

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

DUNGEONLANDS



INTO THE
BLACK
BONUS ENCOUNTER

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Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

CREDIT WHERE CREDIT'S DUE

Words: Shane Lacy Hensley

Rules: George "Loki" Williams

Edits: Aaron Acevedo, Richard T. Balsley

Illustrations: Chris Bivins, Liz Courts, James Denton, Jason Engle, Alida Saxon, Carly Sorge

Design & Layout: Aaron Acevedo



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INTO THE BLACK

In a foul and flooded section of the dungeon lies a great dank lake of black, stagnant tar and water. Bones litter the shore as well as untold riches and artifacts where their owners fell. Within the deep, dark pool lies a creature that was monstrous in life and has only become more terrible in undeath.

TOPARKIL [CR 20]

XP 307,200

N Gargantuan undead (aquatic, augmented)

Init +11; **Senses** blindsense 30 ft., darkvision 120 ft., scent; Perception +34

DEFENSE

AC 28, touch 13, flat-footed 21 (+7 Dex, +15 natural, -4 size)

hp 323 (34d8+170)

Fort +12, **Ref** +17, **Will** +10

DR 10/piercing or slashing; Immune ability drain, energy drain, death effects, disease, exhaustion, fatigue, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), nonlethal damage, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Resist cold 10, fire 10

Defensive Abilities: channel resistance +4

Weaknesses destroy the heart (see below)

OFFENSE

Speed 30 ft., climb 20 ft., swim 40 ft.

Melee tentacle (x6) +37 (3d10 +12 plus grab, attach, tar); bite +37 (5d10 +12)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (d+), smother, tar,

STATISTICS

Str 34, Dex 25, Con 21, Int 11, Wis 16, Cha 7

Base Atk +25; CMB +41 (+45 when grappling); CMD 48 (can't be tripped)

Feats Blind-Fight, Cleave, Cleaving Finish, Combat Reflexes, Critical Focus, Greater Drag, Greater Sunder, Improved Cleaving Finish, Improved Drag,

Improved Initiative, Improved Sunder, Lunge, Multiattack, Power Attack, Skill Focus (Stealth),

Skills Climb +33, Intimidate +35, Perception +34, Stealth +44, Swim +22

Languages none

SQ undead traits

SPECIAL ABILITIES

Tentacles: The toparkil has six remaining tentacles (AC 32, 35 hp) each one the size of a tall tree. The creature can attack up to six targets per round, and does not inflict damage while grappling. If the target hasn't freed itself by the toparkil's next initiative, however, he's dragged into the tar pool. Each round afterward he's repeatedly bitten by the toparkil's massive maw until he's dead and devoured.

Tar (Ex): Anyone grappled by a tentacle is covered in thick tar. After the grapple check is resolved Grappled creatures must succeed at a Reflex save (DC 27) or become entangled while suffering -2 to Dex. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC 27). The Dexterity damage persists until the tar is removed. These checks are separate from the standard CMB rolls of the grapple and their effects stack.

A creature that escapes the tar still suffers its effects until that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages. This negative is in addition to the Dex damage and stacks with it.

Thralls: Rather than attacking with its tentacles, the toparkil can instead choose to draw one of its undead thralls from the depths and hurl it at its prey. The thralls are zombies (CR 6, 13 HD) armed with tar covered short swords, (special quality: Tar, as for main creature, DC 20). The thralls try to grapple their foes and drag them into the pool for their master after weakening them with a slash or two and slowing them with tar. The toparkil has access to at least 3d6 thralls at any given time.

Destroy the Heart: The only way to permanently slay the horror is to dive into the tar pool and get inside its massive, blob-like body—each attempt provokes an attack of opportunity while also imposing -2 Dex due to the tar. Once inside, assuming the hero doesn't suffocate, he can find the monster's black heart (perception 40, CMD 55) and destroy it (AC 40, 30 hp); ending the abomination's existence instantly.

ECOLOGY

Environment underground

Organization solitary

Treasure standard

The toparkil, as the elves called it, writhes in the sticky murk, playing with its former victims like grotesque puppets and waiting for more trespassers to come within its vile reach.

The toparkil (toh-PAR-kill) was once a somewhat typical aquatic lurker lying at the bottom of this small lake waiting to snag victims with its spiny tentacles. But years ago a seam of tar burst into the pit, smothering the creature in a slow agonizing death. The lick sensed this powerful creatures' demise and cursed it with unlife—and a few of her necromantic powers as well. The toparkil not only snags passersby with its spiny, tarred tentacles—it can raise those it slays as its own thralls!



SUZERAIN



SAVAGE
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The Chosen

We are the protectors, the teachers, the guardians of the light in this universe. Through the mighty element of Light we channel our power to make all of existence a better place. And we are gods, so that is a lot of power I am talking about.

That does not guarantee our success.

You see, there are crazed gods and their followers who would destroy everything we work so hard to nurture, gods who must be found and stopped.

That, above all else, is our sacred duty - to hunt down those who desecrate the Dark, the exiles from our pantheons who we'd forgotten, because they have not forgotten us, and they are planning something. Something terrible.

The mortal realms have their own flow of time, represented in three stages: Timeline, Elements and Catalyst. The immortal realms of the Maelstrom are outside mortal time. According to the philosopher gods, the two intertwine at only two points: when the universe began and when it will cease to exist.

MAELSTROM



We are the unwanted, the discarded, the forgotten gods of a thousand beliefs. We meet in the secret, hidden corners of the mortal realms, spurned by those self-styled 'Chosen' and their arrogant kin.

Discarded by most, yes... but we have our allies too. Great deities who share the power of our common element - Dark. And through the Dark element we work to bring about the only thing that can make this miserable universe better.

The End Times.

The Chosen will tell you we're insane, but quite the opposite. They're the deluded fools for thinking they can redeem this paltry existence. The End Times is nothing short of a cosmic reset switch, wiping all pain, all wrongs, all mortals and gods alike, replacing it with a new universe, a fresh start. We should seize the chance. We shall seize the chance.

The Forgotten

