, Escape Artist +13, Intimidate +23, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +21, Sense Motive +21, Spellcraft +22, Stealth +13, Survival +21 (+22 on other planes, +22 following tracks)

Languages Abyssal, Common, Daemonic, Giant, Ignan, Infernal
Gear +2 *longsword*, +2 *full plate*, +2 *heavy steel shield*

Condemn (Su) once per day, as a melee touch attack, a proscriber can sever the connection between a divine caster and his or her deity. The target can attempt a DC 22 Will save (to negate the effects. If the save fails, the divine caster loses the ability to cast divine spells, turn or rebuke undead, smite good or evil, and loses the use of other divine-based spell, spell-like abilities, or supernatural abilities. Even if the save succeeds, the divine caster touched takes 10d6 points of damage. The save DC is Constitution-based.

Additionally, one that fails its save resists all beneficial divine spells (such as *heal*, or any *cure* spell) and effects cast on him or her. A creature attempting to cast a beneficial divine spell on a condemned creature must make a successful DC 20 caster level check or the spell has no effect on the condemned creature.

The effects of this ability are permanent but can be removed by the casting of a *remove curse* spell followed by an *atonement* spell. The one casting the *remove curse* and *atonement* spells must be a divine caster who worships the same god as the condemned and who is of a class level equal to or higher than the condemned.

Tactics: The proscriber spends most of his time gazing out the window on the city below, though he is always listing for sounds of approach in the hallway (–8 to his Perception check for anyone climbing the stair outside the door). If he hears anyone approaching, he quietly casts *unholy aura* and *divine power*. He then casts *flame strike* and *mass inflict light wounds* as PCs come through the door. He uses *harm*, *destruction*, and *slay living* on those who engage him in melee. If attacked in melee by an obvious cleric or paladin, he uses his condemn ability to try and demoralize his attackers.

Treasure: The throne is solid gold and worth 25,000 gp, though it weighs 2,000 lb. The dais is covered in silver plating worth another 8,000 gp if it is all removed. The skeleton of the Grand Cornu still bears its personal items undisturbed after all this time. The ruby replica of the Wand of Orcus is a *rod of lordly might*. Unlike a normal version of this item, when buttons 1, 2 or 3 are pressed, it takes on the functions and attributes of those weapons, but its appearance does not actually change (other than to be wreathed in flames when button 1 is pressed). In addition the buttons can be pressed as a free action rather than as the usual move action; the spell-like abilities still require a standard action though. This item is powerful but is recognizable to most intelligent species as belonging to the Church of Orcus. Feel free to add whatever repercussions you see fit for the PCs using such an item publicly in your campaign.

Other items worn by the skeleton are his *crown of darkness* (see **Magic Items Appendix**) shaped like a curving ram's horn and serving as the miter of the Grand Cornu's ever since the *Cornu Crown* disappeared with the abdication of Caverssus (see Area 318d), a *ring of protection* +5, a platinum ring studded with large rubies and jet (10,000 gp), and a *cloak of charisma* +6. Resting in the skeleton's lap concealed beneath the folds of its robes (DC 12 Perception check

CR 15

CHAPTER 9: THE FACE OF ORCUS

to locate), is a small platinum pyramid set with a diamond in the center of each of its four sides. At its apex is an inset amethyst that has been cut to resemble a purple flame. The whole piece is worth 12,000 gp and is recognizable as the symbol of the Forgotten Family (see Area 393). Aagash gave it to Jeravix to seal their bargain, and he used it as a spell component in the casting of the spell that slew him and it helped serve as a block against Orcus's claim to his soul. It has no magical power of its own but serves as a reliquary for the last physical remnant of that family and carries extremely bad luck for anyone who possesses it. Create whatever game effects you wish as a result of this bad luck. It is actually a puzzle box that can be opened with a DC 30 Intelligence check, and within it is a single shriveled organ, the heart of Aagash's wife from when he betrayed and sacrificed his family to join the n'gathau. There is also a scrap of folded parchment (**Player Handout I**). If removed or destroyed, the heart always reappears in the puzzle box the next day.

416. Concubines' Chamber (CR 14)

Musty wall hangings of black velvet give this room a closed-in feel. The floor is covered in plush red carpet and strewn with dozens of silken cushions of red, gold, and black, all dusty and rotten, spilling their feather stuffing on to the floor. The broken remains of small tables and trays and the carafes and decanters they once held are scattered about the room. The cloying scent of stale perfume seems to still linger on the air.

In this room the Grand Cornu quartered his personal concubines, selected from all over the world for their charms and grace and then carefully charmed and dominated into complete loyalty and submission. Before the activation of his final spell, the Grand Cornu slew all of the concubines with a *wail of the banshee* and fed their corpses to his demonic servants in area 411.



Creatures: Now this room is haunted by the spirits of these concubines in the form of **15 spectres**. These rise from the cushioned floor and appear as they did in life, scantily-clad women of extreme beauty. They fear both the proscriber and the n'gathau and if turned merely sink back under the cushions. If pursuing anyone beyond these rooms, there is a cumulative 25% chance each round that they retreat back to here.

SPECTRES (15)
XP 3,200

CR 7

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

417. Grand Cornu's Chamber (CR 20)

The walls of this strangely-shaped chamber are decked in dark tapestries of disturbing abstract images and otherworldly landscapes. The room has been floored in polished wood, but it has rotted through in many places revealing the stone beneath. The broken remnants of a grand bed stand before the far wall, its mattress ticking scattered in moldering heaps. Dark stains cover the bed and the wooden floors. The room has an air about it of something not quite right.

Creature: This was the private chamber of the Grand Cornu. Its furnishings have been broken and deteriorated by the presence of the room's current occupant, the n'gathau Aagash "The Broken". Once he was the last patriarch of the Forgotten Family (see Area 393), but he returned to Tsar when the Grand Cornu began seeking an alliance to increase his power and escape the clutches of Orcus. He normally stays in this chamber waiting for some trace of Jeravix's soul to return so he can capture the Grand Cornu and return with him to the Plane of Agony. Since it was he who was dealing with the Grand Cornu and managed to get tricked over possession of the high priest's soul and mortal remains, The Quorum of the n'gathau are displeased with him and have ordered him to remain here. He does venture forth on rare occasions — always careful to avoid the proscriber in Area 415 — to explore the citadel. On one early exploration, he encountered and captured the knight, Count Grebbell of the Fifty and One, and brought him back to the Plane of Agony where Veruard "The Razor and the Creator" had time to make some changes in the knight. Count Grebbell is now a n'gathau and resides in Area 54a (see *Part 2—Echoes of Despair*).

AAGASH "THE BROKEN"
XP 307, 200

CR 20

Male n'gathau (formerly human) wizard 13/inquisitor 5 (*The Tome of Horrors Complete* 769; *Pathfinder Roleplaying Game Advanced Player's Guide* "Inquisitor")

NE Medium outsider (n'gathau, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +15

Aura aura of madness (30 ft., 5 rounds/day, DC 14), horrifying appearance (DC 28)

AC 28, touch 15, flat-footed 23 (+7 armor, +4 deflection, +1 Dex, +6 natural)

hp 329 (13d6+130 plus 5d8+50 plus 31)

Fort +21; **Ref** +11; **Will** +19; +2 vs. creatures from Plane of Air, -2 vs. earth-based effects

Defensive Abilities heavy fortification (75%); **DR** 10/magic;

Immune acid, poison; **Resist** cold 5, fire 5; **SR** 31

Speed 30 ft.

Melee 2 prosthetic claws +17 (1d6+7/19-20), or spiked armor +16/+11 (1d6+7), or melee touch +16 (exquisite suffering)

Special Attacks bane, cruelty's bliss, delicious agony, exquisite

CHAPTER 9: THE FACE OF ORCUS

suffering (DC 30), judgment 2/day

Spell-like Abilities (CL 5th):

At will—*detect alignment, discern lies* (5 rounds/day)

5/day—*vision of madness*

Inquisitor Spells Known (CL 5th):

2nd (3/day)—*darkness, desecrate, hold person* (DC 14)

1st (5/day)—*comprehend languages, curse water, inflict light wounds* (DC 13), *tireless pursuit**

0 (at will)—*bleed* (DC 12), *brand** (DC 12), *daze* (DC 12), *detect magic, light, read magic*

Domain Madness

Wizard Spells Prepared (CL 13th, 5% chance of spell failure, melee touch +16, ranged touch +10):

7th—*plane shift*

6th—*disintegrate* (DC 22), empowered *enervation, globe of invulnerability*

5th—*blight* (DC 21), *cone of cold* (DC 21), empowered *lightning bolt* (DC 19), *teleport*

4th—*dimension door, ice storm, phantasmal killer* (DC 20), *stoneskin* (x2)

3rd—empowered *magic missile* (x2), *fireball* (DC 19), *slow* (DC 19), *vampiric touch*

2nd—*arcane lock, blur, false life, flaming sphere, mirror image, protection from arrows*

1st—*charm person* (DC 17), *magic missile* (x2), *magic weapon, protection from good, shield*

0 (at will)—*acid splash, flare* (DC 16), *ghost sound* (DC 16), *touch of fatigue*

Str 25, Dex 13, Con 30, Int 23, Wis 15, Cha 19

Base Atk +9; CMB +16; CMD 31

Feats Brew Potion^B, Cleave, Combat Casting, Diehard, Empower Spell^B, Endurance, Eschew Materials, Improved Critical (prosthetic claw)^B, Improved Initiative, Iron Will^B, Lightning Reflexes, Martial Weapon Proficiency (spiked armor), Persuasive^B, Power Attack, Precise Strike^{B*}, Scribe Scroll^B, Toughness^B, Weapon Focus (prosthetic claw)^B

Skills Bluff +17, Craft (alchemy) +19, Diplomacy +21, Intimidate +31, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (planes) +19, Linguistics +11, Perception +15, Sense Motive +25, Spellcraft +19, Survival +2 (+4 tracking)

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Giant, Infernal, Undercommon; speak with creatures from the Plane of Air

SQ arcane bond (familiar—lost when became n'gathau), cunning initiative, limited immortality, monster lore +2, mutilations, stern gaze, solo tactics, track

Combat Gear ring of elemental command (air), arcane scroll (CL



CHAPTER 9: THE FACE OF ORCUS

15: *forcecage*); **Other Gear** +5 *heavy fortification spiked leather bindings* (equal to leather armor, but only 5% spell failure), *ring of protection* +4, *boots of speed*, *gloves of arrow snaring* (fingerless), *bracelets of resistance* +3 (set functions as cloak)

N'gathau Mutilations Neck has major flaying (+2 DC for horrifying appearance). Steel rods inserted into chin and braced on hips (+1 natural armor). Prosthetic claws affixed to tips of fingers (1d6 damage). The torso has been utterly mutilated with a hole opened through it through which his head protrudes (+2 DC for horrifying appearance, +1 natural armor). Spine dislocation/disjointed so that it folds under and protrude through his abdomen (-2 Strength, +2 Dexterity).

Cruelty's Bliss (Su) N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

Delicious Agony (Su) By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su) As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day.

Horrifying Appearance (Su) The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day.

Limited Immortality (Ex) When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by GM choice).

Personality/Description: Though he was once of the Forgotten Family of Tsar, there are no images left of that family to which his visage could be compared for a family resemblance. Having voluntarily joined the n'gathau as a mortal many centuries ago after being seduced by Veenes "The Blademistress", he was originally called "The Reaper" for his assistance of Raauka and Veenes in their harvesting of mortals for the Plane of Agony. However, when he failed in his bid to obtain the Grand Cornu of Orcus, a most-prized acquisition, The Quorum was angered and subjected him to an extra measure of torture, extreme even by n'gathau standards. Now his spine has been broken in half and his body doubled over backwards. A hole has been gouged into his belly and completely through his back, and now his head protrudes forward through this suppurative cavity. His neck has been flayed to give it the extra extension to reach completely through this opening, and his head is held in place by steel rods screwed into his chin and jaw and braced against his pelvis. He is in constant, extreme pain but has grown accustomed enough to it so that it no longer inhibits his movement or combat. More details of the n'gathau and the Plane of Agony can be found in Appendices E and F of *The Tome of Horrors Complete* by Frog God Games.

Tactics: When faced with intruders, Aagash first casts *mirror image* to distract his foes. He then tries to isolate a single PC in a windowless *forcecage* and *teleports* inside to battle him one on one. Once inside he rages and attempts to pummel his foe into unconsciousness with his physical attacks. Once his opponent is unconscious or otherwise disabled, he uses *planeshift* to take the body to the Plane of Agony for his masters. Whether the PCs will be able to mount a rescue for such a character is up to you and beyond the scope of this adventure. Aagash will not otherwise retreat from battle fearing additional punishments from The Quorum far more than the abilities of the PCs.

Treasure: On one of Aagash's little fingers is an adamantite signet ring bearing the fish and coin symbol of Count Grebbell (see Area 54a). It is worth 200 gp, but if returned to the remnants of the Grebbell family, they will gladly pay 400 pp for it. Sewn into the back of one of the tapestries (DC 25 Perception check) is a *divine scroll* (CL 21: *restoration* x3, *resurrection* x2, *true resurrection*).

Chapter 10: The Crown of Orcus

Level 9: The Crown of Orcus (Region 20) — Map 10-1

Difficulty Level: 19

Entrances: Stairs to the Mind of Orcus (Area 418).

Exits: None.

Wandering Monsters: None

At the peak of the citadel stands a small level accessible only to the Grand Cornu of Orcus—the Crown of Orcus.

Region 20 — Sanctus Defilus (Map 10-2)

Here at the ultimate point of Orcus's earthly high altar stood the unholyest of unholyes, a place where only his personal servant the Grand Cornu of Orcus was allowed to tread and then only with great trepidation. For here the Grand Cornu came for intense communion with his Abyssal master. Sometimes the Grand Cornu would disappear here for days, even weeks, at a time and none dared to try and follow. In some cases the only indication that the current Grand Cornu had been found wanting and would not be returning was when Orcus would appoint a new Grand Cornu. In such cases the new Grand Cornu would then likely find his predecessors body still up here, dead of dehydration, hunger, or a much, much worse fate.

418. The Mind of Orcus (CR 17)

The passageway opens into a round chamber with a flat ceiling 20 feet above. The floor, ceiling, and walls are of some extremely hard, dark stone that seems to absorb light. Alcoves open in the curving walls at odd intervals and flashing points of light that seem to randomly streak through these give the room a strange sense of movement—almost causing vertigo as if the entire room were hurtling through the vast gulfs of space at an immense speed. Two features in the room counterbalance this discomfoting sensation. To the north stands a statue of purest alabaster depicting the ram-headed demon prince you have become so familiar with. Almost directly across from it on the far wall is a bas-relief of gray stone that depicts a large humanoid face. It appears aged and hairless with lines and wrinkles around its eyes, thin-lipped mouth, and hooked nose. It and the statue appear to stare at one another.

Here in the very center of the citadel's head lies the chamber known as the Mind of Orcus. This is the citadel's fulcrum that connects it both to the Material Plane as well as Orcus's Abyssal home and provided its means of traveling through the planes with the activation of the Grand Cornu's spell. The chamber serves as a focus for the will of Orcus and lies at the focal point of numerous planar ley lines. In fact the strange placement of the alcoves serves as an orrery displaying Orcus's holdings in the Abyss. While they are materially stationary, they are in constant movement metaphysically consistent with the gyrations of the planes and are what creates the strange sensation of movement of the room. This effect is mostly harmless (even if one enters the alcoves) and cannot be ended short of destroying the citadel. However, each round that a creature not having the extraplanar subtype remains in this room, it must make a DC 16 Fortitude save to avoid being sickened for that round (–2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

The statue of Orcus is inanimate, but the bas-relief has a will of its own and can speak. It is tasked with questioning any creature that enters. Its questions change over the years, but its intentions never waver. It is able to speak any language and communicates in whatever language is known by most of the creatures present. Whenever anyone enters, it addresses all present collectively and accepts answers from any of them as answers for the group unless a group spokesman is identified for it. The face is impervious to destruction and spells.

When anyone enters, the face animates and says the following:

“Tales to tell have I three,
One for him, and two for thee.
One for thee has twice been told;
The other rings from days of old.

“If in answering the two you do succeed,
The third is spared, and you can proceed.
If the two not answered, the third I tell
Of you that your souls may rot in hell.”

The “him” the face is referring to is the statue of Orcus (or symbolically Orcus's judgment). If the party fails to answer the first two riddles, or “tales,” the face is saying that it will alert Orcus to their presence and bring about their eternal destruction. The face then remains inert until someone in the party agrees to this arrangement. It does not respond in any other way to the party. It and all of the surfaces in the chamber are impervious to physical and magical attacks, and the secret door cannot be found (it actually doesn't exist) until the riddles have been answered or the Test of the Guardians has been passed. Ironically, the statue of Orcus is just a mundane statue and can be destroyed normally, but it has no effect on the rest of the room.

Once the party has agreed to the Test of Tales, the face says the following for the first tale:

“The first tale has twice been told
By knight so pure and heart so cold.
One did lead only to fall astray;
One sought to steal a stone away.

CHAPTER 10: THE CROWN OF ORCUS

“From the latter the citadel to home was brought,
From the former the destruction of fifty was wrought.
Duties entwined, oaths laid bare,
What in common do these tales share?”

In this first test, the face speaks of both Belishan the Bloodmage and Lord Bishu and his Fifty and One. What both of these intertwined stories have in common, and the answer the face is looking for is, “betrayal,” or some similar word. The spell of the Grand Cornu that would remove the citadel from Tsar used as its final spell component the betrayal of his mission and fellow knights made by Lord Bishu after coming under the corrupting influence of the Pall over Tsar. Ironically, when this occurred and Belishan activated the spell to remove the citadel, the vampire mage attempted to twist the spell to capture one of the *Nine Disciples* for himself (see *Slumbering Tsar: Temple-City of Orcus*) and ended up altering its effects and leaving the citadel vulnerable to being recalled, as the party has done. This act of betrayal thus largely undid the Grand Cornu’s spell and Orcus’s plans for the citadel and created the current situation where the party has the opportunity to expose Orcus’s millennium-old plot. Betrayal set the plan in motion and betrayal may well have undone it.

Regardless of whether the party answers right or wrong, the face goes into the second tale as soon as they have answered something (once again, unless a spokesman has been designated to the face, any answer blurted out by a PC will be taken as the answer by the face). The face does not give any indication of the success of the answer and merely proceeds with the following:

“The second tale is from days of yore,
To a time at the beginning and even before.
A bringer of light with heart of night
Came to the world to spread its blight.

Stopped at the gate by sibling gods,
Twisted with horns, and cursed cloven shod,
The ram-headed one’s gambit ended in defeat.
But just how many gods did Orcus meet?”

As the face is a manifestation of Orcus’s subconscious will, it has dredged up this ancient reference to Arvonliet’s original plot and ultimate defeat at the Keltine Barrier. Were Orcus aware that this tale was being told by the face, he would be extremely wrathful, as it provides far too many clues to his true purpose for the citadel and the hidden caverns below. The answer to the riddle is, of course, “three,” which the PCs should be somewhat aware of by numerous hints given throughout this and the preceding adventures from the proclamation of the ghost of Gerrant to the three faces on the *Hammer of Mordecai’s Doom*. The gods mentioned are, naturally, Thy, Muir, and their lost sister Kel.

Once again the face accepts whatever answer is given first unless a spokesman was appointed. If both riddles were answered correctly, the secret door to Area 419 opens and the face says:

“The Test of Tales is complete,
You’ve passed and are through
And are on your feet.

“The door is opened yet beware the way,
For some rewards curse,
and winners may rue the day.”

The face then becomes inert and will speak no more in this adventure. It of course, refers to the fact that winning through on the test merely brings the party into the presence of Lord Bishu which is not necessarily a good thing for the party. The secret door closes after 10 minutes but may be found again with ease and reopened.

If an incorrect answer was given on one or both of the riddles, the

face also speaks one last time:

“These fools have come to test the way,
Perhaps they’d have prevailed on another day.
They are proven as wanting and unworthy
Mighty Orcus, grant them your entropy.

This is the third tale where the face reports the party to Orcus for retribution. They may still prevail in this chamber if they can pass the Test of Guardians.

Creatures: Upon the face’s pronouncement, large sections of the ceiling suddenly transform into **3 dark matter entropic oozes**—the Test of Guardians. These creatures each receive one surprise attack (anyone on the floor is within reach of their 10-ft. reach) and they then each receive a free action as they drop from the ceiling to the floor. Each covers a 15-ft.-by-15-ft. square and anyone in the areas beneath their masses (as determined by you, though the oozes do not overlap) is subjected to the equivalent of a trample attack as they fall to the floor. A creature is only considered trampled if an ooze lands in all the squares that creature occupies, otherwise the creature is considered to have been able to move out of the way and gains an attack of opportunity against the ooze at a –4 penalty. Those creatures whose squares are totally covered by an ooze can make an attack of opportunity at a –4 penalty but then take 2d8+15 points of bludgeoning damage plus energy drain. A creature that chooses not to make an attack of opportunity can make a DC 33 Reflex save for half damage from the attack (the energy drain damage is not halved). A trampled creature is pushed to the side to the nearest unoccupied square when the ooze lands. The oozes take no damage from the fall.

DARK MATTER ENTROPIC OOZES (3) **CR 14** **XP 38,400**

The Tome of Horrors Complete 457

N Huge ooze (extraplanar)

Init –3; **Senses** blindsight 60 ft., soulsight 120 ft.; **Perception** –5

AC 13, touch 5, flat-footed 13 (–3 Dex, +8 natural, –2 size)

hp 391 (27d8+270)

Fort +19; **Ref** +6; **Will** +4

Immune negative energy, ooze traits; **SR** 24 (against positive energy)

Speed 20 ft. (4 squares), climb 20 ft.

Melee slam +28 (2d8+15 plus energy drain)

Space 15 ft.; **Reach** 10 ft.

Special Attacks devour soul, energy drain (3 levels, DC 23)

Str 31, **Dex** 4, **Con** 30, **Int** —, **Wis** 1, **Cha** 10

Base Atk +20; **CMB** +32; **CMD** 39 (can’t be tripped)

Skills Climb +18

Devour Soul (Su) A living creature slain by an entropic ooze has its soul devoured by the ooze. Such a creature cannot be returned to life until the entropic ooze that contains its soul is slain.

Soulsight (Su) An entropic ooze can automatically detect the location of any living creature within 120 feet. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

If the oozes are defeated, the part has passed the Test of Guardians, and the secret door can be found and opened with a DC 40 Perception check.

Treasure: A DC 15 Perception check of the room turns up the skeletal remains of a human warrior piled in the corner of one of the alcoves. These are the mortal remains of Sir Paredes, one of the knights slain by Bishu (see Areas 26 and 326). The masterwork half-plate is corroded and useless, but the skeleton’s *holy avenger* remains intact as is the *figurine of wondrous power (ebony fly)* in its belt pouch.

419. Orcus's Treasury (CR 21)

This room is nearly featureless with dull gray walls, floor, and ceiling. Several 5-ft.-by-5-ft. pits are open in the floor and distant screams of torment issue faintly from them. However, in an eye blink the pits are suddenly in different locations.

Like Area 418, this chamber has metaphysical connections to Orcus's home in the Abyss. It is called his treasury, not because of any material wealth stored in it, but because it holds his most prized possessions. Within the pits are the trapped souls of the most powerful foes he has defeated.

There are a total of 6 pits in the room, each 5 feet square and effectively bottomless. The only way to become forever trapped in one as a tormented soul is to be slain by Orcus. However, the pits do pose a hazard to others, not the least of which because they are not stationary. Every round on an Initiative roll of 0, all the pits move at random. See the room's tactical map (Map 10-3) for the matrix of how the pits move. Every square in the room is numbered 1-8 on an east-west axis, and every square in the room is numbered 1-12 on the north-south axis. On their initiative roll 1d8 and 1d12 for each pit to determine which square it reappears in. Anyone standing in that square must make a DC 20 Reflex save or fall in; success indicates a successful leap to another adjacent square as a free action. If no such adjacent square is available, the Reflex save is an automatic failure. Lord Bishu has developed an affinity with the room to some extent that allows him not to move where a pit is going to appear next. If the number is ever rolled for a square Bishu is standing in, reroll that result to obtain a different square. He does not know where they will appear, he just instinctively only moves into squares where a pit will not appear.

Falling into one of the pits is not immediately damaging. They have seemingly insubstantial misty gray walls (that are actually quite solid and defy climbing attempts, destruction, or attempts to magically pass through them) that give off a diffuse glow equal to candlelight. Close examination of the walls reveals faint outlines of tormented faces and bodies. Gravity is slightly distorted in the pits, and anyone falling in falls 200 feet per round regardless of weight or

wind resistance. Only if a falling creature does not manage to escape the pit before it changes locations do they become deadly. If a PC is still in pit on Initiative 0 when its new location is rolled, he gains 1 negative level each time that occurs. He reappears with the pit in the new location but continues falling as normal until he manages to escape the pit. Each time the pit relocates with a PC still in it, another negative level is gained. If enough negative levels are gained to equal the PCs current level, then that individual is considered lost forever, absorbed into the walls of the pit. Only a *miracle* spell can retrieve him after that point. The DC to remove negative levels is 20. Spells like *death ward* function normally in the pits.

Creature: Guarding the pits is Orcus's favorite corrupted soul, the paladin-lord Bishu, now a **demonic knight**.

LORD BISHU**CR 21****XP 409,600**Male demonic knight antipaladin 9 (*The Tome of Horrors Complete* 193; *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")

CE Medium outsider (chaotic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +26**Aura** cowardice, despair, evil, fear (30 ft., DC 18)**AC** 39, touch 15, flat-footed 39 (+11 armor, +9 natural, +5 profane, +4 shield)**hp** 256 (9d10+63 plus 9d10+63 plus 27)**Fort** +24; **Ref** +13; **Will** +17**Defensive Abilities** plague bringer, unholy resilience; **DR** 15/cold iron or magic; **SR** 32**Speed** 20 ft.**Melee** +2 *longsword* +30/+25/+20/+15 (1d8+11/17-20 plus cursed wound) or 2 slams +27 (1d6+9)**Special Attacks** breath of unlife, channel negative energy 8/day (DC 17, 5d6), create spawn, cruelty (cursed, sickened, staggered), smite good 3/day (+5 attack, +9 damage), touch of corruption 8/day (4d6)**Spell-Like Abilities** (CL 20th)At will—*detect good*, *detect magic*, *see invisibility*, *wall of ice* (DC 19)2/day—*dispel magic*1/day—*fireball* (DC 18), *symbol of pain* (DC 20), *symbol of fear* (DC 21), *summon* (level 9, 1d4 shadow demons, 1 vrook or marilith, 2 glabrezus or hezrous, 50 %)**Spells Prepared** (CL 6th)2nd—*bull's strength*, *invisibility*1st—*death knell* (DC 14), *doom* (DC 14), *protection*

from good

Str 28, **Dex** 15, **Con** 24, **Int** 18, **Wis** 16, **Cha** 20**Base Atk** +18; **CMB** +27 (+29 sunder); **CMD** 44 (46 vs. sunder)**Feats** Cleave, Great Cleave, Improved Critical (longsword), Improved Shield Bash, Improved Sunder, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword)**Skills** Bluff +20, Diplomacy +20, Disguise +14, Intimidate +26, Knowledge (arcana) +19, Knowledge (religion) +19, Perception +26, Ride +10, Sense Motive +18, Spellcraft +19, Stealth +10, Survival +18**Languages** Abyssal, Common, Elven, Ignan, Orc**SQ** fiendish boon (weapon +2)**Gear** +3 *half-plate*, *absorbing shield*, *blade of the wounded king**, gold circlet (seemingly worth 100 gp—see Area 320), cloak of black-stained, stitched human flesh

* See sidebox

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 26 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.



CHAPTER 10: THE CROWN OF ORCUS

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.

The *Blade of the Wounded King* first appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and is included here for your convenience.

BLADE OF THE WOUNDED KING

Aura moderate necromancy; **CL** 7th
Slot none; **Price** 64,315 gp; **Weight** 4 lb.

DESCRIPTION

This unique weapon allegedly belonged to a hero known only as the Wounded King cursed by the titans and that the hero's curse carried over to his blade as well. The sword functions as a +2 *longsword*, but on a successful attack, it leaves a cursed wound. One point of damage from each wound it causes cannot be healed normally. Additionally after that each time the victim of the cursed wound engages in strenuous activity, there is a 5% chance that each such persistent wound begins to bleed again dealing 1 point of damage per round until it is healed naturally. A *dispel magic*, *heal*, or *remove curse* spell restores the single hit point of the cursed wound but only temporarily; The wound reopens 1d6 hours later. A *wish*, *limited wish*, or *miracle* can heal the wound permanently. Additionally, the *Blade of the Wounded King* itself can be used to heal all cursed wounds caused by the sword when its point touches (is not swung at) the subject.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse*; **Cost** 32,315 gp

Personality/Description: Lord Bishu is a shadow of the powerful champion for good that he once was. The sword emblem of Muir emblazoned on his scorched breastplate now weeps tears of blood that constantly dribble down, staining his armor. Dim points of light are visible behind the visor of his great helm, though his face remains hidden. Like all demonic knights, Bishu's story is one of pride and betrayal. Sent by Zelkor to secure the city in the absence of the rest of the Army of Light, Bishu fearlessly led his legendary Fifty and One through the Black Gates and directly to the heart of the city, the Citadel of Orcus. Charging inside, they quickly dispatched the few construct and undead guards that had been left behind to oppose them. They then began exploring the citadel to cleanse and secure it. It soon became apparent that it was immense and could take weeks to thoroughly search, so against the advice of his captains he had his company set up camp in the citadel itself, saying they would never retreat before the enemy (the first glimmering of his overweening pride that led to his ultimate downfall). Unbeknownst to Bishu, the Pall over Tsar soon began to work its corrupting influence over the company creating paranoia and dissension. Once again, rather than bow to the advice of his captains and withdraw, he ordered their encampment fortified and draconian measures as his men kept watch for the enemy and now for each other as well.

When the desertions and disappearances began, things quickly escalated out of control and, rather than take his knights with him, Bishu resolved that only he could ascend to the heights of the citadel (where he believed the source of their problems lay) and defeat the mysterious source of evil. Bishu climbed to the highest layers of the citadel, defeating whatever opponents he met until he reached the Mind of Orcus (Area 418) and passed the Test of Tales only to find Orcus himself, battered and weakened, awaiting him in Area 419. In a vision Orcus showed him the trap that the Army of Light was heading into at Rappan Athuk as well as a vision of Bishu and his knights throwing down the High Altar of Orcus in the citadel and erecting altars to Thyr and Muir in its place. Then, as a result, a newly rejuvenated Order of Justicars being constitutes with Bishu at its head. Orcus gave him the choice, the demon prince would transport him and his knights to the Army of Light and allow them to warn their comrades of the deadly ambush or they could remain in the citadel and destroy Orcus to gain the glory of a new holy order and ultimate victory in Tsar.

His pride swollen by his many victories and successes, Bishu laughed at the demon prince and taunted him and his lost cause stating he would defeat the demon prince, throw down the altar, and send riders to warn the Army of Light. And, he stated, even if the army should be lost, the ultimate victory would be gained and Bishu himself would reestablish the gains of Thyr and Muir as the new Grandmaster of the Justicars. The loss of the Army of Light was a blow he was willing to accept for his own glory and "the greater good" — the effects of the Pall were beginning to settle in the heart of Lord Bishu as well. Orcus laughed for he knew well the conceits of men, and revealed his true unfettered power as Bishu charged to the attack. The battle was short, and Bishu, barely alive, soon found himself imprisoned in one of the soul-sucking pits. But Orcus was not finished with him, he allowed him to watch the ambush at the Dungeon of Graves and to see the folly of his own actions as his own men continued to feud and step closer to the edge of darkness. And with this act of arrogant betrayal by Bishu, the Grand Cornu's spell was finally fully activated, and the citadel was ripped from the city. All were trapped inside, and Orcus began the process to strip Bishu of his last shreds of humanity and convert him into a powerful lieutenant as a demonic knight.

Tactics: Bishu's first actions are to attempt to summon shadow demons and then use his *symbol of pain*. He then fights in melee. If he sees a pit open behind a PC, he tries to bull rush him into it. If anyone does fall into a pit, Bishu readies a *dispel magic* to counter any *fly* or other spells intended to rescue that individual. Spellcasters that try to harass him become the targets of *fireball* and *wall of ice*, and if PCs try to gang up on him, he uses his fear effect to disperse them. If on the verge of death, he steps into the nearest pit to suffer eternally rather than suffer the ignoble shame of defeat — ever a victim of his own arrogance.

Development: If Bishu can somehow be captured and coerced into talking (no mean feat), he knows a great deal about the citadel and its history. He knows who all the major powers are in the citadel and their general locations. He has a 35% to know the exact location of any particular room or individual being sought. He knows the workings of Belishan's spell and the final betrayal of the Grand Cornu. He has also pieced together that Orcus has some greater plot than just that of the citadel and Tsar, and he suspects that it is hidden somewhere below the citadel itself. Finally he knows the methods for removing the taint of the Pall from a PC, though he does not dare guess at how to remove the Pall over Tsar altogether.

Monster Appendix

Megaswarm, Dretch

A roiling mass of rubbery skin and flailing limbs surges towards you. Demonic eyes stare at you above slack, fang-filled mouths. This horde is comprised of small creatures with pale, hairless hide compressed so close together that it is difficult to tell where one of these rabid monstrosities ends and the next one begins.

DRETCH MEGASWARM

CR 12

XP 19,200

CE Small outsider (chaotic, demon, evil, extraplanar, megaswarm)
Init +4; Senses darkvision 60 ft.; Perception +25

AC 15, touch 12, flat-footed 13 (+1 dodge, +3 natural, +1 size)

hp 136 (16d10+32 plus 16)

Fort +14; Ref +7; Will +12

Defensive Abilities half damage from piercing weapons; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft.

Melee swarm (6d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), feral rage, smite good

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy, Toughness
Skills Escape Artist +20, Perception +25, Stealth +27

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

Environment any (Abyss)

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms)

Treasure none

Feral Rage (Ex) Dretch megaswarms attack in a mindless mob intent only tearing apart those that fall into their clutches. This frenzy prevents them from using any of their regularly-available spell-like or summoning abilities. However, the wild abandon of their attack allows them to deal 6d6 points of damage to any creature whose space they occupy at the end of their move rather than the 4d6 typical for a swarm of their HD. This ability is lost if the swarm is broken up.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then

2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

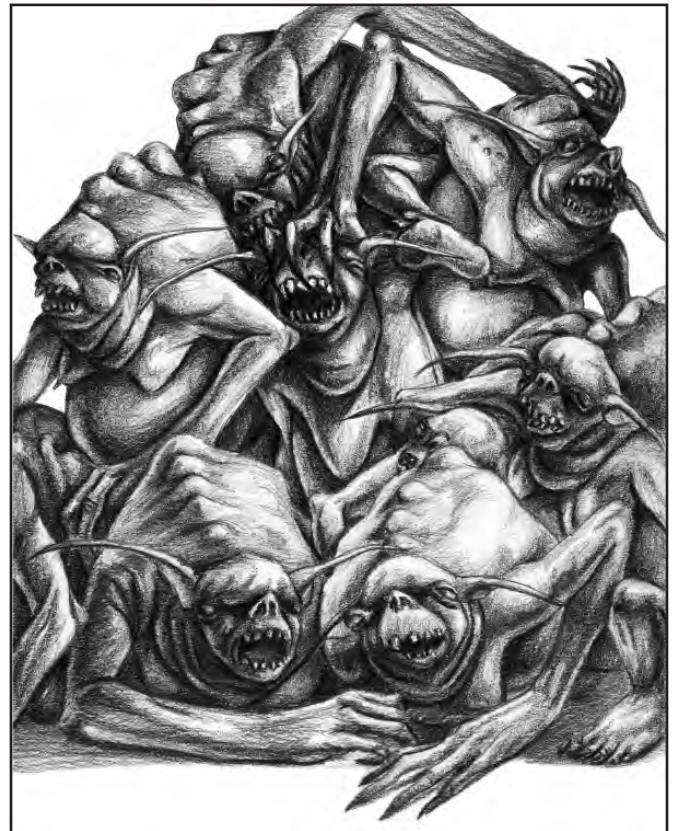
Smite Good (Su) The collective chaos and evil concentrated in the existence of a dretch megaswarm allows the swarm deal extra damage equal to its HD (+16) once per day against a good foe. This ability is lost if the swarm is broken up.

The lowly dretch are the most moblike of the demons and in certain crowded conditions actually develop a pack mentality and form a swarm. In their rabid mob, dretch swarms lose their ability to communicate with others telepathically, though they can still receive the telepathic commands of other demons to guide them in their attacks.

If the swarm breaks up, then surviving dretches continue their attacks, though now as individual creatures regaining their normal abilities and tactics (see *Pathfinder Roleplaying Game Bestiary*) and losing their feral rage.

Like individual dretches, dretch megaswarms rely on their sheer numbers when attacking. Unlike individuals, though, megaswarms are not cowardly and attack in a maddened frenzy regardless of the damage they are taking or the stoutness of the adversity. Their own mob mentality prods them on so that the commanding presence of a more powerful demon is not required to motivate them.

A dretch megaswarm's natural attacks are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.



Magic Item Appendix

Melee Weapon Special Abilities

Wrath: A *wraith* weapon can strike both corporeal and incorporeal creatures, since the weapon exists in both the Ethereal and Material planes. In addition it strikes corporeal opponents as an incorporeal touch ignoring armor bonuses to AC. On a successful hit, the struck creature must make a DC 14 Fortitude save or take 1d6 points of Constitution damage. If a critical hit is scored, it is permanent Constitution drain unless the save is made.

Updated from the **Necromancer Games** adventure *DI: The Tomb of Abysthor* by Clark Peterson and Bill Webb.
Strong necromancy; CL 17th; Craft Magic Weapons and Armor, *energy drain*; Price +4 bonus.

Wondrous Item

CROWN OF DARKNESS

Aura strong varied; **CL** 17th
Slot head; **Price** 155,000; **Weight** 3 lb.

DESCRIPTION

This is a cornucopia-shaped helm of dark metal set with a multitude of dark jewels. It serves as the miter of the Grand Cornu of Orcus. These jewels each possess a magic power: ten black sapphires, twenty black opals, thirty black pearls, and forty azurites. The jewels' functions are as follows:

- Black Sapphire: *finger of death* (save DC 22)
- Black Opal: *wall of ice* (save DC 19)
- Black Pearl: *black tentacles*
- Azurite: *deeper darkness*

The crown may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, the *crown of darkness* also has the following magical properties when activated.

- It emanates a dark aura when good or neutrally-aligned outsiders are within 30 feet. This darkness causes 1d6 points of damage per round to all such creatures within that range. The area within range is considered dim illumination.

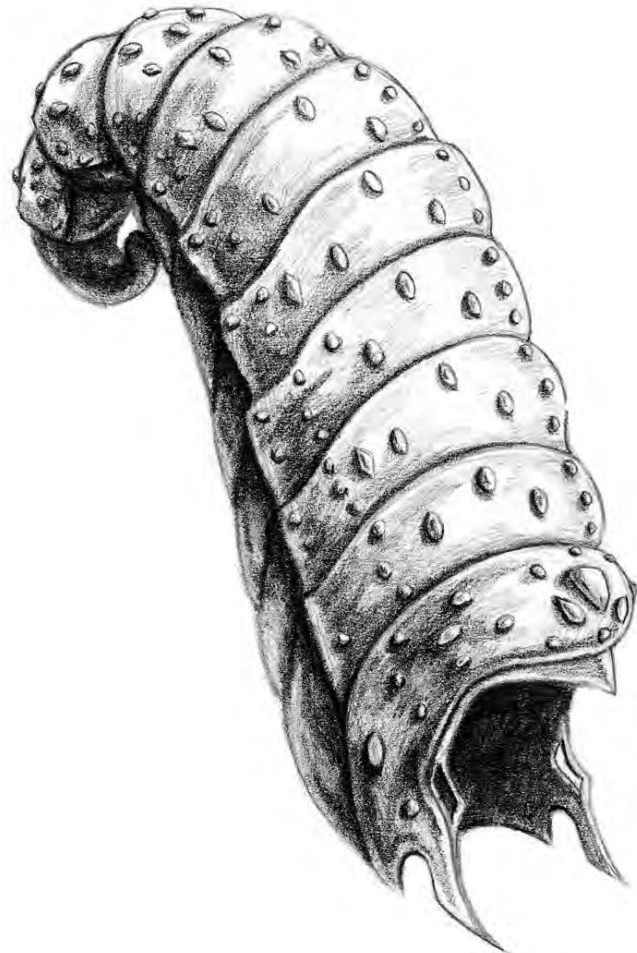
- The wearer may command any weapon he wields to become a *wraith* weapon (see above). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a *wraith* weapon). The command takes 1 round to take effect.

- The crown provides *death ward* to its wearer.

Once all of its jewels have lost their magic, the crown loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

CONSTRUCTION

Requirements Craft Wondrous Item, *black tentacles*, *death ward*, *deeper darkness*, *detect good*, *energy drain*, *finger of death*, *wall of ice*; **Cost** 77,500 gp



Prestige Class Appendix

The following prestige classes originally appeared in association with *RI-3: Rappan Athuk—The Dungeon of Graves* and *DI: The Tomb of Abysthor* by Necromancer Games. They are updated and included here for your convenience.

The Disciple of Orcus A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the Disciples become closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Role: Clerics most often become Disciples of Orcus. As a matter of fact, no class without at least some divine spellcasting ability can ever hope to follow the path of the Disciple. Fighters, bards, wizards, sorcerers, and druids sometimes become Disciples of Orcus. Barbarians, monks, rangers, and rogues generally do not. A paladin can never become a Disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC Disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (something the Disciples hope to change in the near future). Their last known high altar was located in the lost city of Tsar, though many suspect a new center of worship was erected in the infamous Dungeon of Graves after Tsar's fall (see *The Slumbering Tsar Saga* by Frog God Games and *Rappan Athuk Reloaded* by Necromancer Games respectively).

Alignment: Chaotic evil.
Hit Die: d8.

Requirements

To qualify to become a Disciple of Orcus, a character must meet the following criteria:

Spellcasting: A Disciple must be able to cast divine spells of at least 3rd level.

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

Special: The Disciple must be a worshiper of Orcus, the demon-lord of the Undead, and must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The Disciple must seek out this demon on his or her own. Potential Disciples deemed unworthy by the demon are normally devoured.

Class Skills

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Disciple of Orcus prestige class.

Weapon and Armor Proficiency: Justicar's gain no proficiency with any weapon or armor.

Channel Energy/Spells per Day: When a Disciple of Orcus level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class. In addition he grows more powerful in his channel energy ability as if he had gained a level if he has the channel energy ability from a class he had before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional

Disciple of Orcus

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Channel Energy/Spells per Day
1	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 lvl of existing class
2	+1	+3	+0	+3	Speak with dead	+1 lvl of existing class
3	+2	+3	+1	+3	Necromantic power	+1 lvl of existing class
4	+3	+4	+1	+4	Summon undead	+1 lvl of existing class
5	+3	+4	+1	+4	Cloak of Orcus	+1 lvl of existing class
6	+4	+5	+2	+5	Improved animation	+1 lvl of existing class
7	+5	+5	+2	+5	Friend of death	+1 lvl of existing class
8	+6	+6	+2	+6	Touch of the Death God	+1 lvl of existing class
9	+6	+6	+3	+6	Greater summoning	+1 lvl of existing class
10	+7	+7	+3	+7	Shroud of Orcus	+1 lvl of existing class



spells per day, spells known (if he is a spontaneous caster), an increased effective level of spellcasting, and a greater ability to channel energy. If a character had more than one spellcasting class before becoming a Disciple, he must decide to which class he adds the new spell level for purposes of determining spells per day. This choice does not affect his channel energy ability even if it is derived from a different class than the spellcasting class chosen by the Disciple. He will still increase in that class's channel energy ability regardless. If he has multiple classes that can channel energy, his ability increases by a level in only one of the classes of his choice.

Animate Dead (Sp): Once per day at 1st level and an additional time per day every four Disciple levels, the Disciple of Orcus can *animate dead* as the spell cast by a character equal to the Disciple's total divine spellcaster levels (Disciple class level plus any other divine spellcasting class levels).

Darkvision 60 feet (Ex): The Disciple gains darkvision to a range of 60 feet. If the Disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): At 2nd level, a Disciple of Orcus can *speak with dead* as the spell once per day and an additional time per day for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Disciple's total divine spellcaster character levels.

Necromantic Power (Ex): At 3rd level, when a Disciple uses channel negative energy to heal undead (or others who can benefit from negative energy in this way, such as a cleric with the Death domain and death's embrace ability), the recipients receive an additional 2d6 points of negative-energy healing. This increases by 1d6 for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). This does not apply when channel negative energy is used to harm the living.

Summon Undead (Su): At 4th level, a Disciple can summon undead. He can use this ability multiple times per day but can

only summon a number of undead whose total HD do not exceed double his total divine spellcasting levels per day. The undead are commanded and controlled and remain for 1 round per divine spellcaster level.

Cloak of Orcus (Su): All undead commanded or controlled by the Disciple gain channel resistance equal to one-half the Disciple's class level so long as they remain within 30 feet of the Disciple.

Improved Animation (Su): Undead animated by the Disciple by spell or spell-like ability have maximum hit points per Hit Die.

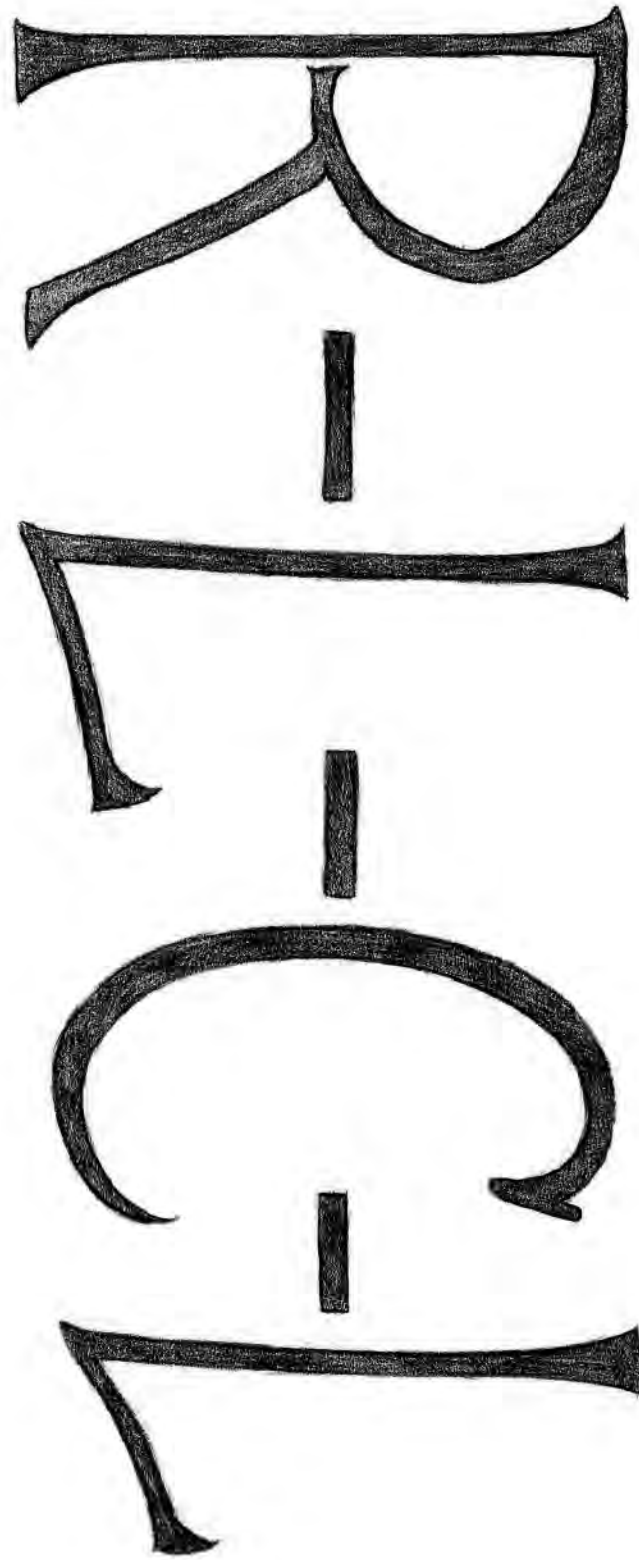
Friend of Death (Su): Mindless undead will not attack the Disciple of Orcus unless provoked or attacked first. They simply ignore the Disciple so long as he takes no action against them. Intelligent undead must make a Will save (DC 10 + Disciple level + Disciple's Charisma modifier) each round in which they attempt to attack the Disciple.

Touch of the Death God (Su): At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

Greater Summoning (Su): At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

Shroud of Orcus (Su): At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

Players' Handout H



Players' Handout I



Last Will and Testament of Jeravix, Grand Cornu of Orcus, soon to be no more...

With my last breaths I have put my master's spell in place. The citadel will be pulled from the city and flung across the planes, forever to wander beyond reach until such time as my master calls it back to complete whatever plot he has been brewing all these long years. I suspect something goes on beneath the citadel, but I do not know for sure and will keep these suspicions to myself.

It matters not. Even now my eyes dim from the pull of the magic that holds open the portal allowing all to flee south to the great trap. My master waits anxiously for my soul to quit this tired body and join him in the Abyss. I'm sure he has no end to the torments prepared for me. Unfortunately I will have to disappoint him, for even now I can feel the pull of my new masters. I have likewise promised them my soul and my flesh. I can feel the presence of their emissary in my quarters waiting for me to breathe my last. Let them contend with Orcus for my remnants. I will cheat them all and go only to the silence of oblivion.

Soon the Army of Light will be in the city. The final spell is in place. The Ten Disciples remain in the plaza awaiting the activation of the spell. Vrrius, my treacherous seneschal, has languished in a far port long enough, waiting to take ship for Tircople and there establish the new citadel and become the new Grand Cornu. I wish him all the torments he deserves and will surely receive for assuming that mantle.

My strength is insufficient to activate the last spell. For that I must rely on the loathsome Bloodmage of the Crooked Tower. He was ever beyond the call of Orcus and cares not now that the city is abandoned. He has merely to activate the last phrases of the spell when the final betrayal occurs as my master has predicted. Then the nine of the Ten Disciples will be scattered far across the planes and the tenth transported to the waiting Vrrius. That is all that must be done for this grand plan of Orcus's to come to fruition. Such simple tasks for the two of them, yet I trust them not. I fear some calamity to come to the master's carefully prepared scheme.

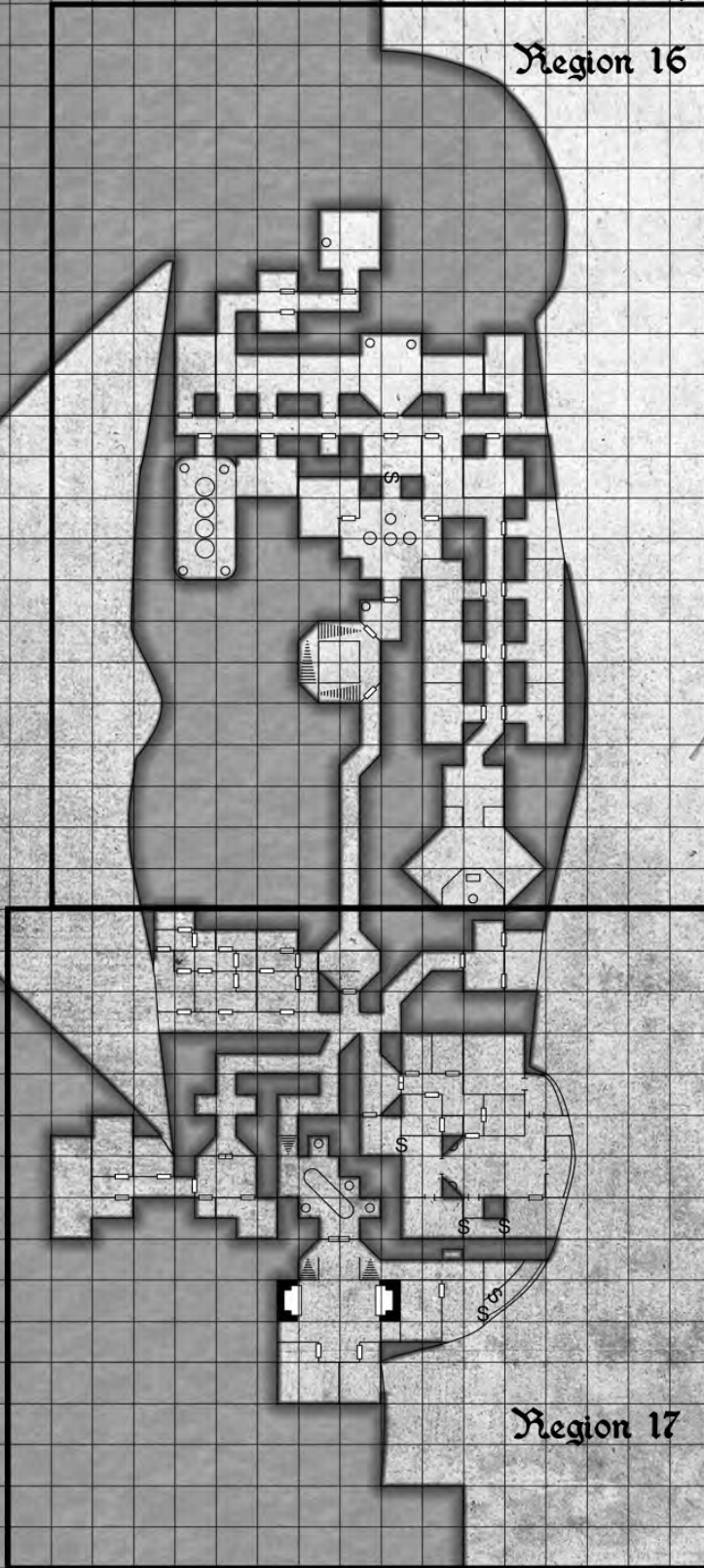
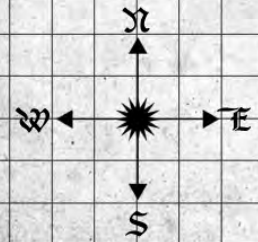
Let him worry about it. For me now there is naught but rest.

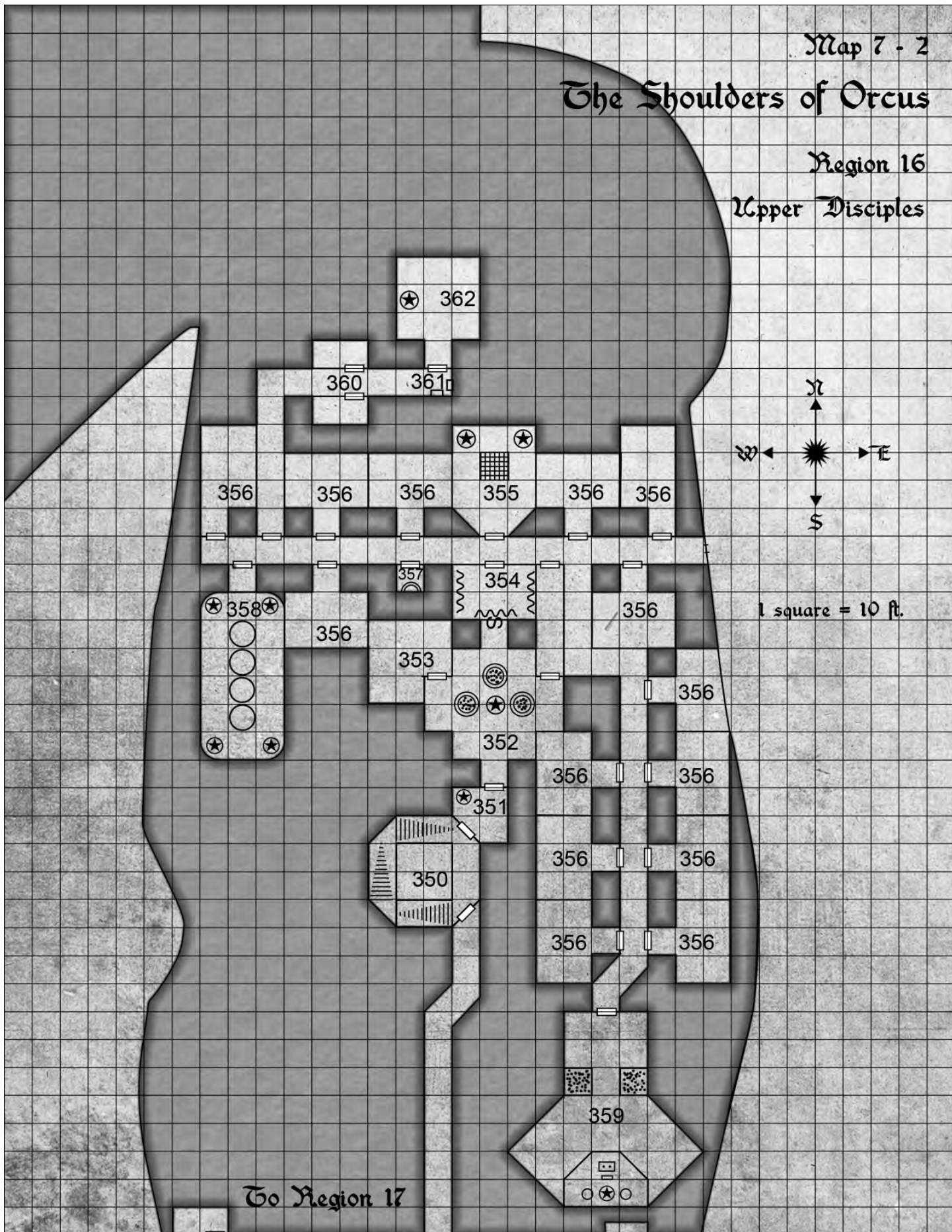
Map 7 - 1
The Shoulders of Orcus

Region 16

Level Six

1 square = 20 ft.



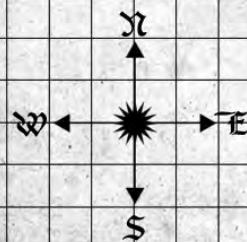
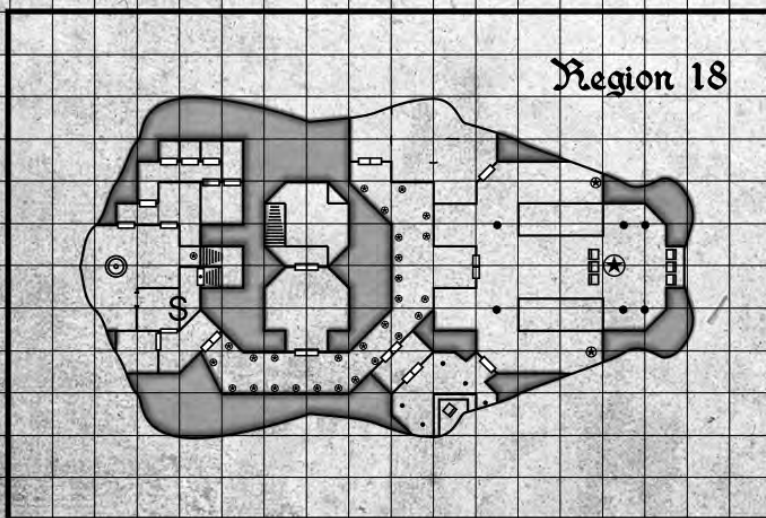


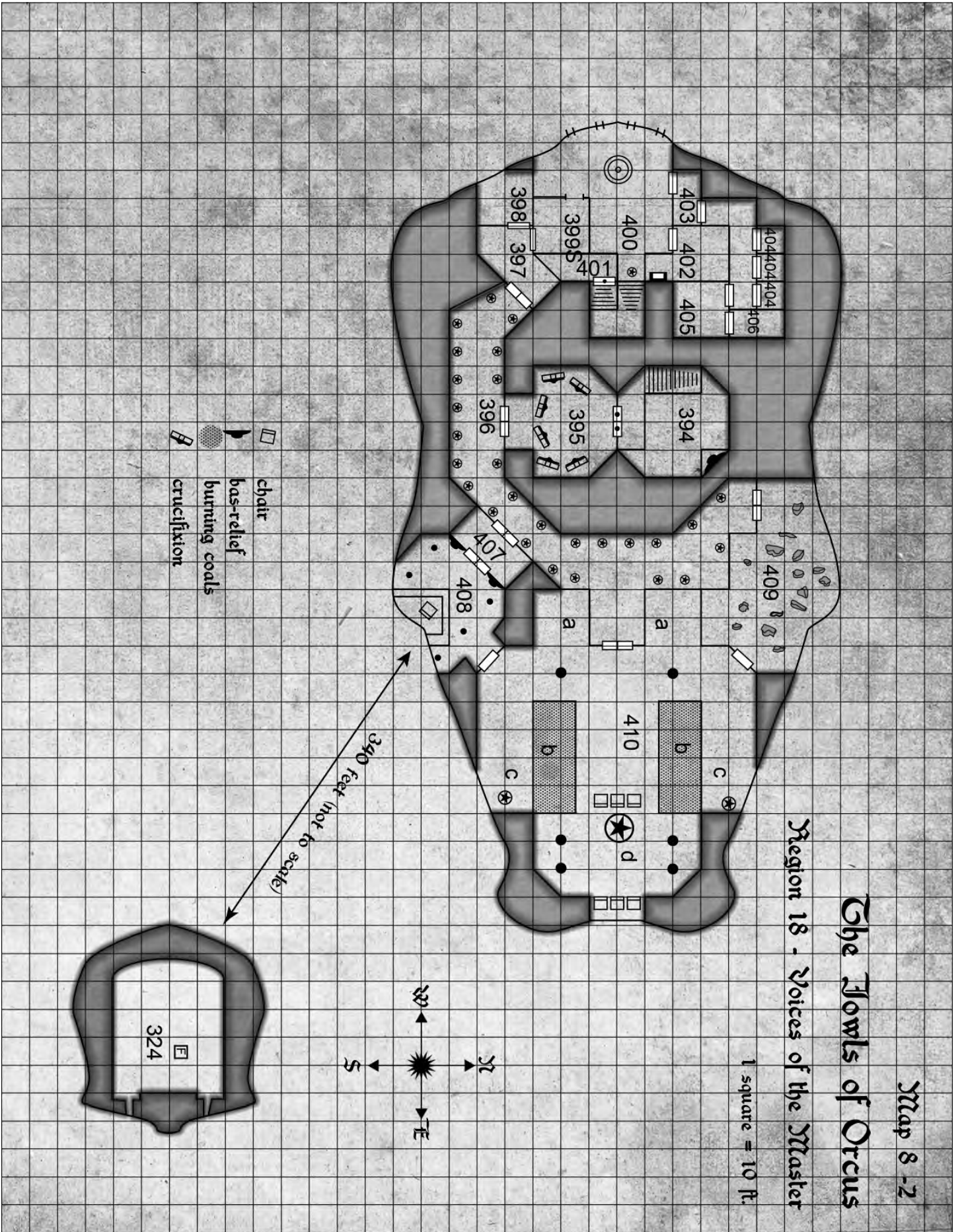
Map 8 - 1

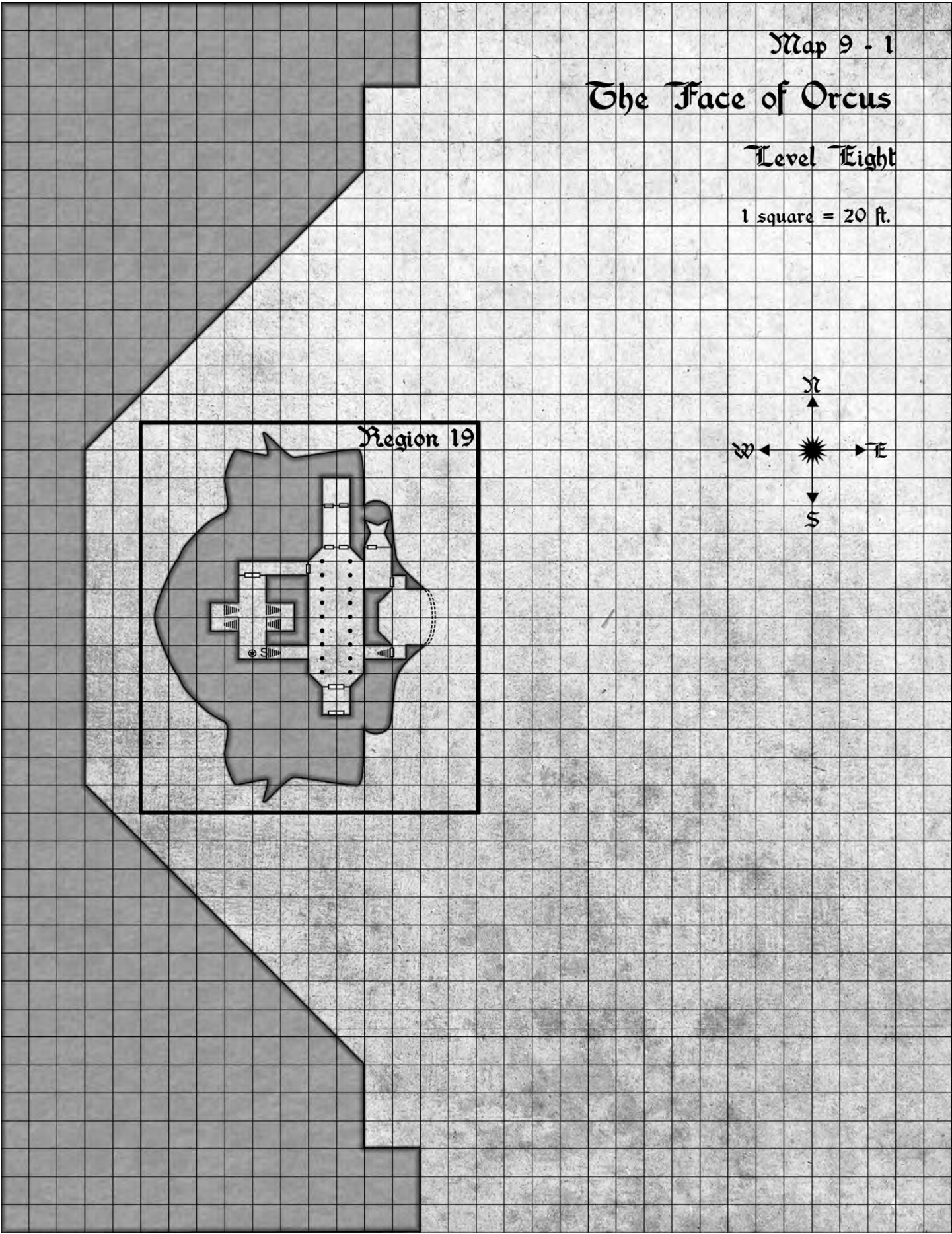
The TOWLS of ORCUS

Level Seven

1 square = 20 ft.







Map 9 - 1

The Face of Orcus

Level Eight

1 square = 20 ft.

Region 19

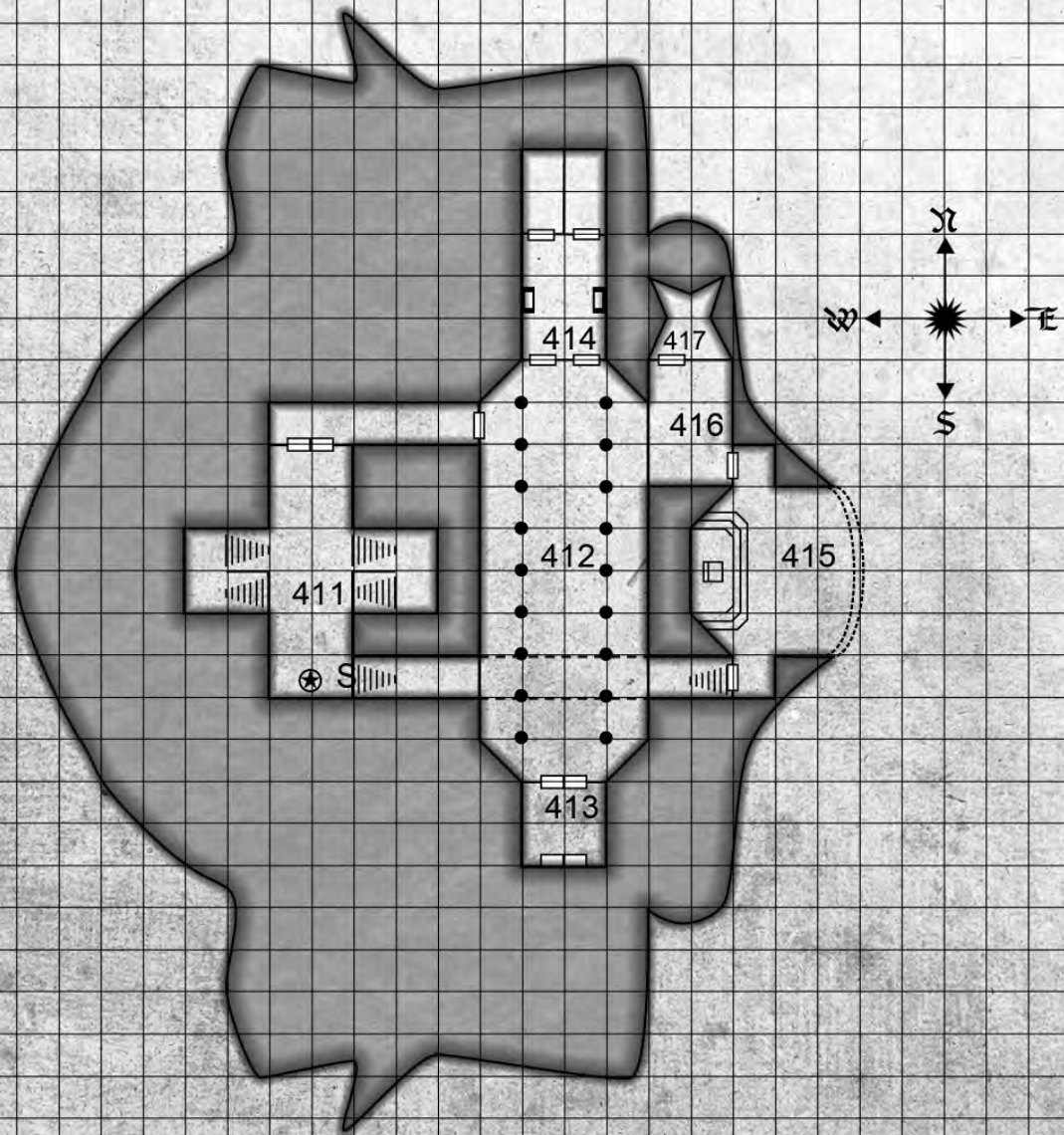


Map 9 - 2

The Face of Orcus

Region 19 - Grand Cornu's Apartments

1 square = 10 ft.

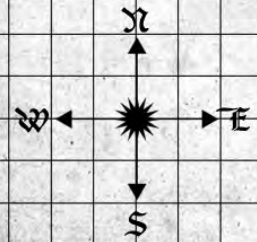
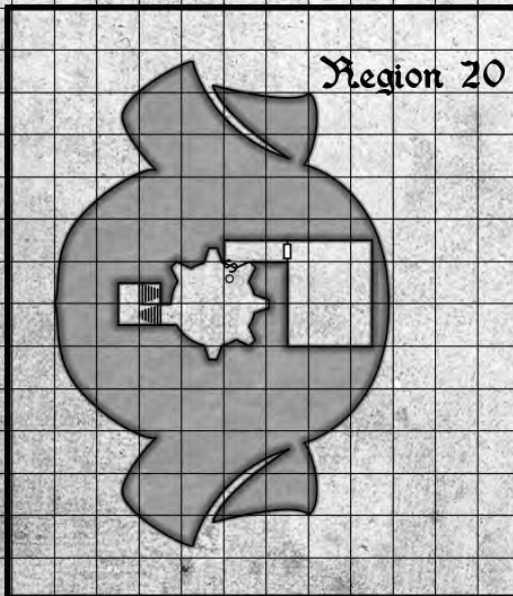


Map 10 - 1

The Crown of Orcus

Level Nine

1 square = 20 ft.

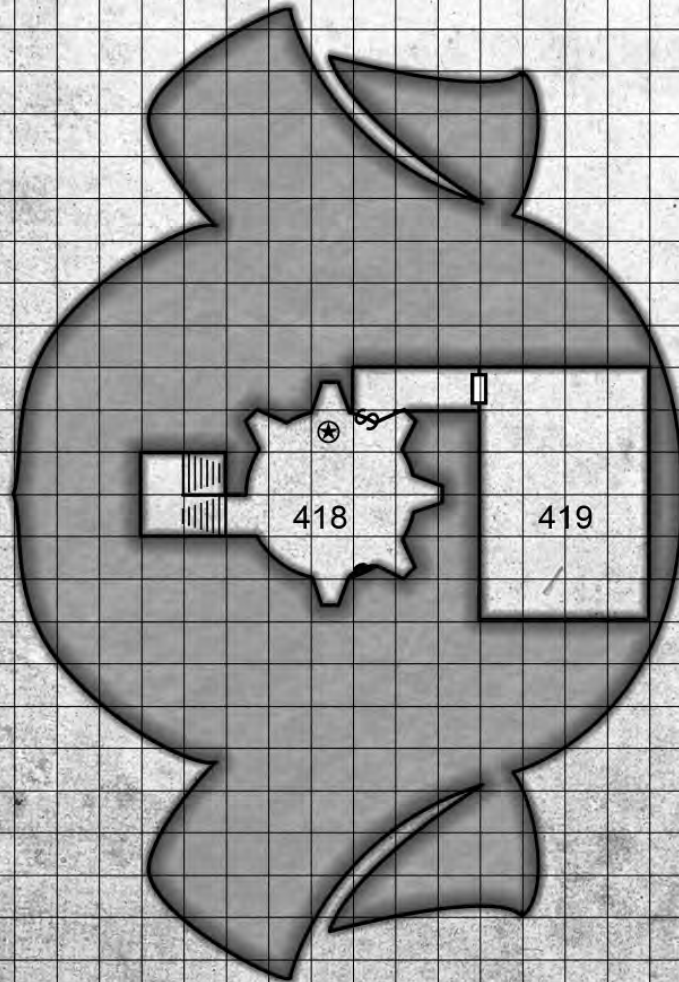



Map 10 - 2

The Crown of Orcus

Region 20 - Sanctus Defilus

1 square = 10 ft.



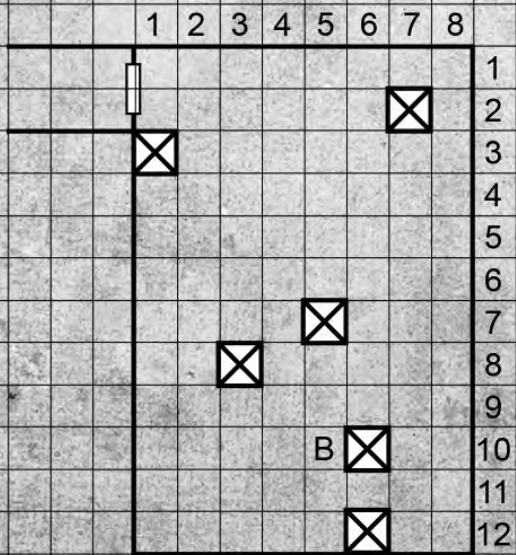
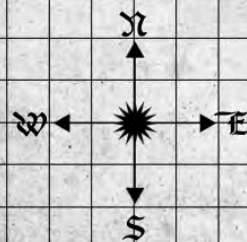
 bas-relief

Map 10 - 3

419 - Orcus's Treasury

1 square = 5 ft.

☒ starting locations of pits
B Bishu



slumbering TSAR



— The Hidden Citadel, Part 6 — Caverns of the Barrier

By Greg A. Vaughan

Upon gaining control of St. Narul's Hold a millennium ago and constructing the Citadel of Orcus, the Disciples of Orcus used that edifice's massive bulk to hide their true purpose in claiming the site, the boring of a shaft into the rock beneath the mountains as instructed by their dark lord. They used the blessed Well of St. Narul, desecrating it and removing its waters to allow them to break through its lower reaches and dig even farther into the earth where they found, hidden deep beneath the citadel, ancient caves formed when the Stoneheart Mountains were first raised by the sibling gods Thyr and Muir. They found the long-hidden Caverns of the Barrier.

Chapter II: Caverns of the Barrier

Lower Level: Caverns of the Barrier

Difficulty Level: 15

Entrances: Base of St. Harul's Well (Area 1).

Exits: The Proving Grounds (Area 28).

Upon reaching the ancient caverns Orcus had indicated they would find and the strange gateway within, the demon prince sent his Disciples to the far corners of the world in search of a gold dragon wyrmling to be used in his nefarious plot. Hundreds if not thousands of disciples died over the next decade as they took the incredible risks inherent in trying to steal an egg or newly hatched wyrmling from a pair of mated gold dragons. Finally though, a dark ranger by the name of Krellin was able to secure such a prize with the help of his dire eagle companion. In reward for his services, he secured a position of prominence among the nobility of Tsar for all the succeeding generations of his family — unknowingly adopting as their crest the very act that first garnered Orcus's favor.

The Black Orogs

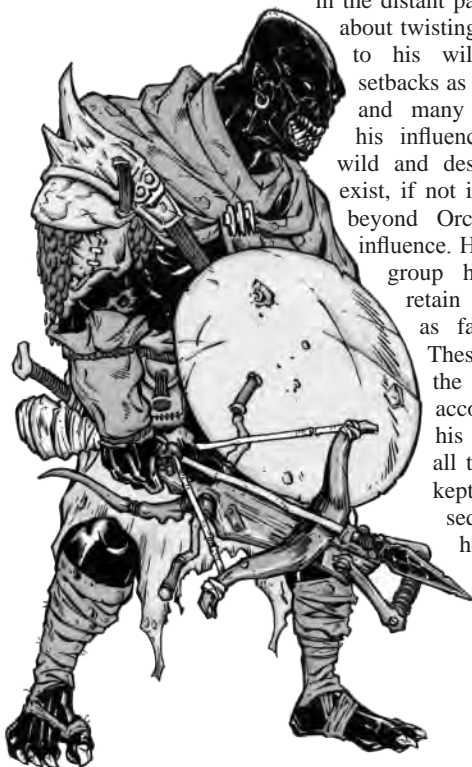
As a demon prince of darkness, undead and evil, it could be said that Orcus is a black-hearted fiend. However, the demon prince has—like many evil beings in his position and with his power—taken this perhaps too literally and expresses his wicked tendencies with constant uses of the color black, from garb for his disciples to temple décor to servitors. One of his most famous expressions of this was in the creation of a race of demon-hybrid orcs that he dubbed as “black orcs”. However, they were not his first foray into the creation of a servitor race. That distinction belongs to the race known as the black orogs. By mating male orcs and female ogres, he created the orog race

in the distant past. These he set about twisting and harnessing to his will. There were setbacks as revolts occurred and many orogs escaped his influence, seeking out wild and desolate places to exist, if not in peace at least beyond Orcus's immediate influence. However, a small group he managed to retain and breed true as faithful servants. These he dubbed the black orogs in accordance with his infatuation with all things black and kept them carefully sequestered, beholden only to his influence.

From his mistakes and miscues in the creation of orogs, Orcus hit upon the

idea of infusing demon blood into the orcish strain and created his much more numerous and reliable black orcs, but he kept his black orogs in a carefully controlled, closed society, developing them for a specific task. With the rediscovery of the Caverns of the Barrier a thousand years ago, Orcus sent the entire population of the black orogs into those caverns to serve as his special guardians and to prepare the Sleeper for the time of Orcus's coming. He then sealed them away to await that day and removed any knowledge of their existence from the world.

Black orogs are statistically identical to regular orogs but have a dusky skin tone, like smoke-touched wood. Their eyes are a dull gray. Unlike most of Orcus's servants, the black orogs are lawful evil and structured in a highly regimented, militaristic society with a strong religious presence. They have maintained this martial hierarchy and continue to practice these rigid ways even to this day. The leader of the black orogs holds the archaic position of waldgraf (or baron) and serves as a sort of military governor. He is assisted by a caste of nobility called the ritters. These knights are the battle leaders of the black orogs. It is from their ranks that a new waldgraf is raised by taking the Test of the Dark Pool when the old waldgraf dies or becomes incompetent. All able-bodied black orogs, male or female, are trained as warriors to serve the clan and are called dhakkars. They are led by officers called jemadars. Black orogs who are too old or infirm to train or act as dhakkars are called chattels and perform all of the menial tasks for the clan, having no rights or privileges of their own. Serving the religious needs of the tribe are black orog Disciples of Orcus called zhervas. Some few of these are given the honor of passing the Test of the Dark Pool and become known as favored zhervas, leading the others in their religious duties. The final caste of black orogs, totally separate and apart from the rest of the society, is the Order of the Keepers. These are all clerics that have passed the Test of the Dark Pool and are cloistered separately from the rest of the clan in order to tend to the needs of the Sleeper. They are mysterious and rarely seen in black orog society, answering to the waldgraf in name only.



With the caverns breached and the wymling secured, Orcus sent the entire population of specially bred servitors — the black orogs — into the caverns to tend to his machinations there. He then had the way sealed behind them and filled St. Harul's Well with his corruption, placing the original stairwell out of phase with the rest of the citadel and sealing the way to the chambers below. He then made sure that no rumors or records of the caverns and their contents escaped the citadel so that when that generation of disciples passed so too did the knowledge of their great excavation and the discoveries revealed within. Orcus created an immortal undead gibbering orb to man the belfry of the citadel and tied the key to reopening the well to that creature's existence, confident that the connection would not be made and no one would care to challenge such a deadly abomination without worthy cause. So the well has remained sealed for a thousand years — until now.

Chambers and passages in these caverns are primarily either natural stone or hewn stone — expansions on natural caves and tunnels. Unless otherwise noted, all doors are likewise made of stone, as wood is very scarce in these surroundings. What items do appear to be made of wood are actually composed of a tough, fibrous fungus that, when dried, is as strong as wood though slightly more flexible. Ceiling heights vary in these caverns and many are festooned with stalactites, though most stalagmites have been removed to be used as further building materials. Tunnels and passages are usually 1-1/2 times as tall as they are wide. Unless otherwise noted there are no light sources on this level as the black orogs are capable of getting along quite well in the dark with their inherent darkvision. Descriptions assume that the PCs have some method of seeing what is being described.

Upper Entry Chambers — Map II-I

After descending for 200 feet, St. Harul's Well opens up into these chambers, the entrance into the caverns of the Keltine Barrier. These chambers were sealed behind the black orogs so that only the Disciples of Orcus at the proper time could open them up and make contact with the black orogs once again at the appointed hour of Orcus's eminence. To access the caverns beyond, the PCs must overcome the riddle and obstacles left behind by the Disciples.

I. Base of St. Harul's Well

The smooth spiral within the pristine well finally comes to an end here in a wide, clean room. A tunnel chiseled through the native rock heads west into darkness.

There is nothing of interest at the base of the stairs.

2. Obelisks and Pillars (CR 10)

This strangely-shaped room has a flat, 40-foot ceiling and alcoves opening at each corner. The walls of the room are decorated with murals depicting rugged humanoid constructing vast palaces and monuments from great stone blocks. In the background of one, scaffolding surrounds the lower portions of the massive Citadel of Orcus slowly being constructed. A ring of ten stone plinths occupies the center of the room. On four of the plinths stand short stone obelisks bearing the ram-head of Orcus chiseled into each face. On four other plinths stand short iron pillars cast in the shape of Orcus's skull-headed wand. The final two stone plinths are empty, another stone obelisk and iron pillar standing on the floor nearby. At the entrance to each of the four alcoves stands a crudely-rendered statue with a vaguely humanoid shape.

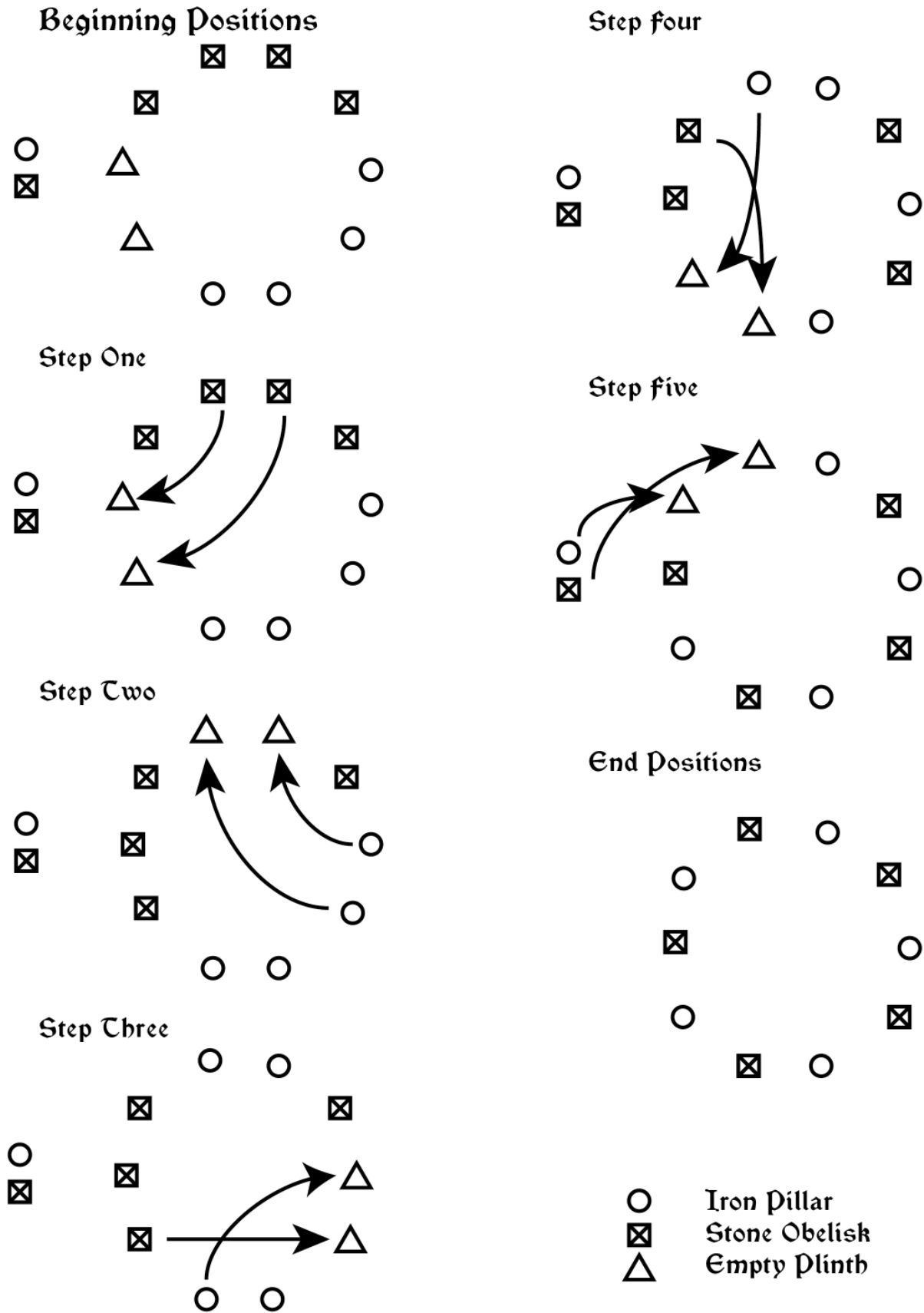
This serves as a riddle chamber to prevent the unwanted from entering the sealed caverns beyond. Each Grand Cornu carried the secret of bypassing the chamber, but the PCs will have to determine it for themselves.

Anyone examining the murals and making a DC 15 Perception check notices a section of the mural where a ring of pillars and obelisks — identical to the one in this room, even down to the two empty plinths — stands at the base of a great temple. Several of the brutish humanoid figures stand around and appear to be studying it. A DC 20 bardic knowledge, Knowledge (history), Knowledge (arcana), or Knowledge (engineering) check recognizes the setup as an ancient riddle, once used frequently among builders and mathematicians as a conundrum. It took the form of a game and required certain rules to be successfully completed. The goal is to situate all of the obelisks and pillars in the circle atop the plinths in an alternating order—including the two sitting to the side—in the least number of moves. However, the rules required that each move must involve two adjacent objects — whether obelisk-obelisk, pillar-pillar, or obelisk-pillar—the two must be adjacent and moved as a pair, and must be moved to different plinths, they can't simply be switched with each other. The starting positions of all the pillars and obelisks are illustrated on **Figure 11-1**. It also shows the way to complete the puzzle in the least number of moves.

A search of the room locates a secret door in the west wall with a DC 35 Perception check. However, this door has been supernaturally sealed by the will of Orcus and cannot be forced open or the walls of the room breached by any force mundane or magical. If the pillars and obelisks are correctly situated (regardless of the number of moves it required) the secret instantly opens with a click and cannot be resealed. However, to complicate matters, the PCs will find the supernatural nature of the Orcus's wards affect the plinths as well. They only way an obelisk or pillar can be moved is if one adjacent to it is lifted at the same time. They are resistant to all harm, and no more than two can be moved at once. Not until those two have been placed on other plinths can any others be moved. A DC 20 Strength check is required to lift and move an obelisk or a pillar.

Creatures: Of more immediate concern, however, are the 4 **stone roppers** that occupy the chamber — the crudely-rendered statues in the alcoves. These have been held in magical stasis since the well was sealed but are awoken by the opening of the well. The Seneschals of the Citadel kept a special charm that allowed these creatures to be safely bypassed, but it was lost somewhere in the Desolation by Vrrius, the last seneschal to carry it. Their tentacles have a range of 50 feet, and they all attack as soon as the whole party enters the room.

Figure 11-1 2. Obelisks and Pillars



CHAPTER 11: CAVERNS OF THE BARRIER

STONE ROPERS (4)

XP 2,400

The Tome of Horrors Complete 517

CE Medium aberration

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 200 ft.; **Perception** +12

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +6

Defensive Abilities stony hide

Speed 10 ft.

Melee bite +7 (1d8+4)

Ranged 6 strands +7 touch (1d4 Strength)

Space 5 ft.; **Reach** 5 ft. (50 ft. with strand)

Special Attacks pull (strand, 5 feet), strands, venom pulse

Str 17, **Dex** 15, **Con** 14, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Improved Initiative, Point Blank Shot, Weapon Focus (strand)

Skills Climb +12, Knowledge (dungeoneering) +10, Perception

+12, Stealth +11 (+19 in stony or icy areas), Survival +12

Languages Terrain, Undercommon

Stony Hide (Ex) A stone roper's tough hide renders it immune to damage from nonmagical ranged attacks, save those of unusually large size (such as boulders hurled by a giant).

Strands (Ex) Most encounters with a stone roper begin when it fires up to six strong, sticky strands up to 50 feet away (no range increment). A roper's attacks with its strands are treated as ranged touch attacks. Strands can be severed by any amount of slashing damage (a strand is AC 20). Once a strand has successfully struck a victim, it remains attached until severed or retracted by the stone roper (which it may do as a free action). Attached strands do no further Strength damage, but the struck individual is subject to the pull effect each round, and is subject to the stone roper's venom pulse ability. A creature that begins its turn attached to a strand is numbered and weakened by the strange material, and for each strand attached must make a DC 15 Fortitude save or take 1d4 points of Strength damage. The save DC is Constitution-based, and poison resistances and immunities apply.

Venom Pulse (Ex) Twice per day, a stone roper can exude a pulse of venom through all of its attached strands as a free action. A creature attached to a strand must succeed on a DC 15 Fortitude save or be paralyzed (multiple attached strands do not require

CR 6

multiple saves or increase the save DC). A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed on a DC 15 Will save or act as if under the effects of a *charm monster* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds. The save DCs are Constitution-based, and poison resistances and immunities apply.

Development: This is an excellent opportunity for your players to exercise their skills at problem solving. To help them visualize you can place a ring of dice using different colors or different shapes (d12 for pillars and d4 for obelisks, for instance) as situated at the Beginning Position of Figure 1 and work out how the ring can be completed. If your players are not up to the challenge or you'd rather not role play the whole thing out, allow an Intelligence check (DC range 20–30 at your discretion) to solve the riddle. If a PC has 5 or more ranks in bardic knowledge or the Knowledge checks mentioned above allow a DC 15 skill check to reduce the Intelligence check DC by 2 (cumulative for different PCs making different skill checks). Regardless of how you run it, don't let this room prevent the adventure from continuing, as the PCs must get through the secret door to complete their mission. However, it is recommended to award those players that actually solve the riddle by not giving a hint on the clue at Area 3 to those PCs who relied on an ability check roll to solve it.

Ad Hoc XP Award: If the players solve the riddle in 5 moves through their own efforts, award XP for a CR 20 encounter. If they rely on skill checks or ability checks or require more than 5 moves, only award XP for a CR 12 encounter.

3. Helping Hands

A yawning chasm opens before you as the tunnel ends. Forty feet across, the tunnel resumes in the chasm's far wall. The ceiling of this chasm cavern is only 10 feet above the level of the tunnel you are in, but the floor drops away into the darkness of the nethermost pits. A cool, moist breeze blows up from below, bringing with it the smell of cold water and mildew. Swaying in this slight breeze and spanning the breadth of the chasm is a macabre line of dangling ornaments. Each is severed humanoid arm—now desiccated—of various races, hanging hands down. Where they once connected to a shoulder, now iron chains clamped to their bones run about three feet above and are bolted to the stone cavern ceiling. There are a total of eight of these strange, dangling limbs hanging in a line between the entry tunnel and the exit on the far side. Each hangs down to about shoulder height on a man, and the first is only three feet beyond the lip of the chasm.

Like the previous riddle cave, this chamber was designed to prevent unwanted passage into the sacred caverns beyond. The supernatural will of Orcus hangs over this entire chasm down to the level of Area 8 below and prevents any forms of flight, telekinesis, or teleportation magic. This prevents the shroth demons from trying to enter here. Furthermore, this supernatural effect causes all creatures of below 3 Intelligence to instinctively avoid this chamber. A final effect is that each of the arms bears some minor animation that cannot be turned or dispelled and also renders them and their anchoring chains immune to any form of harm.

A DC 15 Perception check with adequate visibility notices an inscription on the far wall of the cavern just north of the exit tunnel. It says, "The quickest solution to the riddle is not the answer here. Of that number, you'd best beware."

As mentioned, each of the dangling arms bears some small bit of animation causing them to twitch and jerk slightly, visible to anyone observing them closely. However, they are not malevolent, and their





animation merely causes them to firmly grasp any hand that clasps them. To cross the chasm, a PC must swing hand over hand from one dangling arm to the next. Each arm will clasp the PC's hand when grabbed and release when they are released. This requires a DC 10 Dexterity check (including any armor check penalties) to swing from one arm to the next, but no Strength check since the arms hold firmly onto the PC regardless of his weight or size. A total of eight Dexterity checks must be made to successfully cross the chasm. On a failed Dexterity check, the character must make a DC 15 Reflex save. If successful, that PC is able to hang on and make another try for the next arm in line. If failed, then the PC has loosed his grip on the hand and missed the next hand and, as a result, plummets 500 feet to the waters of Area 8 below. The first 400 feet of the fall retain the no flight prohibition of this area, which extends to *feather fall* spells as well. Even with the cushioning water below, a fall from this height causes 20d6 points of damage. However, a DC 60 Swim or Acrobatics check allows a PC to successfully dive and take no damage from the fall. Refer to Area 8 for details of the lake below.

The inscription of the far wall refers to the riddle of Area 2. A minimum of five moves was required to properly position the pillars and obelisks. In this area, the fifth dangling arm (counting from the east) is detrimental to the PCs. Though it looks no different than the other arms, this one was taken from a powerful ghast and it retains its paralytic touch, augmented by Orcus's will in this chamber. It grasps the hand of anyone swinging just as the other arms do, but anyone touching it (whether with bare hand or gloved) must make a DC 20 Fortitude save or be paralyzed. The arm immediately releases anyone who becomes paralyzed, dropping them into the chasm below. This hand can be skipped by swinging from the fourth arm to the sixth arm with a DC 20 Dexterity check (same results as above for a failed check).

One easy means for the party to cross this chasm is to have one PC swing across with a rope and to have each arm grip that rope as he swings to the next. Each arm will cling to the rope (even the ghast arm) until someone tries to pry its fingers apart at which point it releases the rope. By doing this the PCs can go hand over hand across the rope at their normal climbing speed with only a DC 5 Strength check (including any armor check penalties) for each move action they take. The Strength check DC increases to 10 for PCs with a medium load and to 20 for a heavy load. The ghast hand can easily be avoided by PCs crossing hand over hand on a rope, and even if not trying to avoid it they have only a 1 in 6 chance of touching it incidentally and needing to make a Fortitude save.

Ad Hoc XP Award: If the party successfully crosses the chasm, award XP for a CR 15 encounter. Subtract 1 from the CR for each character that falls.

4. Creaking Descent (CR 16)

The rough-hewn tunnel ends at yet another drop off. A great shaft has been bored through the rock and disappears into darkness below and above. Starting at the tunnel entrance, a rickety-looking stair composed of timber and scaffolding held together by ropes and pegs hugs the walls as it winds down into the darkness below. The wooden planks and beams are cracked and silver with age, and the ropes look frayed and worn. A cool draft rises from below.

This shaft descends 500 feet to the lower entry chambers. It rises 50 feet above where it ends at a roof of solid stone. When weight is placed upon the stairs, they shift and creak alarmingly, but they are actually sturdy and will not collapse short of actual destructive attacks made against them.

Creature: At the top of the shaft above rests an **ancient cave shriek** that has lived here for years off of the doombats that occasionally fly up from below. It is a giant, protoplasmic ooze surrounded by a ring of elastic tentacles with incredible reach. It avoids Area 3 due to the supernatural aura that surrounds it. It attacks 1 round after anyone steps foot on the stairs, the noise of which awakes it from its somnolence. It then begins making its grab attacks to drop victims to the base of the shaft below. Creatures that descend the stairs far enough so that at least one flight is above them gain cover from the cave shriek's attacks, but it pursues down the shaft climbing along the ancient scaffolding if its prey attempts to flee beyond its considerable reach.

ANCIENT CAVE SHRIEK XP 76,800

CR 16

Advanced-HD cave shriek (*Creature Collection Revised* 39)

N Huge ooze

Init -3; **Senses** blindsight 120 ft.; **Perception** -5**AC** 5, touch 5, flat-footed 5 (-3 Dex, -2 size)**hp** 204 (24d8+96)**Fort** +12; **Ref** +5; **Will** +3**Immune** ooze traits**Weaknesses** vulnerability to electricity**Speed** 15 ft., climb 15 ft.**Melee** 4 tentacles +23 (1d6+7 plus grab and adhesive)**Space** 15 ft.; **Reach** 15 ft. (100 ft. with tentacles)**Str** 24, **Dex** 5, **Con** 18, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +18; **CMB** +27 (+31 grapple); **CMD** 34 (can't be tripped)**Skills** Climb +15

Adhesive (Ex) The cave shriek's tentacles secrete a sticky substance that helps them grip and hold an opponent. A victim hit by a tentacle is automatically pinned and remains that way unless that creature breaks free with an opposed grapple or Escape Artist check. Grappling opponents in this way does not give the cave shriek penalties in grappling or attacking with its other tentacles. Beginning the round after it latches onto its prey, the cave shriek lifts a pinned opponent 30 feet into the air each round. A single tentacle can lift 700 lbs., and multiple tentacles can combine to lift more. Creatures lifted a suitable height are then dropped to their deaths by the cave shriek that then feeds on their pulpy remains.

A single tentacle can be targeted individually and severed with 25 points of slashing damage (this does not damage the cave shriek itself). The wielder of a weapon that strikes a tentacle must make a DC 29 Reflex save or have the weapon snatched from his hand and held by the tentacle's adhesive slime. Removing such a weapon requires a DC 29 Strength check. The DCs are Strength-based.

A cave shriek can release its adhesive as a free action, and the adhesive slime breaks down 10 minutes after the cave shriek's death.

Lower Entry Chambers — Map II-2

These caverns lie 500 feet below the upper entry chamber and are at the same level as the barrier caverns. At some places along the floors and lower walls they have seen the smoothing influence of black orog tools, but largely they completely natural caverns. In the larger chambers the ceiling varies from 80 to 100 feet high and still bear a myriad of stalactites.

5. The Shingle (CR varies)

The corridor ends at the edge of a body of water, a stone shingle overlooking a vast subterranean lake. Pounded into the gravel at the edge of this lake are tall poles ending in torch brackets complete with unlit torches. Side tunnels open to the north and south.

This beach abuts the dark lake. The six poles are 10 feet tall and are marked on the map. At the base of one of them is a small iron chest holding flint and steel carefully protected in an oiled cloth. At the base of another is a stone chest holding 20 replacement torches likewise preserved in an oil cloth. If the party brings light sources brighter than a candle to the shingle or lights any of the torches, it summons the boatman from Area 9. See **development** below. Anyone making a DC 5 Perception check notices the steady ring of metal on metal from Area 6. A DC 15 Perception check also notices an occasional yipping noise or splashing plop out over the lake. These are the shadow-giant smith at Area 9 and the doombats and demons at Area 8 respectively.

Creatures: For every minute spent on the beach there is a 20% cumulative chance of **1d4 doombats** flying over to investigate a new potential meal. They appear as giant black bats with glowing yellow eyes and a slashing tail.

DOOMBATS (1d4) CR 4
XP 1,200

The Tome of Horrors Complete 52

NE Large magical beast

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +14

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

hp 42 (5d10+15)

Fort +7; **Ref** +9; **Will** +2

Speed 10 ft., fly 50 ft. (good)

Melee bite +7 (2d6+3), tail lash +2 (1d6+1)

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

Special Attacks shriek, yip

Str 17, **Dex** 21, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 24

Feats Stealthy, Skill Focus (Perception, Stealth)

Skills Escape Artist +7, Fly +11, Perception +14, Stealth +10

Shriek (Ex) A doombat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the doombat's shriek (except other doombats) within a 100-ft. radius must succeed on a DC 15 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same doombat's shriek for 24 hours. The save DC is Constitution-based.

Yip (Ex) A doombat yips constantly while in combat. The noise



interferes with an opponent's ability to focus on difficult tasks. Spellcasters within 100 ft. of a yipping doombat must succeed on a concentration check (DC 15 + spell's level) anytime they attempt to cast a spell. The effect of several doombats yipping at once is not cumulative.

Development: As mentioned above, if light sources are brought to the beach, they are noticed by the boatman (see Area 9). He arrives in his dragon turtle shell boat in 1d4+6 minutes. Upon approaching the shore and sighting the party, he calls out in gravelly Common, "Be ye the thrice-cursed bringers of darkness? Is the hour of the Sleeper upon us?" This is the boatman's way of asking if the PCs are Disciples of Orcus come to wake Garagor. He is not clever enough to see through any ruse, so if the answer is in any way affirmative he takes them at their word and ferries them to Area 11 without further questions.

6. Smithy of the Shadow-Giant (CR 20)

The doors to this area are composed of iron and bear bas-relief images of a heavily-muscled man clad only in loin cloth clutching a spear with which he skewers the sun. They are not locked and are perfectly counterbalanced to open easily with a push. A PC who has seen the Cursed Smithy of Larach-Umbriol in the city of Tsar above (see Area H3 of *Slumbering Tsar: Temple-City of Orcus*) recognizes this as the same image as the statue atop that dome.

This domed chamber is dimly lit only by a banked forge that stands in its exact center. At the apex of the 40-foot dome is an engraving of a great sun rendered in black stone. A number of alcoves open off of this chamber, each containing an armored warrior.

Outside the smithy's southern door are another small shingle and a stone dock. If a light source is brought to it, the boatman approaches it as described at Area 5 though he does not ask the questions as described there but also does not approach if he does not see the shadow-giant, returning instead to Area 9.

Creature: Within this stark chamber resides the enigmatic shadow-

CHAPTER 11: CAVERNS OF THE BARRIER

giant of days of old, the dread smith Larach-Umbriol. This strange creature is actually a **nightshade**. With the Great Retreat he somehow found a way to penetrate the hidden caverns below and retired to these dark precincts. How he even knew of their existence remains a mystery as well, but for the last few centuries he has maintained his solitude while slowly upgrading the arms and equipment of the black ologs. He works much slower these days with all the eons of existence at his disposal. When the party enters he is rhythmically hammering a sword blade into shape, however he gladly takes time from his work to partake in a little destruction of living beings. He has never attacked the black ologs or any of their servitors, but they give him a wide berth nonetheless, cautiously accepting the weapons he brings.

LARACH-UMBRIOL, THE SHADOW-GIANT CR 20 XP 307,200

Nightwalker expert 8 (*Pathfinder Roleplaying Game Bestiary 2* “Nightshade, Nightwalker”)

CE Huge undead (extraplanar, nightshade)

Init +6; **Senses** darksense, darkvision 60 ft., *detect magic*; Perception +33

Aura desecrating aura (30 ft.)

AC 40, touch 10, flat-footed 38 (+9 armor, +2 Dex, +21 natural, -2 size)

hp 341 (21d8+147 plus 8d8+56 plus 8)

Fort +18; **Ref** +13; **Will** +25

DR 15/good and silver; **Immune** cold, undead traits; **SR** 31

Weaknesses light aversion

Speed 40 ft.

Melee +3 *returning warhammer* +39/+34/+29/+24 (3d6+19/x3) or 2 claws +35 (3d6+16/19-20 plus 4d6 cold)

Ranged +3 *returning warhammer* +27 (3d6+19/x3)

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

Special Attacks channel energy 8/day (8d6, DC 30), fear gaze, swift sundering

Spell-Like Abilities (CL 16th; 10% arcane spell failure)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, quickened *unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

Str 38, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +21; **CMB** +39 (+41 disarm, +43 sunder); **CMD** 51 (53 vs. disarm and sunder)

Feats Cleave, Combat Expertise, Combat Reflexes, Command Undead, Great Fortitude, Greater Sunder, Improved Initiative, Improved Sunder, Improved Disarm, Power Attack, Quicken Spell-like Ability (*unholy blight*), Skill Focus (Craft [armor]), Skill Focus (Craft [weapons]), Vital Strike, Weapon Focus (warhammer)

Skills Appraise +33, Craft (blacksmithing) +38, Craft (armor) +45, Craft (weapons) +45, Knowledge (arcana) +33, Knowledge (planes) +33, Knowledge (religion) +33, Perception +33, Spellcraft +33, Stealth +22 (+30 in dim light or darkness), Survival +33

Languages Abyssal, Common, Infernal; telepathy 100 ft.

Gear Huge +5 *mithral shirt*, Huge *hammer of thunderbolts**, masterpiece artisan’s tools (smithing) [+5 competence bonus]

* See *Pathfinder Roleplaying Game Advanced Player’s Guide*

Tactics: The nightwalker’s first act is to cast *deeper darkness* on the forge and disappear into the shadows of the room. He then casts *haste* on himself and launches a quickened *unholy blight* in the area where he hears the most party members. If his darkness is dispelled he clings to the shadows or *air walks* to the ceiling and makes attacks with his evil gaze, quickened *unholy blight*, *cone of cold*, and *finger of death* primarily against spellcasters. If anyone begins making particularly effective melee attacks against him, he attempts

to disarm that individual and crush his weapon.

Treasure: The armored warriors in the alcoves are actually suits of masterwork armor that he has constructed and placed on display. All are constructed of the darkest steel and bear many extra spikes and razor sharp edges (treat as armor spikes). They consist of *demon armor*, *breastplate of command*, *plate armor of the deep*, Large +3 *half-plate*, Small +3 *mithral shirt of sonic resistance*, +2 *splint mail of etherealness*, and *armor of the shadow goddess*.

Armor of the shadow goddess first appeared in **Relics & Rituals II: Lost Lore** by Sword & Sorcery Studios and is included here for your convenience.

ARMOR OF THE SHADOW GODDESS

Aura moderate conjuration and illusion; CL 11th

Slot armor; **Price** 123,175 gp; **Weight** 20 lb.

DESCRIPTION

Besides being +3 *improved shadow studded leather armor*, the *armor of the shadow goddess* also grants the wearer the shadow jump 80 feet ability of the shadowdancer (Chapter 11 of the *Pathfinder Roleplaying Game*) and darkvision 60 feet.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *darkvision*, *invisibility*, *silence*, *plane shift*; **Cost** 61,675 gp

7. Side Spurs (CR varies)

Each of these twisting, natural tunnels is coated in guano and crawling with cave insects. They are home to colonies of doombats. Each round spent in these tunnels has a 1 in 3 chance of encountering **2d4 doombats**. These encounter chances continue as long as PCs remain in this area. There are thousands of doombats in these tunnels, so the party will be unable to eradicate them all.

DOOMBATS

XP 1,200

hp 42 (See Area 5)

CR 4

8. Dark Lake (CR varies)

The waters of this lake are dark in coloration due to the presence of many heavy minerals dissolved in it. The water is potable, though chillingly cold, and is the source of the Darken River in the city high above. It averages 60 feet deep for most of its area but several chasms near its center reach as deep as 150 feet. These are the abodes of the many shrroth demons left by Orcus to inhabit the depths here. The cavern ceiling vaults to 100 feet overhead and bears hundreds of sizeable stalactites. At the northern end a fissure leads up to Area 3 of the upper entry chambers.

Creatures: The **shrroth demons** largely remain under their waters, only coming forth to hunt low-flying doombats. They resemble bloated humanoids with the lower body of a giant squid. Large horns protrude from a mass of black hair atop their heads, and each hand bears six sharp talons. They ignore the boatman’s craft but 1d3 converge on and attack anything else entering the water, including those who might fall from the boatman’s ferry. These generally arrive within 1d4 rounds with another arriving every 1d4 rounds after that. They do not pursue beyond the edges of the lake. Likewise **doombats** prowl the cavern hunting for the cave fish that swim too close to the surface. They ignore the boatman but 1d8 come to investigate

CHAPTER 11: CAVERNS OF THE BARRIER

anyone else on the water after 1d4 rounds, and anyone flying in the cavern attracts 2d6 doombats in 1d2 rounds. Additional doombats arrive at the rate of 1d2 every 1d4 rounds as long as the PCs remain over the water. The boatman comes to investigate any disturbances on the lake after 1d10 minutes and responds as described at Area 5.

SHRROTH DEMONS

CR 12

XP 19,200

The Tome of Horrors Complete 173

CE Huge outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +26

AC 23, touch 12, flat-footed 23 (+11 natural, -2 size, +4 profane)
hp 162 (12d10+96)

Fort +16; Ref +10; Will +7

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 23

Speed 20 ft., swim 60 ft.

Melee trident +19/+12/+9 (3d6+9), bite +14 (1d8+4), 6 tentacles +14 (2d6+4 plus grab) or 2 claws +19 (1d6+9), bite +19 (1d8+9), 6 tentacles +14 (2d6+4 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (tentacle, 2d6+4), sickening cloud

Spell-Like Abilities (CL 12th)

At will—*chaos hammer* (DC 18), *dispel magic*, *mirror image*, *greater teleport* (self plus 50 pounds of objects only), *water breathing* (others only) (DC 17)

2/day—*feblemind* (DC 19)

1/day—*power word blind*, summon (level 9, 2d8 melethzu demons

[aquatic dretches, swim speed 50 ft.] 50% or 1 shrroth 35%)

Str 28, Dex 10, Con 27, Int 14, Wis 16, Cha 18

Base Atk +12; CMB +23 (+27 grapple); CMD 37

Feats Blind-Fight, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack

Skills Bluff +23, Diplomacy +19, Disguise +6, Intimidate +19, Knowledge (planes) +17, Perception +26, Sense Motive +18, Stealth +7, Swim +32

Languages Abyssal, Common, plus one more; telepathy 100 ft.

SQ amphibious, jet

Gear trident

Sickening Cloud (Ex) A shrroth can emit a cloud of grayish liquid in a 40-foot spread once per minute as a free action. The cloud provides concealment and any creature in the area or entering the area must make a successful DC 24 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.

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

DOOMBATS

CR 4

XP 1,200

hp 42 (See Area 5)

8a. Flooded Tunnel (CR 19)

This narrow tunnel is approximately 30 feet high, though half of that is below water level. The water within is stagnant with a film of green sludge atop it. The tunnel is moist with condensation and the molds and slimes that grow from the spores carried on subterranean breezes from Area 13. The tunnel smells strongly of mold and decomposition.

Creatures: It has also been taken over as the warren for a large gang of shrroth demons. There are a total of **13 shrroth demons** that call these cramped, watery quarters home. They begin to attack intruders 1 round after the tunnel is entered with some teleporting behind the intruders to flank and attack from both sides. They try to upset any boat or raft (the boatman's ferry is too large to fit) to get at PCs in the water. They subject flying or swimming PCs to multiple uses of *dispel magic* and use their sickening cloud for underwater combat.

SHRROTH DEMONS (13)

CR 12

XP 19,200

hp 162 (See Area 8)

9. Boatman's Landing (CR 13)

A long dock constructed of rough-hewn planks of some tough, fibrous wood stands in the water before a small peninsula of stone jutting out into the lake. At the back of the peninsula, a cave mouth opens in the cavern wall. Small bits of trash and debris indicate that someone or something lives here, and a much-mended fishing net has been spread out over one end of the dock to dry.

Creature: This landing serves as the abode of the boatman, a **surged giant** placed here by the Disciples of Orcus and given abnormally long life to serve as guardian and transport for the day the Grand Cornu and his retinue arrive to usher in the era of Orcus. He is a massive creature with distorted bulging muscles that twitch and writhe with spasms. His right hand is a huge, clublike greatfist of muscle and bony tissue. From this vantage point, he can see any lights brought to Areas 5, 6, or 11 and immediately paddles his ferry to respond to such summons. He will be here if he has not already



CHAPTER 11: CAVERNS OF THE BARRIER

been encountered elsewhere. His reaction is described at Area 5. The boatman paddles around in the upturned shell of a gargantuan albino dragon turtle (the original inhabitant of this underground lake before the introduction of the shroth demons by Orcus). The shell is a mottled mixture of black and off-white plates. The boatman uses his vast greatfist as a paddle. There is room in the ferry for 7 Medium creatures in addition to the boatman. A Large creature can squeeze to take the place of 2 Medium creatures. There are no benches or oars in the ferry, so passengers must cling to the sides and stand or sit on the sloped bottom to ride in it. A hole has been drilled at the front edge through which a heavy rope has been threaded, so the boat can be tied off to the dock.

THE BOATMAN XP 25,600

CR 13

Male surged giant expert 12 (*Creature Collection II: Dark Menagerie* 180)

CE Huge humanoid (giant)

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 19, touch 6, flat-footed 19 (-2 Dex, +13 natural, -2 size)

hp 243 (10d8+50 plus 12d8+60 plus 34); regeneration 3 (acid, cold, or fire)

Fort +18; **Ref** +5; **Will** +10

DR 10/slashing or piercing

Weaknesses vulnerability to critical hits

Speed 40 ft.

Melee greatfist +33 (3d6+25/19-20), slam +32 (1d8+18)

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

Str 40, **Dex** 7, **Con** 20, **Int** 7, **Wis** 8, **Cha** 5

Base Atk +16; **CMB** +33 (+35 bull rush); **CMD** 41 (43 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (greatfist), Power Attack, Skill Focus (Profession [boater]), Toughness, Vital Strike, Weapon Focus (greatfist)

Skills Acrobatics +6 (+10 jump), Intimidate +10, Perception +7, Profession (boater) +24, Swim +28

Languages Common, Giant

Gear *amulet of mighty fists* +3

Vulnerability to Critical Hits (Ex) The overburdened frame of a surged giant makes it prone to sustaining crippling injuries. Opponents attacking a surged giant double their critical threat range (e.g. a longsword has a critical threat range of 17-20 rather than the usual 19-20 against a surged giant).

Tactics: If the boatman becomes involved in a battle on the lake and is unable to quickly sweep opponents with his greatfist, he jumps overboard and then attempts to tip the ferry over. He accomplishes this with a successful DC 25 Strength check, though a DC 20 Profession (sailor) or (boater) check by a PC opposed to his roll can prevent the ferry from tipping. The shroth demons avoid him but quickly swarm to attack other swimmers as described at Area 8. The boatman attempts to push his overturned ferry away from battle where he can right it again and bail it out. He will never willingly damage his ferry, and if it is threatened with destruction he will cease all hostilities and become Helpful until he can ensure that the ferry is safe from further harm before attacking in a rage once again.

10. Boatman's Cave

This is little more than a dingy hole in the side of the main cavern where all of the stalactites and stalagmites have been smashed out to make room for a Huge creature. The boatman resides here with the few odds and ends he has made use of for a bed and table, and there is a large quantity of fish and doombat bones scattered in the corners.

Treasure: Collected under a pile of rancid fish scales are the boatman's few meager treasures. These consist of 224 gp, a chipped and cracked jade sculpture of a fish (150 gp), and a large amethyst (1,000 gp).

11. Old Dock (CR varies)

A stone quay extends from shore into the lake here. Steps cut into its side provide easy access for anyone disembarking from a boat. Beyond them rises a series of fortifications overshadowing the shoreline like glowering hills.

This shore is routinely used by the black orogs to draw water, wash clothing, or clean the latest kills. Roll 1d12 once initially and then every hour thereafter on the table below for an encounter. Anyone encountered will attempt to escape to Area 20 and raise the alarm (see that area for details).

d12 Encounter

1 Laundry Party: 1d6 black orog chattels.

2 Water Carriers: 2 black orog chattels and 1 ettin.

3 Scouts: 2 black orog dhakkars.

4 Patrol: 1 black orog jemadar and 1d4+2 black orog dhakkars.

5 Recon-in-Force: 1 black orog ritter, 2 black orog jemadars, 1d10+5 black orog dhakkars, and 1d2 ettin dhakkars.

6-12 No encounter

BLACK OROG CHATTEL XP 400

CR 1

hp 23 (See Area 21j)

BLACK OROG DHAKKAR XP 4,800

CR 8

hp 123 (See Area 19)

BLACK OROG JEMADAR XP 19,200

CR 12

hp 173 (See Area 19)

BLACK OROG RITTER XP 51,200

CR 15

hp 208 (See Area 24)

ETTIN DHAKKAR XP 12,800

CR 11

hp 142 (See Area 14)

ETTIN XP 2,400

CR 6

hp 65 (*Pathfinder Roleplaying Game Bestiary* "Ettin")

12. Abandoned Fortifications

These battlements rise 20 feet above the cavern floor, with one watchtower reaching 40 feet in height. Each is topped by crenellations and accessed by stairwells on the back side. Great stone gates either swing on hinges or slide on rollers and stand open. The whole has an aura of disuse and neglect. These were originally constructed in anticipation of the enemies of Orcus someday breaching the lower chambers or the shroth demons fomenting an uprising. However, after the centuries passed with no incidents, the positions were eventually abandoned. If a threat ever does come from the lake cavern, though, the black orogs won't hesitate to take up their old positions again.

13. Garden Cavern (CR 21)

The wild, almost intoxicating smell of rich loam and noxious compost is heavy in the air here. Great clumps of strange, oversized fungal growths and patches of moss and slime molds provide a rich carpet with few clear paths meandering through it. The dripping and splashing of water is prevalent, though its source is not readily evident. Near a small stream, climbing through the unnatural verdure is a massive clump of growth like a steep hill with a fungal cap and streamers of small tendrils hanging down in a tangled jungle. There are signs of harvesting and pruning among some parts of the growths here, though it is difficult to tell among the fast-growing fungus.

This chamber serves as the primary food source for the black orogs supplemented by fishing in the lake cavern and what is procured from hunts in the proving grounds. The streams and pools are shallow and stagnant, only deepening after leaving the chamber to the east. The shrroth demons do not come in here. No black orogs are currently here, and none will arrive for several days to restock their larders.

Creature: standing like a sentinel at the position of the map marked with an "X" is a colossal fungus called a **mu spore**. It has grown in this cavern for endless centuries and has grown accustomed to the black orogs, who give it wide berth, as well as the myriad insects and small creatures that climb through the fungus gardens and splash in the shallow stagnant streams. The presence of the PCs, though, causes it to shake off its long torpor and attack after 3 rounds. It does not pursue beyond this room preferring to stay rooted in the spot it has chosen.

MU SPORE CR 21
XP 409,600
hp 418 (*Pathfinder Roleplaying Game Bestiary 2* "Mu Spore")

Treasure: The black orogs use this cavern as a burial chamber to fertilize their garden. Searching through the growths has a 20% chance per minute of turning up the remains of an orog in various stages of decomposition. Each of these corpses has 2d20 gp worth of bronze and copper adornments.

14. Hall of Needles (CR 17)

Refer to Map 11-3 for details of this room's layout.

Before you stretches a long, cavernous hall 60 feet wide and 80 feet long. The ceiling arches 40 feet overhead. A large steel door exits at the far end. It has been built to resemble a fanged maw. On the wall 20 feet above the door and to either side are two narrow windows shaped like sinister eyes. A fiery glow burns behind each of these apertures. The floor of this hall is carpeted in thin, steel, needlelike stiletto blades that protrude from the stone floor approximately a foot high. They are spaced too closely together to safely walk through and present an impenetrable forest of tiny bladed trees except for a single clear 20-foot-wide path running straight down the hall's center.

This hall is a carefully prepared defensive position to prevent entrance into the sacred precincts beyond. The sinister windows at the far end are both a **trap** for flying characters and a distraction from the creatures that guard this room. Anyone attempting to move through the closely set stiletto blades takes 2d6 points of damage per 5 feet of movement. Anyone falling onto the stilettos takes 5d6 points of damage and takes additional damage for any movements

made to get out of the stilettos. (Rising from prone equals a 5-foot step for calculating damage.)

Trap: Anyone that leaves the ground in this hall, whether by flying, levitating, climbing, jumping, etc., is subject to two Maximized *lightning bolts* fired simultaneously from the far windows. The windows' glow comes from the magical energy stored up waiting to be discharged. They even fire unerringly upon invisible targets. If there are multiple targets in the air, they split their fire between them. They fire every round as long as someone remains airborne. Anyone attempting to pass through one of the windows is automatically affected by a Maximized *lightning bolt* with no saving throw. After a window has fired seven times it must recharge for 24 hours before it can fire again. The windows themselves lead back into small stone hollows, 3 feet deep, with no exits.

TWIN MAXIMIZED LIGHTNING BOLT TRAP CR 17
Type magical; **Perception** DC 45; **Disable Device** DC 28 (can only be disabled at each window separately)

Trigger magic (*true seeing*); **Reset** automatic
Effect spell effect (2 Maximized *lightning bolts*, 10th-level wizard, 60 hp electricity, DC 18 Reflex save half damage)

Creatures: The guardians of this room are 2 **ettin dhakkars** concealed in 10-foot-by-10-foot-by-10-foot pits at the midpoint of the hall. The pits are situated on opposite sides of the path. The ettins watch through spy holes cut into the covers of the pits. These covers are made of iron but are painted to resemble the stone floor and are also set with the stiletto blades. They can be detected by magical means or by a DC 30 Perception check (DC 20 for anyone with stonecunning).

ETTIN DHAKKARS (2) CR 11
XP 12,800
 Male or female ettin fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Ettin")
 CE Large humanoid (giant)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

AC 22, touch 9, flat-footed 22; (+5 armor, +8 natural, -1 size)
hp 142 (10d8+40 plus 5d10+20 plus 5)
Fort +15; **Ref** +4; **Will** +7 (+8 vs. fear)
Defensive Abilities bravery +1

Speed 40 ft.

Melee 2 mwk morningstars +22/+22/+17/+17/+12/+12 (2d6+11/19-20)

Ranged 2 mwk javelins +12 (1d8+8)

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

Special Attacks superior two-weapon fighting, weapon training (flails +1)

Str 27, **Dex** 10, **Con** 19, **Int** 6, **Wis** 12, **Cha** 11
Base Atk +12; **CMB** +21 (+23 overrun); **CMD** 31 (33 vs. overrun)
Feats Blind-Fight, Cleave, Critical Focus, Improved Critical (morningstar)^B, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (morningstar)^B, Weapon Specialization (morningstar)^B
Skills Acrobatics +0 (+4 jump), Climb +16, Intimidate +8, Perception +16
Languages Orc
SQ armor training 1
Combat Gear *potion of shield of faith* +2, 2 *potions of cure moderate wounds*, *potion of cat's grace*; **Other Gear** +1 *chain shirt*, 2 masterwork morningstars, 4 masterwork javelins

Tactics: When characters enter the area of the path between the two pits, the ettins use readied actions to swing open the pit covers which are hinged towards the path. The two covers are each 10 feet wide and each cover one half of the path. Anyone caught in the 10-foot-by-20-foot section of the path between the pits is subject to a +20 melee attack from



one of the heavy, spiked sheets of steel. A successful hit deals 12d6 points of damage and the character must make a DC 20 Reflex save or be pinned (on a successful save they are able to move into the nearest square not under the steel sheet — possibly into a square full of spikes). A DC 20 Strength check or an Escape Artist check is necessary to crawl out from under the pit covers (damage for movement applies just as if walking through the spikes). The ettins then stand up in the pits and waylay the party with their morning stars, gaining flanking bonuses if applicable. Standing in the pits they have cover relative to the party (+4 AC bonus, +2 Reflex saves), though the characters gain a +1 attack bonus for being on higher ground. The ettins may try to grapple characters and throw them onto the spikes around the pits if the opportunity presents itself, such as a character entering one of the pits. If taking a beating, they attempt to grasp the handles on the underside of the open pit covers and pull them closed, holding them shut against intruders. An opposed Strength check (+10 for the ettins due to the weight of the pit covers) is then necessary to open a pit while the ettin inside still lives.

Treasure: Hidden in the northern pit are the collected treasures of the two ettins (they trade guard duty over the treasure daily). It consists of a masterwork halberd (bent and useless), a suit of +1 *elven chain* (with part of a drow torso still in it), 5 tourmalines (90 gp each), a *potion of rage*, and a sack of 4,500 sp.

Living Quarters — Map II-4

The black orogs and their ettin servants make their homes in this large cavern and its side tunnels. Their culture has continued to perpetuate itself here for nearly a thousand years in anticipation of the day when they will be called forth to lead the mortal hordes of Orcus in conquest. To this end their highly regimented society ceaselessly trains for that day.

15. Daunting Hall

A hallway extends to the west. Regularly spaced alcoves have been hewn into the stone on both sides. They appear to be empty.

This hallway was once part of a complex trap, but it proved too difficult to maintain in working order over the years and has been removed. There is nothing of note here now except dust and a few metal shavings in the alcoves.

16. Old Quarry (CR 15)

This chamber rises like a bubble in the rock. Every surface of the stone walls and ceiling has been chiseled into flat sections and abrupt angles. The edges of the room are stacked with gravel and rock dust. A wide tunnel exits to the west, and smaller tunnels head to the north and south.

Once a natural cavern, when the black orogs first took over these caverns they used this chamber as a quarry to begin their building projects in Area 20 and elsewhere. It is now largely empty and is used as little more than a guard chamber.

Creatures: Always on guard here are 4 **ettin dhakkars**. These creatures keep a close lookout on the east tunnel watching for lights and listening for sounds of approach (they continually take 10 on Perception checks). If intruders are spotted, one runs west to sound the alarm while another does the same to the north. The remaining two attempt to hold

CHAPTER 11: CAVERNS OF THE BARRIER

intruders off with their javelins until reinforcements arrive.

ETTIN DHAKKARS (4)
XP 12,800
hp 142 (See Area 14)

CR 11

+8 natural, -1 size)
hp 173 (10d8+40 plus 8d10+32 plus 8)
Fort +17; Ref +6; Will +8 (+10 vs. fear)
Defensive Abilities bravery +2

17. Ettin Holes (CR varies)

These crudely expanded tunnels and chambers hold the clan of ettins that has lived in servitude to the black orogs since these caverns were first inhabited. Those that show particular discipline are allowed to train as dhakkars. The rest serve in near slavery, much like the black orog chattels. All serve the jemadar in Area 18. These chambers are filthy and reek of ettin sweat and waste.

Creatures: Inhabiting the chambers are a total of **3 ettin dhakkars** (not including those located in other areas) and **14 ettins**. The females are the equal of males. There are also **7 juvenile ettins** that will fight alongside their elders.

ETTIN DHAKKARS (3)
XP 12,800
hp 142 (See Area 14)

CR 11

Speed 40 ft.
Melee +2 *adamantine morning star* +29/+24/+19 (2d6+16/19–20),
+1 *flail* +28/+23/+18 (2d6+15)
Space 10 ft.; **Reach** 10 ft.
Special Attacks superior two-weapon fighting, weapon training (flails +1)

ETTINS (14)
XP 2,400
hp 65 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

CR 6

Str 32, Dex 12, Con 19, Int 8, Wis 12, Cha 13
Base Atk +15; CMB +27 (+29 bull rush); **CMD 40** (42 vs. bull rush)
Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (morningstar)^B, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (flail)^B, Weapon Focus (morningstar)^B, Weapon Specialization (flail)^B, Weapon Specialization (morningstar)^B
Skills Acrobatics +3 (+7 jump), Climb +18, Intimidate +9, Perception +16
Languages Orc
SQ armor training 2
Combat Gear *potion of haste*, 4 *potions of cure moderate wounds*;
Other Gear +3 *breastplate*, *ring of protection* +2, *belt of giant strength* +4, +2 *adamantine morningstar*, +1 *flail*

JUVENILE ETTINS (7)
XP 1,600

CR 5

Male or female young ettin (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

CE Medium humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

ETTIN DHAKKARS (4)
XP 12,800
hp 142 (See Area 14)

CR 11

ETTINS (3)
XP 2,400

CR 6

hp 65 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

AC 19, touch 11, flat-footed 18; (+2 armor, +1 Dex, +6 natural)
hp 45 (10d8)
Fort +7; Ref +4; Will +5

Speed 40 ft.
Melee 2 morningstars +11/+11/+6/+6 (1d8+4)
Ranged 2 javelins +8 (1d6+4)
Special Attacks superior two-weapon fighting

Str 19, Dex 12, Con 11, Int 6, Wis 10, Cha 11
Base Atk +7; CMB +11 (+13 overrun); **CMD 22** (24 vs. overrun)
Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack
Skills Acrobatics +1 (+5 jump), Climb +12, Perception +12
Languages Orc
Gear leather armor, 2 morningstars, 4 javelins

Development: If an alarm is sounded, the ettin jemadar spends 5 rounds gathering all of his dhakkars in the eastern chamber of Area 17 while the other ettins herd the children back to the safety of the deepest holes and guard them there. He then sallies forth with his dhakkars against any foe (making sure to send one of his dhakkars to Area 20 to spread the alarm if this has not already occurred). The jemadar and his dhakkars all received their training from the General and stand their ground, refusing to retreat or surrender. They fight to the death to prevent intruders from penetrating the caverns beyond, though they do not bar the south passage from Area 16 and do not pursue that way, having forgotten where it leads and assuming it to be only a dead end.

Treasure: The collected treasures of the ettin clan are kept here by the jemadar in large sacks made of giant lizard hide (except for the small amount that the guards at Area 14 have managed to hold out). This treasure consists of 1,400 gp, 26,500 sp, 31,000 cp, 260 gems worth 50 gp each, and assorted bronze and copper ornaments worth a total of 2,000 gp.

18. Central Chamber (CR 16)

Much like the rest of the ettin holes this chamber is filthy and stinks.

Creatures: This serves as the abode of the **ettin jemadar**, Kleeb, the commander of the clan. He is the liaison between the ettins and their black orog masters. With him in this chamber there are always **4 ettin dhakkars** and **3 ettin** serving wenches.

KLEEB, ETTIN JEMADAR
XP 38,400

CR 14

Male ettin fighter 8 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)
CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

AC 29, touch 12, flat-footed 28 (+9 armor, +2 deflection, +1 Dex,

19. Watch Post (CR 14)

Two 20-foot platforms overlook the tunnel here. The tunnel ceiling abruptly rises and is approximately 60 feet high at this point. The platforms have neither railing nor battlement and are accessed from behind by wide stairs.

Creatures: Atop each platform stands a **black orog dhakkar** with a signal horn. They watch for lights to the east and listen for sounds of battle from that direction. At the base of the northern watch post wait another **2 black orog dhakkars**, a **black orog jemadar** and **2 corpse hounds**, gray-furred creatures that resemble vicious hyenas that have been trained to use their scent ability to watch for invisible foes. If intruders are detected, the orogs atop the platforms sound their signal horns alerting the clan as described in Area 20.

CHAPTER 11: CAVERNS OF THE BARRIER

BLACK OROG DHAKKARS (4)

CR 8

XP 4,800

Male or female orog fighter 7 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 123 (3d8+15 plus 7d10+28 plus 17)

Fort +13; **Ref** +4; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2

Speed 30 ft.

Melee +1 *greataxe* +17/+12 (1d12+11/x3)

Ranged +1 *heavy crossbow* +11 (1d10+1/19–20)

Special Attacks weapon training (axes +1)

Str 20, **Dex** 12, **Con** 20, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +14 (+16 sunder); **CMD** 25 (27 vs. sunder)

Feats Blind-Fight, Cleave, Improved Initiative, Improved Sunder^B, Power Attack^B, Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Climb +7, Knowledge (dungeoneering) +5, Perception +7, Stealth +10, Survival +8

Languages Common, Orc

SQ armor training 2, orc/ogre blood

Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, 5 *tingertwigs*; **Other Gear** +1 *full plate*, +1 *greataxe*, +1 *heavy crossbow*, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG JEMADAR

CR 12

XP 19,200

Male or female orog fighter 11 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC 23, touch 12, flat-footed 22 (+11 armor, +1 deflection, +1 Dex)

hp 173 (3d8+15 plus 11d10+55 plus 25)

Fort +15; **Ref** +5; **Will** +4 (+7 vs. fear)

Defensive Abilities bravery +3

Speed 30 ft.

Melee +2 *greataxe* +25/+20/+15 (1d12+15/19–20/x3)

Ranged +1 *heavy crossbow* +16 (1d10+2/19–20)

Special Attacks weapon training (axes +2, crossbows +1)

Str 22, **Dex** 12, **Con** 20, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +13; **CMB** +19 (+21 sunder); **CMD** 31 (33 vs. sunder)

Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (greataxe)^B, Improved Critical (greataxe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Rapid Reload (heavy crossbow), Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Climb +10, Knowledge (dungeoneering) +7, Perception +11, Stealth +10, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, *silversheen*, 5 *tingertwigs*; **Other Gear** +2 *full plate*, *ring of protection* +1, +2 *greataxe*, +1 *heavy crossbow*, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

CORPSE HOUNDS (2)

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 34

N Medium magical beast

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

Perception +7

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+15)

Fort +7; **Ref** +7; **Will** +1

DR 5/magic; **Immune** disease, fear, paralysis, ability damage, energy drain

Speed 50 ft.

Melee bite +8 (1d8+3 plus necrotic bite and trip)

Str 14, **Dex** 17, **Con** 17, **Int** 3, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +7 (+15 jump), Perception +7, Stealth +7 (+11 in barren landscapes or ruins), Survival +6

Necrotic Bite (Su) Corpse hound saliva has acidic and necromantic properties that break down rotting flesh so that the hound can more easily digest its fetid diet. A corpse hound's bite deals 1d6 acid damage to undead or dead flesh. The enzyme is also harmful to living tissue. Such bites do not heal naturally and must be treated with magic. Further, living creatures bitten may also contract a magical rotting disease.

Hound's Breath: Disease—bite; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

20. Cavern of the Black Orog (CR varies)

This huge cyst in the earth is mostly natural, formed eons ago by the early water flows that formed what is now the dark lake, though the floor has largely been smoothed over the years. The domed ceiling has few stalactites and is formed in a strange whirlpool pattern, though this is hard to detect as its apex rises nearly 200 feet above the cavern floor. The only light sources in the cavern originate from Areas 21, 22, 24, and 32, and the rest of the cave lies draped in stygian darkness. The description below assumes the PCs enter from Area 19.

The tunnel walls and ceiling suddenly disappear, depositing you on the edge of a great void of darkness — a truly massive cavern in the crust of the earth. High in the distance a line of blue flames seems to float in the pitch blackness. Nearer at hand an ancient temple rises like a ghostly memory of bygone days, its walls of gray limestone eerily reflecting the green flames of torches set in sconces among its pillars. Farther away and slightly to the left a red glow seems to bleed around a corner, and a similar glimmer is barely visible somewhere to the north.

The black orogs live and work in this area, going about their lives in the near-lightless depths, awaiting the return of their dread master. This greater cavern is divided into smaller areas, but for every 10 minutes spent in the cavern outside a numbered encounter area roll 1d12 on the table below for a random encounter. If the party is actively hiding, the random encounters must make Perception checks opposed to their Stealth checks, though if the party is using a light source it is impossible for them to hide. Encounters with warriors result in battle and shouts to sound the alarm. Noncombatants flee and attempt to spread the alarm as they run to safety.

CHAPTER 11: CAVERNS OF THE BARRIER

d12	Encounter
1	Work Crew: 1d10 black orog chattels
2	Messenger: 1 black orog chattel
3	Agoge Field Trip: 1 black orog dhakkar and 1d6+2 black orog agoge pupils
4	Black Orog Squad: 1 black orog jemadar, 1d6+2 black orog dhakkars, and 1d4 corpse hounds
5	Disciples of Orcus: 1d4 black orog zhervas and 50% chance of 1 black orog favored zherva
6	Knight Retinue: 1d2 black orog ritters, 1d4 black orog dhakkars, and 1d8 black orog chattels
7	Roving Pack: 1d12+3 corpse hounds
8–12	No encounter

BLACK OROG CHATTEL
XP 400
hp 23 (See Area 21j)

BLACK OROG DHAKKAR
XP 4,800
hp 123 (See Area 19)

BLACK OROG AGOGE PUPIL
XP 200
hp 16 (See Area 30)

BLACK OROG JEMADAR
XP 19,200
hp 173 (See Area 19)

CORPSE HOUND
XP 1,200
hp 42 (See Area 19)

BLACK OROG ZHERVA
XP 38,400
hp 123 (See Area 21b)

BLACK OROG FAVORED ZHERVA
XP 153,600
hp 165 (See Area 21e)

BLACK OROG RITTER
XP 51,200
hp 208 (See Area 24)

Tactics: If the alarm is raised in the black orog cavern, the orogs react as follows. Immediately a Black Orog Squad (see above) heads for the cavern entrance (or elsewhere if the source of the alarm is evident at another location) to delay invaders. They are reinforced 3 rounds later by Disciples of Orcus led by a favored zherva (see above) who provide support and healing in dealing with the intruders. The rest of the black orog dhakkars, jemadars, and ritters who are not on guard duty elsewhere gather at the base of Area 32 with Waldgraf Versteeg. After 10 rounds an additional Black Orog Squad is sent to reinforce the initial squad every 10 rounds. The zhervas and favored zhervas gather within the main hall of their temple to defend it. After 10 minutes, Waldgraf Versteeg moves his force to the temple at Area 21 where they link up with the zhervas. They then organize into platoons of 10–12 led by jemadars and/or a ritter and with at least one zherva and maneuver to flank an attacking force. Spellcasters and crossbowmen attempt to pin intruders in place while these forces get into position. One of these platoons will then withdraw to try and lure the invaders into being surrounded. The waldgraf holds at least one platoon in reserve (with 2 favored zhervas if possible) on the temple portico to observe any battle and move in to exploit any weaknesses. The black orogs have a standing order from Orcus for the absolute secrecy of their caverns and, therefore, do not take prisoners. If forced to retreat they hole up at Area 32 as a last resort. If no intruders are located, the waldgraf sends half of his force to man the walls at Area 12.

Development: After an hour has passed, if no further threat has presented itself, two full-strength Black Orog Squads augmented by a zherva each remains at Area 12, and an additional full-strength Black Orog Squad accompanied by a favored zherva and a Knight Retinue (see above) is stationed at Area 19. Any guards slain at their posts are replaced. The frequency of random encounter checks is doubled, and all such encounters are with a Black Orog Squad. Half of the remaining forces are posted at the temple as an advance force under the direction of ritters and favored zhervas, while the remaining half returns to Area 32 under the command of Versteeg but with a quarter of the zhervas and a roving pack of corpse hounds (see above). They then respond to any further alarms as circumstances dictate with the waldgraf's force serving as reserves.

If a full day passes without further event, they return to normal routine though all continually take 10 on their Perception checks for the next 24 hours due to their heightened vigilance.

21. Temple of Anticipation — (Map 11-5)

This temple is constructed of limestone blocks in the fashion of ancient Hellenistic temples. It is a massive structure whose main floor is raised 15 feet above the surrounding cavern. Atop this foundation, the temple is a rectangular construction completely surrounded by a colonnade of fluted columns. Mounted at the top of each of these columns is an iron sconce bearing an everburning torch that glows with green flames. A peaked roof covers the whole, and upon its triangular tympanum running across the front of the roof is a detailed bas-relief of Orcus emerging from some sort of gateway while legions of militaristic orogs march to his call.

The temple is the home of the Disciples of Orcus among the black orogs that are not members of the secretive Keepers sect. The Disciples of this order call themselves zhervas, and they are led by a few members who have undergone the Test of the Dark Pool and are now favored zhervas. Unless otherwise noted, occupants of adjacent rooms respond to sounds of battle or shouts of alarm in 2 rounds.

21a. Colonnade (CR 8)

As mentioned these 15-foot columns support the roof and pediment of the temple. Inset steps climb the 15 feet from the cavern to the entrance of the temple.

Creature: There is always a **black orog dhakkar** on duty here ready to come to the assistance of the zhervas if called.

BLACK OROG DHAKKAR **CR 8**
XP 4,800
hp 123 (See Area 19)

21b. Nave (CR 17 or 18)

This columned hall serves as the heart of the temple. At the far end stands a mithral statue of Orcus seated on his throne. Archways open in either wall.

Creatures: There are always **1d2 black orog zhervas** tending to the temple here. The idol is actually a **mithral golem**, though it remains quiescent unless order by a zherva. It follows the orders of the clerics unswervingly.

BLACK OROG ZHERVAS (1d2) **CR 14**
XP 38,400
Male or female orog cleric of Orcus 9/Disciple of Orcus 5 (*The Tome of Horrors Complete* 469)
CE Medium humanoid (orc)



Init +1; **Senses** darkvision 120 ft.; **Perception** +17
Aura chaos, evil

AC 26, touch 12, flat-footed 25 (+10 armor, +1 deflection, +1 Dex, +1 natural, +3 shield)

hp 123 (3d8+3 plus 9d8+9 plus 5d8+5 plus 26)

Fort +16; **Ref** +6; **Will** +17

Defensive Abilities cloak of Orcus, death's embrace

Speed 20 ft.

Melee +1 spiked heavy mace +17/+12/+7 (1d8+5) or touch +15 (by spell)

Ranged touch +12 (by spell)

Special Attacks bleeding touch 9/day (1d6 bleed, 7 rounds), channel negative energy 7/day (7d6, DC 21), destructive aura 14 rounds/day (30 ft., +7 damage), destructive smite 9/day (+7 damage), necromantic power (+3d6), spontaneous casting (inflict spells), summon undead (28 HD)

Spell-Like Abilities (CL 8th):

2/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 14th):

7th—*destruction* (DC 23), *disintegrate*^D (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *forbiddance*, *harm*^D (DC 20), *heal*, *mass cure moderate wounds* (DC 22)

5th—*dispel good* (DC 21), *flame strike* (DC 21), *mass cure light wounds* (DC 21), *slay living*^D (DC 21), *true seeing*

4th—*death ward*^D, *dimensional anchor*, *divine power*, *freedom of movement*, *inflict critical wounds* (DC 20), *neutralize poison*

3rd—*bestow curse* (DC 19), *cure serious wounds* (DC 19), *dispel magic*, *invisibility purge*, *protection from energy*, *rage*^D

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *cure moderate wounds* (DC 18), *death knell*^D, *silence* (DC 18), *spiritual weapon* (+17/+12/+7 attack, 1d8+4 force)

1st—*bane* (DC 17), *command* (DC 17), *deathwatch*, *doom* (DC 17), *entropic shield*, *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

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

Str 18, **Dex** 12, **Con** 12, **Int** 12, **Wis** 22, **Cha** 18

Base Atk +11; **CMB** +15; **CMD** 27

Feats Brew Potion, Great Fortitude, Heavy Armor Proficiency, Power Attack, Scribe Scroll, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (heavy mace)

Skills Knowledge (arcana) +11, Knowledge (religion) +15, Knowledge (planes) +11, Perception +17, Sense Motive +16, Spellcraft +12, Survival +15

Languages Abyssal, Common, Orc

SQ orc/ogre blood

Combat Gear *wand of searing light* (CL 6th: 40 charges), 3 *potions of cure moderate wounds*, *divine scroll* (CL 12th: *air walk*, *heal*, *mass inflict moderate wounds*, *stoneskin*); **Other Gear** +1 full plate, +1 heavy steel shield, *amulet of natural armor* +1, *ring of protection* +1, +1 spiked heavy mace, *headband of mental prowess* +4 (Wisdom, Charisma), silver holy symbol of Orcus (25 gp)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

MITHRAL GOLEM

CR 16

XP 76,800

hp 172 (*Pathfinder Roleplaying Game Bestiary 2* “Golem, Mithral”)

21c. Storerooms

Each of these rooms holds mundane foodstuffs and supplies for the temple. Feel free to put any items of this sort (spare everburning torches, hogsheads of mushroom beer, etc.) as you see fit. PCs could use these rooms to hide in for a short time without being detected.

CHAPTER 11: CAVERNS OF THE BARRIER

21d. Storeroom with Trapdoor

This room is identical to those at 21c, but a DC 18 Perception check reveals a hidden trapdoor in the floor leading down to 21m. The zhervas use this as an escape route.

21e. Litany Chamber (CR varies)

Creatures: A DC 10 Perception check detects the sounds of chanting when this room is approached. There is always **1 black orog favored zherva** (a black orog with the tenebrous template so that it has dusky skin, sharp bristles over its head and shoulders, and large mandible in its mouth) leading **1d4 black orog zhervas** in litany to Orcus, a ritual that continues around the clock in supplication of the master and to hasten his coming. This continues even if the alarm has been sounded and only stops if intruders actually enter this room. Any zhervas fighting in this chamber gain a +2 profane bonus to their attack, damage, ability check, skill check and saving throw rolls due to Orcus's favor.

BLACK OROG FAVORED ZHERVA CR 18 XP 153,600

Male or female tenebrous orog cleric of Orcus 9/Disciple of Orcus 6 (*The Tome of Horrors Complete* 469, 737)
CE Medium outsider (extraplanar)

Init +1; **Senses** darkvision 120 ft.; **Perception** +17
Aura chaos, evil

AC 32, touch 12, flat-footed 31 (+10 armor, +1 deflection, +1 Dex, +7 natural, +3 shield)

hp 165 (3d8+9 plus 9d8+27 plus 6d8+18 27)

Fort +19; **Ref** +7; **Will** +18

Defensive Abilities cloak of Orcus, death's embrace

Speed 20 ft.

Melee +1 flaming spiked heavy mace +19/+14/+9 (1d8+6 plus 1d6 fire), bite +12 (1d6+2 plus 1d6 acid) or touch +17 (by spell)

Ranged touch +13 (by spell)

Special Attacks acidic bite, bleeding touch 9/day (1d6 bleed, 7 rounds), bristles, channel negative energy 8/day (7d6, DC 22), destructive aura 15 rounds/day (30 ft., +7 damage), destructive smite 9/day (+7 damage), necromantic power (+3d6), spontaneous casting (inflict spells), summon undead (30 HD)

Spell-Like Abilities (CL 9th):

2/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 15th):

8th—*earthquake*^D (DC 24), *fire storm* (DC 24)

7th—*destruction* (DC 23), *disintegrate*^D (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *forbiddance*, *harm*^D (DC 20), *heal*,

mass cure moderate wounds (DC 22)

5th—*dispel good* (DC 21), *flame strike* (DC 21, x2), *mass cure light wounds* (DC 21), *slay living*^D (DC 21), *true seeing*

4th—*death ward*^D, *dimensional anchor*, *divine power*, *freedom of movement*, *inflict critical wounds* (DC 20), *neutralize poison*

3rd—*bestow curse* (DC 19), *cure serious wounds* (DC 19), *dispel magic*, *invisibility purge*, *protection from energy*, *rage*^D

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *cure moderate wounds* (DC 18), *death knell*^D, *silence* (DC 18), *spiritual weapon* (+18/+13/+8 attack, 1d8+5 force)

1st—*bane* (DC 17), *command* (DC 17), *deathwatch*, *doom* (DC 17), *entropic shield*, *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

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

Str 20, **Dex** 12, **Con** 16, **Int** 12, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +17; **CMD** 29

Feats Brew Potion, Great Fortitude, Heavy Armor Proficiency, Power Attack, Scribe Scroll, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (heavy mace)

Skills Knowledge (arcana) +11, Knowledge (religion) +21, Knowledge (planes) +11, Perception +17, Sense Motive +16, Spellcraft +12, Survival +15

Languages Abyssal, Common, Orc

SQ improved animation, orc/ogre blood

Combat Gear *wand of searing light* (CL 6th: 40 charges), 3 *potions of cure moderate wounds*, *divine scroll* (CL 12th: *air walk*, *heal*, *mass inflict moderate wounds*, *stoneskin*); **Other Gear** +1 full plate, +1 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 flaming spiked heavy mace, headband of mental prowess +4 (Wisdom, Charisma), silver holy symbol of Orcus (25 gp)

Acid Bite (Ex) The bite of a favored zherva is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) A favored zherva's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a favored zherva with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 22 Reflex save or contact the many bristles that cover the favored zherva and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 22 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 22 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that favored zherva's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a favored zherva's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG ZHERVAS (1d4) CR 14 XP 38,400

hp 123 (See Area 21b)

21f. Vestry

Various ritual garments and holy symbols are stored in here. There are sufficient garments to disguise two dozen individuals as zhervas if they so chose. The various holy symbols and other precious metals stored in here are worth a total of 1,080 gp.

21g. Guardroom (CR 14)

Creature: A lone **black orog zherva** always sits on a stool in this bare room preventing access to the temple's lower level by anyone not a member of their order.

BLACK OROG ZHERVA CR 14 XP 38,400

hp 123 (See Area 21b)

21h. Scriptorium (CR varies)

Stone tables and benches crowd this room and shelves hold reams of papyrus, writing instruments, and fungal inks.

Creatures: There are always **1d2 black orog zhervas** in this chamber scribing scrolls.

BLACK OROG ZHERVAS (1d2) CR 14 XP 38,400

hp 123 (See Area 21b)

CHAPTER 11: CAVERNS OF THE BARRIER

Treasure: A DC 22 Perception check reveals a hidden drawer on the bottom of one of the stone tables. Stored with are divine scrolls at caster level 12. They consist of 18 scrolls of *cure light wounds*, 10 of *cure serious wounds*, 4 of *remove disease*, and 6 of *neutralize poison*.

2ri. Dining Hall (CR varies)

This room has rows of stone tables and benches.

Creatures: There is a 25% chance of 1d6 black orog zhervas being in here sitting down to a meal of fungus cakes and doombat filets.

BLACK OROG ZHERVAS (1d6) CR 14
XP 38,400
hp 123 (See Area 21b)

2rj. Kitchen (CR 4)

Creatures: This small kitchen is staffed by 4 black orog chattels who do the cooking and cleaning for the inhabitants of the temple. They will cower in a corner rather than fight.

BLACK OROG CHATTELS (4) CR 1
XP 400

Male or female orog (*The Tome of Horrors Complete* 469)
LE Medium humanoid (orc)
Init +0; Senses darkvision 60 ft.; Perception +8

AC 10, touch 10, flat-footed 10
hp 23 (3d8+9 plus 3)
Fort +5; Ref +1; Will +0

Speed 20 ft.
Melee unarmed strike +5 (1d3+3/nonlethal)

Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8
Base Atk +2; CMB +5; CMD 15
Feats Skill Focus (Perception), Toughness
Skills Perception +8
Languages Common, Orc
SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

2rk. Zhervas' Quarters (CR varies)

Creatures: These simple chambers each serve as quarters for 3 black orog zhervas. At any given time, 1d2 of them will be present. There are a total of 21 black orog zhervas in the temple, so subtract any encountered in the temple or elsewhere from that number. The small rooms are cramped and uncomfortable with two small cots — the zhervas sleep in shifts. In addition to a myriad of mundane and religious items, each of these rooms holds 1d4x10 gp worth of copper and bronze trinkets and bracelets.

BLACK OROG ZHERVAS CR 14
XP 38,400
hp 123 (See Area 21b)

2rl. Favored Zhervas' Quarters (CR varies)

Creatures: These rooms are similar to those at 21k except they each serve as the abode of 2 black orog favored zhervas. There is never more than one favored zherva in one of these chambers at any

given time, and any encountered elsewhere should be removed from the total of 4 black orog favored zhervas that dwell in the temple. The adornments and trinkets found in these rooms are of gold or silver and are worth 1d4x100 gp per room.

BLACK OROG FAVORED ZHERVAS CR 18
XP 153,600
hp 165 (See Area 21e)

2im. Empty Quarters

This room is identical to those at 21k, but it is currently unoccupied. A DC 22 Perception check reveals a trapdoor in the ceiling leading to 21d.

2rn. Alchemy Lab (CR 19)

Stone benches and tables in this room have been set up as an alchemy lab.

Creatures: Here a black orog favored zherva oversees 2 black orog zhervas in the completion of potions for the clan. An empty shelf on one wall normally holds the stockpiled potions until distributed, but the distribution happened recently, so there are currently no completed potions present.

BLACK OROG FAVORED ZHERVA CR 18
XP 153,600
hp 165 (See Area 21e)

BLACK OROG ZHERVAS (2) CR 14
XP 38,400
hp 123 (See Area 21b)

22. Forbidden Corridor (CR 16)

A wide tunnel has been cut into the cavern wall here. Next to it is a smaller, door-sized opening. Standing in an arc before these are four large stalagmites, each crowned with a halo of fire.

This corridor leads to the Sleeper's Caverns and is forbidden to all save at the summons of the keepers.

Creatures: A small guard post to the side holds a squad of 4 black orog dhakkars and a corpse hound. However, the main guardians of this entrance are the 4 ropers that have been trained to stand as stalagmites. Each has a specially-created version of *continual flame* cast upon its apex to fool onlookers into believing they are inanimate stones. These attack if anyone other than a black orog attempts to pass between them. Two rounds after they attack, the dhakkar squad emerges to provide them with support.

BLACK OROG DHAKKARS (4) CR 8
XP 4,800
hp 123 (See Area 19)

CORPSE HOUND CR 4
XP 1,200
hp 42 (See Area 19)

ROPERS (4) CR 12
XP 19,200
hp 162 (*Pathfinder Roleplaying Game Bestiary* "Roper")

23. Watch Tower (CR II)

This massive tower is constructed of solid stone and climbs 60 feet into the air. It is accessed by a narrow stair winding up its outside face.

Creatures: Stationed atop it are **3 black orog dhakkars**. They keep a general watch over the cavern but primarily keep an eye on Area 19. If they see any light sources entering from Area 19, they know it to be intruders and sound a large bronze gong that stands in the center of the tower top. The black orogs and their ettin servants know to never use a light source when entering so the watchers can be easily distinguish between friend and foe.

BLACK OROG DHAKKARS (3)
XP 4,800
hp 123 (See Area 19)

CR 8

24. Guarded Entrance (CR 16)

A 10-foot stone platform has been erected on the cavern floor here. Behind it the wall has been chiseled into a huge arch, 60 feet high and 40 feet deep. Its walls angle in toward a pair of huge stone doors, their face engraved with scenes of battle and violence between various types of humanoids and other less-identifiable, twisted creatures. Spaced along the angled walls are large stone braziers from which emanate a hellish glow.

The doors behind the platform are locked. The braziers are all full of hot coals that provide the reddish light.

Locked Stone Doors: 6 in. thick; Hardness 8; hp 90; Disable Device DC 30; Break DC 35.

Creatures: This guards the entryway into the demesne of the General. There are always **2 black orog dhakkars** atop the platform keeping watch, while another **4 dhakkars** and a **black orog ritter** stand guard back by the stone doors. They are under orders to let no one pass that has not been summoned by the General.

BLACK OROG DHAKKARS (6)
XP 4,800
hp 123 (See Area 19)

CR 8

BLACK OROG RITTER
XP 51,200

CR 15

Male or female orog fighter 11/antipaladin 3 (*The Tome of Horrors Complete* 469, *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +14

Aura evil, aura of cowardice (10 ft.)

AC 26, touch 13, flat-footed 25 (+11 armor, +2 deflection, +1 Dex, +2 natural)

hp 208 (3d8+15 plus 11d10+55 plus 3d10+15 plus 28)

Fort +19; **Ref** +8; **Will** +8 (+11 vs. fear)

Defensive Abilities bravery +3, unholy resilience; **Immune** disease

Speed 30 ft.

Melee +2/+2 *orc double axe* +27/+22/+17 (1d8+13/19–20/x3), +2/+2 *orc double axe* +27 (1d8+13/19–20/x3)

Ranged +1 *javelin* +20/+15/+10 (1d6+9)

Special Attacks cruelty (DC 12, shaken 3 rounds), plague bringer, smite good 1/day (+1 attack, +3 damage), touch of corruption 2/day (melee touch +23, 1d6 damage), weapon training (axes +2, thrown +1)

Spell-Like Abilities (3rd):

At will—*detect good*

Str 24, **Dex** 15, **Con** 20, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +16; **CMB** +23 (+25 sunder); **CMD** 37 (39 vs. sunder)

Feats Blind-Fight, Cleave, Double Slice, Endurance, Greater Weapon Focus (orc double axe)^B, Improved Critical (orc double axe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Quick Draw, Skill Focus (Perception), Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)^B, Weapon Specialization (orc double axe)^B

Skills Climb +11, Knowledge (dungeoneering) +7, Perception +14, Stealth +20, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of resist fire*, *oil of greater magic weapon* +2, *silversheen*, 5 doses of purple worm poison; **Other Gear** +2 *full plate*, *amulet of natural armor* +2, *ring of protection* +2, +2/+2 *orc double axe*, 3 +1 *javelins*, *cloak of elvenkind*, *belt of giant strength* +2

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

25. The General's Anteroom (CR 17)

This chamber is sparsely furnished with a few stone benches and a rough cot in the southern portion.

Creature: This serves as waiting room and the quarters of the General's personal **door warder**, Sharik, a black orog jemadar who excelled in the General's training and was kept on to handle the day-to-day operations of the proving grounds. Sharik carries the keys to the great stone doors. He is completely loyal to the General, more so even than the waldgraf, and will not betray him under any circumstances short of magical compulsion. If attacked, Sharik tries to rally the troops in Area 26 and prevent any enemies from reaching the doors to Area 27.

SHARIK THE DOOR WARDER
XP 102,400

CR 17

Male orog fighter 11/duelist 5 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +11; **Senses** darkvision 60 ft.; **Perception** +16

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge)

hp 212 (3d8+12 plus 11d10+44 plus 5d10+20 plus 30)

Fort +16; **Ref** +14; **Will** +6 (+9 vs. fear)

Defensive Abilities bravery +3, canny defense, enhanced mobility, grace, parry

Speed 30 ft.

Melee +2 *shocking trident* +27/+23/+17/+13 (1d8+11/19–20 plus 1d6 electricity), +1 *gladius* +23/+18/+13 (1d6+7/17–20)

Ranged +2 *shocking trident* +29 (1d8+11/19–20 plus 1d6 electricity)

Special Attacks precise strike (+5 damage), riposte, weapon training (spears +2, light blades +1)

Str 20, **Dex** 21, **Con** 18, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +18; **CMB** +23; **CMD** 40

Feats Blind-Fight, Combat Reflexes^B, Dodge^B, Double Slice, Greater Two-Weapon Fighting, Greater Weapon Focus (trident)^B, Improved Critical (gladius), Improved Critical (trident)^B, Improved

CHAPTER 11: CAVERNS OF THE BARRIER

Initiative, Improved Two-Weapon Fighting, Mobility, Skill Focus (Perception), Toughness, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (trident)^B, Weapon Specialization (trident)^B
Skills Acrobatics +18, Bluff +7, Climb +12, Knowledge (dungeoneering) +7, Perception +16, Perform (dance) +3, Stealth +17, Survival +8

Languages Common, Orc

SQ armor training 3, improved reaction +2, orc/ogre blood

Combat Gear *potion of cat's grace*, 2 *potions of invisibility*; **Other Gear** *mithral shirt of speed* (as *mithral full plate of speed*), *ring of protection +1*, +2 *shocking trident*, *gladius* of venom* (as *dagger of venom*), *belt of incredible dexterity +4*, *cloak of elvenkind*

* See *Pathfinder Roleplaying Game Ultimate Combat*

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Treasure: Stashed in a leather chest under his cot, Sharik has managed to collect 312 sp, 2 peridots (75 gp each), and a small bronze statuette of a satyr (90 gp).

26. Barracks (CR 16)

These simple rooms hold only rows of stone bunks sized for Large and Medium creatures. Here trainees of the proving grounds stay, rest, and recover between training sessions.

Creatures: There are currently 7 **black orog dhakkars**, 2 **black orog jemadars**, and 2 **ettin dhakkars** divided between these two rooms in various stages of their proving grounds training. They rally to defense of the proving grounds, but do not respond to alarms from Area 20, as they are not permitted to leave the proving grounds during their training. Each still bears minor injuries from their last training forays.

BLACK OROG DHAKKARS (7)
XP 4,800

hp 123, currently 90 (See Area 19)

BLACK OROG JEMADARS (2)
XP 19,200

hp 173, currently 121 (See Area 19)

ETTIN DHAKKARS (2)
XP 12,800

hp 107 (See Area 14)

Ad Hoc XP Award: Award only 75% XP for these previously-wounded creatures.

27. The General's Quarters (CR 21)

This hall is vast and empty with a vaulted ceiling rising 100 feet over head. There are no furnishings, only numerous nicks and scratches in the stone floor and bloody stains and discolorations. The walls of the chamber have been crudely chiseled into countless demonic images. These images cover every available surface of the walls and even onto the ceiling. Only the very apex of the vault appears to escape this mad artist's touch, but even there it looks like new carvings are underway. A set of steel doors exits to the northwest. These are triple barred and further secured by heavy chains.



This room serves as the training floor and personal quarters of the General. Its entire area is under the constant effects of an *unhallow* spell that includes a *silence* that affects anyone who is not an adherent of Orcus. The General is in charge of making sure the black orogs keep their warlike edge. He is outside the waldgraf's chain of command, and in fact, rarely leaves his quarters, summoning those he wishes to see. Even the waldgraf fears to refuse a summons from the General. Every black orog other than the children in training and the chattels, as well as those ettins that wish to become dhakkars, is summoned by the General once or twice a year to go through refresher training at the proving grounds. This includes combat training in this very room against the General and each other as well as forays into a nearby portion of the Underdark known for its exceptionally deadly inhabitants. By doing this, the warriors' skills are finely honed and the weak are culled from the gene pool.

The steel doors are easily opened from this side, though it takes an individual 4 full rounds to do so. However, to enter from the opposite side they must be broken open.

Barred and Chained Steel Doors: 8 in. thick; Hardness 10; hp 240; Break DC 40.

Creature: The General is in here when the party arrives. He is the demon lord **Sonechard**, Orcus's most loyal commander. Actually he is a special clone of Sonechard created by Orcus. The real Sonechard does not know this clone exists, and this clone does not realize he is not the original Sonechard. A portion of Sonechard's very soul was taken in the process so that this clone could be animate even while the original still lives. Orcus accomplished this once while Sonechard was gravely wounded in battle, so the demon general is not even aware that the process took place. Orcus intends that when he is able to fully emerge on the Material Plane, he will eliminate

CHAPTER 11: CAVERNS OF THE BARRIER

the overly ambitious original Sonechard and replace him with this clone to lead his earthly legions, spear-headed by his elite black orog troops.

SONECHARD, "THE GENERAL" XP 409,600

CR 21

The Tome of Horrors Complete 189

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; **Perception** +41

Aura *unholy aura* (DC 27), stench (20 ft., DC 32, nauseated, 10 rounds)

AC 46, touch 24, flat-footed 40 (+6 Dex, +22 natural, -1 size, +9 profane)

hp 385 (22d10+264)

Fort +25; **Ref** +13; **Will** +21

DR 20/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 40 ft., fly 80 ft. (good)

Melee +4 *unholy wounding heavy pick* +39/+34/+29/+24 (1d8+17/19-20/x4 plus 1 bleed) or 2 claws +34 (1d8+13)

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

Special Attacks control undead, undead master

Spell-Like Abilities (CL 20th)

Constant—*unholy aura* (DC 27)

At will—*animate dead*, *blasphemy* (DC 26), *create undead*, *death knell* (DC 21), *detect magic*, *detect good*, *desecrate*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *power word stun*, *suggestion* (DC 22), *telekinesis* (DC 24), *tongues* (self only), *unhallow*, *unholy blight* (DC 23), *wall of fire*

3/day—*create greater undead*, *fireball* (DC 22)

1/day—*circle of death* (DC 25), *destruction* (DC 26), summon (level 9, 4d10 dretches, 1d4 hezrous, or 1 nalfeshnee, 1 glabrezu, 1 marilith, or 1 balor 100%), summon (level 9, 4d10 zombies or skeletons, 2d8 shadows, wights, or wraiths, 2d4 greater shadows or spectres, or 1d4 dread wraiths 100%)

Str 37, **Dex** 23, **Con** 34, **Int** 26, **Wis** 26, **Cha** 28

Base Atk +22; **CMB** +36; **CMD** 61

Feats Bleeding Critical, Cleave, Combat Expertise, Critical Focus, Deceitful, Great Cleave, Improved Critical (heavy pick), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy pick)

Skills Acrobatics +17, Bluff +38, Diplomacy +34, Disguise +35, Escape Artist +28, Fly +22, Intimidate +34, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nobility) +33, Knowledge (planes) +33, Perception +41, Sense Motive +33, Stealth +27, Survival +33

Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.

Gear *Fool's Errand*

Control Undead (Su) This ability functions as the spell of the same name (CL 20th), except that Sonechard maintains control for 200 minutes. Sonechard can take control of undead creatures controlled by another creature whose caster level is 19 or less by making a successful opposed Charisma check against the opponent's Charisma check.

Undead Master (Ex) This ability allows Sonechard to create a maximum of 50 HD of undead with a single use of *animate dead*. If used in conjunction with *desecrate*, he can create 100 HD of undead with a single use.

Fool's Errand: Sonechard's unique weapon is a +4 *unholy wounding heavy pick*.

Tactics: Sonechard has been forbidden by Orcus to leave the black orog caverns or to summon other demons; he does not wish for the secret of this clone to get out. Therefore, Sonechard's first action in battle as he flies to the apex of the vault is to summon undead (usually wraiths or spectres) to assist in his defense. He then casts

blasphemy to incapacitate as many foes as possible and follows it with *unholy blight* and *wall of fire*. If flying attackers approach, he uses *unholy aura*. If it appears these attackers represent most of the party's major melee combatants, he *teleports* into the midst of the weaker members to attack them with his pick. If most of his undead have been destroyed or appear to be out of the way, he targets PCs with *fireball*. Any PCs that are killed and left behind by retreating comrades will be subjected to *create greater undead*.

Treasure: At the apex of the vault is the secret entrance to a storage vault that can be discovered by someone making a DC 20 Perception check while specifically searching that area. Within it, Sonechard has stashed the treasures given to him by Orcus for his millennium of service in these sealed caverns. These include 500 gold bricks worth 100 gp each, a gold chest (500 gp) filled with gems totaling 10,000 gp, and a *figurine of wondrous power* (*marble elephant*).

28. Proving Grounds (CR 20)

The double doors open into a deep Under Realms canyon. A wide ledge runs along the canyon's wall and eventually deposits travelers on the canyon's floor miles away. Along the length of this ledge are the bones of countless creatures and the black orog warriors that fought them. Here at the canyon's terminus the ledge is 400 feet above the canyon floor and the cavern roof is another 200 feet above that. This is a wild and unsettled portion of the Under Realms and is home to all manner of deadly creatures, though there are no organized Under Realms settlements anywhere nearby. In these wilderlands, the black orogs cut their teeth in battling the endless predators and strange creatures to be found to hone their combat skills and tactics. It also serves as grounds for occasional hunting forays to supplement their diet with whatever fare can be obtained from these dangerous expeditions. Orcus felt that his servants needed such an outlet to practice their violence, but felt the security provided by the presence of his general, Sonechard, would serve to insulate the living caverns beyond from incursions. Feel free to populate the depths of the canyon with whatever Under Realms creatures you choose if your players wish to explore.

Creature: Currently lurking in the area is an **elemental earth dragon** that has noticed the unusual war parties that occasionally make forays from the steel doors. It followed the last group a few days ago to this point and now waits outside to ambush the next group to emerge. It senses the evil Sonechard beyond the door and is not ready to take on whatever creature could have created such a foul aura.

ELEMENTAL EARTH DRAGON XP 307,200

CR 20

The Tome of Horrors Complete 266

(N)E Huge outsider (earth, elemental, extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +28

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 252 (24d10+120)

Fort +13; **Ref** +14; **Will** +15

Defensive Abilities earth mastery; **DR** 10/magic and cold iron; **Immune** elemental traits

Speed 20 ft., fly 100 ft. (poor), burrow 20 ft.

Melee bite +35 (2d8+18), 2 claws +35 (2d6+12), 2 wings +32 (1d8+12), tail slap +32 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50 ft. cone, DC 29, 14d8 fire and slashing)

Str 35, **Dex** 10, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +24; **CMB** +38; **CMD** 48 (52 vs. trip)

Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby

CHAPTER 11: CAVERNS OF THE BARRIER



Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +19, Intimidate +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +28, Survival +28
Languages Common, Terran
SQ assimilation, freeze, meld with stone

Assimilation (Su) When an elemental earth dragon slays an opponent, it dehydrates the flesh with its breath weapon and pulverizes the bones. The residue is then absorbed into the dragon's body. An assimilated creature can only be restored to life using *wish*, *miracle*, or *true resurrection*, but even then, there is a 50% chance that such powerful magic fails.

Breath Weapon (Su) An elemental earth dragon's breath weapon is a 50 ft. cone of scorching sand and gravel.

Earth Mastery (Ex) An elemental earth dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental earth dragon takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block.)

Freeze (Ex) An elemental earth dragon can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that the elemental earth dragon is really alive.

Meld into Stone (Ex) An elemental earth dragon can meld its body with any stone surface large enough to accommodate its entire body. This is a standard action and has an unlimited duration (the dragon can stay melded as long as it desires). It otherwise resembles the *meld into stone* spell (caster level 20th).

29. Nursery (CR 10)

This low building is constructed of limestone blocks. A row of columns stand outside its front. In black orog society, all new infants are taken away from their parents and brought to the nursery to be raised until they are old enough to enter the agoge or are determined unfit for such training and are sent to live with the chattels. This building houses chambers where black orog infants scream from their stone cradles, toddlers bash each other with their toy weapons, and quarters where orogs too pregnant to perform their normal duties while away the time tending to the young until they come to term themselves. A yard carved out of the cavern wall behind the nursery is where orog children conduct their exercises in anticipation of entering the agoge soon.

Creatures: There are currently 14 noncombatant black orog children ranging in age from infant to toddlers. They are tended by 4 **black orog chattels** and 2 **black orog dhakkars**, half of whom are themselves pregnant. They defend the children fiercely to the death, and try to escape with them to Area 30 if attacked.

BLACK OROG CHATTELS (4) CR 1
XP 400
hp 23 (See Area 21j)

BLACK OROG DHAKKARS (2) CR 8
XP 4,800
hp 123 (See Area 19)

30. Agoge (CR 15)

This is a cluster of limestone buildings constructed in a haphazard sprawl in a side spur of the main cavern. All are low-roofed, single-story affairs with few entrances and no windows. In several places around them are rows of stone columns used as whipping posts for punishment and for weapons training. These buildings themselves hold a number of dormitories, dining halls, instructors' quarters, and armories for practice weapons. Upon leaving early childhood, all black orogs who are physically capable of doing so are placed in the agoge for the next ten years to toughen them, teach them discipline, and train them as warriors. There they are segregated from the rest of black orog society until old enough to enter the General's tutelage to become trained as dhakkars.

Creatures: Though, young, all students of the agoge are trained combatants. There are a total of 22 **black orog agoge pupils** here. Their training is overseen by a **black orog jemadar** and 3 **black orog dhakkar veterans**.

BLACK OROG AGOGE PUPILS (22) CR 1/2
XP 200

Male or female young orog (*The Tome of Horrors Complete* 469, *Pathfinder Roleplaying Game Bestiary* "Young template")

LE Small humanoid (orc)

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

AC 19, touch 12, flat-footed 18 (+7 armor, +1 Dex, +1 size)

hp 16 (3d8 plus 3)

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

Speed 20 ft.

Melee greataxe +4 (1d10+1/x3)

Ranged javelin +5 (1d4+1)

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

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

Feats Skill Focus (Perception), Toughness

Skills Perception +8

Languages Common, Orc

SQ orc/ogre blood

Gear banded mail, greataxe, 3 javelins

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG DHAKKAR VETERANS (3) CR 11
XP 12,800

Male or female orog fighter 10 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)



hp 161 (3d8+15 plus 10d10+50 plus 23)
Fort +15; **Ref** +5; **Will** +4 (+7 vs. fear)
Defensive Abilities bravery +3

Speed 30 ft.
Melee +1 *greataxe* +22/+17/+12 (1d12+12/x3)
Ranged +1 *heavy crossbow* +15 (1d10+2/19–20)
Special Attacks weapon training (axes +2, crossbows +1)

Str 20, **Dex** 12, **Con** 20, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +12; **CMB** +17 (+19 sunder); **CMD** 28 (30 vs. sunder)
Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (greataxe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Rapid Reload (heavy crossbow), Skill Focus (Perception), Toughness, Vital Strike^B, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B
Skills Climb +9, Knowledge (dungeoneering) +10, Perception +11, Stealth +13, Survival +13
Languages Common, Orc
SQ armor training 2, orc/ogre blood
Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, 3 flasks of alchemist's fire, 5 tingertwigs; **Other Gear** +1 *full plate*, +1 *greataxe*, +1 *heavy crossbow*, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG JEMADAR
XP 19,200
hp 173 (See Area 19)

CR 12

31. Chattel Hovels (CR 11)

This was once a large section of the cavern wall, but over the last thousand years it has been quarried back into the form in which it exists today to provide the building materials for the black orogs.

Creatures: Now amid its honeycomb of chiseled-away walls and alcoves dwell **43 black orog chattels**. These are the black orogs too old or unfit to serve as dhakkars. Though they are not slaves, their role is little different than that. They see to all the domestic chores of the clan including cooking, repair work, food and water gathering, and whatever other tasks may be beneath the black orog warrior class. They are segregated here from the rest of the black orog society to prevent them from further weakening the clan's breeding. They have nothing of value and live in whatever makeshift accommodations they can cobble together. They avoid combat if possible and are unarmed and unarmored.

BLACK OROG CHATTELS (43)
XP 400
hp 23 (See Area 21j)

CR 1

32. Waldgraf's Hall (Map 11-6)

A steep stair rises 40 feet to a large structure carved into the face of the cavern wall. A railed balcony runs along the front of this structure on either side of the stairs, and each of the balconies' support posts bears a torch glowing with blue flames.

This is the hall of the leader of the black orogs, the waldgraf Versteeg. The waldgraf is chosen from among the ranks of the ritters and subjected to the Test of the Dark Pool. All the black orogs serve the waldgraf loyally, but the ritters serve as his cadre of personal guards and advisors.

32a. Guard Posts (CR 10)

The stairway widens here at the stone doors to the hall.

Creatures: On these small platforms, there are always **2 black orog dhakkars** on duty. They sound the alarm if intruders approach and defend the doors to the death. The doors are not locked.

BLACK OROG DHAKKARS (2)
XP 4,800
hp 123 (See Area 19)

CR 8

32b. Main Hall (CR 21)

The center of this columned hall is dominated by a pit of hot coals where chattels prepare meals for the waldgraf and his men. The far wall is covered with a black tapestry depicting Orcus standing victorious over the entire world. Black orog soldiers are featured prominently in the foreground in precise military ranks. Before it sits the waldgraf's stone seat and table where he administers over his clan. Behind the tapestry is a secret door that can be found with a DC 25 Perception check.

Creatures: Currently in this chamber are **Waldgraf Versteeg**, a **black orog ritter**, **3 black orog dhakkars** and **2 corpse hounds**. If an alarm is sounded, the dhakkars and jemadars converge on this area from the north while the waldgraf retreats to his council chamber with his ritters to await word of what is occurring, so he can plan a response. One ritter will remain in this chamber to lead the troops.

CHAPTER 11: CAVERNS OF THE BARRIER

WALDGRAF VERSTEEG

CR 21

XP 409,600

Male tenebrous orog fighter 11/antipaladin 6 (*The Tome of Horrors Complete* 469, 737; *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")

CE Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

Aura evil, aura of cowardice (10 ft.)

AC 39, touch 14, flat-footed 38 (+12 armor, +3 deflection, +1 Dex, +8 natural, +5 shield)

hp 282 (3d8+21 plus 11d10+77 plus 6d10+42 plus 31)

Fort +24; **Ref** +12; **Will** +12 (+15 vs. fear)

Defensive Abilities bravery +3, unholy resilience; **DR** 5/magic;

Immune disease

Speed 30 ft.

Melee +3 *adamantine heavy mace* +35/+30/+25/+20 (1d8+16/19–20), bite +23 (1d6+4 plus 1d6 acid) or +2 *silver dagger* +32/+27/+22/+17 (1d4+14/19–20), bite +23 (1d6+4 plus 1d6 acid)

Ranged +2 *silver dagger* +25/+20/+15 (1d4+14/19–20)

Special Attacks bristles, channel negative energy (DC 15, 3d6), cruelties (DC 15, shaken 6 rounds, staggered 3 rounds), fiendish boon (+1 weapon, 6 minutes), plague bringer, smite good 2/day (+2 attack, +6 damage), touch of corruption 5/day (melee touch +27, 3d6 damage), weapon training (hammers +2, light blades +1)

Spell-Like Abilities (3rd):

At will—*detect good*

Antipaladin Spells Prepared (CL 3rd):

1st—*bane* (DC 13), *death knell* (DC 13)

Str 28, **Dex** 15, **Con** 24, **Int** 10, **Wis** 10, **Cha** 15

Base Atk +19; **CMB** +28 (+30 sunder); **CMD** 43 (45 vs. sunder)

Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (heavy mace)^B, Improved Critical (heavy mace)^B, Improved Initiative, Improved Sunder^B, Leadership, Power Attack^B, Quick Draw, Skill Focus (Perception), Toughness, Weapon Focus (dagger), Weapon Focus (heavy mace)^B, Weapon Specialization (dagger), Weapon Specialization (heavy mace)^B

Skills Climb +11, Knowledge (dungeoneering) +7, Knowledge (religion) +9, Perception +14, Stealth +13, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of resist fire*, 5 doses of purple worm poison; **Other Gear** +3 *full plate*, *Iron Shield of Vesh**, *amulet of natural armor* +2, *ring of protection* +3, *mace of smiting*, 3 +2 *silver daggers*, *cloak of resistance* +2, *belt of giant strength* +4, iron holy symbol of Orcus (10 gp)

* See sidebox

Acid Bite (Ex) The bite of the waldgraf is acidic. Any melee hit with his bite attack deals 1d6 points of acid damage.

Bristles (Ex) The waldgraf's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the waldgraf with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 27 Reflex save or contact the many bristles that cover the waldgraf and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 27 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 27 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the waldgraf's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the waldgraf's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG RITTER

CR 15

XP 51,200

hp 208 (See Area 24)

BLACK OROG DHAKKARS (3)

CR 8

XP 4,800

hp 123 (See Area 19)

CORPSE HOUNDS (2)

CR 4

XP 1,200

hp 42 (See Area 19)

The *Iron Shield of Vesh* appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and is included here for your convenience.

IRON SHIELD OF VESH

Aura strong abjuration; **CL** 18th

Slot shield; **Price** 36,470 gp; **Weight** 15 lb.

DESCRIPTION

This shield a unique +3 *invulnerability steel shield* crafted from the black-bristled hide of an iron tusker (see the *Creature Collection Revised* by **Sword & Sorcery Studios**). Its iron tusker hide also gives it incredible hardness that can cause nonmagical weapons to break. Whenever an attacker using a nonmagical weapon misses the shield bearer's AC by 5 or less, he instead hits the shield and the weapon gains the broken condition.

An attacker may specifically avoid the shield in his attacks, but he must declare he is doing so before attacking and incurs a –2 penalty to his attack rolls against the bearer of the shield that round. The shield has hardness 20 and 33 hit points.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; **Cost** 18,470 gp

32c. Overlooks

Each of these balconies run along the front of the hall and has a stone railing. Everburning torches are affixed to each of the pillars. The railings provide cover to defenders on the balconies.

32d. Kennel (CR 9)

This area is used as a kennel for the breeding of the corpse hounds that serve the black orogs.

Creatures: There are currently 7 **corpse hounds** in here and 3 noncombatant corpse hound pups. These hounds attack anyone who is not a black orog unless commanded otherwise by a black orog.

CORPSE HOUNDS (7)

CR 4

XP 1,200

hp 42 (See Area 19)

32e. Dhakkar Barracks (CR varies)

This hall is crammed with stone bunk beds with thin mattresses

CHAPTER 11: CAVERNS OF THE BARRIER

of hides and fibrous fungal matter. This chamber is where the entire corps of dhakkars resides.

Creatures: There are always 2d4+5 black orog dhakkars in here. There are a total of **95 black orog dhakkars** in the caverns. Any slain in encounters whether at fixed locations or as random encounters should be removed from this total.

BLACK OROG DHAKKARS **CR 8**
XP 4,800
hp 123 (See Area 19)

Treasure: A thorough search of this chamber turns up bronze and copper ornaments, coinage, and assorted gems with a total value of 1,850 gp.

32f. Latrine

This foul-smelling chamber is a simple latrine, cleaned periodically by chattels.

32g. Jemadar Quarters (CR varies)

These simple chambers hold two beds, chairs, and footlockers. They each house two jemadars.

Creatures: There is a 50% chance each of these rooms has an off-duty black orog jemadar in it. There are a total **18 black orog jemadars** in the city, so any losses sustained should be subtracted from that number. Their various treasures and trinkets total 1d4x100 gp per room.

BLACK OROG JEMADARS **CR 12**
XP 19,200
hp 173 (See Area 19)

32h. Veterans' Quarters (CR varies)

Creatures: Each of these bunk rooms houses 5 black orog dhakkar veterans. There are 1d4 present unless an alarm has been sounded. These are the most experienced of the dhakkars and have survived multiple forays through the proving grounds. These cunning warriors command the respect of their fellow black orogs and could overrule even a jemadar's orders under certain circumstances. Their personal possessions total 2d4x100 gp per room. There are a total of **15 veterans among the black orogs**, and any losses should be subtracted from this number.

BLACK OROG DHAKKAR VETERANS **CR 11**
XP 12,800
hp 161 (See Area 30)

32i. Ritters' Lounge (CR 15 or 17)

This chamber has several pieces of comfortable furnishings padded with cushions of furs. Low tables hold ewers with mushroom wines and Underdark delicacies.

Creatures: There are usually **1d2 black orog ritters** in this room, as it serves as this elite group's recreation area. A stone statue pictures a black orog in full battle regalia.

BLACK OROG RITTERS (1d2) **CR 15**
XP 51,200
hp 208 (See Area 24)

32j. Ritter's Quarters (0 or 15)

These rooms are all comfortably furnished for one individual. The

ritters, knights among the black orogs—their combat elite—occupy these quarters. Each ritter has his own accommodations.

Creatures: Each of these rooms (except the southwesternmost) has a 50% chance of having a black orog ritter within. There are a total of **9 ritters among the black orogs**, and any casualties they suffer should be subtracted from this amount. The furnishings and various valuables in these rooms add up to 1d2 x 1,000 gp each.

BLACK OROG RITTERS **CR 15**
XP 51,200
hp 208 (See Area 24)

32k. Training Room

This room has a sandy floor as well as numerous sparring weapons and dummies. Here the ritters and the waldgraf can train in privacy away from the rest of the black orogs.

32l. Council Room

This room is dominated by a great table of black slate. Etched into its surface is a map showing the lower entry chambers (Areas 5–14) and the living quarters (Areas 15–32). The waldgraf and his ritters plan their defenses and order of battle from this chamber. They do not have a map of the Sleeper's caverns.

32m. Sitting Room

This room is empty save for a few stone benches with comfortable cushions stuffed with dried fungus.

32n. Waldgraf's Quarters (CR 8)

This chamber is richly furnished with an actual bed of wood with a feather mattress and various other ornaments from the surface world carefully carried into these caverns and preserved for the last thousand years. Here the waldgraf dwells. The many curios (coin collections, brass drawer handles, bejeweled tapestries, etc.) are worth 5,500 gp if taken from this chamber.

Creature: Hiding beneath the bed is a **tenebrous worm** that attacks with surprise against anyone searching the room. It was given to the waldgraf by the high keeper when Versteeg passed the test of the Dark Pool. It is loyal to the waldgraf.

TENEBOUS WORM **CR 8**
XP 4,800
hp 105 (*Pathfinder Roleplaying Game Bestiary 2* "Tenebrous Worm")



Sleeper's Caverns — Map II-7

These natural caverns hold the Keltine Barrier and the sleeping wrym Garagor. They also house the special Order of the Keepers, black orog clerics that tend to the sleeping dragon and monitor the sealed *gate*. They have reworked and expanded some areas of this level, but most of the caverns remain in their natural configurations.

33. Former Chapterhouse

Crumbling buildings partially hewn from the surrounding rock and partially made from blocks of the native stone stand in here in silence. Obviously once a small community, these buildings now stand empty and desolate. Whatever once dwelt here seems to have moved on long ago.

This chamber has largely been forgotten by the inhabitants of these caverns. Even the ettins who dwell just outside its entrance have seen the tunnel leading here for so long that they no longer pay attention to it. If asked they would say only that it leads to a dead end. When the black orogs first came to these caverns and began their construction in Area 20, the Order of the Keepers settled in here and built this as their chapterhouse. After a time they relocated to the superior quarters at Area 37 and left these crude accommodations behind. A search turns up nothing of value but a DC 37 Perception check locates a secret door behind a small cave-in at the back of one of the buildings. This secret entrance to the barrier chamber was forgotten when the keepers relocated, and now no one alive today is aware of its existence. It provides an otherwise unknown back door into the Sleeper's caverns.

34. Guard Chamber (CR 18)

Creatures: This chamber is empty of anything save 4 **black orog keepers** standing on guard duty. They attempt to destroy intruders and turn away any black orogs knowing that the high keeper has not summoned anyone lately.

BLACK OROG KEEPERS (4)
XP 38,400

CR 14

Male or female tenebrous orog cleric of Orcus 10 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

Aura chaos, evil

AC 31, touch 14, flat-footed 29 (+9 armor, +2 deflection, +2 Dex, +6 natural, +2 shield)

hp 124 (3d8+9 plus 10d8+30 plus 23)

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

Defensive Abilities death's embrace

Speed 20 ft.

Melee +2 *flaming scimitar* +17/+12 (1d6+7/18–20 plus 1d6 fire), bite +9 (1d6+2 plus 1d6 acid) or touch +14 (by spell)

Ranged mwk dart +12 (1d4+5) or touch +11 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 5 rounds), bristles, channel negative energy 6/day (5d6, DC 18), destructive aura 10 rounds/day (30 ft., +5 damage), destructive smite 7/day (+5 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 10th):

5th—empowered *searing light*, *flame strike* (DC 19), *slay living*^D (DC 19)

4th—*death ward*^P, *divine power*, empowered *sound burst* (DC 16), *poison* (DC 18), *unholy blight* (DC 18)
3rd—*dispel magic*, empowered *cure light wounds* (DC 15), *prayer*, *protection from energy*, *rage*^D
2nd—*darkness*, *hold person* (DC 16), *owl's wisdom*, *shield other*, *silence* (DC 16), *shatter*^D (DC 16)
1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *doom* (DC 15), *obscuring mist*, *shield of faith*
0 (at will)—*create water*, *detect magic*, *purify food and drink*, *read magic*
D domain spell; **Domains** Death, Destruction

Str 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +14; **CMD** 28

Feats Empower Spell, Improved Initiative, Martial Weapon Proficiency (scimitar), Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (scimitar)
Skills Knowledge (arcana) +17, Knowledge (religion) +23, Perception +23

Languages Abyssal, Common, Orc

SQ orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of bull's strength*, 3 flasks of unholy water; **Other Gear** +3 *chainmail*, +1 *light steel shield*, +2 *flaming scimitar*, 6 masterwork darts, *ring of protection* +2, *belt of dexterity* +2, gold holy symbol of Orcus (50 gp)

Acid Bite (Ex) The bite of a keeper is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) A keeper's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a keeper with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 19 Reflex save or contact the many bristles that cover the keeper and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 19 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 19 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that keeper's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a keeper's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

35. Collapsed Tunnel

The wide natural tunnel ends here in a collapse. The keepers collapsed it many years ago to restrict access to the barrier cavern and the Sleeper. They know that when the time comes, Garagor will be able to burrow out through this collapsed section of tunnel.

36. Chamber of the Dark Pool (CR 7)

An amphitheater has been carved here underground out of the native stone. Four tiers of descending seats overlook the central area below. A semi-circle of ornately carved pillars lines the top row of the sunken arena. At the base of the steps is a circular pool, pitch black and refusing to reflect any light sources shown upon it.

CHAPTER 11: CAVERNS OF THE BARRIER

This is the public worship area of the Order of the Keepers. Here they conduct some rituals and occasionally invite their fellow black orogs to attend. At the southern end of the room at the top level is a skillfully hidden secret door (DC 35 Perception check to locate) that leads to the keepers' chapterhouse, though it is protected by a trap.

In the center of the room sits the dark pool. This is actually little more than a 40-foot-deep shaft that has been filled with the substance of the Plane of Shadow. This shadowstuff is pitch black and has the consistency of thick mud. Anyone coming into contact with the shadowstuff must make a DC 20 Fortitude save or take 1d6 points of cold damage. Anyone submerged in the stuff must make a Fortitude save each round or take 10d6 points of cold damage (save for half) and risks drowning just as in water. Anyone making three consecutive saves and having an evil alignment gains the tenebrous template (see *The Tome of Horrors Complete* by Frog God Games) and becomes immune to further effects from this substance. Furthermore, that individual finds that he can move through the stuff as easily as swimming through water (encumbrance and armor check penalties do not apply) and can breathe easily in the stuff.

This dark pool is used by the keepers to administer the Test of the Dark Pool, a trial undertaken by all black orogs who would become keepers, where the individual is bound and held under the shadowstuff long enough to either drown, die of cold damage, or successfully gain the tenebrous template. Some zhervas are allowed to take the test if they choose, and it is a requirement for selecting a new waldgraf. At the bottom of this pool shaft is a doorway that opens out into a passageway cut through the stone. The shadowstuff does not leak out into this passage, and anyone able to move through the stuff can use the pool shaft to easily access this tunnel and return. Thus is the entrance to the Sleeper's cavern guarded. This well has been known to spontaneously spit forth tenebrous creatures from the Plane of Shadows, but this has not happened in some time and does not occur while the party is exploring the caves.

Trap: If the secret door is opened from either side by anyone who does not have the tenebrous template, a blast *greater glyph of warding* inscribed on the inside of the door frame is activated. It is easily heard from Area 34, and anyone at Area 37a can hear it with a DC 15 Perception check. The keepers check this *glyph* daily and recast it if necessary. If it has been activated, they immediately begin hunting for intruders and set a guard on Area 40 (see Area 37).

GREATER GLYPH OF WARDING (BLAST) CR 7
Type magical; Perception DC 31; Disable Device DC 31

Trigger magic (*glyph of warding*); **Reset** none
Effect spell effect (*greater glyph of warding* [blast], 14th-level cleric, 7d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.)

37. Keeper Chapterhouse (Map II-8)

This multilevel excavation serves as the private sanctum of the Order of the Keepers, those special disciples of Orcus tasked specifically to guard and care for the dragon Garagor the Sleeper, who will someday awake to free their dark lord. All members of the order have passed the Test of the Dark Pool and have the tenebrous template. The order is ruled by the high keeper who is assisted by two other high-level keepers called the censor and the archivist. The rest of the members of the order are either full-fledged keepers or the new neophyte initiates that have not yet earned their stripes as full keepers. If an alarm is sounded within the chapterhouse, the censor immediately rallies the neophytes and keepers to its defense at the lowest level while the archivist begins seeking out the foe through divination. While this goes on, the high keeper takes 1d4+2 keepers with her and uses the secret tunnel to reach Area 40 to guard over the Sleeper.



CHAPTER 11: CAVERNS OF THE BARRIER

37a. Entry (CR 11)

Creatures: This featureless chamber is monitored at all times by 2 **black orog neophytes**. If intruders enter or they hear the blast from the secret door trap (see Area 36), one stays to guard the door while the other runs to sound the alarm returning with reinforcements in 5 minutes.

BLACK OROG NEOPHYTES (2) **CR 9**
XP 6,400

Male or female tenebrous orog cleric of Orcus 6 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

Aura chaos, evil

AC 24, touch 12, flat-footed 23 (+5 armor, +1 deflection, +1 Dex, +6 natural, +1 shield)

hp 78 (3d8+9 plus 6d8+18 plus 15)

Fort +11; **Ref** +4; **Will** +10

Speed 30 ft.

Melee +1 *scimitar* +11/+6 (1d6+5/18–20), bite +5 (1d6+2 plus 1d6 acid) or touch +10 (by spell)

Ranged mwk dart +8 (1d4+4) or touch +7 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 6/day (3d6, DC 16), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 6th):

3rd—*blindness/deafness* (DC 17), *create food and water*, *prayer*, *rage*^D

2nd—*darkness*, *death knell*^P (DC 16), *hold person* (DC 16), *owl's wisdom*, *shield other*

1st—*bane* (DC 15), *cause fear*^D (DC 15), *doom* (DC 15), *obscuring mist*, *shield of faith*

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

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

Str 19, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Martial Weapon Proficiency (*scimitar*), Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +13, Knowledge (religion) +14, Perception +16

Languages Abyssal, Common, Orc

SQ orc/ogre blood

Combat Gear 2 *potions of cure serious wounds*; **Other Gear**

+1 *chain shirt*, masterwork light steel shield, +1 *scimitar*, 6 masterwork darts, *ring of protection* +1, silver holy symbol of Orcus (25 gp)

Acid Bite (Ex) The bite of a neophyte is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) A neophyte's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a neophyte with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 17 Reflex save or contact the many bristles that cover the neophyte and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 17 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 17 Fortitude save or take 2d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that neophyte's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a neophyte's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37b. Dining Hall

Rows of stone tables and benches line this room. Here the keepers and neophytes take their meals.

37c. Kitchen (CR 13)

This is utilitarian kitchen where fungus gruel, mold-yeast bread, and other treats are prepared. Unless an alarm has been sounded, there are 4 **black orog neophytes** hard at work in here preparing the next meal.

BLACK OROG NEOPHYTES (4) **CR 9**
XP 6,400

hp 78 (See Area 37a)

37d. Neophyte Cells (CR 13)

These comfortless cells have only thin sleeping pallets and minimal comforts. Each houses two neophytes.

Creatures: The order has a total of 10 neophytes, and divided between these cells there are currently a total 4 **black orog neophytes**. They have no treasure.

BLACK OROG NEOPHYTES (4) **CR 9**
XP 6,400

hp 78 (See Area 37a)

37e. Privy

This is a small, dark privy, though it is kept relatively clean through the constant chores of the neophytes.

37f. Stores

This room holds foodstuffs and other mundane stores used by the order. One corner has a small well of fresh water.

37g. Keeper Monitor (CR 14)

Creature: A single **black orog keeper** sits on a stool here monitoring the comings and goings of the neophytes. If attacked he calls for the neophytes to assist him while he tries to retreat upstairs.

BLACK OROG KEEPER **CR 14**
XP 38,400

hp 124 (See Area 34)

37h. Keeper Cells (CR varies)

These chambers have marginally more furnishings than the neophyte cells, and each houses two keepers.

Creatures: Each of these cells has a 50% chance of having 1 black orog keeper resting in between rituals and other duties. There are a total of 10 **keepers** in the order, so subtract losses from this number. Each of these cells has personal treasures worth a total of 1d4x100 gp.

BLACK OROG KEEPERS **CR 14**
XP 38,400

hp 124 (See Area 34)

37i. Privy

Though larger, this privy is otherwise identical to that at Area 37e.

37j. Baths

Stone tubs, a fireplace for burning fungus logs, and metal buckets for carrying water fill out this chamber.

37k. Training Room (CR varies)

This chamber is bare and has only a sparring dummy and a few rags for sopping up blood. The members of the order train with their weapons here and oftentimes get over-enthusiastic.

Creatures: There is a 25% chance that 1d2 black orog keepers are here in mock battle.

BLACK OROG KEEPERS (1d2) **CR 14**
XP 38,400
hp 124 (See Area 34)

37l. Stores

This room is identical to Area 37f above but without the well.

37m. Vestry

This chamber holds the ceremonial garments of the keepers that differ somewhat from the traditional garb of Disciples of Orcus. There are a total of sixteen such clerics' vestments within.

37n. Censor's Quarters

This chamber is more poshly furnished than the keepers' cells, with a bed and mattress and small table with chairs. Several tomes rest on the table. All deal with rituals in the worship of Orcus. The censor occupies this chamber but can usually be found in Area 37p. His belongings have a total value of 1,800 gp in various odds and ends of precious metals and semi-precious stones.

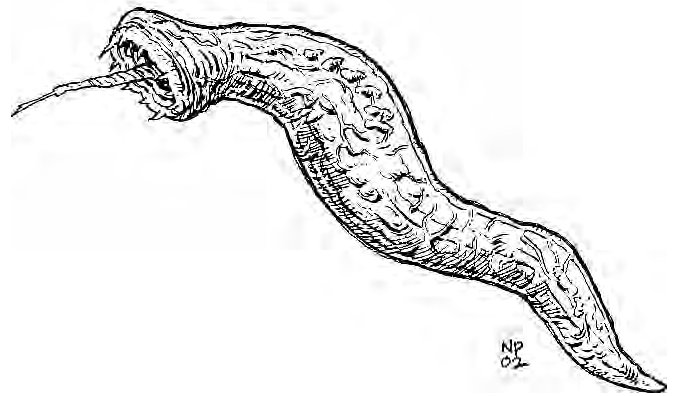
37o. Trapped Door (CR 8)

This door bears a **trap**. The keepers and neophytes are unaware of the trap but know they are forbidden to pass through these doors. The censor, archivist and high keeper are aware of the hidden switches on either side (DC 45 Perception) to disable it.

Trap: If the door is opened and anyone steps into the square immediately west of it (or is already standing there), a hatch opens in the ceiling dumping the contents of a stone tank into the room. These contents are an acidic solution that affects anyone standing in that square or any adjacent square. However, in addition to the acidic solution the tank holds dozens of **spinal leeches** (see below). These creatures are immune to this acid and make melee touch attacks to anyone in the area of affect (+10 melee touch). Those that miss fall harmlessly to the floor and disappear down grooves and cracks in the stone.

ACID BATH TRAP **CR 8**
Type mechanical; **Perception** DC 30; **Disable Device** DC 32

Trigger location; **Reset** repair
Effect acidic deluge (6d6 acid, DC 16 Reflex save half); multiple targets (all targets in 4 adjacent squares)



Spinal Leech (Infestation, Vermin – CR 2)

The Tome of Horrors Complete 762

These vermin appear as 3-inch-long transparent leeches. A typical encounter is with a swarm of 10–20 leeches. They are found in marshes, stagnant underground pools, and swamps. They attach to their prey and drain spinal fluid, inducing paralysis in the victim. When first encountered, a DC 15 Perception check can be made to notice them in time to avoid them entirely. If this check fails, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to the spine. A spinal leech needs only a single round to reach its destination on a Medium creature. If the target is wearing medium armor, it takes an additional round; two rounds are added if the victim is wearing heavy armor.

When a leech attaches itself, the victim may attempt a DC 15 Perception check. If successful, he feels a strange sensation run down his spine; otherwise, the leeches go unnoticed. Each round thereafter, a DC 17 Fortitude save must be made or the victim takes 1d6 points of Dexterity damage. At Dexterity 0, the victim is paralyzed until his Dexterity score is brought to 1.

An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects (pulling a single leech off is a move action that provokes attacks of opportunity).

Spinal Leeches

Type infestation; **Save** Fortitude DC 17
Onset immediate; **Frequency** 1/round
Effect 1d6 Dex damage

37p. Chapel (CR 18)

Here the keepers hold their own secret religious observances under the ministrations of the censor. In an alcove on the far wall is an idol depicting Orcus astride a strangely deformed dragon. The idol is made of a rare Under Realms coral dredged up from the depths of the lake cavern and has large bloodstones for eyes. The bloodstones are worth 200 gp each, and the idol itself could fetch up to 6,000 gp, though it weighs close to 2,000 lb.

Creature: Currently seeing to the chapel and burning a foul-smelling incense is the **black orog censor** and his **tenebrous weasel familiar**.

BLACK OROG CENSOR **CR 18**
XP 153,600

Male tenebrous orog cleric of Orcus 6/sorcerer3/mystic theurge 5
(The Tome of Horrors Complete 469, 737)
CE Medium outsider (extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +23
Aura chaos, evil

AC 24, touch 15, flat-footed 23 (+3 armor, +4 deflection, +1 Dex, +6 natural)

hp 163 (3d8+12 plus 6d8+24 plus 3d6+12 plus 5d6+20 plus 23)

Fort +17; **Ref** +9; **Will** +16

Speed 30 ft.

CHAPTER 11: CAVERNS OF THE BARRIER

Melee +3 *thundering morningstar* +16/+11 (1d8+7), bite +8 (1d6+2 plus 1d6 acid) or touch +13 (by spell)

Ranged touch +10 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 6/day (3d6, DC 16), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 11th):

6th—*antilife shell*, *harm*^D (DC 20)

5th—empowered *searing light*, *flame strike* (DC 19), *slay living*^D (DC 19)

4th—*death ward*^D, *dismissal* (DC 18), *divine power*, empowered *sound burst* (DC 16), *poison* (DC 18)

3rd—*animate dead*^D, *blindness/deafness* (DC 17), *dispel magic*, empowered *cure light wounds* (DC 17), *prayer*, *protection from energy*

2nd—*darkness*, *eagle's splendor*, *hold person* (DC 16), *owl's wisdom*, *shatter*^D (DC 16), *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *doom* (DC 15), *sanctuary* (DC 15), *shield of faith*

0 (at will)—*detect magic*, *mending*, *read magic*, *resistance*

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

Arcane Spells Known (CL 8th):

4th (3/day)—*fire shield*

3rd (6/day)—*displacement*, *fireball* (DC 16)

2nd (7/day)—*glitterdust* (DC 15), *spider climb*, *web* (DC 15)

1st (7/day)—*burning hands* (DC 14), *expeditious retreat*, *identify*, *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 13), *daze* (DC 13), *ghost sound* (DC 13), *message*, *ray of frost*, *touch of fatigue*

Bloodline arcane

Str 19, **Dex** 12, **Con** 18, **Int** 12, **Wis** 18, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 28

Feats Alertness^B (with familiar), Combat Casting, Empower Spell, Eschew Materials^B, Great Fortitude, Improved Familiar, Improved Initiative, Maximize Spell, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +19, Knowledge (religion) +22, Perception +23, Sense Motive +6, Spellcraft +16

Languages Abyssal, Common, Orc

SQ arcane bond (familiar—Stythth), bloodline arcane (+1 DC with metamagic), combined spells (3rd), metamagic adept 1/day, orc/ogre blood

Combat Gear *wand of lighting bolt* (CL 8: 21 charges), 2 *potions of cure serious wounds*; **Other Gear** *bracers of armor* +3, *ring of protection* +4, +3 *thundering morningstar*, gold and bloodstone holy symbol of Orcus (100 gp)

Acid Bite (Ex) The bite of the censor is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The censor's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a neophyte with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 22 Reflex save or contact the many bristles that cover the censor and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 22 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 22 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that censor's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a censor's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

STYTHTH

XP —

Male tenebrous weasel familiar (*Pathfinder Roleplaying Game*

Bestiary "Familiar, Weasel";

The Tome of Horrors Complete 737)

N Tiny outsider (augmented animal, extraplanar)

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

Perception +13

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 81 (3 HD)

Fort +10; **Ref** +7; **Will** +12

Defensive Abilities improved evasion

Speed 20 ft., climb 20 ft.

Melee bite +13 (1d4–3 plus 1d6 acid plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks acidic bite, bristles, deliver touch spells

Str 5, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +7; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10 (+6 jump), Climb +10, Escape Artist +3,

Knowledge (arcana) +13, Knowledge (religion) +10, Perception +13, Spellcraft +10, Stealth +14

Languages empathic link with master

SQ share spells

Acid Bite (Ex) The bite of Stythth is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting bite damage each round.

Bristles (Ex) Stythth's head is covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking Stythth with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 13 Reflex save or contact the many bristles that cover Stythth and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 13 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 13 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to Stythth's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by Stythth's bristles.

37q. Guardroom

This landing once housed guardian tenebrous creatures found in the Dark Pool, but the last one died a few years ago and a new one has not been captured since.

37r. Archivist's Quarters (CR 0 or 17)

No more furnished than a neophyte's cell, this chamber is occupied the second-highest ranking keeper — the archivist.

Creature: There is a 50% chance that **black orog archivist** is in here. If not, he is in Area 37s.

BLACK OROG ARCHIVIST

CR 17

XP 102,400

Male tenebrous orog cleric of Orcus 6/lorekeeper 7 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

CHAPTER 11: CAVERNS OF THE BARRIER

Init +1; **Senses** darkvision 60 ft.; **Perception** +27
Aura chaos, evil

AC 29, touch 15, flat-footed 27 (+8 armor, +3 deflection, +1 Dex, +1 dodge, +6 natural)

hp 122 (3d8+6 plus 6d8+12 plus 7d6+14 plus 22)

Fort +16; **Ref** +10; **Will** +16

Speed 30 ft.

Melee +2 *light mace* +14/+9 (1d6+4), bite +7 (1d6+1 plus 1d6 acid) or touch +12 (by spell)

Ranged touch +11 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 3/day (3d6, DC 13), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 13th):

7th—*destruction* (DC 21), *disintegrate*^D (DC 21)

6th—*animate objects*, *heal* (DC 20), *harm*^D (DC 20)

5th—*commune*, *righteous might*, *slay living*^D (DC 19), *summon monster V*

4th—*air walk*, *death ward*^D, *dimension anchor*, *divination*, *repel vermin* (DC 18), *tongues*

3rd—*animate dead*^D, *bestow curse* (DC 17), *blindness/deafness*

(DC 17), *create food and water*, *locate object*, *meld into stone*
2nd—*augury*, *death knell*^D (DC 16), *hold person* (DC 16), *make whole*, *spiritual weapon* (+14 attack, 1d8+4 force), *zone of truth* (DC 16)

1st—*command* (DC 15), *cause fear*^D (DC 15), *comprehend languages*, *divine favor*, *protection from good*, *sanctuary* (DC 15)

0 (at will)—*detect magic*, *mending*, *read magic*, *resistance*

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

Str 15, **Dex** 12, **Con** 14, **Int** 18, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +11; **CMD** 26

Feats Brew Potion, Combat Casting, Craft Wondrous Items, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [history]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +27, Knowledge (history) +33, Knowledge (planes) +27, Knowledge (religion) +33, Linguistics +15, Perception +27, Spellcraft +24 (+34 examining magic items)

Languages Abyssal, Aklo, Aquan, Celestial, Common, Daemonic, Dwarven, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran, Undercommon

SQ greater lore, orc/ogre blood, lore, secrets (dodge trick, lore of true stamina, secret knowledge of avoidance, weapon trick)

Combat Gear *staff of divination* (10 charges), 4 *potions of cure serious wounds*; **Other Gear** +3 *glamered scale mail* (looks like black robes), *ring of protection* +3, *cloak of resistance* +2, +2 *light mace*, iron holy symbol of Orcus (10 gp)

Acid Bite (Ex) The bite of the archivist is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The archivist's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the archivist with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 20 Reflex save or contact the many bristles that cover the archivist and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 20 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 20 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the archivist's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the archivist's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37s. Archives (CR 0 or 17)

Rows and rows of stone shelves hold bundles of scrolls and tomes. Here is the entire records collection recording the history of the black orogs, including Orcus's plot and their part in it. If anyone examines these records for a full day, he finds that most of the works are census information, but he also learns the history provided in the adventure background up until the black orogs descended into the caverns a thousand years ago, as well as, the black orog information provided at the beginning of this chapter.

Creature: If not encountered in Area 37r, then the **black orog archivist** will be found here perusing the many records.

BLACK OROG ARCHIVIST

CR 17

XP 102,400

hp 122 (See Area 37r)

37t. Private Dining Room

This is a finely appointed dining room used by the high keeper, archivist and censor.

37u. Kitchen (CR 5)

This kitchen is used for the private dining room.

Creatures: There are 5 **black orog chattels** hard at work in here. They prefer to run and hide rather than fight.

BLACK OROG CHATTELS (5)

CR 1

XP 400

hp 23 (See Area 21j)

37v. Chattels' Quarters

These stinking quarters are for the chattels that serve the high keeper. Unlike other chattels, these live lives of abject slavery. Once they are hand-picked to serve in the chapterhouse, they never emerge again until death. The back of their quarters has a squalid privy. They are never allowed beyond 37t.

37w. High Keeper's Chamber (CR 22)

Creature: Unless responding to an alarm, the **black orog high keeper** occupies this finely appointed chamber. It rivals the waldgraf's chambers in luxury, and its various accouterments could be sold for 4,000 gp. The secret door can be found with a DC 30 Perception check.

BLACK OROG HIGH KEEPER

CR 22

XP 615,000

Female tenebrous orog cleric of Orcus 10/Disciple of Orcus 8 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 120 ft.; **Perception** +30

Aura chaos, evil

AC 34, touch 14, flat-footed 33 (+10 armor, +3 deflection, +1 Dex, +6 natural, +4 shield)

hp 213 (3d8+12 plus 10d8+40 plus 8d8+32 plus 31)

Fort +22; **Ref** +7; **Will** +21

Defensive Abilities cloak of Orcus, death's embrace, friend of death

CHAPTER 11: CAVERNS OF THE BARRIER

(DC 23), heavy fortification (75%)

Speed 30 ft.

Melee +2 *flaming burst scimitar* +22/+17/+12 (1d6+6/18–20 plus 1d6 fire), bite +14 (1d6+2 plus 1d6 acid) or touch +19 (by spell)

Ranged touch +16 (by spell)

Special Attacks acidic bite, bleeding touch 10/day (1d6 bleed, 9 rounds), bristles, channel negative energy 8/day (9d6, DC 24), destructive aura 18 rounds/day (30 ft., +9 damage), destructive smite 10/day (+9 damage), necromantic power (+4d6), spontaneous casting (inflict spells), summon undead (36 HD), touch of the death god 1/day (2d4 negative levels, DC 20)

Spell-like Abilities (CL 18th):

3/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 18th):

9th—*energy drain* (DC 26), *implosion* (DC 26), *wail of the banshee*^D (DC 26)

8th—*antimagic field*, *create greater undead*^D, *earthquake* (DC 25), *unholy aura* (DC 25)

7th—*blasphemy* (DC 24), *destruction*^D (DC 24), *empowered flame strike* (DC 22), *repulsion* (DC 24), *symbol of stunning* (DC 24)

6th—*empowered inflict critical wounds* (DC 21), *forbiddance* (DC 23), *harm*^D (DC 23), *mass cure moderate wounds* (DC 23), *planar ally*, *word of recall*

5th—*empowered searing light* (x2), *flame strike* (DC 22), *insect plague*, *quicken cure light wounds* (DC 18), *slay living*^D (DC 22)

4th—*death ward*^D, *dimensional anchor*, *divine power*, *empowered sound burst* (DC 19), *poison* (DC 21), *unholy blight* (DC 21)

3rd—*dispel magic*, *empowered cure light wounds* (DC 20, x2), *invisibility purge*, *prayer*, *protection from energy*, *rage*^D

2nd—*bear's endurance*, *desecrate*, *hold person* (DC 19), *owl's wisdom*, *sound burst* (DC 19), *shatter*^D (DC 19), *spiritual weapon* (+22/+17/+12 attack, 1d8+5 force)

1st—*bane* (DC 18), *cause fear*^D (DC 18), *deathwatch*, *divine favor*, *doom* (DC 18), *entropic shield*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *read magic*

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

Str 18, **Dex** 12, **Con** 18, **Int** 15, **Wis** 24, **Cha** 20

Base Atk +15; **CMB** +19; **CMD** 33

Feats Combat Casting, Empower Spell, Forge Ring, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (scimitar), Power Attack, Quicken Spell, Skill Focus (Perception), Toughness, Weapon Focus (scimitar)

Skills Craft (alchemy) +16, Knowledge (arcana) +18, Knowledge (religion) +27, Perception +30, Sense Motive +13, Spellcraft +23

Languages Abyssal, Aklo, Common, Draconic, Orc, Undercommon
SQ improved animation, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of bull's strength*, 3 flasks of unholy water; **Other Gear** +4 *elven chain*, +2 *heavy fortification heavy steel shield*, *ring of protection* +3, +2 *flaming burst scimitar*, *headband of mental prowess* +4 (Wisdom, Charisma), platinum and diamond holy symbol of Orcus (1,500 gp)

Acid Bite (Ex) The bite of the high keeper is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The high keeper's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the high keeper with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 24 Reflex save or contact the many bristles that cover the high keeper and be subjected to its poison. On a failed Reflex save the opponent must make a DC 24 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 24 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the high keeper's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need

for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the high keeper's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37x. Secret passage

This passage descends steep stairs and ends at an identical secret door opening onto Area 40 (DC 30 Perception).

38. Barrier Cavern

Rising like twin towers from the floor of this cavern are two 60-foot obelisks embossed in fantastic designs incorporating the shape of a kite shield. Between these towers stretches a strange energy field of some sort. It is an opaque gray in color with little flashes of light and darkness that play across its surface. A thin tendril of solid-seeming mist emerges from a darker spot high in one corner of this field and runs through the air like a rope, disappearing through an opening high on the west wall. Around the base of this strange tableau are a number of statues of humanoid figures in various poses of supplication. Strangest of all, these figures appear to have sunken into the floor and fused into place. Some only have a foot or leg sunk to the ankle while others are little more than head and shoulders protruding above the stony surface. These figures seem to evoke an aura of sorrow and loss.

Standing in this chamber is the long-forgotten Keltine Barrier. A close examination of the structure reveals that it too is fused to the floor but is not made of stone at all. In fact the substance of its seamless construction is unidentifiable and wholly indestructible by mortal means, just as the opaque field is impassable. It covers an open *gate* to the Abyss but completely bars access, save for a small penetration in one corner. This pinhole is what allows a tiny bleeding of Orcus's direct essence to the Sleeper in the form of the wispy rope of mist. Anyone touching this rope of unadulterated essence of Orcus takes 10d6 points of negative energy damage per round (no save) and gains 10 negative levels. The negative levels disappear when contact with the rope ceases, but the damage must be healed normally.

The ledge on the west wall is 40 feet high and leads to Area 39. The cavern's ceiling is 80 feet high. Just southeast of the collapsed tunnel at Area 35 is a small side passage concealed by an optical illusion of shadow and the shape of the cavern wall to appear to be nothing more than a shallow alcove. A DC 30 Perception check is necessary to notice it as anything other. This tunnel leads to Area 33 and was forgotten by the black orogs long ago. When the keepers collapsed the tunnel at Area 35 to restrict access, they failed to notice this forgotten tunnel, leaving it as an ideal place from which to infiltrate these caverns.

The watchers at Area 39 constantly keep an eye on this chamber. They attempt to hide invisibly in the concealing shadows of the ledge and can be detected with an opposed Perception check.

Development: Anyone remaining in this room for longer than 2 rounds must make a DC 35 Will save. If the save is failed, that individual experiences the vision below. Those that make the save notice nothing unusual. Anyone seeing the vision is dazed for 1 round thereafter. A PC can only experience the vision once, but if they save and then leave the room and return later, he must make the save again or experience the vision.

CHAPTER 11: CAVERNS OF THE BARRIER

The air shimmers briefly, and suddenly you find yourself in a place other than where you were a moment ago. There is no longer a cavern around you, and in fact there is not even a mountain range. You stand on an arid plain, a savannah with a few clumps of trees here and there in the distance. It is early evening and the stars have begun to appear in the purpling sky, though they do not perfectly match the shapes and patterns that you are familiar with. Behind you stands a large encampment of colorful tents. Dozens if not hundreds of pack animals, handlers, and drovers wander through this tent city maintaining a respectful distance from you — or at least what is in front of you.

Before you is a group of three dozen men and women, all richly dressed and obviously well-to-do. They look like nobles and scholars. They gather in a semicircle in the grass and chant a litany that seems to somehow slide out of your mind before you can quite grasp what it is they are saying. Every now and then one rises, as if on cue, and makes careful controlled gesticulations or offers up some strange or exotic substance that disappears in a puff of smoke. The air is electric and makes your skin tingle. It is obvious they are casting some sort of powerful collective spell.

As you watch, a swirl of color appears in the air before them. It begins as a tiny speck and then begins to spread, growing wider and wider until a figure is visible within it. Finally it has grown to massive dimensions clearly revealing a tall humanoid with skin the color of pure cream and curling hair like the richest honey. He is achingly beautiful, and you cannot force yourself to look into his knowing eyes. He smiles beautifully at the assembled crowd, and they respond with orgiastic cries of delight and exultation. The beautiful figure seeks to step through the magical gate, but something seems to be blocking him. He looks imploringly at those gathered, and even you can feel the sorrow gnawing at your heart that such a magnificent being would be denied entry. In the depths of your soul you feel as though you would do anything to allow him entry. Evidently you are not the only ones, because the being's gaze suddenly changes to a smirk as he looks on his sycophantic followers — and then the blast of energy washes over you.

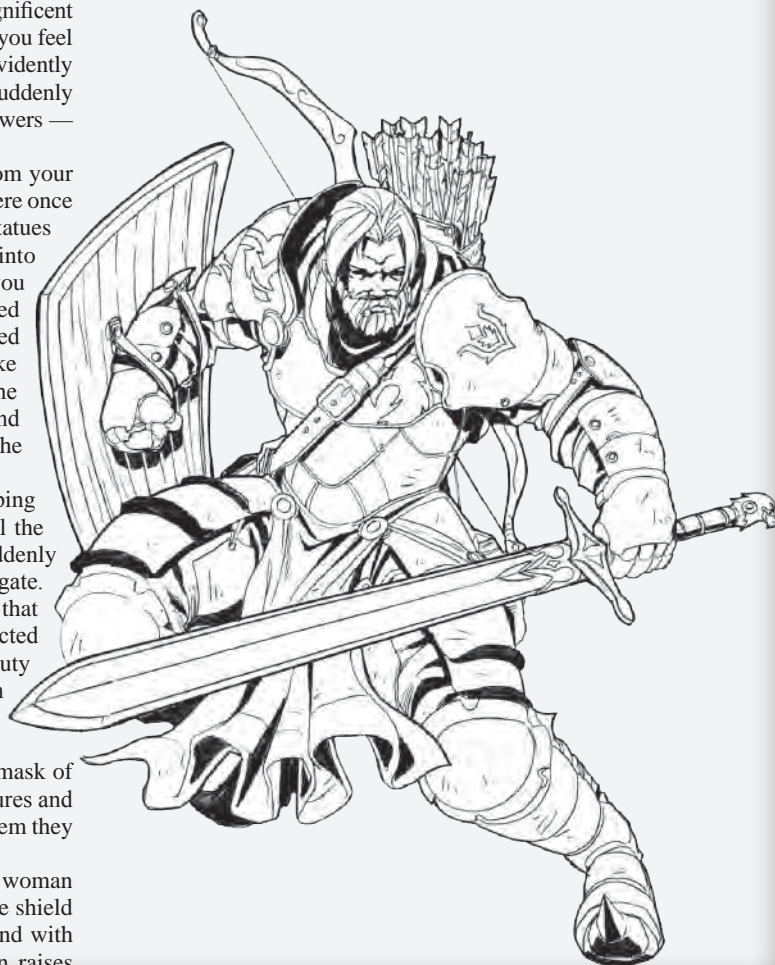
For a moment you are blinded. As the stars clear from your eyes you see the being smiling triumphantly. Where were once his frenzied adherents, now stands a crowd of stone statues frozen forever in gestures of supplication and fused into the very rock of the ground. The wave of heat behind you causes you to turn and behold the tent city now engulfed in curtain of fire that screams through it in a superheated wind that leaves only ashes and cinders in its wake where once tents, animals, and people stood. The flame continues to spread, engulfing the distant savannah and bringing the brightness of daylight once again to the benighted plain.

Turning with dread you see the being now stepping through the gate, and you realize that with his arrival the world is lost. But his step is checked in mid-stride as suddenly three human-sized figures stand before you facing the gate. You can only see them from the back, but you can tell that their faces radiate a heavenly light because it is reflected on the face of the other being and makes his carnal beauty pale in comparison. The figures are an armored man flanked by two armored women. One woman holds a kite shield, the other a sword. The man appears to be empty handed. The face of the being in the gate is a mask of arrogance and triumph, he gazes at the three small figures and continues his step into the world of Man — it would seem they have arrived too late to stop him.

His step checks once again, however, as he sees the woman holding the shield nod to her companions and hand the shield over to the man. He takes the shield and her right hand with his. The other woman takes her other hand and then raises

her sword striking down, swiftly sundering the woman in two from head to foot in a gout of glowing, fiery blood. The being in the gate screams but is unable to stop as the two bloodied halves of the woman fly towards him, growing to match and even exceed his size as they approach. They stop in flanking positions, one to either side of the gate and suddenly transform becoming stony and changing form until in their place stand two enormous obelisks delicately engraved with fantastical designs intertwined with images of a kite shield. With a clang like an iron door, an opaque gray field appears over the gate, blocking the view of the beautiful being beyond.

Still without turning toward you, the man wipes the blood from his face and uses it to draw a red cross on the front of the shield he was handed — a mirror of the bloodied, upturned sword hilt of his companion. Together they raise their hands and suddenly jagged rocks spring from the ground, rising like titans into the night sky. Mountains grow before your very eyes, around you and through you. Soon you find yourself back in a dark cavern standing before twin obelisks. A feeling of the passage of eons comes over you as you envision stars moving and changing places in the sky to fill familiar patterns. And in your minds eye you see a distant battle where angelic hosts breach the very gates of Hell, and a beautiful being is brought in chains before an armored man holding bloodied shield and an armored woman holding bloodied sword. They each lay hands upon the prisoner and his flesh begins to sizzle and smoke; his bones crackle and move, and his muscles contort into unnatural shapes. Soon the once-beautiful being is a broken caricature of a bloated man with twisted goatlike legs and the head and horns of a ram. The last image is of this broken creature being thrown into a dark, dark hole. Then you blink and find yourself once again in the cave you began in, standing before the ancient obelisks and the strange, fused statues.





Ad Hoc XP Award: Anyone experiencing the vision personally receives XP equal to a CR 20 encounter as they are suddenly exposed to the secret of a long-hidden piece of lore that has shaped the history of their world.

39. Watchers (CR 6)

This 10-foot-high tunnel connects Areas 38 and 40. It is accessed by a stair in Area 40. Running down the center is the streamer of misty essence from the barrier. The effects of touching it are described in Area 38.

Creatures: There are 4 **quasits** in this tunnel. Two watch to the east, and two watch to the west. They are invisible at all times. If intruders are spotted, one flies to warn the high keeper by taking the secret passage from Area 40 while the others remain behind to gather more information about the intruders. They try to avoid battle at all costs, preferring to retreat and let the black oogs take on foes.

QUASITS (4)
XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”)

40. Cavern of the Sleeper (CR 24)

A noxious chemical smell fills the air here. Great metal drums and vats occupy most of the southern portion of the cavern. Strange machinery and bellows pump and wheeze with a great whirring and the grind of metal on metal. The sound is almost drowned out, though, by the great sonorous snores that fill the cavern. Squeezed in between this forest of vats and machinery is a massive reptilian creature. At first blush it resembles an ancient gold dragon, but that impression is brushed away by the oddly-contorted bones of its skull and misshapen horns that protrude at odd angles. This in no way resembles the graceful form of a gold dragon. In addition, metallic golden scales are covered under a patina of decay and corrosion giving the whole creature a rusty appearance with great patches of brownish and black scales intermixed with the stained and off-color golden scales that remain. A thin tendrill of black smoke enters the room through a tunnel high on the east wall and then descends to enter one of the many metal vats. From these a jungle of hoses and tubes connect to the flanks and limbs of this deformed dragon, pumping it full of who knows what foul concoction.

Creature: At last the PCs have reached the heart of Orcus’s foul plot. Here lies **Garagor the Sleeper**, an ancient corroded dragon — once a gold wymling kidnapped an age ago and subjected to a millennium of having Orcus’s foul essence siphoned into him through a tiny breach in the Keltine Barrier and then distilled through

CHAPTER 11: CAVERNS OF THE BARRIER

complex magic and machinery and introduced into its sleeping body. The result, as it has grown old and bloated, is a unique dragon with the power of a gold dragon and the corruption and hate of a demon prince. When fully grown, Garagor will be able to tap the divine power of Orcus and will then awaken to destroy the barrier. Fortunately that day has not yet come, and he still lies dormant.

Unfortunately, Orcus is aware of what goes on in these caves, and he is not prepared to allow his centuries-old plans to fall to a group of mere mortals. When the PCs enter this chamber, if the alarm has not already been sounded, Orcus sends vision to his clerics—both zhervas and keepers—summoning them to this chamber at once. This is difficult for the zhervas who gather the rest of the black orogs but have difficulty navigating the Dark Pool. The keepers, however, have no such delays, arriving soon through the secret entrance (DC 30 Perception check to locate).

In the round after the party enters, they see a noticeable pulse travel along the length of the misty umbilical connecting the barrier to the dragon's machinery. It enters the machinery, and the dragon's eyes snap open. Garagor has been awakened early to defend himself. He spends one full-round action tearing himself away from the assortment of machinery (though this actually inflicts no damage due to his DR) and activating his fire aura. He then begins to attack his foes, starting with his powerful corrosion breath weapon on the largest concentration he sees. Unfortunately for Garagor his centuries of sleep have left him somewhat disoriented, and once he begins attacking he doesn't differentiate friend from foe, attacking whoever is closest or dealing the most damage with equal impunity whether PC or black orog. He fights in a frenzy until slain and pursues as long as possible if the PCs flee. He is reluctant to go back to his slumber, so that even if the PCs fail to slay Garagor they will have set Orcus's plans back as the black orogs try to regain control of the beast and lull him to sleep once again.

GARAGOR THE SLEEPER

CR 24

XP 1,230,000

Male ancient advanced, giant unholy corroded dragon (*Pathfinder Roleplaying Game Bestiary* "Metallic Dragon, Gold"; *Advanced Bestiary* 245)

CE Colossal dragon (chaos, earth, evil, fire)

Init +2; **Senses** dragon senses; **Perception** +42

Aura fire (10 ft.), awful presence (30 ft.), frightful presence (300 ft., DC 34)

AC 43, touch 4, flat-footed 41 (+2 Dex, +39 natural, -8 size)

hp 611 (26d12+442)

Fort +32; **Ref** +17; **Will** +26

Defensive Abilities protection from good; **DR** 15/good and magic;

Immune fire, negative energy, paralysis, sleep; **SR** 35

Weaknesses vulnerability to cold

Speed 70 ft., burrow 30 ft., fly 260 ft. (clumsy), swim 70 ft.

Melee bite +38 (4d8+30/19-20 plus profane), 2 claws +38 (4d6+20/19-20 plus profane), 2 wings +36 (2d8+10/19-20 plus profane), tail +36 (4d6+30/19-20 plus profane)

Ranged touch +20 (by spell)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (120-ft. cone, DC 40, 7d10 fire, 7d10 acid, 7d10 negative energy), crush, tail sweep, unholy spellcasting, weaken breath

Spell-like Abilities (CL 26th):

At will—*bane* (DC 22), *deeper darkness*, *detect evil*, *geas/quest*, *sunburst* (DC 29)

3/day—*detect gems*

1/day—*ill luck*

Spells Known (CL 15th):

7th (5/day)—*greater teleport*, *waves of exhaustion**

6th (7/day)—*circle of death** (DC 27), *disintegrate* (DC 27),

forceful hand (DC 27)

5th (7/day)—*cloudkill* (DC 26), *cone of cold* (DC 26), *feeblemind* (DC 26), *plane shift* (DC 26), *wall of force*

4th (7/day)—*charm monster* (DC 25), *dimension door*, *greater invisibility*, *ice storm*

3rd (7/day)—*dispel magic*, *fireball* (DC 24), *haste*, *nondetection*
2nd (8/day)—*arcane lock*, *cats' grace*, *detect thoughts* (DC 23),
hideous laughter (DC 23), *scorching ray*

1st (8/day)—*identify*, *magic missile*, *protection from good*, *sleep* (DC 22), *unseen servant*

0 (at will)—*bleed** (DC 21), *detect magic*, *detect poison*, *disrupt undead**, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*

*Necromancy spell

Str 51, **Dex** 14, **Con** 45, **Int** 28, **Wis** 29, **Cha** 32

Base Atk +26; **CMB** +54; **CMD** 66 (70 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite), Improved Critical (claw), Improved Critical (tail), Improved Critical (wing), Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike

Skills Appraise +38, Bluff +40, Diplomacy +40, Fly +15, Intimidate +40, Knowledge (arcana) +38, Knowledge (history) +38, Knowledge (local) +38, Knowledge (nobility) +38, Knowledge (planes) +38, Knowledge (religion) +38, Perception +42, Sense Motive +42, Swim +57, Survival +38

Languages Abyssal, Aklo, Common, Draconic, Giant, Orc, Terran, Undercommon

SQ change shape (*polymorph*), fast flight, unholy body

Awful Presence (Su) Every nonevil creature within 30 feet of Garagor automatically takes a -1 profane penalty on all attack rolls, checks, and saves. The awful presence is a mind-affecting fear effect.

Breath Weapon (Su) Garagor's breath weapon is a noxious stew of corrosion and negative energy incarnate. In appearance it resembles a spew of boiling black flames. A third of the damage is fire, a third is acid, and third is negative energy. 120-ft. cone, 7d10 fire, 7d10 acid, 7d10 negative energy, Reflex DC 40.

Change Shape (Su) Garagor can assume any animal or humanoid form three times per day as if using *polymorph*.

Detect Gems (Sp) Garagor can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Fast Flight (Ex) Garagor is treated as one size category larger when determining fly speed.

Fire Aura (Su) Garagor is surrounded by an aura of fire. All creatures within 10 feet of him take 1d6 points fire damage at the beginning of Garagor's turn. Garagor can activate or suppress this aura as a free action.

Ill Luck (Sp) Once per day Garagor can touch a gem, usually one embedded in his hide, and enspell it to bring ill luck. As long as Garagor carries the gem, every good creature within 100 ft. receives a -1 luck penalty on all saving throws. This is the equivalent of a 2nd-level spell.

Profane (Su) Each of Garagor's natural attacks deals +1d6 points of profane damage to an opponent of good alignment.

Protection from Good (Su) Garagor gains a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks by good creatures. Furthermore, he is immune to any attempt by a good creature to possess, charm, or influence him.

Unholy Body (Su) Garagor is healed by negative energy and harmed by positive energy like an undead creature. This inflict spells heal him and cure spells harm him.

Unholy Spellcasting (Su) Garagor's effective caster level for necromancy spells or spells with the evil descriptor is one higher. This benefit stacks with itself, so his effective caster level for spells that fit both parameters is two higher.

Weakening Breath (Su) Instead of a cone of corrosion, Garagor can choose to breathe a cone of weakening gas. Creatures within the cone must succeed on DC 40 Fortitude save or take 10 points of Strength damage.

Concluding The Adventure

If the PCs have succeeded in plumbing the depths of citadel, locating the Keltine Barrier, and slaying the Sleeper, then they are truly heroes of legend. With Garagor destroyed, the Keltine Barrier is once again secure for now, but the possibility still exists that it could be opened at some later date by the continued plotting of Orcus. It is unlikely that the Demon Prince of the Undead would give up on his age-long plan now. Perhaps the PCs choose to get to the heart of the matter and maybe even complete the task begun by the Army of Light. Such an endeavor would undoubtedly lead them to the infamous Dungeon of Graves to face the mightiest earthly holding of Orcus as revealed in *Rappan Athuk Reloaded* by **Necromancer Games**. If rumors be true, that dungeon has never been successfully completed. It is even possible the PCs will have achieved epic levels as a result of this adventure series and could be ready to take their expeditions to a whole new level — the Abyss perhaps — and take on even the challenges revealed in “The Den of the Master” from fabled Rappan Athuk. Certainly the demon lord will be interested in finding the thwarters of his schemes and would spare few expenses in avenging himself upon them.

Having plumbed the depths of the Citadel of Orcus and the caverns beneath, the party has destroyed much of the evil in Tsar (perhaps even removing the Pall) and brought knowledge of the Three Gods back into the world. The Order of the Justicars was destroyed long ago, and the party may have made the acquaintance of the last Justicar, Gerrant of Gilboath, in this adventure. The means to re-establishing that order is provided in the adventure *The Tomb of Abysthor* by **Necromancer Games**, but what of Kel the Protector’s ancient church? It is possible that the PCs may feel the urge to begin their own knightly order in her tradition to better remember her sacrifice for the good of all mankind. A paladin or similar character may even be approached by Bofred the Just of Thyr or Barahil the Faithful of Muir (high priests of those respective deities in Bard’s Gate). It is even possible that somehow worship of Kel could be revived through the intervention of her siblings, bringing a living church and faith to the dead goddess and providing those followers with clerical abilities. For who knows what truly constitutes the existence of a deity? It is said that even Orcus himself once underwent just such resurrection. See the side bar below for details on Kel as a deity if you wish to go this route.

As mentioned in the adventure hooks, the PCs may have been tasked with opening a safe trade route to the exotic lands of the north through the Desolation. This is largely accomplished with the destruction of Orcus’s plot. Now characters of the PCs’ levels are likely to be given land and/or noble title—maybe even governance over the ruins of Tsar and surrounding lands—by the powers that be to manage that trade route and protect it from further danger. This could provide both a great deal of wealth and danger to those who would take on such responsibility, especially since there could still be a nest of highly militant Orcus-worshipping orogs beneath their feet.

Finally, whoever possesses the *Hammer of the Three Gods* is the rightful protector and ruler of St. Harul’s Hold. If such a character is of noble mien and intent, the churches of Thyr and Muir would love to have the ruins cleansed of evil and the site reconsecrated as holy to their faiths. A PC could hold that post either as the high priest, or if not a cleric of those faiths, then at least as a trusted governor ruling on behalf of the churches.

Whatever path the PCs choose from this juncture — peaceful retirement or adventures on a whole new scale — the reputation and experiences gained for their defeat of the evil of slumbering Tsar will live on in tales and bard songs for centuries to come and color all of their future encounters and dealings.

Kel, Goddess of Self-Sacrifice, Lady of Protection

Alignment: Lawful Good

Domains: Good, Healing, Law, Protection

Symbol: Kite shield of purest white

Garb: White robes trimmed in blood red

Favored Weapon: Shields of all types for shield bash

Form of Worship and Holidays: Evening prayers for protection and health at vespers. Special holy days on the eve of the solstices and equinoxes for the coming season.

Typical Worshippers: Humans, Guardians, Paladins, though not currently worshipped.

Kel is the sister of Thyr and Muir, triplet siblings known as the Three Gods. She was popular among humans until around 10,000 years ago when she gave up her life to prevent Orcus from conquering the Material Plane. She was normally depicted as an armored woman holding a kite shield with a benevolent but sad expression on her face. It was said she carried the sorrows of the world on her shoulders and later stated that she must have seen the fate that would befall her. Her principles were the protection and safety of civilized societies where individuals could grow and achieve their destinies without fear of sudden calamity or destruction. When she sacrificed herself, her siblings assumed her spheres of influence and incorporated her goals into their own. It is rumored, however, that a portion of her essence was released upon her death and became twisted with hate and vengeance for the end that she met and coalesced into a new deity that was the very antithesis of all she had stood for — Hel, Lady of Death and Pestilence. If Kel’s church were somehow revived, it is certain that they would make eradication of that apostate faith as one of its top priorities. Her sacred animal is the lowly hedgehog for his innate protective abilities, and her faithful often repeat the ancient axiom, “The fox knows many tricks; the hedgehog one good one.”

Prestige Class Appendix

The following prestige classes originally appeared in association with *RI-3: Rappan Athuk—The Dungeon of Graves* and *DI: The Tomb of Abysthor* by Necromancer Games. They are updated and included here for your convenience.

The Disciple of Orcus A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the Disciples become closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Role: Clerics most often become Disciples of Orcus. As a matter of fact, no class without at least some divine spellcasting ability can ever hope to follow the path of the Disciple. Fighters, bards, wizards, sorcerers, and druids sometimes become Disciples of Orcus. Barbarians, monks, rangers, and rogues generally do not. A paladin can never become a Disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC Disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (something the Disciples hope to change in the near future). Their last known high altar was located in the lost city of Tsar, though many suspect a new center of worship was erected in the infamous Dungeon of Graves after Tsar's fall (see *The Slumbering Tsar Saga* by Frog God Games and *Rappan Athuk Reloaded* by Necromancer Games respectively).

Alignment: Chaotic evil.

Hit Die: d8.

Requirements

To qualify to become a Disciple of Orcus, a character must meet the following criteria:

Spellcasting: A Disciple must be able to cast divine spells of at least 3rd level.

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

Special: The Disciple must be a worshiper of Orcus, the demon-lord of the Undead, and must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The Disciple must seek out this demon on his or her own. Potential Disciples deemed unworthy by the demon are normally devoured.

Class Skills

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Disciple of Orcus prestige class.

Weapon and Armor Proficiency: Justicar's gain no proficiency with any weapon or armor.

Channel Energy/Spells per Day: When a Disciple of Orcus level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class. In addition he grows more powerful in his channel energy ability as if he had gained a level if he has the channel energy ability from a class he had before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional

Disciple of Orcus

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Channel Energy/Spells per Day
1	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 lvl of existing class
2	+1	+3	+0	+3	Speak with dead	+1 lvl of existing class
3	+2	+3	+1	+3	Necromantic power	+1 lvl of existing class
4	+3	+4	+1	+4	Summon undead	+1 lvl of existing class
5	+3	+4	+1	+4	Cloak of Orcus	+1 lvl of existing class
6	+4	+5	+2	+5	Improved animation	+1 lvl of existing class
7	+5	+5	+2	+5	Friend of death	+1 lvl of existing class
8	+6	+6	+2	+6	Touch of the Death God	+1 lvl of existing class
9	+6	+6	+3	+6	Greater summoning	+1 lvl of existing class
10	+7	+7	+3	+7	Shroud of Orcus	+1 lvl of existing class



spells per day, spells known (if he is a spontaneous caster), an increased effective level of spellcasting, and a greater ability to channel energy. If a character had more than one spellcasting class before becoming a Disciple, he must decide to which class he adds the new spell level for purposes of determining spells per day. This choice does not affect his channel energy ability even if it is derived from a different class than the spellcasting class chosen by the Disciple. He will still increase in that class's channel energy ability regardless. If he has multiple classes that can channel energy, his ability increases by a level in only one of the classes of his choice.

Animate Dead (Sp): Once per day at 1st level and an additional time per day every four Disciple levels, the Disciple of Orcus can *animate dead* as the spell cast by a character equal to the Disciple's total divine spellcaster levels (Disciple class level plus any other divine spellcasting class levels).

Darkvision 60 feet (Ex): The Disciple gains darkvision to a range of 60 feet. If the Disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): At 2nd level, a Disciple of Orcus can *speak with dead* as the spell once per day and an additional time per day for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Disciple's total divine spellcaster character levels.

Necromantic Power (Ex): At 3rd level, when a Disciple uses channel negative energy to heal undead (or others who can benefit from negative energy in this way, such as a cleric with the Death domain and death's embrace ability), the recipients receive an additional 2d6 points of negative-energy healing. This increases by 1d6 for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). This does not apply when channel negative energy is used to harm the living.

Summon Undead (Su): At 4th level, a Disciple can summon undead. He can use this ability multiple times per day but can

only summon a number of undead whose total HD do not exceed double his total divine spellcasting levels per day. The undead are commanded and controlled and remain for 1 round per divine spellcaster level.

Cloak of Orcus (Su): All undead commanded or controlled by the Disciple gain channel resistance equal to one-half the Disciple's class level so long as they remain within 30 feet of the Disciple.

Improved Animation (Su): Undead animated by the Disciple by spell or spell-like ability have maximum hit points per Hit Die.

Friend of Death (Su): Mindless undead will not attack the Disciple of Orcus unless provoked or attacked first. They simply ignore the Disciple so long as he takes no action against them. Intelligent undead must make a Will save (DC 10 + Disciple level + Disciple's Charisma modifier) each round in which they attempt to attack the Disciple.

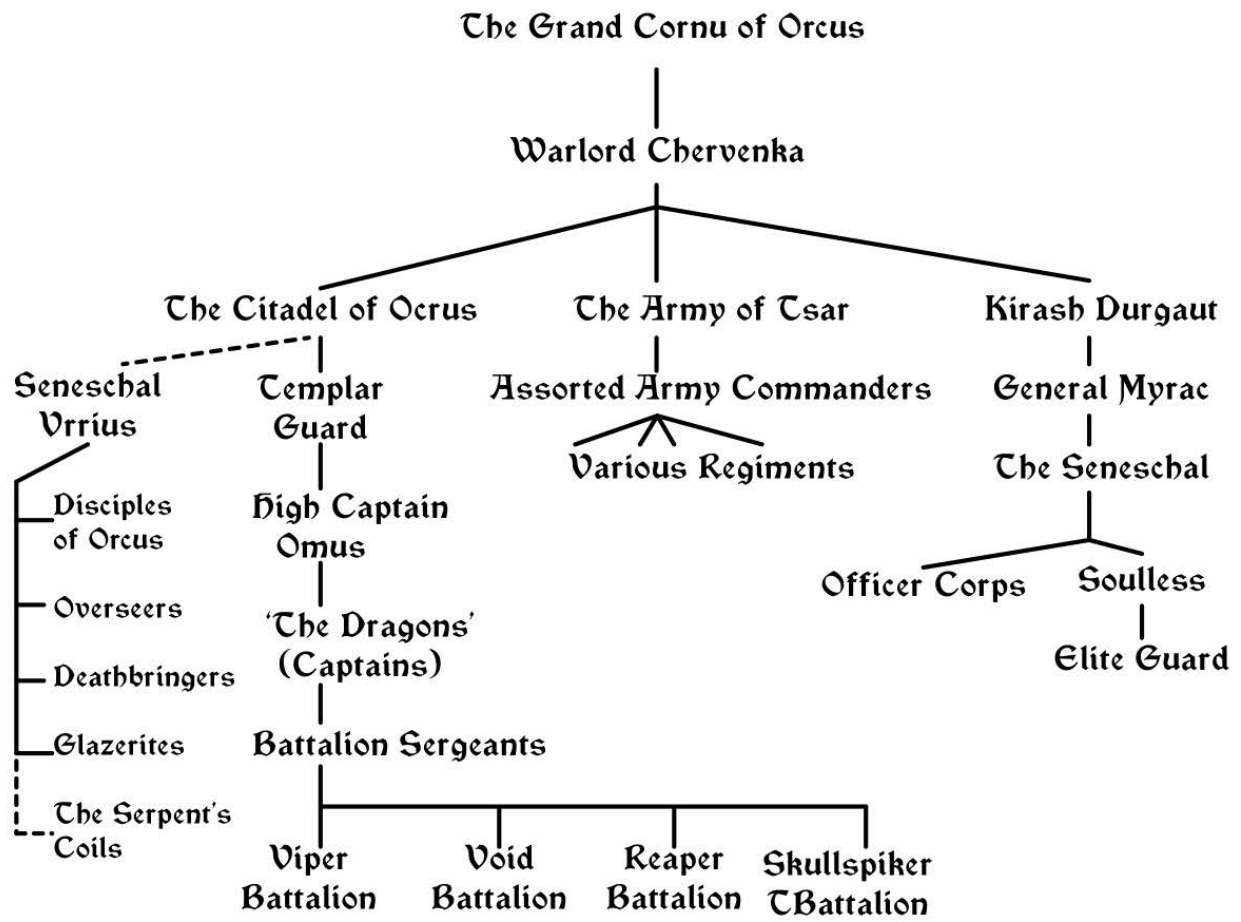
Touch of the Death God (Su): At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

Greater Summoning (Su): At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

Shroud of Orcus (Su): At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

figure 12-1

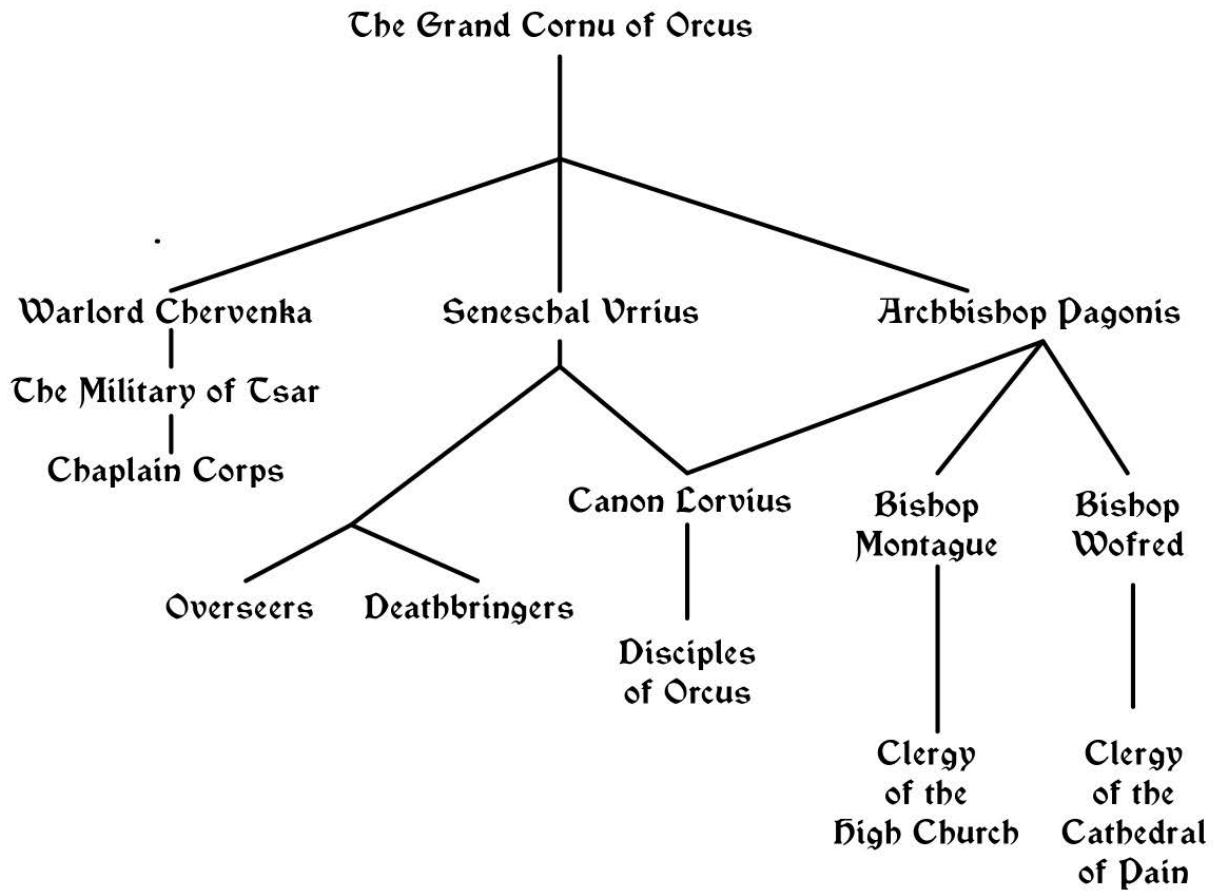
The Military Hierarchy of Tsar

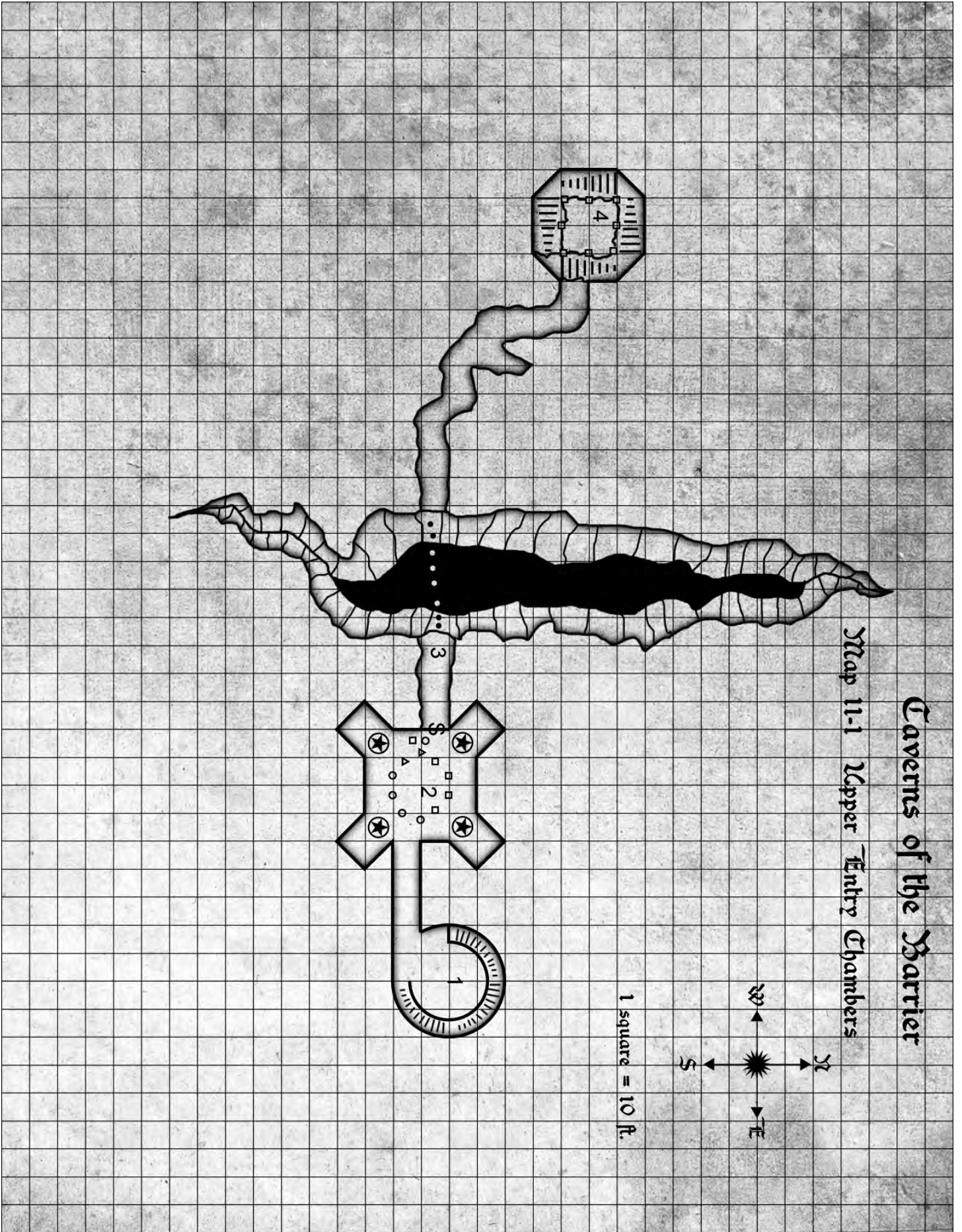


- | Tsarite Military Ranks | |
|------------------------|--|
| Warlord | |
| General/Seneschal | |
| Commander | |
| High Captain | |
| Captain | |
| Sergeant | |
| Soldier | |

figure 12-2

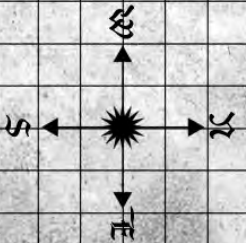
The Ecclesiastical Hierarchy of the Temple-City

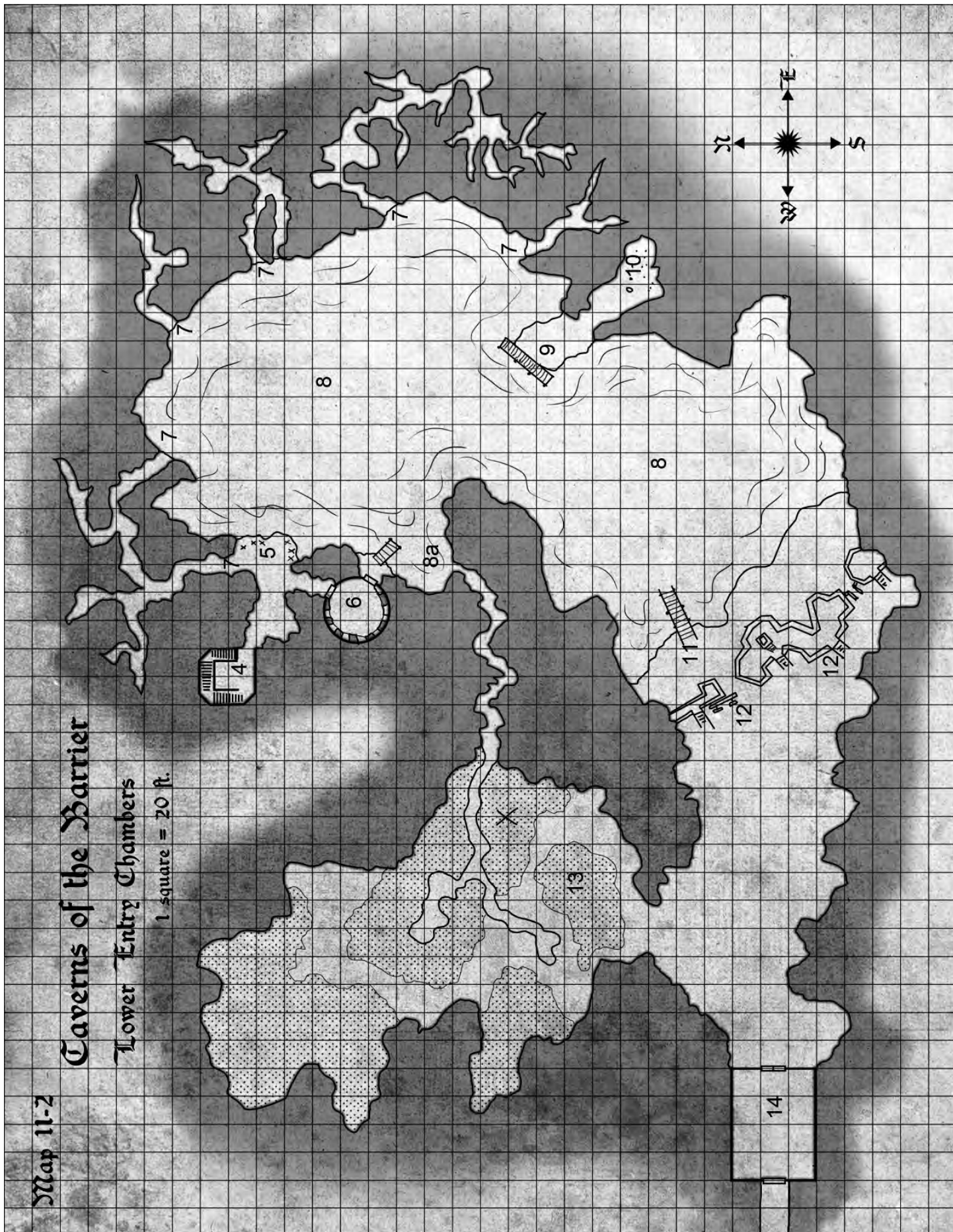




Caverns of the Barrier
Map 11-1 Upper Entry Chambers

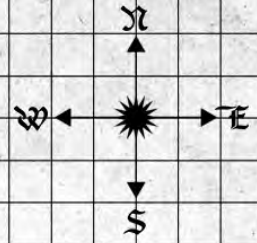
1 square = 10 ft.



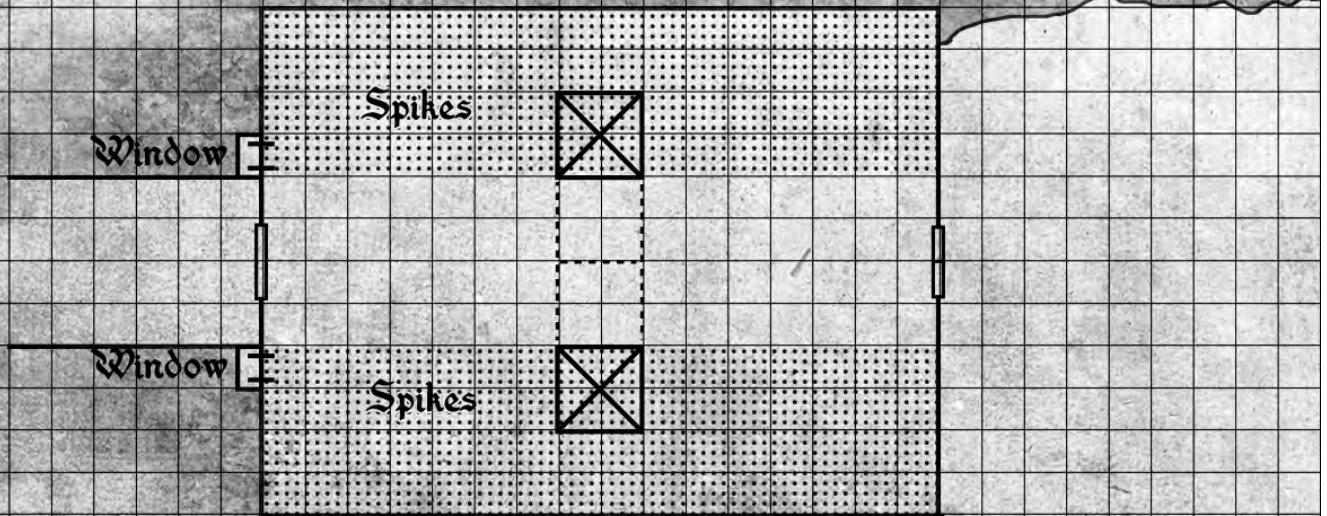


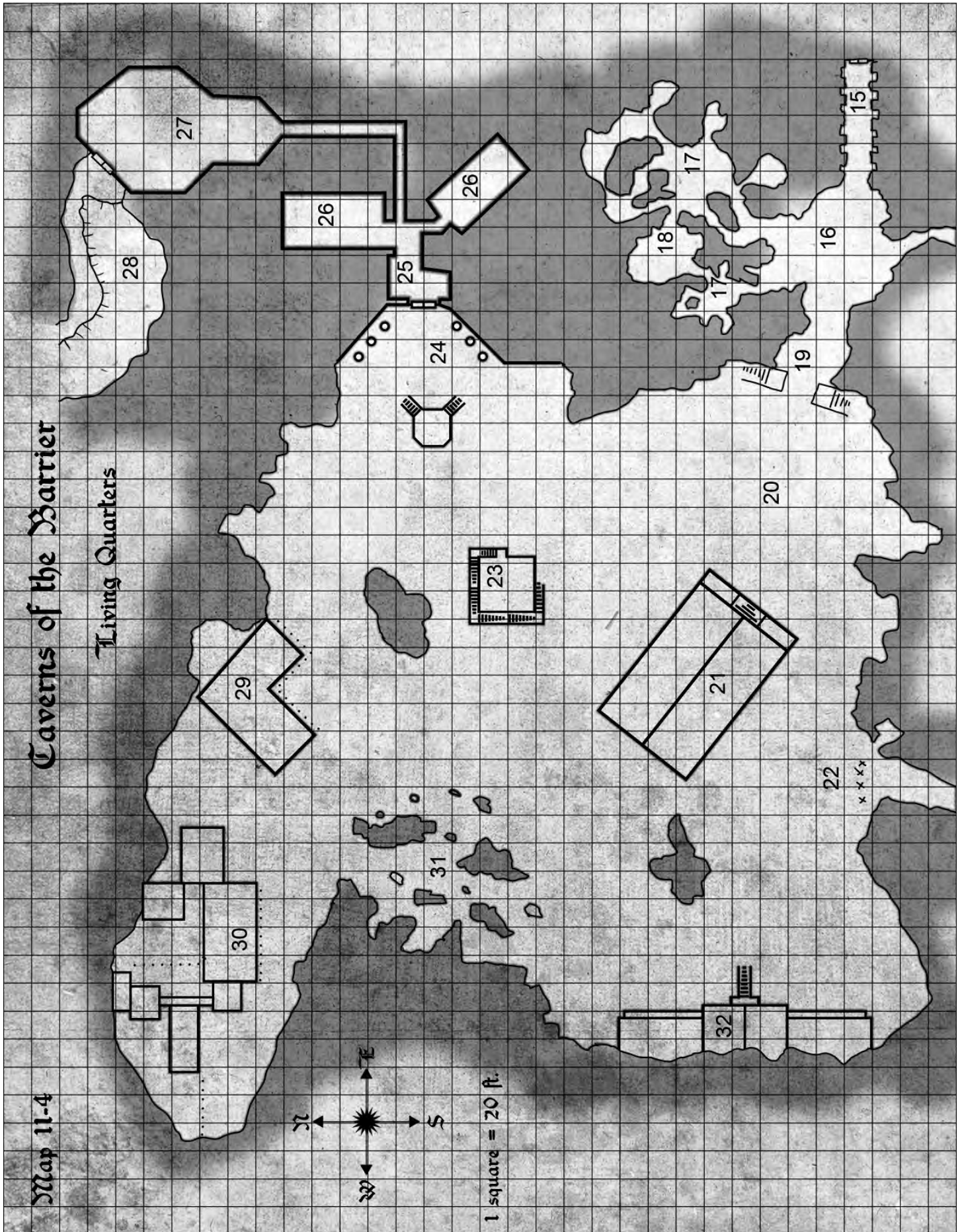
14. Fall of Needles

Map 11-3



1 square = 5 ft.

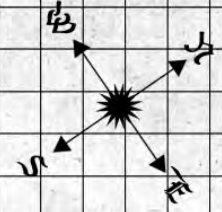




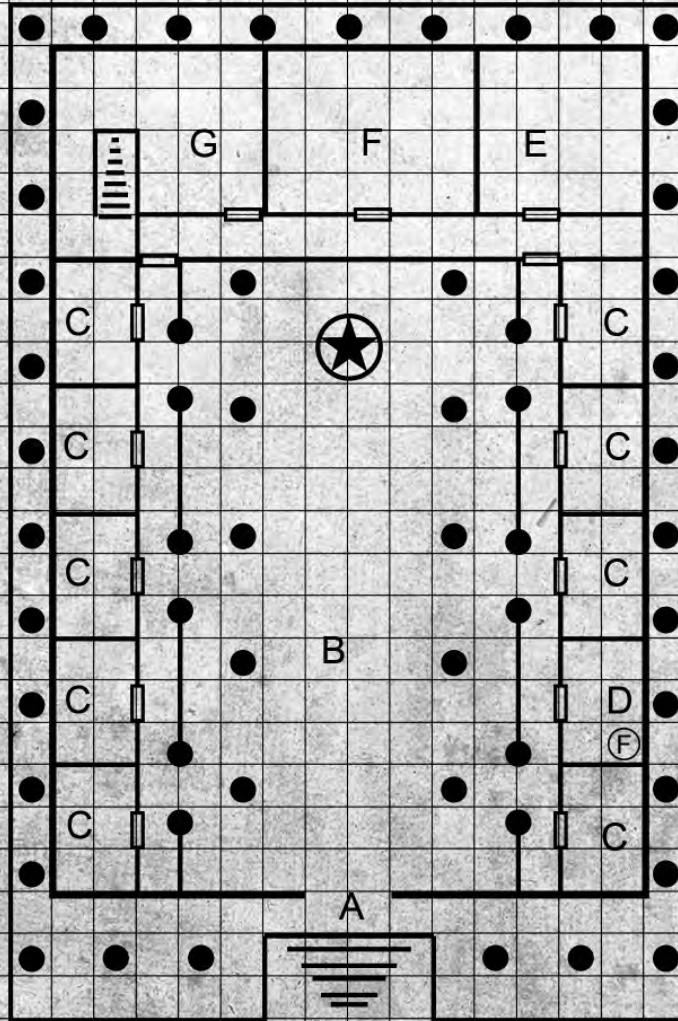
21. Temple of Anticipation

Map 11-5a

Main Level



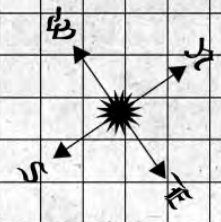
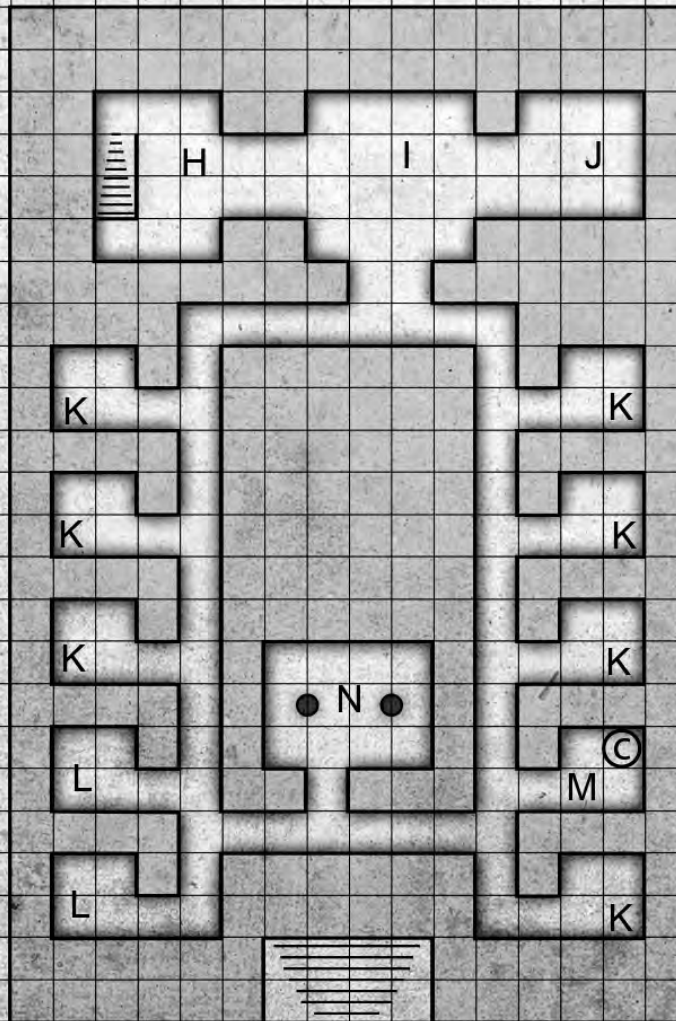
1 square = 5 ft.



21. Temple of Anticipation

Lower Level

Map 11-5b



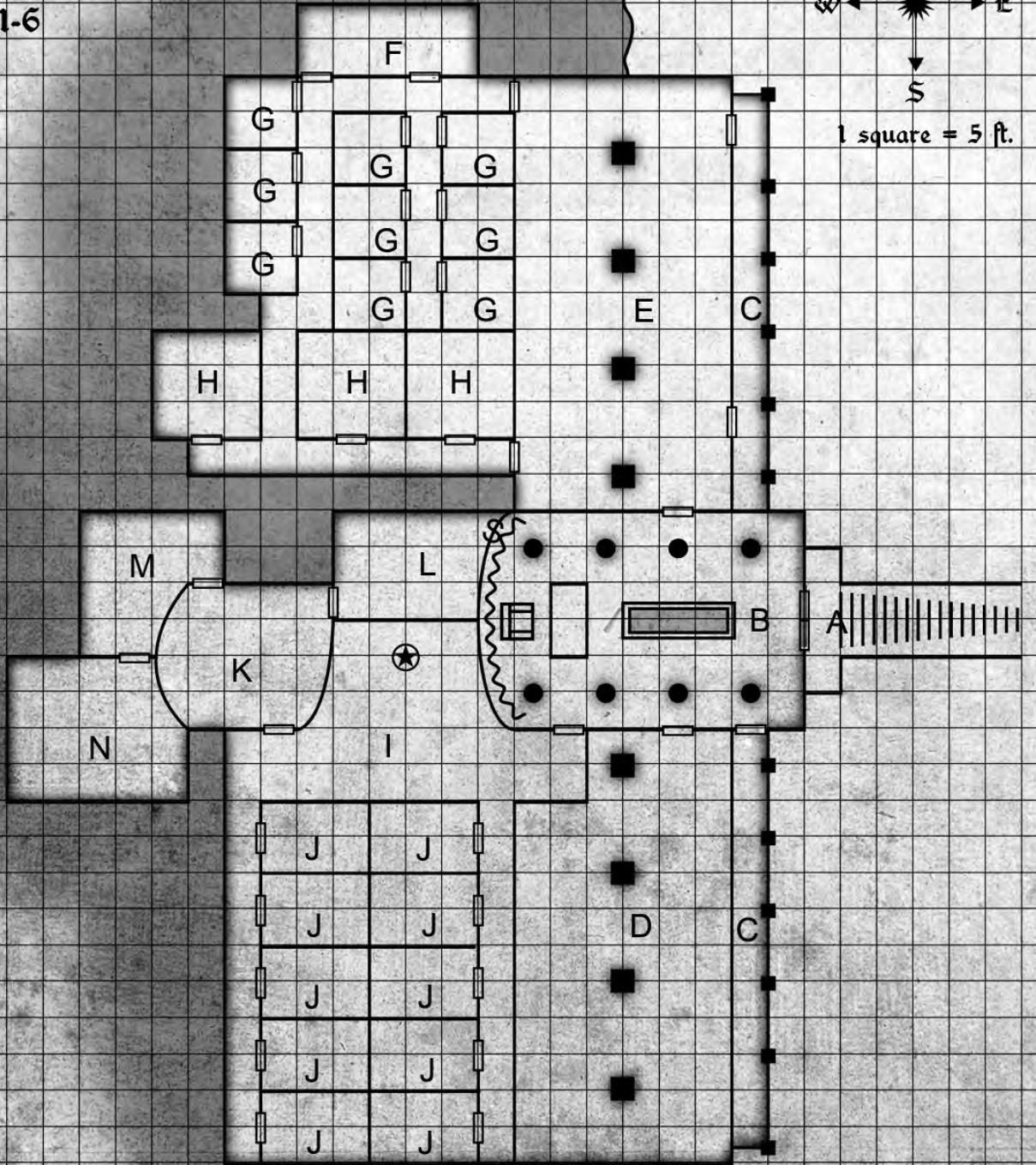
1 square = 5 ft.

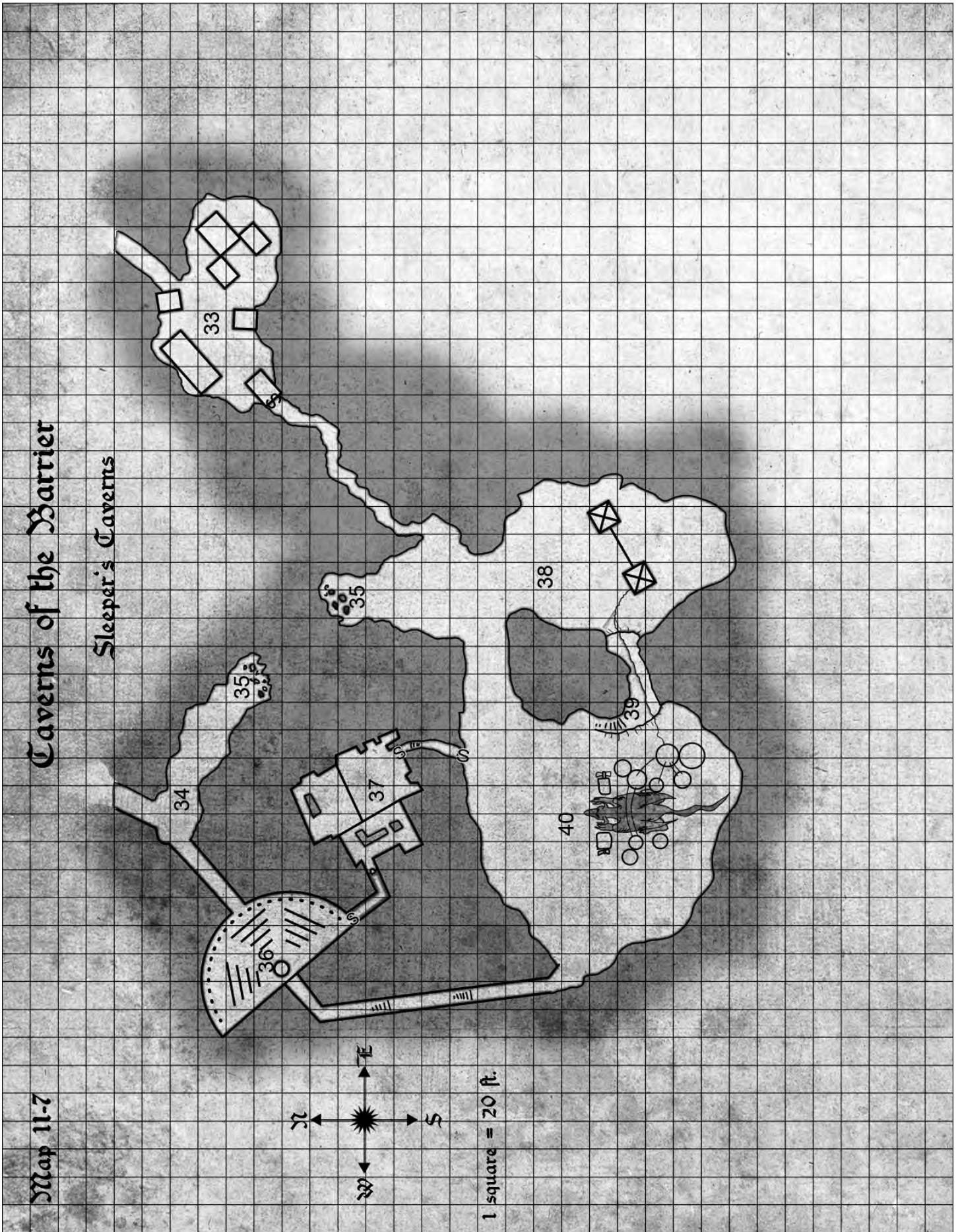
32. Waldgraf's Hall

Map 11-6



1 square = 5 ft.

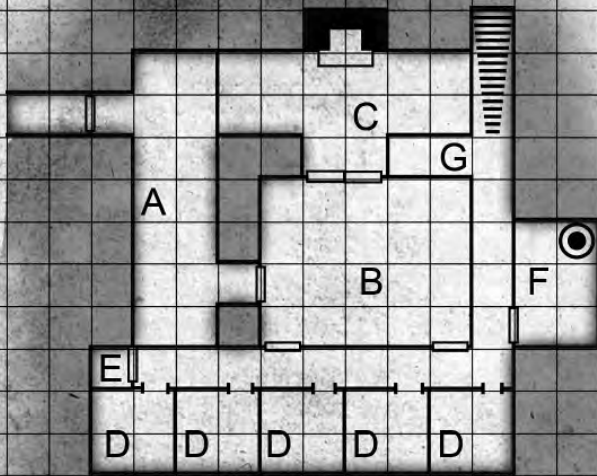
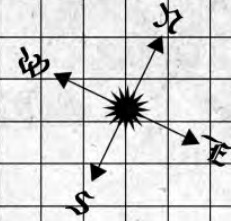




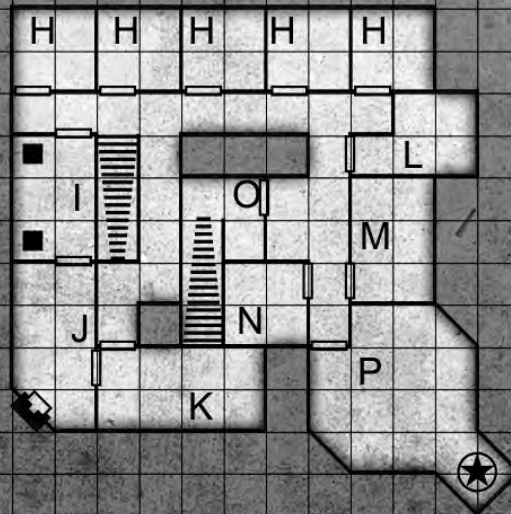
Map 11-8

37. Keeper Chapterhouse

1 square = 5 ft.



1st Level



2nd Level



3rd Level