

# PATHFINDER<sup>®</sup> MODULE<sup>™</sup>



## DAUGHTERS OF FURY

RPG  
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WINNER

A PATHFINDER RPG ADVENTURE FOR LEVEL 3

BY VICTORIA JACZKO

# ARWYLL STEAD

## MAP KEY

1. Marketplace
2. The Blissful Badger
3. Quarry
4. Arwyll Mine
5. Jailhouse
6. The Red Archive
7. Catacombs
8. Arwyll Estate
9. Old Mine Entrance



# PATHFINDER MODULE

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## ON THE COVER



The cruel erinyes Shayle—brought to stunning life by illustrator Michal Ivan—attacks Imrijka and Alahazra on this module's cover.



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## REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, though these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



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# PATHFINDER MODULE

## DAUGHTERS OF FURY

### ADVANCEMENT TRACK

*Daughters of Fury* is designed for four characters and uses the medium XP track.

3

The PCs begin the adventure at 3rd level.

4

After defeating the fiendish invaders and clearing out the catacombs in Chapter 1, the PCs should be 4th level.

5

By the time the PCs encounter Yvogga in the secret tunnel beneath Arwyll Stead in Chapter 2, they should be 5th level.

6

The PCs should be 6th level at the end of the adventure, after defeating Shayle on top of Eiseth's Roost.

### ADVENTURE SUMMARY

In *Daughters of Fury*, the heroes protect the lonely border town of Arwyll Stead from being overrun by devil assailants and investigate the cause behind these extraplanar attacks. Yet as the heroes delve deeper into the mystery, they unearth more questions than answers. Who is sending these diabolical agents to the town, and for what reason? Why are the formerly peaceful townsfolk of Arwyll Stead descending into madness and violence? And what does the strange half-orc named Vegazi have to do with all of this? The heroes' quest takes them through the wilds bordering Lastwall and Belkzen, into the forgotten tunnels beneath Arwyll Stead, and finally up a steep mountain precipice to face Kelseph, the devilbound orc mastermind behind it all.



## ADVENTURE BACKGROUND

Years ago, in the shadow of the Mindspin Mountains, the daughter of an orc chieftain sought power to overthrow her father. Kelseph, daughter of Wrogog the Red Fury, had no talent for magic, and her father refused to recognize her martial prowess. Despite his many wives, Wrogog had no surviving children but Kelseph, and he regarded her with enmity. When Kelseph bore two half-orc sons and one half-orc daughter by a human, Wrogog took the two boys to raise as true warriors of his growing Fury tribe and kept them away from Kelseph, whom he still refused to acknowledge. He did not, however, claim his granddaughter, Vegazi.

Despite Kelseph's neglectful parenting, Vegazi inherited none of the savagery of her mother and brothers. She instead developed a knack for working with animals and formed strong bonds with the tribe's horses and wolves. Her upbringing was harsh at the hands of her cruel mother, yet Vegazi proved a hardy survivor, persevering and somehow staving off the wickedness that consumed her kin.

Vegazi's goodness—a glimmer of righteousness in a bastion of vileness and brutality—drew a devil's attention. The crafty and patient erinyes Shayle noticed Vegazi's resistance to corruption and laid out a scheme to claim two prizes: the first was Vegazi's soul—a lantern of goodness that the powers of Hell could warp into an erinyes—and the second was a foothold for Eiseth, the Erinyes Queen, in the chaotic and violent patriarchal Hold of Belkzen through a new puppet tribe of orcs.

In a blaze of unholy fire, Shayle appeared before Kelseph. The devil granted the power-hungry Kelseph infernal might and an unholy weapon suitable for a warlord. In exchange, Shayle would return in 20 years—when Kelseph would be at the peak of her power—to collect one of Kelseph's children. Kelseph agreed to the bargain, ready to trade any of her children for power. She never expected, though, that the child Shayle wanted to claim was her weak and strange daughter.

With her newly acquired strength, Kelseph overthrew her father and transformed the tribe into a matriarchy with herself at the head. Her rise was swift, and all the orcs of the newly christened Hell's Fury tribe soon recognized her power.

In the chaos of the usurpation, young Vegazi freed the tribe's slaves and fled. Though she didn't realize it at the time, the humans Vegazi freed weren't just peasants and farmers stolen from the nearby hills—among these prisoners was Adil Arwyll, a noble from the remote Lastwall border town called Arwyll Stead, along with his best soldiers. In thanks, Adil gave his ring to this savior who never offered her name. The two were destined to never meet again: Adil returned to his family's namesake settlement, and Vegazi took to the wilds, choosing to eschew society completely in hopes of forgetting her violent past.

## WHERE ON GOLARION?



*Daughters of Fury* takes place in and around the town of Arwyll Stead along the northwestern border of Lastwall—a region constantly under threat of orc siege from the nearby Hold of Belkzen. More information on Lastwall and Belkzen can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*.

As time passed, Kelseph brought forth five tiefling daughters, who helped cement her power throughout southeastern Belkzen. Adil, on the other hand, sired but one child: a son named Wate, who became the last of the Arwyll line when his mother died during childbirth and his father died in battle some years later.

As promised, just as Kelseph stood on the precipice of grand power in the region, Shayle returned, asking for the missing Vegazi. Having little choice, Kelseph bargained with her own soul for time to retrieve her offering. Her deal granted her an extension on the original contract terms and the aid of some lesser devils. Fearing to let her tribe see her compromised, Kelseph took only the devils, her children, and a few of her most trusted warriors on the hunt for Vegazi. To ensure Kelseph wouldn't renege on the deal, Shayle demanded that the chieftain remain in a secreted location of the devil's choosing—a mysterious mountain peak aptly called Eiseth's Roost. From there, Kelseph could command her minions and children to abduct the estranged half-orc Vegazi, all while Shayle kept an eye on the orc chieftain.

Kelseph knows Vegazi to be somewhere in the hills around Arwyll Stead. With her cowed children leaving no stone unturned in the region and her infernal allies on the prowl, Kelseph is close to locating her long-lost daughter. When a chance encounter brings Vegazi and the player characters' stories crashing together following the sudden death of Wate Arwyll, the party gets caught up in the politics of Arwyll Stead and Kelseph's diabolical plot. It soon becomes clear that only the PCs have the wit and wherewithal to unravel the mystery surrounding their strange ally, bring down Kelseph and Shayle, and save Arwyll Stead from certain destruction.

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## CHAPTER 1

# HELL'S QUARRY

**T**rouble has been brewing in the highlands around the town of Arwyll Stead. Orc attacks have always been common, but when scouts sighted devils in the hills, the town's leaders became concerned that their longtime enemies in Belkzen had acquired allies beyond mortal reckoning. Wate Arwyll, the last remaining member of the Arwyll family and the figurehead of Arwyll Stead, ordered the town's soldiers to scout the region and assess the situation while he and several others traveled to Vigil to rally support from the Knights of Ozem.

Arwyll Stead's scouts weren't the only ones who noticed the strange orc activity in the hills around the town. The half-orc hermit Vegazi—estranged daughter of the Hell's Fury chieftain Kelseph—also saw this transpire, though she knew all too well what infernal powers the Hell's

Fury tribe wielded. Alarmed but preferring to avoid direct involvement unless necessary, Vegazi tailed Wate and his scouts from afar. She hoped that the defenders of Arwyll Stead could protect their town from whatever Kelseph had planned, but she would be willing to intervene should the fiends prove too great a match for the Steaders.

Unfortunately, Vegazi's hesitation meant that her help would come too late for Wate Arwyll: Vegazi's tiefling half-sister, Jagan—a witch and lieutenant of the Hell's Fury tribe—took a band of devils and waylaid the last Arwyll's convoy on its way back from Vigil. Vegazi stepped in, but failed to save the humans. And now she's in peril—unless someone rushes to Vegazi's aid before she's captured, the ranger will suffer a dread fate as her mother's sacrifice.



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## GETTING STARTED

The adventure begins with the player characters stumbling upon a battle in progress in the middle of a dusty road headed toward Arwyll Stead. Alternatively, if they're already known in Lastwall for past heroics, the PCs may have received a missive from Wate Arwyll asking for their help in regard to the unusual orc activity nearby and sightings of devils in the hills around Arwyll Stead.

Regardless of exactly how the PCs come to be traveling toward Arwyll Stead, the adventure starts with the PCs coming upon a deadly attack on the town's leader and his scouts.

Since the PCs have presumably been traveling on the road for some time, they may already know something about the town (see Arwyll Stead Lore, below). Describe to the players the nation of Lastwall and the region between this country and the Hold of Belkzen as necessary. As soon as the players are ready, run the first encounter to begin the adventure.

### Arwyll Stead Lore

Before getting the adventure underway, allow the PCs to attempt Knowledge (local) or (nobility) checks to see how much they may already know about Arwyll Stead and the surrounding region.

**DC 10+:** The border region between Vigil and Urgir is a hotly contested battleground between the humans of Lastwall and the orcs of Belkzen, in addition to being plagued by horrors from the Hungry Mountains to the east.

**DC 15+:** The mining town of Arwyll Stead is one of the numerous border settlements standing between the Hold of Belkzen and Lastwall. It's named after the Arwylls, a well-known family of Lastwall crusaders and knights who have fought against the orcs for generations.

**DC 20+:** The Arwyll family has been steadily dwindling over past few decades; a knight named Wate Arwyll is the sole remaining holder of the Arwyll name. While the Arwylls aren't the official rulers of the town, the townsfolk all but revere their namesake family, looking to them for guidance and security in the face of orc savagery.

### ON THE ROAD TO ARWYLL STEAD (CR 4)

Read or paraphrase the following aloud to the players to set the scene for this encounter.

The clang of metal on metal and the shrill whinnies of frightened horses can be heard from up ahead. As the dusty road curves around the hills, a scene of battle comes into view some hundred feet away. Panicked horses bolt past, and corpses litter the ground around the road—some are recognizable as human guards or fallen horses, but others are twisted, winged, horned monstrosities with fiendish features. All of the combatants have fallen, except for two of the flying yellow monsters attacking a lone, wounded half-orc woman wielding a bow.

**Creatures:** When the PCs come upon the scene, the half-orc woman named Vegazi is already badly wounded and is fending off the final two attacking gaav devils. If Vegazi notices the PCs, she calls out to the adventurers for help. The gaavs attack the new arrivals as soon as they see them.

Because the gaavs have already taken considerable damage from the battle and expended most of their special attacks (see the Tactics section of their statistics, below), this encounter is treated as a CR 4 encounter rather than CR 5.

### LESSER HOST DEVILS (GAAVS) (2) CR 3

**XP 800 each**

LE Small outsider (devil, evil, extraplanar, lawful) (*Pathfinder Campaign Setting: Book of the Damned Volume I, Princes of Darkness* 58)

**Initiative** +3; **Senses** darkvision 60 ft., see in darkness; Perception +6

#### DEFENSE

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

**hp** 30 each (currently 12 each; 4d10+8)

**Fort** +6, **Ref** +7, **Will** +0

**DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10

#### OFFENSE

**Speed** 5 ft., fly 60 ft. (good)

**Melee** mwk spear +7 (1d8+1), 2 claws +6 (1d4+1)

**Special Attacks** noxious breath

**Spell-Like Abilities** (CL 4th, concentration +3)

At will—*dancing lights*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only), *mage hand*, *ventriloquism* (DC 10)

1/day—*summon* (level 3, imp 35%)

#### TACTICS

**During Combat** Once the PCs arrive, the gaavs focus their attacks almost entirely on them. The gaavs have already expended their noxious breath attacks and summoned imps (which were defeated before the PCs arrived).

**Morale** If one of the gaavs is defeated, the other teleports back to Kelseph's encampment on its next turn to report the battle's outcome.

#### STATISTICS

**Str** 13, **Dex** 17, **Con** 14, **Int** 7, **Wis** 9, **Cha** 8

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

**Feats** Dodge, Hover

**Skills** Acrobatics +9, Escape Artist +9, Fly +11, Perception +6, Stealth +13

**Languages** Infernal; telepathy 100 ft.

**SQ** shared senses, superior grappler, swarming

**Combat Gear** mwk spear

#### SPECIAL ABILITIES

**Noxious Breath (Su)** Three times per day, a gaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a DC 14

Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same gaav's noxious breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. Once a gaav uses its breath weapon, it can't use it again until 1d4 rounds later.

**Shared Senses (Su)** All gaavs within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magava to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a gaav to be surprised or flat-footed, even if other nearby gaavs are not.

**Superior Grappler (Ex)** A gaav can wield a weapon and still attempt grapple checks. If it's not wielding a weapon, a gaav gains a +4 bonus on grapple checks. In addition, it takes up to eight gaavs cooperatively to lift a creature that one or more of them is grappling; each gaav can lift up to 50 pounds and still fly without being impeded.

**Swarming (Ex)** Up to two gaavs can share the same space at the same time. If two gaavs in the same square attack the same foe, they are considered to be flanking that foe as if they were in opposite squares.

## VEGAZI CR 2

XP 600

Female half-orc ranger 3

NG Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

**hp** 21 (currently 3; 3d10)

**Fort** +2, **Ref** +5, **Will** +5

**Defensive Abilities** orc ferocity

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +5 (1d6+1/19-20)

**Ranged** composite longbow +5 (1d8+1/x3)

**Special Attacks** combat style (archery), favored enemy (orcs +2)

### STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Endurance, Iron Will, Point-Blank Shot, Precise Shot

**Skills** Climb +6, Handle Animal +8, Heal +8, Intimidate +4, Knowledge (geography) +5, Knowledge (nature) +5, Perception +8, Survival +7; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** favored terrain (mountain +2), orc blood, track +1, wild empathy +5

**Combat Gear** +1 *orc-bane arrows* (3), *potion of bull's strength*, acid (2), silver arrows (10), tanglefoot bag;

**Other Gear** mwk studded leather, light wooden shield, mwk short sword, composite longbow (+1 Str) with 20 arrows, *dust of tracelessness*, antitoxin (2), healer's kit, tindertwigs (5), Arwyll family signet ring worth 50 gp



VEGAZI

**Treasure:** On a tiefling corpse (which Vegazi could identify as her half-sister Jagan's), the PCs can find two *bird feather tokens* and one *whip feather token* attached to a necklace of black feathers worth 15 gp for its ornamental value alone, as well as a single *scroll of see invisibility*. The witch wielded a quarterstaff outfitted with tribal fetishes and wore dirty black robes. The devils have nothing of note aside from their spears.

Among the humans' gear that is still intact is a chain shirt, two suits of studded leather, 15 arrows, three longswords, and a shortbow. The priest's body carries a silver holy symbol of Iomedae and a flask of holy water. Most of the weapons and armor are adorned with the mesa-and-sunburst insignia of Arwyll Stead, which means they can't be sold in town. If the PCs return any of this equipment to the authorities in Arwyll Stead, the Steader leaders reward the party with an amount of gold equal to half the goods' value.

While Wate Arwyll was outfitted with useful equipment, the items are clearly marked with the Arwyll crest (a badger standing its ground) and rightfully belong to the Arwyll family. He bore a masterwork longsword, a masterwork mithral chain shirt, and a masterwork heavy mithral shield. He also wore an obsidian arrowhead necklace around his neck worth 45 gp and a silver signet ring worth 150 gp. All were refitted heirlooms from his father, Adil. Wate had one *potion of cure moderate wounds* left on his person when he died (Perception DC 10 to spot). None of the gear marked with the Arwyll crest can be sold in Arwyll Stead, but the PCs may be able to return the arms to Terrin Shaw, Wate's best friend, for a reward and his favor; see Meeting Terrin on page 16.





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**Development:** Among the dead here are three human scouts from Arwyll Stead, their leader Wate Arwyll, the town priest Phazia, a half-dozen quickly disintegrating gaav devils, and the tiefling witch Jagan. Jagan's body identifies her as an orc-descended tiefling with thin horns curling from her brow, a mane of crimson hair, and knobby, undeveloped wing stumps on her shoulders.

Searching the body of the scouts' apparent leader, Wate Arwyll, and succeeding at a DC 12 Perception check a note addressed to the late commander. Give the PCs a copy of Player Handout #1 (below).

The half-orc woman who was fighting the gaavs identifies herself as Vegazi. She's a strong-looking half-orc with pale green skin and wide, kind eyes. Her Common is rough and rife with syntactical errors, but intelligible. She tells the PCs her name and thanks them for rescuing her. She offers a little information about herself—that she has lived among the hills in this region for many years and long ago abandoned her forebears' tribe—but refocuses any conversation on the deceased humans.

She cannot read, but if the PCs read the letter to her, she admits that she's the hunter who was following "the human scouts." Vegazi refrains from saying exactly why she was following them—she hasn't spoken to people in a long time, and has trouble wording her concerns about the burgeoning orcs to the west.

She asks the PCs to help her deliver the dead "back to the human town;" if the PCs are willing to wait, Vegazi reconnoiters ahead a short distance and brings back the scouts' four horses, which were scared away at the beginning of the attack. If the PCs require compensation, Vegazi promises that the townsfolk of Arwyll Stead (which she simply refers to as "the human town") would likely pay good money to have their fallen heroes buried at home. If the PCs received any wounds during the fight, she also points out that the town's healers can tend to them.

**Story Award:** If the PCs find the note on Wate's body and agree to deliver the bodies to Arwyll Stead with Vegazi, award them 400 XP and increase their respective Relationship Scores with Vegazi by 3 points each (see the sidebar to the right).

## RELATIONSHIPS WITH VEGAZI

Throughout the course of this adventure, the PCs can develop relationships with Vegazi—friendly and collegial, competitive and antagonistic, or even romantic. *Daughters of Fury* uses the relationship system from page 176 of *Pathfinder RPG Ultimate Campaign*, and provides guidelines throughout the adventure to determine how enamored or contemptuous Vegazi grows with each of the PCs. Vegazi's current Relationship Score with each PC is referenced at critical junctures in the adventure, and impacts the story's ultimate outcome.

Each PC begins with a Relationship Score with Vegazi equal to that PC's Charisma modifier; the Relationship Score can rise and fall according to the PC's actions (such as giving gifts to Vegazi or insulting her) as well as with specific events throughout the adventure.

The following can affect a PC's Relationship Score. Refer to the rules in *Ultimate Campaign* for more details.

**Gifts:** Animals or animal-themed items, archery equipment, heirlooms or mementos. If a PC has an animal companion or familiar that he allows Vegazi to interact with, he can attempt a Diplomacy check once per character level he possesses to affect Vegazi's attitude as though he'd given her a gift.

**Insults:** Disrespect of nature, excessive reference to her orc heritage, mocking Vigilants or soldiers of Lastwall.

**Devotion Boon:** Your quality time with Vegazi has instilled you with some of her insight into bonding with animals and beasts of nature. You gain a +2 bonus on Handle Animal and Knowledge (nature) checks.

**Enmity Boon:** Your rivalry with Vegazi has pushed you to master the art of hunting and ranged combat with bows. As long as you're adjacent to Vegazi, any successful ranged attacks you make against other creatures deal an additional 1d6 points of precision damage.

If you'd rather not use the relationship rules, feel free to play out scenes with Vegazi as you see fit—just remember that at the adventure's climax, you'll need to take into consideration how the PCs have interacted with Vegazi.

### Player Handout #1

Wate,

The attacks on the borderlands around Arwyll Stead have obviously become more frequent and purposeful. I fear what the orcs of the Hell's Fury tribe are plotting—it can't be good, judging by their diabolical company.

My scouts and I have still not been able to locate the squad that went missing last week. As we discussed, I will continue searching along the banks of the Path River for any sign of our missing comrades before rendezvousing with you in town tomorrow morning.

—Terrin

P.S. We are not alone in our search. I spotted an elusive hunter tailing my party for the past few days, though she is clearly benign, since she has had ample opportunity to kill us in our sleep. She hasn't made her presence known in a little while, and I would not be surprised if you spotted her as well.

## DELIVERING THE DEAD

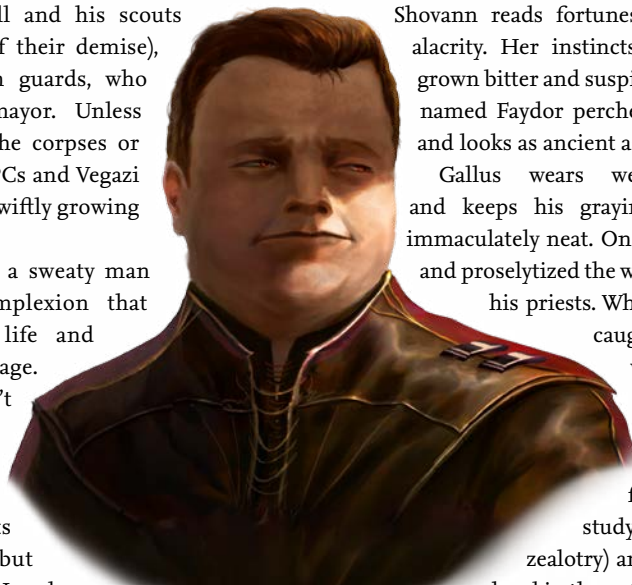
Arwyll Stead is a bustling frontier town based around an iron mine founded by an adventuring couple, Daniela and Eston Arwyll. They and their heirs have been the town's de facto leaders for generations, spurring the local legend that Arwyll Stead would never fall so long as an Arwyll defends it. More information on Arwyll Stead, including details on important locations and statistics for important NPCs, can be found in the appendix on page 50.

It takes several hours for the PCs to reach Arwyll Stead from the site of the devil attack. Under normal circumstances, adventurers are a welcome sight in town—Steaders respect those who can handle themselves. The PCs don't see the town under normal circumstances; the crushing news of Wate's death, the extant prejudice against half-orcs, and the Hell's Fury tribe's meddling have all contributed to a growing mood of tension and paranoia among the townsfolk. The PCs arrive just as this tough, fearless little town teeters on the brink of anarchy, as devils within and without call into question the very survival of Arwyll Stead.

### Meeting Mayor Proum

When the PCs arrive in town (presumably with the bodies of Wate Arwyll and his scouts in tow, or at least news of their demise), they are greeted by town guards, who immediately fetch the mayor. Unless they take pains to cover the corpses or otherwise be discreet, the PCs and Vegazi find a crowd of onlookers swiftly growing around them.

Mayor Darrel Proum is a sweaty man with a paunch and complexion that reflect his stress-fueled life and encroaching middle age. Understandably, he doesn't take the news of Wate Arwyll's death well; he's visibly stricken by the loss of the town's icon. He wants to know what happened, but doesn't inquire in public. He asks the guards to take the bodies of Arwyll and his scouts to Arwyll Estate, and he tells the PCs and Vegazi to meet him there after they have gotten their wounds addressed at the chapel of Iomedae, free of charge. Once they've done so, perhaps acquainting themselves with the town's priest Ovir Radan in the process, allow them to continue to Arwyll Estate. A courier summons the group if they delay for long, and the guards at the gates have been instructed to—politely—not allow the PCs out of the town until they've met with the mayor.



**DARREL PROUM**

### A. ARWYLL MANOR

When the PCs arrive at Arwyll Estate, Mayor Proum answers the door and ushers them past the foyer and into the humbly decorated parlor room. The adjacent dining room has been outfitted as an impromptu morgue, with the bodies of Wate and his comrades laid across the sagging wooden table and covered in white linens.

Along with Proum are two militia members, an elderly woman with wrinkled skin and a head full of curly gray hair, and a tall man in his late forties. Proum introduces the woman as Shovann Orda and the man as Gallus Crevac. The two were friends of the late Wate Arwyll, and together with the mayor, the four of them served as an informal governing council for Arwyll Stead. Now, just the three of them remain.

Shovann—the elderly woman—has a shrewd gaze and enjoys wearing vibrantly colored clothes that were in style when she was young. She hails from Ustalav, where she learned the fortune-teller trade from her mother. When her children were grown and set off to be crusaders, Shovann followed them into Lastwall to keep them safe—a duty she feels she has failed. She's outlived all of her children, and when the last one came to Arwyll Stead to train as a scout and died in Belkzen, Shovann decided to remain at her new home to contribute her wisdom.

Shovann reads fortunes and people with equal alacrity. Her instincts are excellent, but she's grown bitter and suspicious with age. A large owl named Faydor perches on Shovann's shoulder, and looks as ancient as his master.

Gallus wears well-groomed red robes and keeps his graying mustache and beard immaculately neat. Once, Gallus lived in Cheliox and proselytized the word of Asmodeus as one of

his priests. When fellow clergy members

caught the man stealing rare volumes from the church's libraries, they banished him from their order (which suited him just fine, as he wanted to study scripture more than sow zealotry) and placed a bounty on his

head in the nation of Cheliox. Gallus fled

the country, and has since enjoyed a quiet life in Arwyll Stead, building up the town's

repository of knowledge by establishing his personal library—the Red Archive—and opening it to the public.

Proum, Shovann, and Gallus are keenly interested in the PCs and their traveling companion. Once introductions have been made, Proum asks the PCs and Vegazi to explain exactly what happened that led to Wate's demise. The mayor and his associates are patient listeners, and they ask the PCs to elaborate when necessary. Gallus keeps notes on the discussion as they talk.



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At some point in their conversation, one of the interviewers (or perhaps one of the PCs) notices Vegazi's signet ring, which bears the initials "A.A." and motifs of the Arwyll family crest, and asks her about it. Vegazi tells the group she got the ring from a human she freed from an orc tribe's slave yard. She can give a description of the man who gave the ring to her (which matches that of Adil Arwyll), but otherwise offers scant details of the event, not wishing to relive a past that's 20 years behind her. Vegazi doesn't elaborate even when pressed because she doesn't want the townsfolk to mistake her relations to the fearsome Hell's Fury tribe as an alliance.



SHOVAAN ORDA AND GALLUS CREVAC

### Questions for Proum

Proum and his companions have an initial attitude of indifferent toward the PCs.

At any point in the discussion, the PCs may ask Proum or the others some questions about Wate Arwyll, Arwyll Stead, and the surrounding region. The following are answers to some of their most likely questions.

**Who was Wate Arwyll?** "Wate was the last of the Arwyll family, which founded Arwyll Stead generations ago. He was a brave young man who died far too young. In addition to being a symbol of the indomitable spirit of Arwyll Stead, he was a friend to many in the town."

**Why is there so much concern over this man?** "Because he's an Arwyll. The founders of this town and their line included many noble warriors who fought against the orc hordes, and the Arwylls have long been a source of morale and spirit for Arwyll Stead. With no remaining Arwylls to continue the family name, the town will never be the same."

**Who is in charge now that Wate is dead?** "That's part of the problem. While I can certainly do my best to maintain peace in Arwyll Stead as the town's official mayor, Steaders are a notoriously stubborn lot and aren't likely to defer their loyalty to someone not of the Arwyll line. In truth, I am leader in name only, and the town likely needs a new hero to look to."

**Do you suspect us?** "I'm not ruling anything out right now. You seem like a reasonable lot, and I have no reason to doubt your claims, but I can't take any chances, either. If what Vegazi says is true, then the Arwyll family owes her a great deal of gratitude—at the very least for returning the Arwyll signet ring."

### Involuntary Steaders

The discussions at Arwyll Manor take most of rest of the day, and by the time Proum, Shovann, and Gallus finish questioning the PCs, the sun is fast setting. Until he and his council can sort out the matter surrounding Wate Arwyll's death and ascertain the trustworthiness of the PCs and Vegazi, Mayor Proum requests that the party and their new friend stay put in Arwyll Stead for at least the night. He's arranged for them to have two rooms in the Blissful Badger—the town's only inn—and he'd appreciate their cooperation with the investigation.

In particular, Proum wants to know more about Vegazi's relationship with the Arwyll family; he tells the PCs that he would like their help retrieving Grev, a local hermit who knew the

Arwylls well, in the morning. In addition, Proum would like the party to meet with Scoutmaster Terrin when he returns from his latest scouting mission.

**Story Award:** If the PCs converse with Mayor Proum, Shovann, and Gallus and explain their situation to the town leaders, award them 800 XP.

### B. ATTACK ON THE BLISSFUL BADGER

The Blissful Badger is the sole inn and one of two taverns in Arwyll Stead. It's a rather remarkable establishment, built 50 years ago by the late dwarf Delest Forgemore and run by her daughter for the past decade. The tavern's name is a reference to Arwyll Stead at times of peace, when the Arwyll family needs not invoke "the fury of the badger" to fend off the orcs of Belkzen or monsters from the Hungry Mountains.

The building is separated into two halves connected by a broad bar area. On the western side of the building is the inn, where visitors and a few semipermanent residents stay in cramped rooms on either the first or second floor. On the eastern side is the tavern, where tables small and large dot the floor in front of a finely lacquered performing stage. Performances aren't common in the pragmatic Arwyll Stead, but the occasional traveling bard has been known to stop by and raise the townsfolk's morale with a night of story or song.

Because it's such a popular establishment and often the meeting place for important emissaries to Arwyll Stead, the Blissful Badger is a frequent target during orc sieges. The inn's reputation has drawn the attention of Ogash,

## B. THE BLISSFUL BADGER

1 SQUARE = 5 FEET



Kelseph's most headstrong daughter, who suspects that Vegazi might be recovering there after her narrow rescue from the gaavs. After finding out about Jagan's death, Kelseph sent Ogash to capture "the half-orc runt" alive. The reckless tiefling chose to mount a large-scale surprise attack in the night with some of her mother's fiendish minions, hoping to capture Vegazi in the chaos and escape through a secret tunnel she mistakenly believes to be within the town's catacombs. Ogash sent minions to search several locations in Arwyll Stead while she hunted for the escape route.

Determine which of the upstairs bedrooms (the areas marked **B1** on the map) each of the PCs and Vegazi are occupying. This will factor into the initial encounter and determine whether the PCs are surprised by the fiendish attackers bursting into their room (see area **B1**, below).

For the purpose of regaining spells and healing, the PCs are considered to have rested a full 8 hours by the time of the attack.

The PCs awake in the night to the sound of splintering wood and crashing glass as the roar of battle erupts outside. Once Vegazi realizes the fiendish nature of the attackers, she assumes the Hell's Fury tribe is behind the raid, though not that she's the raiders' true target. Concerned that she'll be implicated as an invader, Vegazi asks the PCs to help her fight her way out of the inn and figure out what's going on.

### B1. Upstairs Bedrooms (CR 4)

Each of these bedrooms is furnished with one or more beds, a lantern that hangs from the ceiling, and little else. The mayor puts the PCs up here for the night, and it is from here that they must begin their escape.

**Creatures:** Two imps have smashed through the window of the southeasternmost bedroom and are searching each of the upstairs rooms for Vegazi. Depending on where the PCs and Vegazi are sleeping, they may have heard the imps coming in (the Perception DC depends on the PCs' distance from the room), or they may have been sleeping when the imps broke in (in which case the imps are afforded a surprise round).

**IMPS (2)**

**CR 2**

**XP 600 each**

**hp 16 each** (*Pathfinder RPG Bestiary 78*)

### B2. Downstairs Bedrooms (CR 3)

**Creatures:** A pair of lemures slinks through the bedrooms and hallways of the downstairs bedrooms, defiling bedsheets and plundering drawers for personal possessions. They don't hunt Vegazi—the lemures have no intellects of their own, and are here only to cause destruction and chaos while Ogash and her minions root out the half-orc.



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**LEMURES (2)** **CR 1**

**XP 400 each**

**hp** 13 each (*Pathfinder RPG Bestiary* 79)

### B3. Bar

A long bar counter covered in platters of half-eaten food stands opposite two broad wooden doors that lead out of the tavern. Numerous bottles of alcohol rest on shelves behind the bar.

While normally staffed by the tavern's proprietor, the bar is untended when the PCs arrive here during Ogash's attack. A few panicked inn patrons and tavern-goers flee the scene of chaos through the front doors to the north; they don't stop to talk, but among their shouts and screams, the PCs can decipher that the attackers came through the eastern doors to the taproom.

**Treasure:** Anyone who looks at the bar counter sees, amid the half-empty cups of ale and spilled dinner plates, two flasks of holy water, a cold iron dagger, and a sack of itching powder (*Pathfinder RPG Ultimate Equipment* 108). Anyone who succeeds at a DC 13 Perception check also spots a *silver raven figurine of wondrous power* tucked beneath a discarded napkin.

**Development:** Vegazi is visibly captivated by the silver raven figurine. If the party gives Vegazi the *figurine of wondrous power* (even if just to borrow), increase each PC's Relationship Score with her by 3 points.

### B4. Taproom (CR 4)

This large, open barroom sports several tables and a large corner stage for performers to ply their trade. The ceiling of the room is twenty feet high.

**Creatures:** Several gaavs fly around the high-ceilinged taproom, harrying the inn's cowering patrons and causing havoc. Although most of the gaavs have dispersed by the time the PCs arrive, two of the flying devils spot the adventurers and Vegazi and swoop down to attack.

**MINOR GAAVS (2)** **CR 2**

**XP 600 each**

Young gaav (see page 5, *Pathfinder RPG Bestiary* 295)

**hp** 22 each

**TACTICS**

**Morale** If one of the gaavs is killed and the other brought to fewer than 11 hit points, the surviving gaav flees out a window and flies down the street toward the town's catacombs to report to Ogash (see area C).

### B5. Kitchen (CR 2)

Countertops and a fireplace with a large cauldron in it are the only furnishings in this kitchen. Exits include a swinging door

to the east, a door to the south, and a stone spiral staircase to the northwest.

**Creature:** The proprietor of the Blissful Badger, a dwarven woman named **Isald Forgemore** (LG female dwarf commoner 3; use the statistics for a miner on page 256 of the *Pathfinder RPG NPC Codex*), is one of the few Steaders still in the tavern. She can be found here in the kitchen, where she is desperately trying to extinguish the flames spilling over from the fire pit. When the PCs arrive here, Isald pleads with them to help her put out the fires to save her establishment.



**GAAV**

## C. THE CATACOMBS

1 SQUARE = 5 FEET



**Hazard (CR 2):** Some orcs came through here and knocked over the cauldron on the western side of the kitchen, spilling a large amount of grease and setting fire to the floorboards in that part of the room. When the PCs arrive, the grease fire takes up a single 5-foot square. At the beginning of each round (including the first round when the PCs see the fire), the grease fire spreads to an additional 5-foot square. Randomly determine which adjacent square the grease fire spreads to. If the fire spreads to a square occupied by a creature, that creature is at risk of catching on fire (Reflex DC 15 negates; see page 444 of the *Pathfinder RPG Core Rulebook*).

A character can extinguish a 5-foot-square area of fire using a blanket or other suitable survival implement with a successful DC 10 Survival check. Dousing a square to extinguish it requires at least 1 gallon of water per 5-foot square. The only exception to this is the original 5-foot square where the grease fire started. Because it's a grease fire, pouring water on this square only causes the fire to spread immediately to an additional 5-foot square. To eradicate the grease fire, the square must be covered in a wet blanket, doused with a large quantity of salt (which can be found in abundance on the kitchen shelves), or put out with some other flame retardant. Even magical water doesn't put out the grease fire,

though other spell effects can be used to smother it, such as *expeditious excavation* (*Pathfinder RPG Advanced Player's Guide* 220) or *wood shape*. The PCs may devise their own creative means of dousing the fires in this room (subject to your discretion).

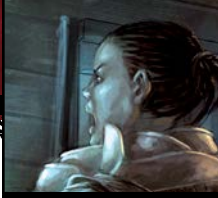
**Treasure:** If the PCs save the Blissful Badger from certain immolation, Isald gifts the PCs three *potions of cure light wounds*.

**Development:** After thanking them with the potions, Isald asks the PCs to investigate the cellar below. She saw some terrible, globular monstrosities go down there, and she's afraid they might destroy her food stores as well as the relics she keeps down there for safekeeping. Isald says that the PCs are welcome to the relics if they can eradicate the devils; her treasures are hidden beneath a loose stone tile in the northeastern corner of the room.

### B6. Cellar (CR 3)

Barrels of wine flank the walls of this long stone cellar. On the eastern end of the basement, various meats hang from chains and hooks attached to the ceiling.

**Creatures:** A pair of lemures has found its way into this cellar. They are busy devouring the hanging meats



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on the far end of the cellar. Unless the party makes considerable noise, the lemures don't notice the PCs, allowing them a surprise round in combat.

**LEMURES (2)** **CR 1**  
**XP 400 each**  
**hp** 13 each (*Pathfinder RPG Bestiary* 79)

**Treasure:** True to Isald's word, treasure can be found in the corner of this room with a successful DC 12 Perception check to locate the loose stone she spoke of. Beneath the tile, a plain canvas bag contains several expensive items, including two water purification sponges (*Pathfinder RPG Ultimate Equipment* 105), a masterwork heavy crossbow with 20 bolts, a +1 *buckler*, a *scroll of daze monster*, and two *oils of align weapon* (good).

## ESCAPING THE BLISSFUL BADGER

Once the PCs are out of the tavern, the extent of the chaos in Arwyll Stead becomes much clearer: townsfolk run through the streets, flocks of gaavs assail buildings and innocents, and lemures pour down the cobblestone avenues in a scene of almost total anarchy.

The PCs are promptly hailed by Mayor Proum. He hurriedly tells them that the leader of the raid was seen running down the streets toward the catacombs. With the town's guards occupied keeping order and fending off devils outside, he has few other options than to turn to the PCs (and Vegazi, assuming she is with them) for help clearing out the monsters from the town's sacred burial chambers. If the PCs need any further reason to submit to Proum's request and destroy the invaders, he tells them simply, "If you wish to further demonstrate your heroism to Arwyll Stead, we would welcome it."

If the PCs require healing before heading into the tavern, Proum ushers them toward the temple of Iomedae, where the resident cleric, Ovir, heals each PC of 2d6 points of damage. He also offers the party a bundle of five raining arrows (*Pathfinder Player Companion: Alchemy Manual* 21), which Vegazi uses if no one else wields a bow. For convenience, the rules for raining arrows have been reprinted in the sidebar on this page.

**Story Award:** If the PCs clear out the Blissful Badger and escape the tavern, award them 1,200 XP.

## C. THE CATACOMBS

The catacombs were excavated in the early years of Arwyll Stead, when the town was little more than Arwyll Estate and the land around it, and they've been expanded upon several times throughout the town's history. It's a sacred area for most of the residents of Arwyll Stead.

**General Features:** Arwyll Stead's catacombs are broad and impressive, with 15-foot-tall ceilings throughout.

## RAINING ARROW

This thick-shafted arrow contains a reservoir of holy water and is designed to burst upon impact. A raining arrow damages the target as normal, and also treats the target as though it had been struck by a direct hit from a thrown vial of holy water; adjacent creatures take splash damage from this effect. A raining arrow imparts a -2 penalty on attack rolls because of its weight. A raining arrow costs 30 gp, and can be crafted with a successful DC 25 Craft (alchemy) check.

Empty sconces line the walls every 20 feet except in the sarcophagus chambers (area C3), which have no amenities for light.

### C1. Collapsed Hall

A pile of boulders, broken rock, and rubble blocks the main passageway through the catacombs where the ceiling collapsed. On either side of the hallway, five-foot-wide passages lead into other areas.

The hallway here collapsed several years ago during a particularly devastating orc siege, and the damage was so great that the Steaders haven't yet cleaned up the rubble and rebuilt the passage. Digging through the rubble would take a day or more of solid work for a few skilled laborers—since there were more pressing repairs to make following the siege, these were eventually forgotten.

### C2. Urn Repositories (CR 4)

Skull-sized cavities dot the finely carved walls of these chambers in an orderly fashion. The cubbies contain funerary urns of varying quality and size.

Most Steaders are cremated and interred in funerary urns within one of these chambers, which are expanded as necessary to accommodate the town's dead.

**Creatures:** Ogash commanded three of her lemure minions to scour the walls of these urn chambers for a secret exit. The lemures attack the PCs on sight.

**LEMURES (3)** **CR 1**  
**XP 400 each**  
**hp** 13 each (*Pathfinder RPG Bestiary* 79)

**Treasure:** The lemures picked up some funerary offerings while slithering across the rooms and smashing into the urns. Among their withering remains are an *elixir of vision*, a flask of *unguent of timelessness*, a beautiful brooch worth 300 gp, and 122 gp, 66 sp, and 83 cp.

### C3. Sarcophagus Chambers (CR 3)

Sarcophagi line the walls and occupy the corners of these chambers. The sarcophagi each bear inscriptions and minute cosmetic differences indicative of the individual enshrined.

Particularly important or wealthy citizens of Arwyll Stead sometimes wish to be interred in sarcophagi rather than have their bodies cremated. Each sarcophagus in this room bears an inscription that details the name of the deceased, the years of the deceased's birth and death, and a short epitaph.

**Creature:** An accuser devil wanders the rooms here, scanning for a hidden exit just as its lemure compatriots did in the urn repositories (area C2). The accuser devil attacks the PCs on sight, but flees to Ogash's side if it falls to 10 or fewer hit points.

**ACCUSER DEVIL (ZEBUB)**

**CR 3**

**XP 800**

**hp 30** (*Pathfinder RPG Bestiary 2 84*)

**Treasure:** While perusing the chambers, the zebub pilfered a few items from the floor, all left by a Pharasmin priest some years ago while Arwyll Stead was dealing with an undead problem: three *scrolls of protection from evil*, a *scroll of magic circle against evil*, and a *wand of see invisibility* with 16 charges remaining.

### C4. Hall of the Honored

A long row of stone sarcophagi lines this hallway. Three passageways to the north lead to other rooms.

The lid of one sarcophagus sits slightly ajar, which is noted with a successful DC 15 Perception check.

**Creature:** Hiding inside the open sarcophagus is a scared Arwyll Stead militia member named **Jerem** (NG male human warrior 3; use the statistics for a guard on page 267 of the *Pathfinder RPG NPC Codex*). He ran in after the orc attackers when the siege began, thinking his fellow Steaders were behind him, but he was unpleasantly surprised to find himself alone with the enemies in the catacombs. Rather than die a hero, Jerem decided to hide in a vacant sarcophagus in this chamber until help arrived. Unsure whether the PCs are friend or foe, he remains as silent as possible, peeking out from his macabre hiding spot.

**Development:** If his hiding spot is discovered, Jerem holds his eyes shut and cowers, waving his guisarme in front of himself feebly. He's a coward when alone, but if he realizes the PCs are there to fight the fiendish invaders as well, he finds a bit of bravery in himself. He offers to protect the PCs' escape route in case they need to flee the catacombs, but if the PCs explicitly ask him to fight alongside them as they go through the catacombs, he resigns himself to the task. Regardless, once the PCs have killed Ogash, Jerem flees the catacombs to inform the other Steaders of the PCs' heroics.

While Jerem's prowess as a town guard is questionable at best, the cowardly man has talent as a cartographer.

If Jerem is rescued and survives the dangers of the catacombs, Terrin Shaw asks him to draft a map of the surrounding region for the PCs at the beginning of Chapter 2. This will come in handy as the PCs explore the hinterlands around Arwyll Stead and bring in the homesteaders during that part of the adventure. See page 19 for more details.

**Story Award:** If the PCs find Jerem before defeating Ogash and either convince him to help them or allow him to guard the exit to the catacombs, award them 400 XP.



**OGASH**





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## C5. Chamber of Elders (CR 3)

Five plain stone sarcophagi lie along the walls of this rectangular burial chamber.

Important citizens of Arwyll Stead, including the longest-standing priests of Iomedae and several friends of Daniela and Eston Arwyll, are interred in sarcophagi in this room.

**Creatures:** Two lemures lurch over the various sarcophagi here, trying to fit through small fissures and cracks to search for a secret tunnel that leads out of the catacombs.

**LEMURES (2)** **CR 1**  
**XP 400 each**  
**hp 13 each** (*Pathfinder RPG Bestiary 79*)

## C6. Arwyll Crypt (CR 5)

Ornate stone sarcophagi line the floors of this wide chamber. In the center of the crypt, four sarcophagi surround a large iron brazier. Passages lead from the western side of the chamber, and a collapsed tunnel to the south appears to be unfinished.

Members of the Arwyll family are buried in this sacred chamber. With Wate Arwyll's death, the final Arwyll family member will soon be interred here. Inscriptions on the sarcophagi indicate the names of the late Arwylls: The founders of Arwyll Stead, Daniela and Eston, and their two children, Husker and Tili, occupy the sarcophagi surrounding the iron brazier. Adil and Wate's other immediate relatives occupy the sarcophagi framing the room.

**Creatures:** The mastermind behind the invasion—Ogash, daughter of Kelseph and twin sister of the late Jagan—is looking in vain for a secret exit from Arwyll Stead in this crypt, since her siege has proved to be a miserable failure. She's joined by one of Kelseph's infernal minions, a hell hound granted to the orc matriarch by Shayle. When the two of them realize they've been cornered by the PCs, they attack with everything they've got.

**HELL HOUND** **CR 3**  
**XP 800**  
**hp 30** (*Pathfinder RPG Bestiary 173*)

**OGASH, THE STEEL DAUGHTER** **CR 3**  
**XP 800**  
 Female tiefling bloodrager 4 (*Pathfinder RPG Bestiary 264*,  
*Pathfinder RPG Advanced Class Guide 15*)  
 CE Medium outsider (native)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +6

## THE DAUGHTERS OF FURY

The PCs encounter each of Kelseph's tiefling daughters before facing the orc matriarch herself. Kelseph treats each of her daughters differently, which shows through in their distinct personalities and how much (or how little) they know about their mother's plot. They are presented in order of appearance.

**Jagan the Blighter:** The now-deceased witch Jagan was the eldest of Kelseph's tiefling brood. She was infamous in the Hell's Fury tribe for using maggots to heal (and punish) fellow orcs. Kelseph asked Jagan to spread mayhem along the outskirts of Arwyll Stead, ostensibly to show the strength of the growing Hell's Fury tribe; in actuality, Kelseph hoped to draw Vegazi out of hiding.

**Ogash, the Steel Daughter:** Ogash, an unstable bloodrager, was kept in check by her levelheaded older sister, Jagan, and she knows as little about her mother's plot as her fallen sibling. With Jagan dead, Ogash's only true friend is her orc double axe, Underbite. Ogash's statistics appear on this page.

**Ilka, the Wild Daughter:** The druid Ilka bends the forces of nature to her will and displays contempt for all living creatures, including her own family. Beneath her feathers and furs, she has a shrewd and patient mind. She's never seen Shayle, but she knows her mother is taking orders from a devil. Ilka believes Kelseph is losing the spirit that made the Hell's Fury tribe powerful in the first place. See the Development section of the Wild Daughter encounter on page 22 for more information on Ilka. Ilka's statistics appear on page 21.

**Yvogga, the Outsider Daughter:** Yvogga is a summoner reliant upon her eidolon in combat. She is smaller and slimmer than her sisters, and her frailness makes her more approachable to humans, but a laughingstock among orcs. She resents her family, but her fear of other Belkzen tribes makes her stay. She's easy to question, but knows only about as much as Ilka. Yvogga is the only one of Kelseph's daughters who can be redeemed, if given the opportunity. Her statistics appear on page 35.

**Bax the Mask:** When they were young, Ogash burned off half of Bax's face. Ever since, Bax has worn a frightful mask, which reveals only parts of her scarred head and her protruding horn bumps. She intends to usurp Kelseph, but follows orders until she spots a weakness. She knows Kelseph is stationed on top of Eiseth's Roost, and through spying has learned the nature of her mother's bargain. Bax told Korlum and Grache about Kelseph's whereabouts and her infernal pact, hoping the brothers would succeed against Kelseph and Bax could then overthrow them. Bax's statistics appear on page 44.

**DEFENSE**

**AC** 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, -2 bloodrage)

**hp** 51 (4d10+20)

**Fort** +8, **Ref** +3, **Will** +2; +2 vs. poison

**Defensive Abilities** blood sanctuary, uncanny dodge;

**Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk orc double axe +10 (1d8+6/×3)

**Ranged** throwing axe +6 (1d6+4)

**Special Attacks** bloodrage (12 rounds/day), hellfire strike (3/day, *flaming*)

**Spell-Like Abilities** (CL 4th, concentration +4) 1/day—*darkness*

**Bloodrager Spells Known** (CL 4th; concentration +4)

1st (2/day)—*burning hands* (DC 11), *color spray* (DC 11)

**Bloodline** infernal

**TACTICS**

**Before Combat** Ogash enters her bloodrage as soon as she knows she is about to face battle.

**During Combat** Ogash begins combat by using her *darkness* spell-like ability centered on Vegazi, then uses the effect as cover to attack the half-orc and any PCs in the way. She prefers to fight in melee with her orc double axe (making use of her hellfire strike to coat the weapon in flames), but hurls throwing axes at opponents who prove bothersome from a distance. She uses her scrolls and potions as needed.

**Morale** Though Ogash is confident in her ability to abduct Vegazi and kill any who stand in her way, she is not blind to her mortality. If her hell hound ally is slain, she attempts to abduct Vegazi and escape, heedless of the remaining combatants. If her ally is slain and she's reduced to fewer than 20 hit points, Ogash flees without Vegazi. However, if a PC is wearing Jagan's black feather necklace, Ogash attacks that PC exclusively and fights to the death.

**Base Statistics** When not bloodraging, Ogash's statistics are

**AC** 19, touch 12, flat-footed 17; **hp** 43; **Fort** +6, **Will** +0;

**Melee** mwk orc double axe +8 (1d8+3/×3); **Ranged**

throwing axe +6 (1d6+2); **Str** 14, **Con** 15; **CMB** +6, **CMD** 18;

**Skills** Climb +6.

**STATISTICS**

**Str** 18, **Dex** 15, **Con** 19, **Int** 12, **Wis** 8, **Cha** 11

**Base Atk** +4; **CMB** +8; **CMD** 18

**Feats** Eschew Materials, Two-Weapon Fighting, Weapon Focus (orc double axe)

**Skills** Acrobatics +6, Bluff +2, Climb +8, Intimidate +7, Perception +6, Spellcraft +6, Stealth +6; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Common, Infernal, Orc

**SQ** blood casting, fast movement, fiendish sorcery

**Combat Gear** *potions of cure light wounds* (2), *potion of magic weapon*, *scrolls of magic missile* (2), *scroll of ray of enfeeblement*, smokestick (3); **Other Gear** +1 *breastplate with armor spikes*, mwk orc double axe, throwing axes (3), black feather necklace worth 15 gp, climber's kit, hemp rope (50 ft.), locked gauntlet, mwk manacles, signal horn<sup>UE</sup>, 91 gp

**SPECIAL ABILITIES**

**Fiendish Sorcery (Ex)** Because of Ogash's strong connection to the forces of Hell and her infernal bloodrager bloodline, her fiendish sorcery racial trait allows her to treat her Charisma score as 2 higher for the purpose of her bloodline powers.

**Development:** If captured alive, Ogash vehemently confesses her reasons for raiding the town, shouting that the "half-human scum" responsible for her sister Jagan's death will pay. She doesn't say exactly why she went into the catacombs, but explains if magically compelled that she (mistakenly) believed she could escape Arwyll Stead by finding

the secret tunnel within. Since she knows relatively little about her mother's true scheme (see sidebar on page 15), Ogash can't give the PCs much insight into Kelseph's plot, but it should become clear through interacting with Ogash that the orc matriarch and her daughters are seeking to capture Vegazi—and wreak havoc on Arwyll Stead in the process.

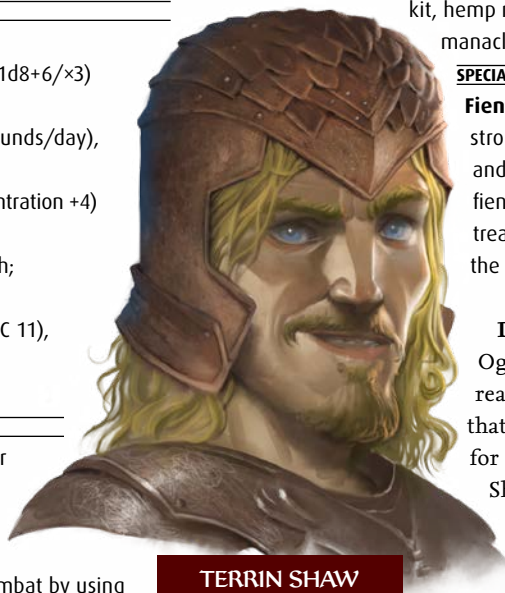
**Story Award:** If the PCs defeat Ogash and put a stop to the tiefling's raid on Arwyll Stead, award them 1,600 XP.

**MEETING TERRIN**

After the PCs clear out the catacombs, they are greeted outside by a handsome, petite human man with a personable demeanor. "I don't know who you are," the man exclaims, "but I'm glad you lot are on our side. Did Wate send for you? My scouts are missing, and now we've got this mess to clean up."

The man introduces himself as Terrin Shaw, Arwyll Stead's scoutmaster. He's been out of town for several days, traveling to Trunau to gather news and supplies and scouting along the Path River to determine the cause of several orc attacks on remote homesteads (see Player Handout #1 on page 7).

If the PCs tell him about Wate's death, Terrin's whole demeanor collapses. Grief-stricken, he tells the party that on his way back from Trunau, his scouts failed to meet him at their rendezvous. Between Wate's demise and Ogash's raid, he fears the worst for his scouts.



TERRIN SHAW



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"I was also Wate's best friend," he says. "He always worried what would happen to Arwyll Stead if his family wasn't around anymore, and really felt the pressure when his mother died. He made me promise to help things stay together." Terrin can tell the PCs about Wate, providing the same details as Mayor Proum on page 9.

**Treasure:** If the PCs are using any of Wate Arwyll's gear, Terrin recognizes it and asks that it be returned to Arwyll Manor. If they require compensation, Terrin offers the PCs 500 gp from the Arwyll family's coffers. Accepting the offer shifts Terrin's attitude (which starts at indifferent) toward the PCs one step closer to friendly. Refusing to return the equipment causes Terrin's attitude to shift one step closer to unfriendly, and the scoutmaster's future interactions with the party are terse at best.

## FOR THE FALLEN

After introducing himself to the PCs, Terrin asks the adventurers if they would help him, Acolyte Ovir Radan, and the other townsfolk bury those lost in the raid and the attack on Wate Arwyll's convoy. This request is hardly out of line, since everyone in the town is expected to chip in. If the PCs are still hesitant, Vegazi looks visibly disappointed as she separates from the group to help the crestfallen Steaders (in this case, reduce each PC's Relationship Score with Vegazi by 1 point).

With Phazia dead, Ovir Radan is the sole remaining cleric in town. Considering the number of dead, Ovir won't be able to perform individual services and has to instead conduct a mass ceremony.

The PCs may perform any of a variety of tasks to aid in the funeral. Each task should involve one or more ability checks or skill checks of some sort. Following are some examples of tasks the PCs might perform, along with the associated checks.

- **Gathering the Dead:** Collecting the bodies of the fallen is the most labor-intensive part of the funeral, and requires a successful DC 14 Strength check to help the town's guards lift and move the bodies of their dead comrades to the funeral pyre.
- **Cleaning the Streets:** The least glamorous (but certainly no less important) task to be done is clearing the streets of the dead devils and washing the blood from the cobblestone walkways, requiring successful DC 14 Dexterity checks to get the job done in a timely manner.
- **Burial Preparations:** Each dead body must be stripped and wrapped in linen before it is ceremoniously placed on the mass pyre. This requires a successful



**OVIR RADAN**

## LOSING VEGAZI

It's not easy for Vegazi to be unintentionally captured or killed, but it's possible. If Vegazi is taken out of the story, then the PCs become the focus of Kelseph's unhealthy attention. Either she's infuriated with them for getting her sacrifice killed early, or she's out to avenge her children after she completes her bargain for Shayle. She blames the party for the deaths of her daughters, even Jagan, and throws all her resources at the PCs, terrorizing Arwyll Stead with orc and devil raids to force them out.

This requires significant modification to the adventure, but still leads to confrontations with Kelseph's children, a fight against the phiam, and a final battle against Kelseph (though without Shayle). Even without Vegazi, the adventure's essential structure remains intact.

DC 14 Heal check to complete, as well as a successful DC 8 Fortitude save to avoid becoming nauseated by the experience.

- **Building the Pyre:** Building the funeral pyre requires making sure it is large enough to cremate the deceased and ensuring its flames won't spread to any nearby structures, which is accomplished with a successful DC 14 Survival check.
- **Officiating the Funeral:** Anyone trained in Knowledge (religion) can attempt a DC 14 check to officiate the ceremony; failure means that Ovir steps in to take over for the fumbling PC. A PC can attempt a DC 16 Bluff or Perform (oratory) check in place of the Knowledge (religion) check.

For each task a PC performs, increase that PC's Relationship Score with Vegazi by 1 point (maximum increase of 5). After completing the tasks, treat townsfolk's attitudes toward the PCs as one step closer to friendly for the rest of the adventure. Even if the PCs don't attend the hours-long ceremony, they hear the prayers and hymns long into the night.

**Treasure:** If the PCs help with the ceremony, Ovir gifts them four *potions of cure light wounds*, a *scroll of remove curse*, and three flasks of holy water.

If the PCs successfully accomplished three or more tasks to aid the ceremony, the priest also gifts them with a *periapt of protection from curses* (*Ultimate Equipment* 260).

**Story Award:** If the PCs aid in the funeral ceremony, award them 800 XP.



## CHAPTER 2

# THE BORDER STANDINGS

**B**y now, the PCs have saved a mysterious half-orc from devils, repelled the raid of a bloodthirsty tiefling, and helped a small town mourn its dead heroes. The townsfolk are grateful to the adventurers, but wary of trusting anyone now that the Arwyll family is gone. The PCs are still mistrusted in the town, despite having performed these heroic deeds—the mayor just doesn't know what to make of them and Vegazi. However, Terrin Shaw's news of devils being spotted outside the town convinces Mayor Proum he still needs the PCs' help.

The PCs are tasked with escorting the outlying homesteaders into Arwyll Stead to protect them against any future attacks, but what should be a simple task is complicated by a druidic stalker who turns the wilds against the party.

Early in the morning following the funeral, after the PCs have gotten a full night's sleep and are ready to continue with the adventure, Terrin hails them and asks them to join him at the town's southern gates, atop the wall walk west of the gates. When the PCs have gathered, read or paraphrase the following aloud.

---

Terrin's voice is tired, and he doesn't look like he's slept for a long while. "There's a problem... again," he says. "We sent guards to bring in the citizens from the houses outside the walls. The guards spotted more devils in the sky, and it's got me worried about the outlying homesteads. The folks who live that far out are a bit better at defending themselves, but they're used to fending off occasional orc scouts—not hosts of devils.



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"Mayor Proum has asked that you all extend your stay here until we can figure out how you—especially Vegazi—are involved in all of this. That said, you've all proved yourselves in my book. We're short-handed, and could use all the help we can get, so I must ask you a favor for which you will be compensated. Could you round up the outlying homesteaders and convince them to come within the walls until this problem is resolved? It's not an official order—we haven't seen an invading force and can't say if the devils even care about attacking the homesteads—but we have a duty to protect the homesteaders. If you can get these people out of harm's way, I can find something in the armory or wrangle a dispensation from Mayor Proum to make it worth your time."

If the PCs accept, Terrin thanks them and provides them with basic instructions to each homestead. If the PCs rescued Jerem (who happens to be one of the town's best cartographers) from the catacombs at the end of Chapter 1 (see page 14), Terrin also provides the party with a map of the region around Arwyll Stead (similar to the map on page 20, though obviously Terrin doesn't yet know the location of Ilka or her brethren's camps).

Terrin is especially interested in the retrieval of an old homesteader named Grev, a retired soldier from Vigil who knew many members of the Arwyll family personally, including Adil and Wate. If anyone can verify the truth of Vegazi's claim that she saved Adil from the Hell's Fury tribe's prison camps, it would be Grev. Even if the PCs can't retrieve the others, Terrin wants to ensure they bring the hermit back to town to shed light on this matter.

## BEYOND ARWYLL STEAD

The terrain around Arwyll Stead ranges from the rocky, arid hills leading east into the Hungry Mountains to the green plains and sparse forests characteristic of Lastwall. The Path Road, leading from Vigil through Arwyll Stead and into Ustalav, is the most obvious route for the PCs to travel along. Vegazi knows the area well, and asks to come along with the PCs to help in any way she can.

**Travel Times:** Use the map on page 20 and the rules for Overland Movement in Chapter 8 of the *Pathfinder RPG Core Rulebook* to determine how long it takes the PCs to travel between Arwyll Stead and the various homesteads. In general, most characters can walk along the Path Road and its branching trails at a rate of just over 2 miles (or 2 squares on the map) per hour. If the PCs are on horseback, they can easily travel 3 miles per hour on the road and trails.

## Random Encounters

Each hour the PCs are outside Arwyll Stead, there is a 20% chance the party encounters a random monster (roll d% on the table below to determine the encounter). The chance for an encounter increases by an additional 10% for every hour that goes by without an encounter, and resets to 20% after each encounter. After the PCs locate and kill or apprehend Ilka (see The Wild Daughter on page 20), the attacks from wild animals stop, and there's only a 20% chance each day of a random orc encounter.

d%	Encounter	Avg. CR	Source
01-10	1 aurochs	2	<i>Bestiary</i> 174
11-22	2d6 orcs	2	<i>Bestiary</i> 222
23-37	1 giant eagle	3	<i>Bestiary</i> 118
38-52	1d4 hyenas	3	<i>Bestiary</i> 179
53-68	1d4 lions	4	<i>Bestiary</i> 193
69-84	1d4 boars	4	<i>Bestiary</i> 36
85-92	1 dire lion	5	<i>Bestiary</i> 193
93-100	1d4 dire hyenas	5	<i>Bestiary</i> 179



ILKA AND UMBER



**Animals:** Anyone who succeeds at a DC 25 Handle Animal or Knowledge (nature) check can determine that the animals faced in these random encounters are acting under the compulsion of an enchantment. See *The Wild Daughter*, below, for more information.

If Vegazi is with the party, reduce each PC's Relationship Score with her by 1 for each encounter that ends in the death of one or more animals. The PCs' Relationship Scores are unchanged if they knock the animals unconscious and stabilize them, and increase by 1 for each encounter in which the PCs deal with the animals nonviolently.

**Orcs:** During a random orc encounter, the PCs confront a band of 2d6 orcs from the Broken Spine tribe. If any of the orcs are captured and questioned about tieflings or orcs attacking Arwyll Stead, they say they've heard of a growing, female-led tribe in the north called the Hell's Fury tribe. Even though they've heard that devils aid the Hell's Fury tribe's leader—and that she may even be one herself—they assume the upstart's been conquered by now. For more information on established orc tribes in the Hold of Belkzen near Lastwall, see *Pathfinder Player Companion: Orcs of Golarion*.

### The Wild Daughter

Kelseph's third daughter, Ilka, has watched the lands surrounding Arwyll Stead since Ogash's raid failed.

Patient and cunning, Ilka believes intimidating Arwyll Stead so it will over Vegazi will be a more effective tactic than attacking the town outright. To aid in her intimidation tactics, the druid wants to kidnap townsfolk to use as leverage; her half-brothers already have Terrin's scouts (see *The Traitors' Camp* on page 36), but Ilka thinks they need more. If the PCs brought Vegazi along, Ilka also recognizes the opportunity to capture her sister outright while the half-orc is away from the protection of Arwyll Stead's walls.

When the PCs leave the town, Ilka keeps tabs on the adventurers by assuming the form of a red eagle with her wild shape ability—her boar, Umber, remains out of sight during her reconnaissance missions. She mostly observes, but sometimes she sends controlled or summoned animals after the PCs (see *Random Encounters*, above). She hopes to wear the party down and, should the PCs be overpowered, take any survivors (especially Vegazi) back to her camp to hold them captive.

If the PCs have reason to believe something is watching them (because they see Ilka's aura within the range of a *detect magic* spell, for example), a successful DC 15 Perception check reveals that a red eagle and a wild boar have been following them from afar. Ilka and Umber follow the PCs for only 4 hours at a time, after which they rely on Ilka's animal emissaries to harry and follow the PCs. If they aren't specifically looking for something strange, then the



PCs are unlikely to notice Ilka or Umber—red eagles and boars are typical fauna for the area.

If Ilka is spotted and chased, she leads the party to the nearest copse of trees or group of boulders and casts *soften earth and stone* or *summon swarm* to distract them while she flees. She continues monitoring from a safer distance, using Umber as her eyes if he has remained unnoticed. If the PCs spot Umber and pursue him, he flees toward Ilka, at which point she uses the same tactics as above.

If combat with the PCs proves unavoidable, Ilka fights as best she can, using tactics similar to those she would use at her camp (see area E on page 26), and she tries to abduct Vegazi or a PC if she gets a chance.

**ILKA** **CR 3**

**XP 800**

Female tiefling druid 4 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

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

**DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

**hp** 37 (4d8+16)

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

**Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk scimitar +3 (1d6-1/18-20)

**Ranged** sling +5 (1d4-1)

**Special Attacks** wild shape 1/day

**Spell-Like Abilities** (CL 4th; concentration +7)

1/day—*darkness*

**Druid Spells Prepared** (CL 4th; concentration +7)

2nd—*soften earth and stone*, *summon swarm*,  
*unshakable chill*<sup>UM</sup> (DC 15)

1st—*entangle* (DC 14), *longstrider*, *obscuring mist* (2)

0 (at will)—*light*, *mending*, *purify food and drink*,  
*read magic*

**TACTICS**

**Before Combat** Before a potential combat, Ilka casts *longstrider* on herself. When she believes confrontation is imminent, she shifts to her natural form before drinking her *potion of bear's endurance* and using her *wand of magic fang* on Umber.

**During Combat** Ilka spontaneously casts *summon nature's ally* as often as possible to tip the odds in her favor. She casts *unshakable chill* on Vegazi to weaken her for capture, and she casts *soften earth and stone* to slow the PCs as she tries to knock the ranger unconscious. If she successfully subdues Vegazi, Ilka throws the half-orc onto Umber and orders the boar to flee back to camp. Ilka uses her spells and scrolls as needed to keep the PCs busy or to cover her escape.

**Morale** Ilka's primary goal is to capture Vegazi or a PC, and she flees if that doesn't seem like a possibility and her minions are defeated.

**Base Statistics** Without her *potion of bear's endurance* or *longstrider*, Ilka's base statistics are **hp** 29; **Fort** +5; **Speed** 20 ft.; Con 13.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 17, **Int** 12, **Wis** 16, **Cha** 12

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

**Feats** Augment Summoning, Spell Focus (conjunction)

**Skills** Bluff +3, Handle Animal +8, Knowledge (nature) +3, Perception +10, Ride +5, Spellcraft +8, Stealth +6, Survival +10; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Common, Druidic, Infernal, Orc

**SQ** fiendish sorcery, nature bond (animal companion), nature sense, trackless step, wild empathy +5, woodland stride

**Combat Gear** *potion of bear's endurance*, *scrolls of call animal* (3), *scroll of flame blade*, *scroll of flaming sphere*, *wand of charm animal* (10 charges), *wand of cure light wounds* (12 charges), *wand of magic fang* (23 charges); **Other Gear** mwk hide armor, mwk light wooden shield, mwk scimitar, silent whistle, necklace of black feathers worth 15 gp, 40 gp

**UMBER** **CR —**

Boar animal companion

N Medium animal

**Init** +0; **Senses** low-light vision, scent; Perception +5

**DEFENSE**

**AC** 18, touch 10, flat-footed 18 (+8 natural)

**hp** 34 (4d8+16)

**Fort** +7, **Ref** +4, **Will** +2

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 40 ft.

**Melee** +1 *gore* +8 (1d8+7)

**Special Attacks** ferocity

**TACTICS**

**During Combat** Umber fights savagely, goring opponents and keeping them away from Ilka. At Ilka's command, he flees with Vegazi on his back once Ilka has apprehended her half-orc sister.

**Morale** Umber protects his mistress to the death, retreating only if commanded by Ilka. If Ilka flees, Umber follows, and defends Ilka's body if the druid falls unconscious.

**Base Statistics** Without *magic fang*, Umber's statistics are **Melee** *gore* +7 (1d8+6).

**STATISTICS**

**Str** 18, **Dex** 11, **Con** 17, **Int** 3, **Wis** 13, **Cha** 4

**Base Atk** +3; **CMB** +7; **CMD** 17 (21 vs. trip)

**Feats** Combat Reflexes, Toughness

**Skills** Acrobatics +4 (+8 when jumping), Climb +8, Perception +5, Stealth +4; **Racial Modifiers** +4 Acrobatics when jumping

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

**SQ** link, share spells, tricks (attack, come, defend, down, fetch, guard, seek, stay)

**Development:** If the party protects Vegazi from being abducted (or retrieves her from Ilka's camp before the next sunrise), the ranger is extremely grateful. However, if Ilka does nab Vegazi and the PCs fail to follow the trail or locate Ilka's camp before dawn the next day, Ilka leaves her campsite and escorts the half-orc to the traitors' camp (area G, see page 36) to meet Bax, who takes charge of Vegazi and brings her to Kelseph on Eiseth's roost.

Apprehending Ilka and questioning her proves fruitful to the PCs' investigation. She reveals all of the information written in her journal (see Development under Ilka's Camp on page 27), and can answer basic questions about the Hell's Fury tribe. She doesn't know her mother's full plans—or even why Kelseph desires Vegazi in the first place—but she believes they're related to the recent arrival of the devils with whom Kelseph has been consorting. She knows her mother has taken leave from the Hell's Fury tribe's territory, but she doesn't know where the matriarch is now or where her brothers' encampment is—she has been communicating with Kelseph and her siblings through imps and gaavs, and knows only enough to perform her part of the plot (capturing people of interest who might be useful in obtaining Vegazi). As for the Hell's Fury tribe's next steps, Ilka believes that Kelseph will continue to assault Arwyll Stead with either diabolical forces or use her tiefling daughters as pawns.

**Story Award:** If the PCs decidedly defeat Ilka (either on the road or in her camp; see Ilka's Camp on page 26) and ensure she no longer poses a threat to Arwyll Stead, award them 1,600 XP and increase their Relationship Scores with Vegazi by 2.

## D. THE HOMESTEADS

The homesteads around Arwyll Stead are detailed below and are keyed to the map on page 20. In order to persuade the residents of each homestead to return to town with them, the PCs must usually either wait a set amount of time or attempt to expedite the process by performing some task for the homesteaders. In either case, the GM should provide the players with time estimates for each given course of action, so the party can make informed decisions about how to use their time throughout this part of the adventure. While the PCs don't have a set time limit to bring the homesteaders to safety, the amount of time spent on each encounter determines the random encounters they will face.

### D1. BORDER RANCH (CR 3)

This horse-breeding family's land dates back to when the border of the Hold of Belkzen reached much farther to the west. This holding was originally called Morter Ranch, but so many people from Arwyll Stead mistakenly called the place "Border Ranch" that the moniker stuck. The ranch is little more than a wooden farmhouse, a barn, and a wide, craggy pasture for grazing cattle.

The leader of the Morter family, **Ellia** (LG middle-aged female human commoner 3), runs the ranch with the help of her lame husband, **Clyde** (NG middle-aged male human commoner 2), and his brother, **Feb** (NG middle-aged male human commoner 2/expert 1). Ellia and Clyde have three children together—two older girls and a young boy—and are more than willing to bring their family to safety behind Arwyll Stead's walls.

**Creatures:** While the Morters gather their things and prepare to leave their home, have the PCs roll Perception checks. A result of 10 or higher is enough for a PC to notice a small band of orcs skulking behind a hillock only 50 feet away. PCs who succeed at the Perception check may act in the surprise round as the orcs spring over the hill to attack.

### HELL'S FURY TRIBE WARRIORS (3) CR 1/3

#### XP 135 each

Orc (*Pathfinder RPG Bestiary* 222)

hp 6 each

### URNOK CR 2

#### XP 600

Male orc sergeant (*Pathfinder RPG Monster Codex* 166)

hp 30

**Development:** The orcs belong to the Hell's Fury tribe, and provide a valuable lead if apprehended and questioned. The leader of the band, an orc named Urnok, is one of the more outspoken men among the tribe. If magically compelled (or sufficiently intimidated), he tells the PCs that the Hell's Fury tribe's leader, Kelseph, left the tribe's formal holdings to follow her "visions" in the Hungry Mountains and bring back greater power for the tribe. Urnok doesn't believe Kelseph's claims, and instead thinks the chieftain has gone into human lands to consort with the filthy "thin-skins" once again. If pressed for what he means, he sheepishly tells the PCs about how his tribe has been shamed by Kelseph and her "infernal daughters." He is not the only male in the tribe to seek to reclaim power within it, and he insinuates that if the PCs fear an orc attack from the Hell's Fury tribe on Lastwall turf, then their best bet at dismantling the tribe's power structure is by taking out Kelseph.

While Urnok could lead the PCs back to the Hell's Fury tribe's encampment, such a venture is beyond the scope of this module, and ultimately the orc would rather die than disgrace himself by betraying his tribe's location.

### D2. BRETHUN FARM (CR 2)

**Linno Brethun** (LN old male dwarf alchemist 3), a dwarven alchemist from Vellumis who retired to the country for his health, has a floundering farm here. His experiments on the soil have all failed and he's now resigned to giving up the business for good, so he's very amenable to leaving, but wants to protect his property before he does so.





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His live-in bodyguard, **Iselle** (LN female human fighter 2), is so bored of spending her days watching the dwarf flop at farming that she quickly begins packing for them both.

**Development:** Before agreeing to leave, Linno asks the PCs to help him set up some traps around his home to deter would-be looters. The “traps” are little more than flasks of concentrated alchemist’s fire rigged to pressure plates, but they will do to put Linno’s worries to rest.

The entire process takes 3 hours; reduce this time by 30 minutes for each PC helping Linno set up the mines (to a minimum of 30 minutes), and roll for random encounters every hour, as normal. Each PC aiding in the process must succeed at a DC 15 Craft (traps) check or a DC 20 Sleight of Hand check; failure causes the PC’s mine to prematurely detonate. Regardless, each PC needs to attempt only one check while setting up the mines.

Once all the mines have been planted, Linno rewards each PC who aided him in the process with an alchemical mine trap of their own, which they can bury and arm with a successful DC 15 Craft (traps) check.

### ALCHEMICAL MINE TRAP CR 1

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 18

#### EFFECTS

**Trigger** location; **Reset** none

**Effect** alchemical explosion (1d6+1 fire damage, Reflex DC 13 half); multiple targets (all targets in a 10-ft. square)

**Story Award:** If any of the PCs helped Linno set up his mines, award the party 600 XP.

## D3. VANYAHARA RANCH (CR 2)

**Pelengren Dweomerhart** (CG male elf ranger 3) and **Rosette Vanyahara** (NG middle-aged female human rogue 3) have lived here together since they retired from their fledgling adventuring careers years ago.

**Development:** Rosette has fallen ill with filth fever, and Pelengren has been unable to go harvest the herbs he needs to cure her. Before they agree to leave, the couple wants to make sure Rosette can begin her journey toward recovery as soon as they get to Arwyll Stead. If the PCs have access to a *remove disease* spell, they can cure Rosette outright. Failing that, a PC can spend 1 hour and attempt a DC 15 Knowledge (nature) or Profession (herbalism) check to gather the necessary herbs from around Vanyahara Ranch. Pelengren can gather the herbs himself in 2 hours if the PCs agree to watch over Rosette and the ranch during this time. In either case, roll for random encounters as normal.

Alternatively, a PC with a spell component pouch can offer the necessary herbs out of hand. In this case, from now until the next time the party visits Arwyll Stead, anytime the PC attempts to cast a spell with a material component requirement, there’s a 25% chance she doesn’t have the necessary material component on hand and can’t cast the spell.

If the PCs have already visited the Turnell home (area D5) and received the gift of herbs from the Turnells, they can opt to give those herbs to Rosette instead of hunting for herbs themselves.

**Story Award:** Regardless of how they do so, if the PCs help Pelengren get the herbs he needs to heal Rosette, award them 600 XP.

## D4. DESSAR GOAT RANCH (CR 3)

**Oliver** (LN middle-aged male human commoner 3/expert 1) and **Adelaine Dessar** (LN middle-aged female human commoner 3) own this ranch of 30 goats. They have five children ranging in age from 3 to 17 years old and two hirelings, **Blake** (LN male human commoner 2) and **Reubel** (N male middle-aged human commoner 4).

The Dessar family has had trouble recently with goats going missing, and Oliver and Adelaine insist on bringing all their goats with them. They take 4 hours to wrangle the goats and prepare to leave.

Alternatively, if the PCs agree to hunt down the source of the Dessars’ goat problems, they can easily spot the predator’s tracks leading out of the ranch with a successful DC 10 Survival check. Following the tracks takes 30 minutes each way, and leads to a small group of hillocks (see map on page 26), where the culprit—a chupacabra—has been lairing.

**Creature:** The chupacabra doesn’t take long to show itself once the PCs have found its lair. Knowing that it won’t find a hunting spot like this again anytime soon, the chupacabra does everything it can to defend its home against the PCs.

### CHUPACABRA CR 3

**XP 800**

**hp 30** (*Pathfinder RPG Bestiary 2 57*)

**Treasure:** The chupacabra has stolen valuables from homesteaders and preyed upon their livestock. Squirreled away under a rock near the chupacabra’s den are several rings, necklaces, and other jewelry worth a total of 640 gp. In addition, anyone who succeeds at a DC 12 Perception check while searching the rock notices a small *bead of force* half-buried in the dirt.

**Story Award:** If the PCs deal with the chupacabra and return to the ranch with proof of their kill, the Dessars agree to leave their goats at home and go to Arwyll Stead; award the party 600 XP. For ensuring the goats’ safety, increase the PCs’ Relationship Scores with Vegazi by 1.

## D5. TURNELL HOME (CR 2)

**Elizabeth** (LG female human commoner 2) and **Ort Turnell** (LG male human commoner 2) and their two children make a living by harvesting the fungi and herbs that grow around the Arwyll Stead hinterlands and selling the goods to travelers and townsfolk.

## Player Handout #2



The Turnell family won't leave their homestead until their children come in from playing outside. The children—a boy named Aram and a girl named Whimsy—are playing in the hills just east of the house. The PCs can either opt to wait 1d3 hours for the kids to come in from playing, or they can strike out and try to find the kids on their own. Either way, roll for random encounters as normal.

Tracking down the children takes 1 hour and requires one of the PCs to succeed at a DC 16 Survival check. Doing so leads the party to the two children, who are playing in a dried-up streambed roughly 1 mile from the Turnell homestead. It takes only 20 minutes to get back to the homestead from where the children are found.

**Treasure:** For bringing their son and daughter back home, Elizabeth and Ort gift the PCs a bundle of useful herbs, which grant a +2 competence bonus on Heal checks to treat poisoned or diseased creatures as long as the herbs are used within the next 3 days. The herbs can also be given to Rosette Vanyahara at area D3.

**Story Award:** If the PCs retrieve the Turnell children, award the party 600 XP.

### D6. GREV'S HOMESTEAD (CR 5)

This little house sits on a level field about a half-mile from the road. Trees surround the home and a small garden is planted in front; these splashes of green provide contrast to the otherwise rocky, dusty terrain. The house is built to weather the elements, and has a wide porch, a fresh coat of paint, and windows open to let in the breeze. A sun parlor on the northeast side of the house features large glass windows instead of walls.

The hermit Grev lives in this house, where he diligently works on his books and paintings. Seven years ago, Grev retired from military service in Vigil after a skirmish with orcs left his sword arm so wounded that the healers had to amputate it. Rather than become a liability on the field, Grev opted to retire and buy a little house with his savings. After his wife died, he found himself reminiscing more and more about the time he served on Captain Adil's border guard. Ultimately, he decided to write a memoir about his experiences.

**Creatures:** Grev is absorbed in his writing and makes a poor host. If the PCs ask him to come back to Arwyll Stead, he shakes his head in refusal. He doubts his little homestead is going to draw much attention, and he's certainly not much good in a fight anymore; if he's to die soon, he'd prefer to at least finish his book—the hundreds of pages of which are scattered throughout his home.

Grev can be bullied into going with the PCs with a successful DC 15 Intimidate check. Attempting with Diplomacy would work only to get him to agree to go once his book is finished—which will be no time soon. A successful DC 10 Sense Motive check, however, clues in the PCs that the way to Grev's compliance is through his memoir. If they indicate interest in reading his book while they travel, or fib and say that Mayor Proum would love to see Grev's book, then the codger becomes eager to join the PCs. "Finally," he exclaims, "some adventurers with good taste in literature!"

If Vegazi is traveling with the PCs, then Grev's interaction with the party is very different. He recognizes the half-orc immediately, and scrambles around his



scattered notes and drawings to locate one sketch in particular. Show or give the players a copy of Player Handout #2 from page 24. Grev stammers in excitement before bowing his head politely to the half-orc. “You!” he exclaims to Vegazi. “Her!” he cries to the PCs. “She rescued Captain Adil and myself many years ago from the Hell’s Fury prison camp!”

Regardless of Grev’s response to their request that he join them or how long the party dawdles, the group is destined to face combat in the man’s homestead. Ilka has noted that Grev seems to be a particularly wealthy and storied homesteader among the folk of Arwyll Stead (as evidenced by his extravagant cottage), and she sends some of her cruelest minions yet—two monstrous flocks of ravens—to defeat the PCs and capture the old man.

## GREV CR 2

### XP 600

Male old human fighter 4

NG Medium humanoid (human)

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

### DEFENSE

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

**hp** 30 (4d10+4)

**Fort** +7, **Ref** +2, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

### TACTICS

**During Combat** Grev fights defensively throughout combat, preferring to let younger adventurers do most of the battling. If one of the PCs gets in trouble, though, Grev moves to defend that PC as well as possible.

**Morale** Grev won’t leave any of the PCs behind, even if ordered, and retreats only if doing so would allow him to get help for his fallen comrades.

### STATISTICS

**Str** 12, **Dex** 11, **Con** 10, **Int** 15, **Wis** 10, **Cha** 14

**Base Atk** +4; **CMB** +5 (+7 disarm); **CMD** 15 (17 vs. disarm)

**Feats** Combat Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Climb +4, Craft (paintings) +9, Perception +4, Profession (scribe) +4, Profession (soldier) +6, Ride +5, Swim +4

**Languages** Common, Orc, Varisian

**SQ** armor training 1, frail bodied

**Other Gear** mwk breastplate, mwk longsword, *cloak of resistance* +1, sunrod (3), tindertwig (3), mule, pack saddle, saddlebags, silver holy symbol of Iomedae, 65 gp

### SPECIAL ABILITIES

**Frail Bodied** Grev is frail and not in the fighting shape he once was, decreasing his CR by 1.

## GREV’S MEMOIR

The hermit Grev was a talented fighter in Lastwall’s military, but he was a much better soldier than he is an author—his writing is awful. The following are just a few of the excerpts he might read aloud to the PCs.

- “And then I pulled my sword out of the orc, and the blade made a terrible smacking noise as the orc cried, ‘Raaarggh!’ If my sword had a voice, it would have screamed right back at the orc, spitting the monster’s blood in his face.”
- “The stench was terrible. It was a battlefield stench, the kind you never forget: the wretched stink of blood and battle.”
- “The battle was over, but even as my brothers and I whooped for victory, I noticed my bloody stump of an arm flopping about. Like a lumberjack apprentice’s first attempt at chopping down a fine cherry tree in its youthful bloom, the orcs had whittled my limb so badly it weren’t worth saving.”

## RAVEN SWARMS (2) CR 3

### XP 800 each

*Tome of Horrors Complete* 584

N Tiny animal (swarm)

**Init** +2; **Senses** low-light vision, scent; Perception +11

### DEFENSE

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

**hp** 14 each (4d8–4)

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

**Defensive Abilities** swarm traits

### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** swarm (1d6 plus eye-rake)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 11), eye-rake

### STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

**Base Atk** +3; **CMB** —; **CMD** —

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Fly +10, Perception +11

### SPECIAL ABILITIES

**Eye-Rake (Ex)** Any living creature damaged by a raven swarm must succeed at a DC 11 Reflex save or be blinded as the swarm tears at the victim’s eyes. The blindness lasts for 1d4 days or until healed with *remove blindness* or a successful DC 11 Heal check. The save DC is Constitution-based.

**Development:** If Ilka captures Grev, she holds him in her camp until the next sunrise, after which she takes him to the traitor’s camp (area G) then kills him. His corpse is used to send a message to Arwyll Stead (see The Talking Corpse and the Phiam on page 28).

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Assuming he isn't captured, Grev realizes the extent of the danger, and is quick to return with the PCs to Arwyll Stead after bundling his things together.

The whole way back, Grev regales the PCs with excerpts from his book—it's a terrible piece of writing (see the Grev's Memoir sidebar on page 25). At some point, he talks about being captured by the Hell's Fury tribe along with Adil Arwyll and some of Adil's finest soldiers. If he hasn't already shown the PCs his sketches of Vegazi and Adil Arwyll, he does so, telling the PCs how the half-orc granddaughter of the tribe's chieftain rescued the humans from certain demise during a chaotic bout of infighting among the orcs.

**Story Award:** If the PCs rescue Grev and deliver the old man to Arwyll Stead, award them 800 XP.

### E. ILKA'S CAMP (CR 5)

The PCs may come to Ilka's campsite for a number of reasons. They'll certainly notice that the local wildlife has been acting up, and might try to find out what's rousing the animals. Use the rules for tracking creatures in the description of the Survival skill in the *Core Rulebook* to determine the DC of Survival checks to track the creatures back to Ilka's camp; in most cases, the DC will be between 15 and 17. The PCs can also find Ilka's camp by following Ilka or Umber back to it.

Ilka's campsite isn't much to speak of; it consists primarily of a tent where Ilka sleeps and keeps her gear,

a circle of rocks where she lights a fire each night, and a stump to perch on while she writes in her journal.

**Creatures:** When she's not keeping an eye on the PCs, Ilka stays in the campsite with her boar companion Umber and a pair of Kelseph's imp minions. Ilka and Umber usually either sit by the fire or near her tent, while the imps hover near the game trail leading to the campsite and watch for intruders. The imps use *invisibility* to remain undetected; however, if the PCs come to the camp during daylight hours, anyone who succeeds at a DC 25 Perception check notices the foliage near the entrance shaking in the breeze created by the imps' wings.

If the PCs have already defeated Ilka and Umber when they find the camp, then only the imps are present here. In this case, the devils are much more likely to flee and report back to Kelseph as soon as they realize they are outmatched. If Ilka is there after being forced to flee or because she abducted Grev or a PC, then the imps attack at Ilka's command; Ilka aids with what spells she has left, but otherwise fights to the death rather than face her mother's ire for losing her campsite and what's in it.

**ILKA** CR 3  
XP 800  
hp 37 (see page 21)



## UMBER

CR —

hp 34 (see page 21)

## IMPS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 78)

### TACTICS

**During Combat** Unless the PCs took pains to enter the campsite stealthily, the imps drop their *invisibility* and attack the adventurers as soon as the party enters the area. They shift into their boar forms to attack the PCs; if UMBER is still around, the imps use the corners and foliage as cover to confuse the PCs and make it difficult to tell which boar is which.

**Morale** The imps fight as long as Ilka and UMBER are still standing. If Ilka and UMBER are defeated (or were defeated earlier), the imps fight until one of them has been defeated, at which point the other takes flight to report to Kelseph.

**Treasure:** Inside Ilka's tent, the party can find a pair of air bladders (*Pathfinder RPG Ultimate Equipment* 58), a bottle of animal glue (*Ultimate Equipment* 58), a compass, five days' worth of animal feed, a fishing rod with fishhook, 50 feet of silk rope, a *scroll of raise animal companion*, and Ilka's journal (see Development, below). Unbeknownst to Ilka, the imps maintained their own little cache of gems, jewelry, rare stones, and gold and platinum coins, totaling 550 gp in all, in the hollow of the tree stump in the center of the camp. Locating the hollow of the stump requires a successful DC 15 Perception check.

**Development:** The journal the PCs find is a rough, leather-bound volume with pages made of cactus skin. The pages are prickly to the touch, and the text of the journal is written in Orc.

In her journal, Ilka details her grisly experiments on beasts of Belkzen to increase their resilience to the elements and train them to work harder with less food. Later in the journal, the tiefling's dispassionate accounts give way to personal venting. She writes that Kelseph, her mother and her tribe's leader, has been acting strangely since the appearance of some minor devils at the Hell's Fury tribe's encampment. Ilka believes Kelseph is now answering to the devils, something she feels puts her mother's leadership in jeopardy.

The last entry discusses the deaths of Jagan and Ogash, and disparages Kelseph's decision to bring her best assets out of Belkzen to acquire a single half-orc woman for no reason Ilka can imagine. Nonetheless, Ilka refuses to waste more resources in assaults like Ogash's, preferring instead to find enough leverage to force the town to surrender Vegazi.

The journal mentions Korlum and Grache, two other half-orc children of Kelseph; Kelseph loathes them so much for reminding her of her father's cruelty that

## IF GREV DIDN'T MAKE IT

If the PCs didn't bring Grev to Arwyll Stead, they can still use the hermit's writings and drawings to prove Vegazi's claim to the Arwyll name. In this case, the PCs miss out on the reward of gold from Mayor Proum, but the adventure is otherwise largely unaffected.

she's never given them weapons. They are working with Yvogga—a younger daughter of Kelseph—whom Ilka insults in the journal as a “human-lover who needs a magical outsider” to do all her work for her. The half-orcs and Yvogga are lairing in a camp north of Arwyll Stead. The journal briefly mentions Bax as the sibling who most agrees with Ilka that they should use subtlety instead of brash attacks.

## RETURN TO ARWYLL STEAD

Depending on their route and means of transportation, it may take several days for the PCs to gather all the homesteaders from around Arwyll Stead. Regardless, Scoutmaster Terrin, who is still faithfully watching the gates, greets them when they return to town; shortly thereafter, Mayor Proum hails them.

**Treasure:** Terrin thanks the PCs for bringing in the homesteaders, as much for safety as for the use they can be to the town. He's requisitioned a reward for the party from the town's armory based on the number of homesteads they managed to bring in, including Grev's. The PCs earn each of the rewards listed on the table below up to the number of homesteads they brought in. Where a choice is given, the GM may either choose a specific item or allow the PCs to choose an item for themselves.

Homesteads	Reward
0-1+	50 gp
2-3+	10 masterwork arrows or bolts
4+	A suit of light or medium armor worth up to 100 gp
5+	A masterwork simple or martial weapon worth up to 400 gp
6	3 <i>potions of cure moderate wounds</i>

**Development:** After he rewards the party, Terrin tells the PCs that all's been quiet. There have been some troublesome rumors spreading and people jumping at shadows, but the scoutmaster chalks up such occurrences to the townsfolk's nerves and increased tension.

If the PCs share the information they found in Ilka's journal with Terrin, he appreciates having names to put to his enemies, but admits it creates more questions than answers. He recommends they go to Proum with anything they've discovered while Terrin works on preparing the

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town for whatever plot Kelseph has in store next. If they mention Grev, whether the old man is with them or not, Terrin says Proum's mentioned that name lately and recommends they speak to the mayor.

### The Talking Corpse and the Phiam

This event occurs as the PCs are returning Grev to Arwyll Stead or shortly afterward. As the PCs pass by the gates into town, four gaav devils fly over the town's gates and drop the mangled corpse of one of Terrin's scouts in the dirt before teleporting away. The corpse is enchanted with a *magic mouth* spell, and if anyone comes within 60 feet of it, its bloody lips part to shout a message in a low orc voice: "The Hell's Fury tribe demands the half-orc Vegazi. Until then, devils will walk among you. Refuse, and this won't be the last body that falls." It repeats this message for 10 minutes before going silent. If Ilka captured Grev, the corpse is his.

This is Kelseph's response to the defeat of her daughter Ilka, though it is not the only retaliation she enacts against the PCs and the innocents of Arwyll Stead. In retribution for their meddling—and to ensure Vegazi's capture once and for all—Kelseph enlisted the aid of one of Shayle's most powerful minions: a curse devil created by Shayle for exactly this purpose.

Having foreseen that the extraction of Kelseph's daughter would not be easy, Shayle crafted a curse devil, or phiam (see page 53), and bound the fiend to Vegazi when Kelseph signed her infernal contract decades ago. Now, the erinyes unleashes the phiam upon Arwyll Stead to track down Vegazi and stir up a frenzy among the townsfolk. These brainwashed and corrupted individuals are the "devils" referred to in the severed head's threatening message. The phiam's task as given by Shayle is not to capture Vegazi outright, but to covertly push the half-orc into the waiting hands of Kelseph by convincing the ranger that her presence is a bane to the townspeople of Arwyll Stead.

The PCs will have ample opportunity to encounter and confront the phiam as it assails the town. For details on the PCs' encounters with the curse devil, see *Hunting the Curse Devil* on the facing page.

### Proum Closes the Gates

The townsfolk are in an uproar over the decapitated head dropped on their doorstep, and rightly so. In response to the diabolists' threat, Mayor Proum orders the militia of Arwyll Stead to close the gates and bar anyone from entering or leaving the town, including the PCs. It would be a disgrace to the Arwyll name to give in to the fiendish demands, Proum reasons, and he sees the walling off of Arwyll Stead as the safest course of action until reinforcements from Vigil arrive to help the Steaders track down their missing scouts and put the fiendish killers to justice.

Proum sends a messenger to hail the PCs if they do not seek him out themselves. He would like to talk to them and Grev (if he's present) in Arwyll Manor's parlor.

Proum listens with interest to the PCs' report on Ilka. Her journal gives names and identities to the town's enemies, and at least the outline of a motive. Still, Proum wonders how, exactly, Vegazi is entangled in the diabolical plot.

If he's with the PCs, Grev tells Proum all about Vegazi and how she saved countless Steaders several decades ago. If Grev is dead, the PCs can reveal this as information Grev imparted to them at his homestead.

While Proum is glad that Vegazi is responsible for effectively extending the Arwyll line another generation, he is unsure what this fact ultimately means for the town, or even what the townsfolk would make of such a revelation. Further to the point, Proum wants to know why the Hell's Fury tribe is bent on exacting revenge against Vegazi after all these years. Secretly, the mayor hopes that Vegazi's relationship with the Arwyll family might be enough to appease the townsfolk, who feel hopeless without an Arwyll protecting them, and that he can somehow convince the half-orc to stay in town if the Steaders accept her. However, the mayor is worried that with the orc tribe demanding Vegazi's head, the terrified populace won't be receptive to news of the half-orc's heroism. He keeps these feelings to himself if Vegazi is with the PCs, but if the PCs are unaccompanied, he tells them as much.

In either case, Mayor Proum asks the PCs to keep this information quiet, at least for now, until the town is no longer under immediate threat from the Hell's Fury tribe. For now, Mayor Proum asks for the PCs' patience as the town awaits reinforcements from Vigil to tackle the matter of the missing scouts and track down the orc mastermind named Kelseph. He is unwilling to negotiate in the matter of closing the gates, and if the PCs express their disapproval, the mayor waves them off and tells them to air their grievances with Terrin or anyone else who might care.

**Treasure:** In thanks for bringing Grev to Arwyll Stead and for proving Vegazi's claim that she helped the Arwyll family, Proum rewards the PCs with 1,000 gp. He promises them 1,000 gp more if they can keep Vegazi alive and safe until reinforcements arrive from Vigil.

### Terrin's Key

After the PCs report to Mayor Proum and hear of his order to close Arwyll Stead's gates, Terrin pays a visit to the party at their lodgings. The scoutmaster's face is drawn, and he is obviously still wrestling with his grief over the loss of Wate.

Terrin apologizes for the clandestine meeting, but he wants to talk to them without Proum present, for while the mayor is content to lock the town's gates and wait for more help to arrive, Terrin wants his scouts rescued and out of harm's way.

To facilitate such an endeavor, Terrin gives the PCs a worn iron key. "Maybe this key leads to a secret tunnel beneath Arwyll Manor, and maybe not," he muses to the party. "What I can say for certain is that, should you



manage to find a way out of Arwyll Stead, I would be forever indebted to you if you rescued my scouts and put a stop to this mess once and for all.”

## DIFFICULT DECISIONS

Between Mayor Proum’s decision to quarantine the townsfolk, Terrin Shaw’s request that the PCs rescue his missing scouts, and the apparent arrival of some kind of devil within the city’s walls, the PCs must suddenly make a very difficult decision that could drastically affect how they are perceived by key townsfolk. Depending on the PCs’ next course of action, the adventure may become less linear than it has been to this point.

On the one hand, if the PCs go to rescue the scouts from the clutches of Kelseph’s children, they will doubtlessly ingratiate themselves to Terrin and (of course) the scouts themselves. However, going this route means the phiam will effectively have free reign to wreak havoc on the townsfolk during the heroes’ absence, and Mayor Proum will be disappointed in the PCs’ subterfuge, no matter how well-meaning it was.

On the other hand, if the PCs delay their efforts to escape Arwyll Stead and instead focus their attentions on the phiam, they can prevent much of the chaos wrought by the devil, and in doing so strengthen their bond with either Shovann or Gallus as well as prove their trustworthiness to Proum. Delaying a rescue attempt will also jeopardize the lives of the scouts still held at the Traitors’ Camp, and lose Terrin’s respect for the PCs. Depending on how long the PCs stay in town, some or all of the scouts may be killed due to the PCs’ postponement.

Regardless of which path they choose, if the PCs remain in town any longer than a day, the Hell’s Fury tribe makes good on its promise to kill more scouts and drop them on Arwyll Stead. It becomes clearer with each passing day that the reinforcements from Vigil are not coming anytime soon, and the Steaders—with the aid of the PCs—are likely on their own in this matter.

If the PCs linger in Arwyll Stead, either in hopes of tracking down the “devils” the talking corpse warned of or simply to recuperate before proceeding, begin running the encounters listed under Hunting the Curse Devil, below.

If the PCs decide to leave Arwyll Stead through the secret tunnel beneath Arwyll Manor to rescue Terrin’s missing scouts, proceed to Chapter 3 and run the phiam encounters the next time the PCs return to town.



LILLI FLAGA

## FIGHTING THE PHIAM

The phiam’s natural invisibility makes it a powerful foe. It is difficult to locate even under the best of circumstances, let alone fight in a head-on battle. The PCs must make use of equally strong tactics in order to fight and defeat the devil. You should encourage and reward any creative tactics the PCs come up with to corner and defeat the fiend. In addition, several items and resources are placed throughout this adventure that can help with the phiam encounter.

**Protection From Evil:** During their foray into the catacombs during the latter half of Chapter 1, if the PCs defeat the zebub in area **C3** they’re bound to find a veritable trove of devil-repelling items, including *scrolls of protection from evil* and a *scroll of magic circle against evil*. Acolyte Ovir can also cast *protection from evil* up to three times a day for 20 gp per casting.

**Remove Curse:** If the PCs aid in the funeral ceremony at the end of Chapter 1, they receive a *scroll of remove curse*. Better yet, if they lend significant aid to the funeral’s proceedings, they can earn an incredibly useful *periapt of proof against curses*, which allows the wearer to reroll a saving throw against a curse up to three times per day. If the PCs didn’t receive either of these items, Shovann can offer to cast *remove curse* up to once per day for 180 gp each time.

**See Invisibility:** The PCs are nearly guaranteed to find the *scroll of see invisibility* on Jagan’s body at the beginning of this adventure (see the Treasure entry under On the Road to Arwyll Stead on page 6). In addition, they may find the *wand of see invisibility* on the zebub in area **C3**.

## HUNTING THE CURSE DEVIL

The influence of Shayle’s curse devil minion brings out the worst in the citizens of Arwyll Stead, forcing otherwise stouthearted individuals to gradually give in to deep-set fears and old prejudices. The following encounters can be integrated into the adventure whenever the PCs are in town as long as the phiam is at work ratcheting up the Steaders’ suspicions, unrest, and fear.

For each of the following event encounters, the PCs have a chance of spotting the curse devil in action. Allow the PCs to attempt Perception checks after resolving each encounter; a successful check means the PC catches a glimpse of the phiam in its current square (though the devil is still invisible). The base DC of this check is 37,

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but is reduced by 5 for each previous phiam-related encounter the PCs have resolved (representing their growing understanding of the dark force at play). PCs who succeed at the check see the phiam performing different acts of cruelty or violence, depending on the encounter; refer to the individual Phiam Involvement entries toward the end of the events below for the exact details of what the phiam is up to when the PCs spot it.

If the PCs do spot the phiam, it's up to the GM to determine whether the phiam stays to fight the PCs or flees to instigate further encounters. If the party is excited by the mystery of the phiam's mischief around town and is content to chase the fiend, additional events may be the way to go; if the pace of the game is lagging and the players simply want to be done with the monster once and for all, it may be best to have the adventurers face off against the phiam rather than continue the hunt.

### Lilli's Obsession (CR 3)

Gallus Crevac has operated the Red Archive by himself for many years, but he recently took on a young apprentice named **Lilli Flaga** (N female gnome adept 3; if necessary, use the statistics for the initiate from page 245 of the *Pathfinder RPG NPC Codex*) to manage mundane tasks in the town's largest repository of learning. Lilli has been a useful apprentice to Gallus for the most part, but she's begun to act strangely, and Gallus fears that a devil is at play behind the scenes.

Run this encounter anytime the PCs are seeking out Gallus and the phiam is at work in town. Alternatively, Gallus may beckon the PCs to the Red Archive either via a messenger or by finding the PCs himself. Regardless, read or paraphrase the following aloud to set the scene for the players once they have arrived at the library.

---

Books, scrolls, and arcane miscellanies litter this expansive, cylindrical library. Floor-to-ceiling shelves cover the walls of the three-story repository, and a few hallways branch off to other chambers. Chairs, couches, and other furniture are positioned throughout the room, except in its very center, where several stacked piles of tomes have been precariously assembled.

---

**Creatures:** Lilli has been cursed by the phiam to assemble these towers of books; failing to do so causes her great pain in the form of blinding headaches. The invisible phiam watches over the gnome as she puts the towers together,

and delights in Lilli's desperation and Gallus's confusion and frustration. The books Lilli is compiling all belong to Gallus's impressive collection of tomes on infernal lore and diabolism; the phiam knows that these books contain facts regarding its kind, and it hopes that by jumbling the books it will confound any would-be researcher attempting to learn about the devil.

If the PCs attempt to stop Lilli, she hurls books at them and protests violently. A successful DC 25 Sense Motive check allows a PC to recognize that Lilli is acting under the influence of magic. If asked why she is assembling towers out of the books, she responds nonsensically as she tries to portray her irrational urge: "These books," she cries, motioning to the dozens of books on Hell and its agents, as if this statement says it all. "This book!" she practically screams, gripping a compendium of devilkind before tossing it on top of one of the piles. She mutters something about "green eyes" as she calmly continues her task.

**Treasure:** If the PCs manage to find out what's causing Lilli to act so strangely, Gallus gifts the party with a 1st-level *page of spell knowledge* (*Ultimate Equipment* 314) bearing the *sanctuary* spell.

**Development:** Lilli does not attack the PCs if they take any of the books she's collecting, though she is clearly upset if her book towers are disrupted. By spending 1d3 hours perusing the pages of the books in the stacks and succeeding at a DC 20 Knowledge (planes) check, the PCs can learn about phiams, which are described as devils with green eyes that are known to cause their victims to act strangely. Gallus recommends this research if the PCs don't think of it first, and if the PCs are unable to identify the cause of Lilli's bizarre behavior, Gallus informs them later in

the day, having found the answer himself.

**Phiam Involvement:** The phiam has no desire for the PCs to learn about its true nature. If spotted with a successful Perception check, it can be seen subtly pulling books toward the edge of the shelf for Lilli to grab and put on her book piles. The books the phiam is extracting all pertain to lore on devils.

**Story Award:** If the PCs stop Lilli from further disorganizing the Red Archive—such as by defeating the phiam, forcibly restraining Lilli, or casting *remove curse* to cure her affliction—award the party 800 XP.



NAIA VOLSSON

### Zeb's Aggression (CR 2)

Run this encounter when the PCs visit the Blissful Badger for a night of rest or otherwise pass by the tavern after the phiam has begun manipulating the townsfolk.





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A local man named Zeb is causing a scene outside the tavern after being thrown out. He is obviously intoxicated, and spits biting insults at anyone who approaches him. He seems to be looking for Vegazi, and he cruelly bellows for the “half-breed monstrosity” to come out (regardless of whether she is even in there). “I want that abomination out of my town!” he shouts at anyone who tries to talk to him. Deputy Naia Volsson (see page 51) is also on the scene, watching to make sure Zeb doesn't try anything drastic.

Beside Zeb is his daughter, a young woman named Reya. She feebly tries to calm her father, and pleads with anyone who stops to help her. “He's never like this. I've never even seen him drink,” she says. The proprietor of the bar, Isald Forgemore (see page 11), and her employees can back up Reya's claim—indeed, Zeb didn't have anything to drink at the Blissful Badger; he simply showed up at the establishment in this state, demanding Vegazi. Other townsfolk say that Zeb is normally a polite, quiet man who keeps mostly to himself, and is known mostly for telling extravagant stories to children in the temple of Iomedae on Starday afternoons.

**Creatures:** When he sees the party, Zeb points at them and yells: “Defenders of the hellspawn! You can get out, too!” He attacks the first PC he sees with his cane (treat it as a club). The phiam watches from behind the scenes.

**ZEB** **CR 1**

**XP 400**

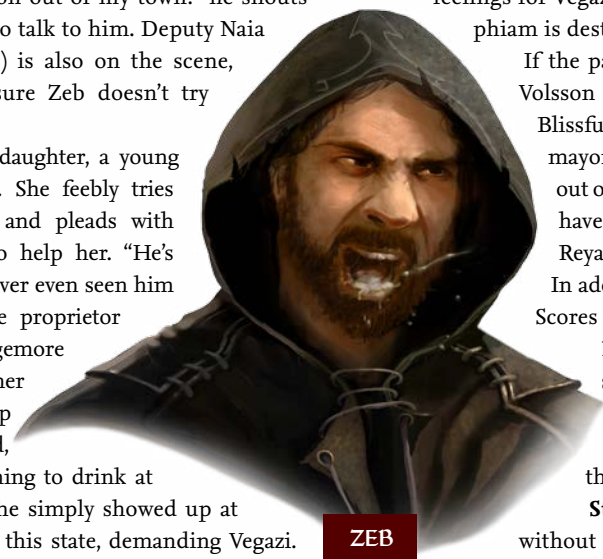
Drunkard (*Pathfinder RPG GameMastery Guide* 303)

**hp 23**

**Treasure:** If Zeb is pacified without causing him permanent harm, Reya thanks the PCs with a homemade necklace worth 20 gp, and promises to have them over for dinner anytime they like. Volsson is impressed by the PCs' relatively peaceful execution of the law, and requisitions a reward of 200 gp for the PCs. In addition, she is able to dispel any ill feelings between the party and Scoutmaster Terrin, shifting his attitude toward the party one step closer to friendly.

**Development:** Zeb has been affected by the curse devil, which has spurred him into an abnormal drinking binge and implanted the thought that a half-orc diabolist who is plotting against the town is rooming at the establishment. Of course, Vegazi is no such diabolist, but convincing the drunk of this is a difficult endeavor.

The party could bring Zeb under control magically, knock him out with nonlethal damage, or attempt to



ZEB

talk him down with a successful DC 14 Intimidate check or DC 16 Bluff check. Alternatively, a *remove curse* spell immediately ends Zeb's aggression. Once the party has him pacified, Reya takes her father home to sober up, and thanks the PCs for not hurting her father. Zeb continues to grumble about hellspawn and quietly harbors his ill feelings for Vegazi until his curse is removed or the phiam is destroyed.

If the party kills Zeb, Reya is inconsolable. Volsson orders the party away from the Blissful Badger, and she reports to the mayor to discuss having the PCs kicked out of town. Proum convinces her it must have been an accident, but Volsson (and Reya) is forever distrustful of the party. In addition, reduce the PCs' Relationship Scores with Vegazi by 2 points.

**Phiam Involvement:** If the PCs succeed at a Perception check to spot the phiam, they can see the fiend lurking near a cresset across the street from the Blissful Badger.

**Story Award:** If the PCs pacify Zeb without lethally harming him, award them 600 XP.

## An Unexpected Visitor (CR 5)

Run this encounter only if the PCs are spending the night in Arwyll Stead—most likely in the Blissful Badger inn or in some of Arwyll Manor's many empty bedrooms.

**Creature:** When the phiam has had its fun with the townsfolk of Arwyll Stead and it's ready to inflict some serious pain on Vegazi and her friends, it breaks into one of their rooms and curses the characters with its anathematize special attack. This is more of a last-ditch effort than an actual strategy—rather than having its misdeeds undone by the adventurers and returning to Shayle empty-handed, the phiam opts for one final assault against the group in hopes of frightening Vegazi into submission.

This is the phiam's final attempt to dismay the PCs and victimize the Steaders. The fiend is not discreet, and fights until it is destroyed.

**CURSE DEVIL (PHIAM)** **CR 5**

**XP 1,600**

**hp 39** (see page 53)

**Treasure:** If the PCs defeat the phiam and display its head to Mayor Proum, the town leader is pleasantly surprised, and rewards the party for their efforts with a magnificent +2 *heavy steel shield* from the town's armory. The shield is emblazoned with the badger symbol of Arwyll Stead.

**Story Award:** If the PCs defeat the phiam and prevent it from further dismaying Steaders, award them 1,200 XP.



## CHAPTER 3

# SACRIFICE

**T**hrough their investigations, the PCs have learned much about the threat facing Arwyll Stead. The half-orc they rescued is the daughter of Kelseph, the Hell-tainted chief of the Hell's Fury tribe, and the matriarch and her fiendish children will stop at nothing to get her daughter Vegazi back—though the PCs may not yet have learned why. Kelseph continues to show her determination and anger by dropping the tortured corpses of Terrin's captured scouts on Arwyll Stead every morning until Vegazi is turned over to her.

The PCs have had their hands tied by Mayor Proum, who refuses to negotiate with the Hell's Fury tribe or let anyone risk their lives outside the town's walls. Scoutmaster Terrin has asked the party to sneak out of town by way of a secret tunnel under the Arwyll Estate to rescue his scouts.

### F. SECRET TUNNEL

When Daniela and Eston Arwyll founded their fledgling border town, they positioned one of its first mines on the southeastern side of the hill where Arwyll Manor would eventually be built. There, a long tunnel wound into the rock of the hill, terminating at an rich vein of iron ore. Miners extracted the valuable metal and brought it back through the winding passageway, until the project came to a halt when cave-ins maimed and killed several workers. After that, the Arwylls blocked the tunnel's entrance with a large boulder to prevent any townsfolk from venturing in and endangering themselves.

As the years went on and the town grew outward from Arwyll Manor, the old mine's entrance was forgotten. Years later while building a cellar beneath

the mansion, workers rediscovered the old mine. They hollowed out the cellar and didn't block it off from the mine, reasoning that the hidden passage could serve as a secret escape route for the townsfolk should Arwyll Stead fall during a siege.

The cellar was rarely used by the Arwyll family—except for Wate, who in his youth frequently used the cellar for clandestine romantic encounters with Terrin Shaw. Terrin was able to squeeze between the boulder and the tunnel entrance outside the city, and he would brave the twisting tunnel to meet his lover.

When Kelseph's daughters surveyed the area around Arwyll Stead to plan their abduction of Vegazi, they discovered the boulder in front of the old mine and figured that the tunnel must lead into town somehow. Ogash chanced that the town's catacombs linked to the mine passage, and she and her fiendish servants fled there in their ill-fated attempt to escape the town. In truth, the catacombs have never led to the secret tunnel—only the trap door in Arwyll Manor's unfinished cellar leads to the mines. Yvogga, Ogash's more reasonable sister, entered the mine tunnel from outside of the town and is searching its walls for the secret entrance into Arwyll Stead.

**General Features:** Unless otherwise specified, the ceilings in the secret tunnel are 20 feet high. The tunnel's walls are rough, naturally formed stone. There are no sources of light anywhere in the caverns.

**Hazards (CR 2):** Multiple squares on the map of this area are marked with dotted lines. Any creature occupying a marked square who talks or makes a sound louder than a whisper (including speaking the verbal components for a spell, using a melee weapon in combat, and so on) triggers a minor cave-in, as the reverberations cause the ceiling to collapse. This cave-in affects the square where it was triggered, as well as any adjacent squares that are marked with dotted lines.

A weakened ceiling can be spotted with a successful DC 20 Knowledge (engineering) or Craft (stonemasonry) check—remember that Craft checks can be attempted untrained as Intelligence checks. In addition, any character with the stonecunning racial trait can automatically attempt a check if he simply passes within 10 feet of a weakened ceiling, even if he's not actively looking for weaknesses.

Characters in a square where a cave-in is triggered take 4d6 points of damage (Reflex DC 15 half). Those in affected adjacent squares take 2d6 points of damage (Reflex DC 15 negates). A square can be affected by a cave-in only once. Once affected by a cave-in, the square becomes difficult terrain.

For each set of marked squares collapsed by a cave-in or noticed and avoided, award the party 600 XP—up to a maximum of 3,000 XP for triggering or actively avoiding all five cave-in areas.

## F1. UNFINISHED CELLAR (CR 4)

Blankets, broken bottles, candlesticks, and other detritus litter this unfinished cellar room. The walls are made of stone and packed dirt, and the only obvious exit is a crumbling ladder leading up to a trap door in the ceiling. A large flat stone has been propped against the northern wall. The eastern corner of the room glows lightly with warm yellow light.

This dusty, unfinished cellar room is where Terrin and Wate met for their secret trysts during their rebellious teenage years. Terrin would brave the long tunnel leading from outside Arwyll Stead into the cellar, and Wate would climb down the trap door secreted in his family's manor. A thin layer of dust covers everything in the cellar. On the shelf in the corner are some moth-eaten blankets, several spent candles, and a few uneaten sweets long gone stale.

The secret door on the northern side of this chamber is hardly a secret from this side—since the walls of the room are packed dirt and stone, the broad flat stone covering the exit is obvious even at a glance. From the other side, the stone is camouflaged, requiring anyone viewing the doorway to succeed at a DC 20 Perception check to locate it.

**Creatures:** Flash beetles are common to the region, and Arwyll Stead's original founders even used the vermin to illuminate the town's first mines. A cluster of the beetles has made this cellar their home. One of them recently knocked over an unopened bottle of wine on the shelf to the east, and now the flash beetles feed hungrily upon the spilled contents. The beetles won't attack if left alone, but moving the detritus they're clambering over or attempting to touch one of the beetles incites the whole group.

### FLASH BEETLES (6) CR 1/2

#### XP 200 each

Advanced fire beetle (*Pathfinder RPG Bestiary* 294, 33)

hp 6 each

**Special Attacks** flash 1/hour (10-ft. burst, Fort DC 12, dazzled 1d3 rounds)

**Treasure:** The housekeepers of Arwyll Stead cleared out most of this cellar in recent years, since the household has become too small to warrant the cellar's continued use, but they did miss several valuable items, including an ornate gold-and-silver ring worth 200 gp, three bottles of fine vintage wine worth 50 gp each, and a heritage book (*Pathfinder RPG Ultimate Equipment* 66) with details on the Arwyll family. In addition, anyone who succeeds at a DC 16 Perception check finds an *everwake amulet* (*Ultimate Equipment* 257) behind the bookcase where the beetles were nesting.

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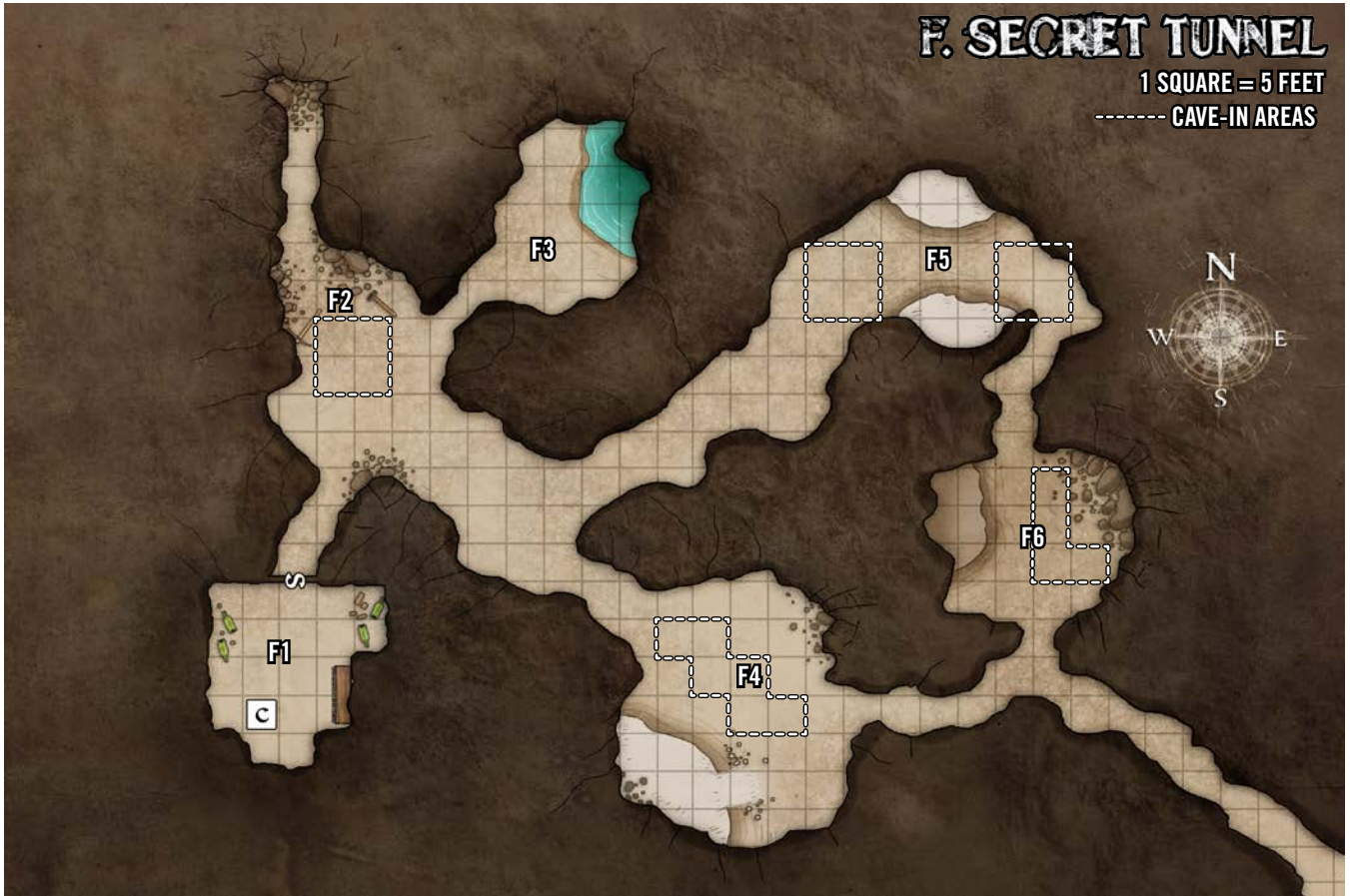
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## F2. COLLAPSED TUNNEL

Rusted picks, shovels, and hammers lie scattered on the ground in this wide cavernous area.

The broken tools on the ground were abandoned when the mine was closed. They have long since rusted and become useless. The orcs in area F4 can be heard from here with a successful DC 10 Perception check.

**Treasure:** A successful DC 12 Perception check allows a PC who inspects the tools to spot an unusual item lying amid the detritus here—a tarnished mithral shovel. Though valuable, it's damaged and has lost much of its luster, making it worth only 1,500 gp.

## F3. FLOODED CHAMBER (CR 4)

The stench of brackish water fills the air from a small, dark pool in the northeastern corner of this cavernous antechamber.

**Creature:** A gray ooze lies idle on the edge of this forgotten pool. It has awaited a fresh meal for many long years—its last such meal consisted of some unfortunate workers in the early days of Arwyll Stead who thought they'd found another source of water for the town. The creature proved efficient at hiding, and not aggressive

enough to justify the effort of chasing it out of its underwater lair, so it was left in this room and forgotten.

The ooze doesn't leave the pool in this chamber. If the PCs approach the pool, they can attempt a DC 15 Perception check to spot the gray ooze before it lunges for one of them from the water.

### GRAY OOZE

CR 4

XP 1,200

hp 50 (*Pathfinder RPG Bestiary* 166)

**Treasure:** Though most of the items in the murky pool have corroded or decomposed in the decades since they were lost here, the PCs can find some valuables tucked behind a stone underwater, including an *amulet of natural armor +1*, a *potion of remove fear*, and six various gemstones worth a total of 400 gp.

## F4. SOUTHERN CAVERN (CR 5)

A steep dirt slope leads up to a shelf ten feet from the floor of this thirty-foot-tall chamber. Tunnels branch out to the east and northwest.

The slope on the eastern side of the ledge is the easiest means up the embankment (requiring no Climb check),

though climbing the sides is also possible with a successful DC 5 Climb check.

**Creatures:** When the PCs arrive here, they've come just in time to find Yvogga, another one of Kelseph's tiefling daughters, with a small band of Hell's Fury tribe orcs and a trained wolf. They're searching the tunnel high and low for a possible entrance into Arwyll Stead, since the mayor closed the gates and Yvogga has no interest in repeating her sister Ogash's failed frontal assault.

As Yvogga and the orcs believe they're the only ones in this tunnel, they are not being stealthy. Their discussions (in Orc) and activity in the tunnels can be heard from areas **F2** and **F6** with a successful DC 10 Perception check. Since they all have darkvision, the infiltrators eschew lights in favor of their natural senses.

## YVOGGA CR 3

**XP 800**

Female tiefling summoner 4 (*Pathfinder RPG Bestiary* 264,

*Pathfinder RPG Advanced Player's Guide* 54)

LE Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception -1

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 25 (4d8+4)

**Fort** +2, **Ref** +4, **Will** +3

**Defensive Abilities** shield ally, **Resist** cold 5, electricity 5, fire 5

### OFFENSE

**Speed** 30 ft.

**Melee** longspear +3 (1d8/×3)

**Spell-Like Abilities** (CL 4th; concentration +6)

1/day—*darkness*

**Summoner Spell-Like Abilities** (CL 4th; concentration +6)

5/day—*summon monster II*

**Summoner Spells Known** (CL 4th; concentration +6)

2nd (2/day)—*bull's strength*, *invisibility*

1st (4/day)—*lesser rejuvenate eidolon*<sup>APG</sup>, *mage armor*, *magic mouth*, *sleep* (DC 13)

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*

### TACTICS

**Before Combat** Yvogga has already cast *mage armor* on herself and *invisibility* on her eidolon.

**During Combat** Yvogga orders her orc minions to take the front line as she clambers up the slope in this room to evade the PCs. From there, she casts *darkness* in the center of the room if the PCs are relying on light to see; otherwise, she summons monsters and casts *sleep* on the strongest PCs. She resorts to *bull's strength* and her longspear only if cornered in melee.

**Morale** If her orc comrades are slain and the wolf dispatched, or if her eidolon is defeated, Yvogga sees that the fight is clearly not going to end in her favor. She drops her weapon and surrenders.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 8, **Cha** 14

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

**Feats** Deceitful, Extra Evolution<sup>APG</sup>

**Skills** Bluff +10, Disguise +8, Intimidate +6, Linguistics +6, Spellcraft +9, Stealth +5, Use Magic Device +8

**Languages** Common, Elven, Infernal, Orc, Varisian

**SQ** bond senses (4 rounds/day), eidolon, fiendish sorcery, life link

**Combat Gear** *scrolls of summon monster II* (2), *scrolls of summon monster III* (2); **Other Gear** longspear, *vest of escape*<sup>UE</sup>, courtier's outfit, amethyst necklace worth 50 gp, 25 gp



YVOGGA AND SHELZEBA

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## SHELZEBA

CR —

Eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

LE Small outsider (extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 19 (3d10+3)

**Fort** +4, **Ref** +5, **Will** +1

**Defensive Abilities** evasion; **Resist** fire 5

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** bite +7 (1d8+2), 2 claws +6 (1d4+2)

**Special Attacks** pounce

### TACTICS

**During Combat** Yvogga's eidolon protects its master diligently, making claw and bite attacks against PCs and providing the summoner with a flanking bonus whenever it can.

**Morale** Shelzeba fights to the death alongside Yvogga.

### STATISTICS

**Str** 15, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Weapon Focus (bite)

**Skills** Acrobatics +5 (+9 when jumping), Climb +10, Disable Device +8, Perception +6, Stealth +12; **Racial Modifiers** +4 Acrobatics when jumping

**Languages** Common, Elven, Infernal, Orc, Varisian

**SQ** evolutions (basic magic<sup>UM</sup> [*acid splash*], bite, claws, climb, improved damage [bite], improved damage [claws], limbs [legs, 2], magic attacks, pounce, tail), link, share spells

## HELL'S FURY TRIBE SPEARBEARERS (3)

CR 1/3

**XP 135 each**

Orc (*Pathfinder RPG Bestiary* 222)

**hp** 6 each

**Melee** shortspear +5 (1d6+3)

**Ranged** shortspear +2 (1d6+3)

**Feats** Weapon Focus (shortspear)

### TACTICS

**Morale** If Yvogga is knocked unconscious during the battle or she surrenders, the spearbearers flee back down the tunnel from whence they came, ordering their wolf to stay behind and distract the PCs while they report back to Korlum and Grache. The PCs can potentially use this retreat to track the orcs back to their encampment.

## WOLF

CR 1

**XP 400**

**hp** 13 (*Pathfinder RPG Bestiary* 278)

**SQ** tricks (attack, down, stay)

**Development:** If Yvogga surrenders or is captured, she complies with the PCs' demands, though she refuses to talk until she's taken to Arwyll Stead. Her plan is to get

the PCs to show her the hidden route from the tunnel into Arwyll Stead (or at least figure out which direction they came from), so she can escape from the town later.

Once in town, Yvogga tells the PCs that Terrin's scouts are being held prisoner at her half-brothers' campsite to the northeast. She can even provide the PCs with exact directions. If asked why she's being so helpful, she answers honestly that she never cared much for her siblings.

If the PCs killed Yvogga or can't extract information from her, they can still find the half-orc brothers' camp via other means. See encounter area **G** for more information.

**Story Award:** If the PCs capture Yvogga and question her, award them 1,200 XP and increase their Relationship Scores with Vegazi by 2.

## F5. CAVE FISHER LAIR (CR 4)

A pair of ten-foot-tall ledges flanks this passageway. Bones and thick ropes of pale gray filament litter the floor.

**Creatures:** Two cave fishers lurk on opposite sides of this chamber, each perched atop one of the 10-foot-tall escarpments flanking the passage between. The cave fishers aren't very stealthy; PCs who succeed at a DC 11 Perception check spot the creatures before they attack. The cave fishers attack any creature they see that comes within 60 feet.

## CAVE FISHERS (2)

CR 2

**XP 600 each**

**hp** 22 each (*Pathfinder RPG Bestiary* 41)

## F6. EASTERN CAVERN

To the west is a depression in the cavern floor. Tunnels lead north and south.

Yvogga and her minions in area **F4** can be heard from here with a successful DC 10 Perception check. Likewise, if the cave-in in this area is triggered, the infiltrators can hear the crashing rocks with a successful DC 10 Perception check.

## G. TRAITORS' CAMP

When she left her tribe to consort in secret with Shayle, Kelseph ordered most of the orcs of the Hell's Fury tribe to remain at the tribe's holdings to the north. However, she deemed a few of her favored female warriors trustworthy enough to keep tabs on her half-orc sons, Korlum and Grache, whom she suspected to be disloyal to her. These Hell's Fury orcs have camped here with the brothers in the weeks since Kelseph's campaign began, and along with the bearded devil Netokkurai, the group is responsible for slaughtering

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the human scouts captured outside Arwyll Stead and delivering their heads to the town's gates. Additionally, if any of the tiefling sisters (other than Bax) captured Vegazi, they were tasked with bringing the half-orc here so Netokkurai could escort the sacrifice to Kelseph's hiding spot on Eiseth's Roost.

The most obvious means of locating the half-orc brothers' camp is by questioning Yvogga or following her orc cronies back to the spot. If the PCs slew the tiefling and her minions, they can still follow Yvogga's tracks from Arwyll Stead to the hideout with a successful DC 17 Survival check. If they are unable to attempt this check, Vegazi can attempt it for them. Finding Ilka's journal in Chapter 2 (see page 27) grants a +4 circumstance bonus on this check, since it gives an approximate direction to the campsite.

The PCs may devise their own creative means of finding the camp at your discretion, such as using *Speak with Dead* on the mangled body delivered to Arwyll Stead, casting *Locate Object* on a personal item of one of the missing scouts, or simply scouting in the wildlands for signs of a campfire.

## G1. CAMP (CR 3)

Musty bedrolls riddle the ground around a stone campfire ring between the dead alder trees, stumps, and boulders of this small encampment. A pile of chopped wood leans against the northern side of the largest boulder.

**Creatures:** A band of Hell's Fury tribe orcs led by Korlum and Grache huddles around the fire pit here. The orcs are distracted by a game of dice; they're gambling over some pieces of equipment they took from the pile in area G2, and take a -2 penalty on Perception checks to notice anyone approaching.

### HELL'S FURY TRIBE SLAVERS (3) CR 1/3

XP 135 each

Orc (*Pathfinder RPG Bestiary* 222)

hp 6 each

**Melee** mancatcher +4 (1d2+3) or shortspear +4 (1d6+3)

**Ranged** shortspear +1 (1d6+3)

**Feats** Exotic Weapon Proficiency (mancatcher)

#### TACTICS

**During Combat** The slavers attempt to surround the PCs and flank with the Hell's Fury tribe warriors. They use their mancatchers to ensnare the PCs and keep them within striking distance.

**Morale** The slavers and warriors are confident that they can handle any intruders without alerting their bosses in area G4 (and thus get to keep all the treasure for themselves), but they retreat back to the cave to get Korlum and Grache if half of their number are defeated.

## REDEEMING YVOGGA

Unlike her tiefling sisters, Yvogga has no love for the Hell's Fury tribe or the orc way of life in Belkzen. If the PCs are receptive to her surrender and show her compassion or understanding, they may be able to win her over to their side. She's been long disrespected by her family and tribe and is amenable to starting a new life, if given the option. A successful DC 25 Diplomacy check is enough to persuade Yvogga to turn over a new leaf with the PCs' help, but it'll be a long road to redemption for the Hell's Fury daughter. The PCs gain a +2 circumstance bonus on this check if they promise that Yvogga's past crimes will be forgiven. Detailed optional rules for redeeming evil creatures can be found in *Pathfinder Player Companion: Champions of Purity*.

If the party secures Yvogga's help, the tiefling offers to work with the PCs to locate Kelseph by taking them to Korlum and Grache's camp. Yvogga knows where her half-orc brothers are hiding out (see area G), and suspects they might know where Kelseph is, since Kelseph ordered Yvogga to bring Vegazi to the bearded devil working with the brothers.

### HELL'S FURY TRIBE WARRIORS (3) CR 1/3

XP 135 each

Orc (*Pathfinder RPG Bestiary* 222)

hp 6 each

**Treasure:** The orcs were gambling with some valuable items, including a masterwork short sword, three rubies worth 125 gp each, and a pair of *gloves of larceny* (*Ultimate Equipment* 237).

Also among the loot here are some distasteful war trophies and accessories made from the mutilated body parts of the murdered scouts in area G3, including a fist-sized satchel made from tanned human flesh and a set of 10 severed fingers threaded on a wire necklace. While the grisly necklace isn't worth anything by itself, one of the fingers dangling from it still sports a bloody gold ring set with a sapphire worth 400 gp.

## G2. SCOUTS' SUPPLIES

A steep ledge winds up the side of the cliff here, leading to a small rocky shelf covered with boxes, crates, and other containers of supplies.

**Treasure:** When the Hell's Fury tribe orcs stripped their captives of their clothes and belongings, they placed most of the scouts' useful equipment here. In addition to bundles of clothing and miscellaneous personal effects, the following items are strewn amid

## G. TRAITORS' CAMP

1 SQUARE = 5 FEET



the gear: three shortbows, 60 arrows, a suit of studded leather armor, two chain shirts, two suits of chainmail, 5 days' worth of trail rations, five bedrolls, five filled waterskins, two vials of antitoxin, three *potions of cure moderate wounds*, 254 gp, and 89 sp.

### G3. PRISONER PEN

A fence of upturned logs, tangled wire, and cruel metal barbs separate this holding pen from the rest of the encampment. Sloping earth and steep dirt ledges lead down into the pen, where ropes hang like leashes from two large stakes embedded in the earth. On the north side of the pen, a sheer escarpment fifteen feet above the pen's floor leads into a stone cavern.

This macabre, fenced-in prisoner pen serves as the holding area for the human scouts that Korlum and Grache captured earlier in the week from the outskirts of Arwyll Stead. The fence is a mess of barbed wire, stakes, and rope; the key to the good-quality lock holding the "door" shut can be found under Korlum's bed in area G4. Alternatively, the crude fence can be disassembled in roughly an hour. The escarpment to the north is a difficult climb, though not impossible, requiring a successful DC 25 Climb check to scale.

**Creatures:** Four viciously battered human scouts from Arwyll Stead are bound and tied to the log stakes in the holding pen. They're dehydrated, naked, and listless, their morale utterly devastated. If one of the scouts spots the PCs (taking a  $-4$  penalty on Perception checks to do so), he doesn't cry out foolishly—rather, the scouts toss pebbles or otherwise try to make themselves known to the adventurers, waiting patiently for rescue once they know they've been sighted.

Along with the tied-up scouts, various human body parts litter the ground around the prisoner pen. The number of body parts depends on how long the PCs took to find the traitors' camp after the first mangled corpse was dropped at Arwyll Stead's gates (see *The Talking Corpse* and the *Phiam* on page 28). For each full day that has passed since the first corpse was dropped at the gates, one of the scouts has been tortured and killed—decrease the number of surviving scouts here by one, and add several severed limbs and the like to the number of body parts rotting in the pen.

If Grev was captured by Ilka, he could be one of the living prisoners here—or his tortured corpse could already have been delivered to Arwyll Stead.

**ARWYLL STEAD SCOUTS (4)**

**CR 1**

**XP 400 each**

Human ranger 2



NG Medium humanoid (human)

**Init** +2; **Senses** Perception +7

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**DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 17 each (currently 7 each; 2d10+2)

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

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**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +4 (1d3+2)

**Special Attacks** combat style (archery), favored enemy (orcs +2)

---

**STATISTICS**

**Str** 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Lookout<sup>APG</sup>, Point-Blank Shot, Weapon Focus (longbow)

**Skills** Climb +7, Handle Animal +4, Heal +7, Knowledge (geography) +5, Perception +7, Ride +7, Survival +7, Swim +7

**Languages** Common

**SQ** track +1, wild empathy +1

**Development:** The scouts are in bad shape and are ready to return to Arwyll Stead. They refuse to help the PCs fight the orcs in this area or Netokkurai, and if pressed, they beg loudly to just be freed.

**Story Award:** If the PCs rescue the scouts here (either by giving them their gear back or otherwise making sure they get to Arwyll Stead safely), award the party 400 XP for each living scout rescued (to a maximum of 1,600 XP).

## G4. COMMANDERS' CAVE (CR 4)

Two messy bedrolls adorn this cramped stone cavern. A crude diagram is drawn in chalk on the back wall.

This small cavern is where Korlum and Grache, Kelseph's abused half-orc sons, rest and plan their schemes away from the small band of Hell's Fury orcs they unofficially lead.

**Creatures:** Unless they were alerted to the PCs' presence by the orcs in area G1, Korlum and Grache can be found here, talking with each other in Orc. They're discussing whether Arwyll Stead will give up Vegazi, and, if it does, how they can get Vegazi away from Yvogga so they can offer the half-orc to Shayle themselves in exchange for infernal power. Because of echoing caused by the cavern walls, the brothers take a -4 penalty on Perception checks to notice the approaching PCs.

If the party announces their presence without attacking, the brothers are on guard, but are willing to talk. They'll trade Terrin's scouts for Vegazi if she is with the PCs or the PCs deliver her to them. They won't trade for Yvogga; if she's with the PCs, the brothers display little interest in getting her back. The brothers are a bit dimwitted, and can be talked into handing over their

## AN EXTRA PARTY MEMBER

While certain parts of this module specifically state whether or not Vegazi is with the party during certain encounters or events, it's largely up to the PCs to decide if they're adventuring alongside the mysterious half-orc. If traveling with the PCs, Vegazi can prove incredibly useful for her tracking and survival skills as well as her combat prowess with a bow, and it will be much easier for the PCs to raise their Relationship Scores with her.

To streamline gameplay while the PCs are adventuring with Vegazi, simplify the rules for Vegazi by taking one or more of the following suggestions and integrating them into the adventure.

- Don't bother calculating experience for Vegazi from battles and story awards—simply increase her ranger level each time the average party level increases.
- If battles seem too easy with Vegazi helping the PCs, feel free to have the half-orc occasionally take a temporary leave from the party to go into the wilderness for her own reasons. She may return with potent healing herbs for the party, or she could scout ahead and warn the group of upcoming dangers.
- Vegazi doesn't take part in many discussions or roleplaying encounters. Her long history of living alone in the wild means she isn't really one for talking, and she prefers to speak through actions rather than words. Of course, during certain encounters—such as those with her half-sisters or brothers—Vegazi may take a more active role, provided that she doesn't steal attention or focus from the PCs.

prisoners in good faith with a successful DC 16 Bluff or Diplomacy check.

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### KORLUM AND GRACHE

CR 2

**XP 600 each**

Male half-orc brawler 3 (*Pathfinder RPG Advanced Class Guide* 23)

CE Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

---

**DEFENSE**

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

**hp** 30 each (3d10+9)

**Fort** +5, **Ref** +5, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1, orc ferocity

---

**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +5 (1d6+2) or brawler's flurry +3/+3 (1d6+2)

**Special Attacks** brawler's flurry (Two-Weapon Fighting), maneuver training (dirty trick +1), martial flexibility (4/day, move action)

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**TACTICS**

**Before Combat** If they're alerted to the PCs, Korlum and Grache each drink a *potion of enlarge person* to increase their damage output. This hasn't been factored into their statistics.

**During Combat** Despite their crude intellects, Korlum and Grache are experts at fighting alongside one another, and make clever use of flanking and other combat tactics. They use their martial flexibility to gain feats that allow them to control the battlefield (such as Improved Bull Rush or Step Up) or feats that allow them to damage multiple opponents (such as Cleave).

**Morale** If one of the brothers falls unconscious, the other fights until reduced to 10 or fewer hit points, at which point he surrenders, knowing that they've been beaten.

**STATISTICS**

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

**Base Atk** +3; **CMB** +5 (+8 dirty trick); **CMD** 17 (20 vs. dirty trick)

**Feats** Combat Expertise, Improved Dirty Trick<sup>APG</sup>, Improved Unarmed Strike, Power Attack

**Skills** Acrobatics +4, Climb +4, Intimidate +2, Perception +5; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** brawler's cunning, orc blood, weapon familiarity

**Combat Gear** *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** chain shirt

**Treasure:** Korlum hid his few belongings beneath his bedroll in this chamber, including two bright green emeralds worth 200 gp each, a compass, 20 feet of chain, a piece of charcoal, a *snappleaf* (*Ultimate Equipment* 319), and the key to the padlock holding the fence shut in area **G3**.

**Development:** If Korlum or Grache are left alive and interrogated, the two promise to tell the PCs whatever they know in exchange for their lives. If one of the brothers is killed, the other reacts indifferently, seeing the loss as simply an opportunity to more easily seize power over the Hell's Fury tribe for himself. Thanks to Bax, the brothers know the location of Kelseph on top of Eiseth's Roost and can direct the PCs there in exchange for letting them go, and might even be convinced to guide the party there personally. Either way, the brothers' ultimate goal is to overthrow Kelseph and her daughters and establish their own rule over the Hell's Fury tribe, and they act accordingly to accomplish this mission.

If the PCs simply killed Korlum and Grache, the diagram on the back wall of the cavern can provide the information they need to figure out where they should head next. The diagram is poorly drawn and difficult to interpret, though a successful DC 14 Knowledge (geography) check is enough to determine that it's a map of the region around Arwyll

Stead. If the PCs received the map of the Arwyll Stead hinterlands from Terrin (see the opening to Chapter 2 on page 19), they gain a +4 circumstance bonus on this check.

If they can discern the diagram, the PCs can determine that the tallest mountain east of the brothers' camp was of some import, since it's marked with a large "X." Written in Orc next to the X are two words: "Eiseth's Roost." If the PCs aren't able to read the diagram, one of the scouts from area **G3** can direct them to the mountain (see page 46).

Vegazi has seen the horrors her brothers are capable of first-hand, and knows they are irredeemable. If the PCs kill Korlum or Grache, increase their Relationship Scores with Vegazi by 1 point for each brother killed.

**Story Award:** If the PCs find the location of Eiseth's Roost through either defeating and interrogating Korlum and Grache or



**KORLUM AND GRACHE**

interpreting the map on the cave wall, award them an additional 1,600 XP.

## G5. POND (CR 5)

Mist and runoff from a waterfall farther up the mountain floats hazily down the rock faces of the northern cliffs, condensing into this sizable mountain pond. A shore of smooth rocks lies on the eastern edge of the pond. A narrow ledge leads up to a pair of makeshift wooden bridges twenty feet above the pond, which connects the gaps between two other outcroppings on the northern side of the pond.

The pond's depth is difficult to determine without wading into the water; a successful DC 14 Perception check is enough to see that the water is roughly 3 feet deep at most—certainly not deep enough to break a fall from one of the bridges above.

**Creatures:** Two gaav devils currently hover around this area. They attack the PCs as soon as they see them.

**LESSER HOST DEVILS (GAAVS) (2)** **CR 3**  
**XP 800 each**  
**hp 30 each (see page 5)**

**Hazard:** The makeshift bridges here are actually little more than wide wooden ladders that have been laid across the gap. The ladders are rickety, but the boards are wide enough and close enough that they're relatively easy to cross. Anyone moving faster than half speed across the bridges must attempt a DC 14 Acrobatics check; a creature who fails this save must succeed at a DC 14 Reflex save or fall prone in a randomly determined adjacent square, possibly falling into the water 20 feet below. Succeeding at the Reflex save means the creature instead falls prone in the square on which it slipped.

**Treasure:** Tucked away inside a crack in the stone where water is trickling down the face of the cliff is a *decanter of endless water*, noticeable with a successful DC 18 Perception check. If the vessel is removed from the wall and stoppered with its command word, the pond below eventually dries to about half of its current size after a few weeks.

## G6. DEVIL'S CAVERN (CR 5)

The walls of this cavern glisten with moisture, but the dirt floor is dry and dusty.

To aid in Kelseph's scheme to corrupt and capture Vegazi, Shayle called forth the bearded devil Netokkurai to fight alongside the orc chieftain's children. Kelseph knows her half-orc sons, Korlum and Grache, are unreliable and potentially traitorous, so she assigned Netokkurai to watch over them at their campsite until

## DAUGHTERS AND SONS

It's up to you how to handle Korlum, Grache, and any surviving daughters if the PCs don't kill or capture them. Most likely, the freed son or daughter continues to harry the PCs during the party's investigation into the Hell's Fury tribe's schemes. Such an attack may take place in the town itself or on the road to some other location, and it might include the addition of lesser devils like lemures, imps, or gaavs, at your discretion.

Several of the children of Kelseph—Korlum, Grache, and Yvogga, specifically—are resentful of their mother or otherwise seek to overthrow her and assume her power for themselves. Such individuals might try to broker a deal with the PCs to team up against Kelseph so they can claim Vegazi's sacrifice for themselves. They could instigate whole side quests after the adventure's end; perhaps Korlum and Grache try to sacrifice someone else they see as worthy, or Ilka begins her bizarre experiments anew in the foothills around town. Bax might slink into the shadows to try and set up a puppet ruler for the now-leaderless Hell's Fury tribe. Additionally, any of these children who survive could appear at their mother's side at the top of Eiseth's Roost if you think the final battle needs an added challenge.

At your discretion, these children of Kelseph could also simply never be heard from again.

one of Kelseph's daughters came to the camp with Vegazi in tow, at which time Netokkurai would personally escort the half-orc to Eiseth's Roost.

Netokkurai has taken pleasure in his duties as the self-appointed executioner of Terrin's scouts since Korlum and Grache captured the humans several days ago. Each night, the bearded devil drags one of the scouts out of the pen and takes the victim into this cavern for torture. After he has had his fun—and made sure the scout's screams are loud enough for the others in the prisoner pen to hear—Netokkurai takes the unfortunate out to the stone balcony north of the pen and executes the still-screaming human just as the sun begins to rise. Finally, the bearded devil tosses into the prisoners' pen whatever body parts he severed during the torture session and holds the mangled corpse aloft for a team of gaavs from area G5 to snatch and carry to Arwyll Stead.

**Creature:** If the PCs go into this cavern at night, they can easily hear the screams of Netokkurai's victim from just outside the cavern; the wailing is dramatically louder inside the cave, causing everyone within to take a -4 penalty on hearing-based Perception checks. If the PCs come to the orcs' encampment during the

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day, Netokkurai is alone here, waiting hungrily for his next chance to behead one of the scouts. As soon as he realizes the PCs are in the cavern, Netokkurai stops whatever he's doing and attacks them.

**NETOKKURAI**

**CR 5**

**XP 1,600**

Bearded devil (barbazu) (*Pathfinder RPG Bestiary* 73)

**hp 57**

**TACTICS**

**During Combat** On the first round of combat, Netokkurai uses his summon spell-like ability to call forth six lemures. On subsequent rounds, he attacks PCs with his glaive to inflict infernal wounds, switching to his claw attacks once all the PCs are bleeding.

**Morale** If he's brought to fewer than 20 hit points, Netokkurai uses his *greater teleport* spell-like ability to teleport to the base of Eiseth's Roost. There, he rests and regains hit points until the PCs encounter him alongside Bax (see area **H1** on page 43).

**Story Award:** If the PCs defeat Netokkurai either here or on Eiseth's Roost, award them an additional 1,600 XP for defeating one of the orc matron's most important allies.

## RETURNING THE SCOUTS

With Netokkurai out of commission and Kelseph's half-orc sons defeated, there are no more executions of imprisoned scouts or gruesome spectacles over Arwyll Stead. The living prisoners are weak and injured, but capable of walking; they ask the PCs to take them back to town after the party has finished taking care of the traitors' camp. Alternatively, the PCs can return the scouts' gear from area **G2**, allowing the freed captives to trek back to Arwyll Stead alone but armed.

## FINDING KELSEPH

Once the PCs have cleared area **G** by rescuing Terrin's missing scouts and defeating two more of Kelseph's wicked children and her bearded devil minion, the party's next (and final) objective is to locate the orc mastermind herself and end her diabolical campaign. To do that, the PCs need to locate Kelseph's hiding place—the peak of a remote mountain called Eiseth's Roost.

The most obvious way for the PCs to locate Kelseph is by interrogating Korlum or Grache at the traitors' camp (see page 40). Netokkurai also knows Kelseph's location, but he is much more difficult to capture or question. The map drawn on the back wall of Korlum and Grache's cave is also an effective lead to Kelseph's hiding spot.

If the PCs still have trouble locating Kelseph's encampment, one of the scouts they rescued may approach them in town with information that he overheard the half-orc brothers talking with a tiefling about a certain mountain called Eiseth's Roost, to the east. Terrin can provide exact directions there, should none of the scouts survive their harsh imprisonment.

## H. EISETH'S ROOST

The final encounter location the PCs must explore and overcome to complete this adventure is Eiseth's Roost, a soaring mountain plateau carved by millennia of erosion into a perilous landscape. It's here that the orc matriarch of the Hell's Fury tribe has camped since she



**NETOKKURAI**

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began her campaign several weeks ago to retrieve her lost daughter Vegazi.

It's a grueling climb from the base of the mountain to the top of Eiseth's Roost, taking no fewer than 3 hours without a magical means of expedited transportation. The "trail" is rough and consists not so much a created walkway as the least obstructive path up the mountain.

**General Features:** Depending on what time of day the PCs arrive here, they have a slightly different challenge before them. If it's day, the weather is overcast, since the mountaintop doesn't quite reach high enough to break through the clouds. If it's night, then the braziers along the broken bridge (area H2) and around the sacrificial altar (area H3) cast normal light in a 30-foot radius around each brazier. However, as noted in the Braziers section below, the PCs must extinguish the braziers to defeat the hell ravens that come out of them.

For the purpose of climbing the escarpments along the mountain, the ledges and cliff sides are rough and have adequate handholds and footholds, allowing characters to climb at one-quarter their speed by succeeding at DC 15 Climb checks. The elevation changes illustrated on the map of this area on page 44 are an abstraction, and do not reflect the actual differences in height between one area and the next. Instead, the cliff sides are labeled on the map to show the elevation change from one level to another, which should be used to calculate the distance characters must climb to ascend or descend to one level from another.

**Braziers:** The heavy iron braziers on Eiseth's Roost are magically linked to the plane of Hell, and cause fiendish birds called hell ravens to leap from the flames if left ignited (though they are not considered magical flames, and can be extinguished normally). Each brazier is linked to one hell raven. If a hell raven is destroyed and the number of braziers lit exceeds the number of hell ravens left in battle, another hell raven flies forth from a lit brazier after a set amount of time, as mentioned in the Creatures sections for those encounter locations. Regardless of how many hell ravens the PCs actually defeat, they only gain experience for one hell raven per brazier.

Additionally, the braziers around the summoning circle in area H3 are linked to Shayle's powers while she resides on the Material Plane. See Shayle's Bargain on page 47 for more details.

## H1. EISETH'S SHOULDER (CR 6)

The steep, winding path up the mountain levels out at this flat, rocky expanse. A short flight of stairs carved into the mountain leads up ten feet to the east; a ruined staircase made of piled stones once connected that level to the one above it to the southeast. To the northeast soars a fifty-foot-tall cliff side leading to the mountain's peak.

The natural staircase in this area should pose no problem to trekkers, but the broken staircase to the east is a more difficult prospect. To reach the southeastern level of the mountaintop, a character must succeed at a DC 15 Acrobatics check to leap from one end of the broken staircase to the other, or succeed at DC 15 Climb checks to scale the 20-foot-tall cliff side adjacent to the staircase.

**Creatures:** Here, at the trail leading up to Eiseth's Roost, waits Bax the Mask, Kelseph's youngest daughter. She's eerily calm when the PCs arrive, and doesn't openly attack them until they try to pass her or she is attacked. A hell hound stands by her side and a small flock of fiendish birds hover in the sky above, all ready to attack at Bax's command. The hell ravens are linked to the braziers around the broken staircase; if a raven is destroyed and there are more braziers lit than ravens remaining in the battle, another raven manifests again from the flames of a brazier after 1d3 rounds.

If the PCs didn't slay Netokkurai in area G6 (see page 41), the bearded devil may also be here. If so, he attacks the PCs alongside Bax and her other fiendish minions.



**BAX THE MASK**



**BAX THE MASK** CR 4

XP 1,200

Female tiefling rogue (knife master) 5 (*Pathfinder RPG*

*Bestiary* 264, *Pathfinder RPG Ultimate Combat* 72)

NE Medium outsider (native)

**Init** +6; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE**

**AC** 19, touch 16, flat-footed 13 (+3 armor, +6 Dex)

**hp** 34 (5d8+8)

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

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

**Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +8 (1d4+2/19–20), mwk dagger +8 (1d4+1/19–20)

**Ranged** hand crossbow +7 (1d4/19–20), hand crossbow +7 (1d4/19–20)

**Special Attacks** sneak stab +3d8

**Spell-Like Abilities** (CL 5th, concentration +3)

1/day—darkness

**TACTICS**

**Before Combat** Bax imbibes her *potion of cat's grace* (included in her statistics) if she expects combat.

**During Combat** Bax fires her hand crossbows on the first round of combat, then uses her *potion of invisibility* or

smokesticks before finding cover and reloading. Once she has expended her ranged options (or if she finds herself trapped in melee), she relies on her allies to provide a flanking bonus while she stabs at the nearest PC with her daggers and frightens anyone who comes near with her mask.

**Morale** Bax has no place to run to, and she ultimately would rather perish than face her mother's punishment for failure. She fights to the death.

**Base Statistics** Without the potion, Bax's statistics are **AC** 17, touch 14, flat-footed 13; **Ref** +8; **Melee** mwk dagger +6 (1d4+2/19–20), mwk dagger +6 (1d4+1/19–20); **Ranged** hand crossbow +5 (1d4/19–20), hand crossbow +5 (1d4/19–20); **Dex** 18; **Skills** Acrobatics +12, Disable Device +12, Escape Artist +12, Sleight of Hand +12, Stealth +14.

**STATISTICS**

**Str** 14, **Dex** 22, **Con** 12, **Int** 15, **Wis** 10, **Cha** 6

**Base Atk** +3; **CMB** +5; **CMD** 20

**Feats** Rapid Reload (hand crossbow), Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +14, Bluff +8 (+13 when feinting, +12 when lying, –3 when passing hidden messages), Climb +7, Disable Device +14, Escape Artist +14, Intimidate +6, Perception +8, Sense Motive +8, Sleight of Hand +14 (+16 when concealing a light blade),

Stealth +16, Use Magic Device +6; **Racial Modifiers**  
+2 Bluff, +2 Stealth

**Languages** Common, Infernal, Orc, Varisian

**SQ** hidden blade, fiendish sorcery, rogue talents (bleeding attack +3, slow reactions)

**Combat Gear** +1 bolts (3), *potion of cat's grace*, *potions of cure moderate wounds* (2), *potion of invisibility*, adamantine weapon blanch<sup>UE</sup>, cold iron weapon blanch<sup>UE</sup>, smokesticks (2); **Other Gear** +1 *studded leather*, hand crossbows (2) with 20 bolts, mwk daggers (2), *Bax's mask* (see sidebar), 122 gp

## HELL HOUND CR 3

**XP 800**

**hp** 30 (*Pathfinder RPG Bestiary* 173)

## HELL RAVENS (4) CR 1/2

**XP 200 each**

Fiendish eagles (*Pathfinder RPG Bestiary* 118, *Pathfinder RPG Bestiary* 294)

**hp** 5 each

## H2. SWITCHBACKS (CR 5)

Who (or what) built the staircases and braziers on Eiseth's Roost is a great mystery to those who know of the mountain, but the area has long been associated with ill omens and devil worship. Anyone who succeeds at a DC 15 Knowledge (religion) check determines that the unholy symbol (resembling a dark-winged snake) carved into the ruins here belongs to worshipers of Eiseth, the Erinyes Queen. (More information on Eiseth can be found on page 328 of *Pathfinder Campaign Setting: Inner Sea Gods*.)

**Creature:** While most of the relics built by the devil worshipers who named this mountaintop have long since crumbled, a lone graven guardian still diligently watches over the switchbacks leading up to the peak of Eiseth's Roost. The guardian is fiercely loyal to its deity and launches arrows at anyone within 100 feet who doesn't openly wear the unholy symbol of Eiseth. This could mean that the guardian attacks in tandem with the other defenders on the mountain, if the battle with Bax spills eastward from area **H1**.

## GRAVEN GUARDIAN CR 5

**XP 1,600**

**hp** 53 (*Pathfinder RPG Bestiary* 3 140)

### OFFENSE

**Melee** slam +9 (1d6+4)

**Ranged** +2 *seeking longbow* +10/+5 (1d8/x3)

**Special Attacks** magic weapon

**Spell-Like Abilities** (CL 5th; concentration +0)

2/day—*shatter* (DC 13)

1/day—*haste* (self only)

### STATISTICS

**SQ** enhanced, guardian domains (Destruction, War)

## BAX'S MASK

The mask that covers Bax's scarred face and head is a magical item with the following statistics.

BAX'S MASK		PRICE
		9,100 GP
<b>SLOT</b> head	<b>CL</b> 3rd	<b>WEIGHT</b> 2 lbs.
<b>AURA</b> faint necromancy		

This plain mask is made of a reflective, dark gray ceramic. When worn, the mask transforms to look like the wearer's skull, and it gradually becomes eerier and more fearsome the closer a viewer gets to the wearer. Whenever a creature enters a square adjacent to the wearer of *Bax's mask*, that creature must succeed at a DC 13 Will save or become shaken for as long as it remains adjacent to the wearer. An affected creature can attempt a new save by moving away from the wearer and reentering a square adjacent to the wearer. A creature that succeeds at the save is immune to the mask's effect for 24 hours. A creature shaken by *Bax's mask* does not become frightened if affected by the mask again, but other fear effects stack with the creature's shaken condition as normal.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>scare</i>	4,550 GP

## H3. EISETH'S SUMMIT (CR 7)

Twin staircases are carved into the sides of the mountain's broad, flat peak. Dug into the red rock in the center of the plateau is a fifteen-foot-wide circle marked with diabolical sigils. Four iron braziers arranged around the circle burn with yellow fire. A rectangular stone altar south of the circle faces the path of switchbacks leading down the mountain.

**Creatures:** The orc matriarch of the Hell's Fury tribe, Kelseph, awaits the PCs here alongside Shayle. Since the orc chieftain is contractually bound to this location by the erinyes until her pact is fulfilled, she does not descend the mountain to fight the PCs, and instead lets her proxies take care of her business until the PCs reach the mountain's peak.

When Kelseph sees the PCs, her face twists in rage as she screams: "You! I've lost nearly everything because of you! Shayle, destroy them!" Shayle laughs and tells Kelseph only those who can defend their power are worthy of it, and she teleports away for the duration of the PCs' fight against Kelseph.

In addition to Kelseph, four giant hell ravens patrol the skies around this part of the mountain. The ravens attack as soon as Kelseph does, and they are linked to the four braziers around the summoning circle. If a giant

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hell raven is destroyed, another giant hell raven leaps out of the flames of a brazier 1 round later, provided that the number of lit braziers is greater than the number of hell ravens currently in the battle.

**KELSEPH**

**CR 5**

**XP 1,600**

Female erinyes-bound orc fighter 5 (*Pathfinder RPG Bestiary* 4 56, *Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft., see in darkness; Perception +2

**DEFENSE**

**AC** 24, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 dodge, +4 natural)

**hp** 52 (5d10+20); regeneration 5 (good spells or good weapons)

**Fort** +7, **Ref** +5, **Will** -1 (+1 vs. fear); +4 vs. poison

**Defensive Abilities** bravery +1, ferocity; **Resist** fire 30

**Weaknesses** contract bound, light sensitivity

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk falchion +11 (2d4+7/18-20) or mwk silver dagger +11 (1d4+5/19-20)

**Ranged** *angelfall bow* +11 (1d8+7/x3)

**Special Attacks** weapon training (bows +1)

**Spell-Like Abilities** (CL 5th; concentration +5)

3/day—*fear* (single target), *unholy blight*

1/day—*summon* (level 3, 1 gaav 100%)

**TACTICS**

**Before Combat** Kelseph drinks her *potion of cat's grace* and her *elixir of tumbling* if she knows a battle is imminent. These changes are factored into her statistics.

**During Combat** Kelseph uses her *summon* ability as soon as combat begins, and relies on her fiendish minions to keep the PCs at bay while she plugs them with arrows from her *angelfall bow*. If melee seems inevitable, she launches into the fray with her falchion, using *Acrobatics* to maneuver the battlefield and avoid being flanked. She uses her *fear* spell-like ability against whomever she deems to be the biggest damage-dealer, and uses *unholy blight* if she is surrounded. She drinks a *potion of cure moderate wounds* when her hit point total falls below 20.

**Morale** Kelseph has run out of options at this point, and fights to the death.

**STATISTICS**

**Str** 20, **Dex** 19, **Con** 16, **Int** 10, **Wis** 6, **Cha** 10

**Base Atk** +5; **CMB** +10 (+12 bull rush); **CMD** 25 (27 vs. bull rush)

**Feats** Deadly Aim, Dodge, Improved Bull Rush, Mobility, Point-Blank Shot, Power Attack

**Skills** *Acrobatics* +11 (+7 when jumping), *Intimidate* +7, *Perception* +2; **Racial Modifiers** -4 *Acrobatics* when jumping

**Languages** Common, Orc

**SQ** armor training 1, weapon familiarity

**Combat Gear** +1 arrows (5), +1 cruel arrows (5), *potions of cure moderate wounds* (2), *potion of cat's grace*, *smokestick* (3); **Other Gear** mwk half-plate, *angelfall bow* (see page 53) with 20 arrows, mwk falchion, mwk silver dagger, *elixir of tumbling*, red diamond pendant worth 200 gp

**SPECIAL ABILITIES**

**Summon (Sp)** Due to the specifics of her contract with Shayle, Kelseph can use her *summon* spell-like ability to summon a single gaav with a 100% chance of success instead of the lemure she would normally be able to summon.

KELSEPH



## GIANT HELL RAVENS (4)

CR 1

XP 400 each

Giant fiendish eagle (*Pathfinder RPG Bestiary* 294, 295, 118)  
hp 7 each

**Development:** Shayle applauds the PCs once they kill Kelseph, and tells them they've more than proven themselves—she's willing to offer them a bargain.

If the PCs left Vegazi at Arwyll Stead, the ranger arrives here just after the party defeats Kelseph, having left town of her own accord to fight for her own destiny. The half-orc plays an integral role to the end of this adventure, and depending on how the PCs have acted toward her up to this point, her relationships with them can drastically alter the outcome of the module.

If the PCs defeat Vegazi's devil-tainted mother and freeing the half-orc of a menace that haunted much of her life, increase their Relationship Scores with Vegazi by 2 points.

**Story Award:** If the PCs defeat Kelseph and prevent her from fulfilling her infernal bargain with Shayle, award them an additional 2,400 XP.

## SHAYLE'S BARGAIN (CR 8)

At the end of the day, Shayle doesn't care about Kelseph's grand dreams of leading an orc tribe in the Hold of Belkzen. Shayle seeks only the blood she was promised when she made her pact with Kelseph, and with the orc matriarch defeated, the erinyes sets her sights on the PCs and Vegazi to complete the vile arrangement.

With Kelseph out of the way, Shayle extends her offer to the PCs, telling them that if they convince Vegazi to sacrifice herself in the name of the erinyes, Shayle can grant the party even greater powers than those she bestowed upon Kelseph. If this course of reasoning isn't effective, Shayle points out that the PCs have already eliminated the orc threat in the region by killing Kelseph—why do they need Vegazi anymore? To avoid facing the erinyes's wrath and end their quest once and for all, it would be most logical for the PCs to simply sacrifice the half-orc.

Vegazi knows that her presence in or around Arwyll Stead has caused the town grief and misery, and she's prepared to sacrifice her own life if it means the Steaders won't have to endure future devil attacks. If the PCs accept Shayle's offer for infernal power, they need only say so to Vegazi for her to agree to go with Shayle. In return, the erinyes grants each willing PC the half-fiend template (shifting the PC's alignment to evil) and 2 permanent negative levels, which remain until the PC seeks two *atonement* spells—one to remove the half-fiend template and one to restore the PC's alignment. You can confer additional effects unto the PCs at your discretion.

If the PCs don't immediately accept Shayle's offer, then it's up to Vegazi to decide for herself. Before Vegazi

## SACRIFICING VEGAZI

If Vegazi was captured earlier in the adventure and the PCs didn't manage to track her down to Eiseth's Roost within 4 or 5 hours of her arrival here, it's already too late for the doomed half-orc. In this case, Vegazi's body and blood are spilled upon the altar here, a dagger plunged through her heart. Kelseph's statistics are unchanged, and Shayle does not make an appearance either before or after the PCs confront Kelseph. See *Concluding the Adventure* on page 48 for more details.

makes her decision, she hears out the PCs one last time. A successful DC 15 Sense Motive check is enough for any PC to gain insight into the root of Vegazi's feelings—her guilt over the death of Wate Arwyll, her isolation as an adult, and her failure to ever stand up to her mother or her siblings as a child. If a PC picks up on these feelings and relays them to Vegazi, increase each PC's Relationship Score with her by 1 point.

The PCs can also attempt to reason with Vegazi; they could do this with a successful DC 15 Diplomacy check to help Vegazi understand she's been played as a pawn, or a successful DC 15 Knowledge (planes) check to point out that Shayle wants Vegazi's soul only because she wants to make the half-orc an erinyes—something that wouldn't even be possible if Vegazi wasn't, at heart, a good and noble soul. Succeeding at either of these checks increases each PC's Relationship Score with Vegazi by 2 points.

You should feel free to grant circumstance bonuses to these skill checks based on good roleplaying if desired, as well as up to 4 bonus Relationship Score points as appropriate if the PCs devise their own creative means of swaying Vegazi to refuse Shayle's invitation.

Vegazi's final decision is based on the highest Relationship Score a PC has established with her (see the Relationships with Vegazi sidebar on page 7). If you decided not to use the Relationships subsystem for this adventure, you should use your best judgment based on the PCs' treatment of Vegazi to determine her decision.

- If any of the PCs earned a Relationship Score of 20 or higher with Vegazi, the half-orc outright refuses Shayle's demands.
- If the highest Relationship Score in the party is 10 or higher (but lower than 20), Vegazi can be talked into either sacrificing herself to Shayle or refusing the offer, and it's up to the PCs to persuade her one way or the other. If the PCs offer no effort to sway Vegazi, the decision is left to your discretion.
- If none of the PCs earned a Relationship Score of at least 10 with Vegazi, she sees her sacrifice as the most logical course of action. Vegazi plunges the dagger

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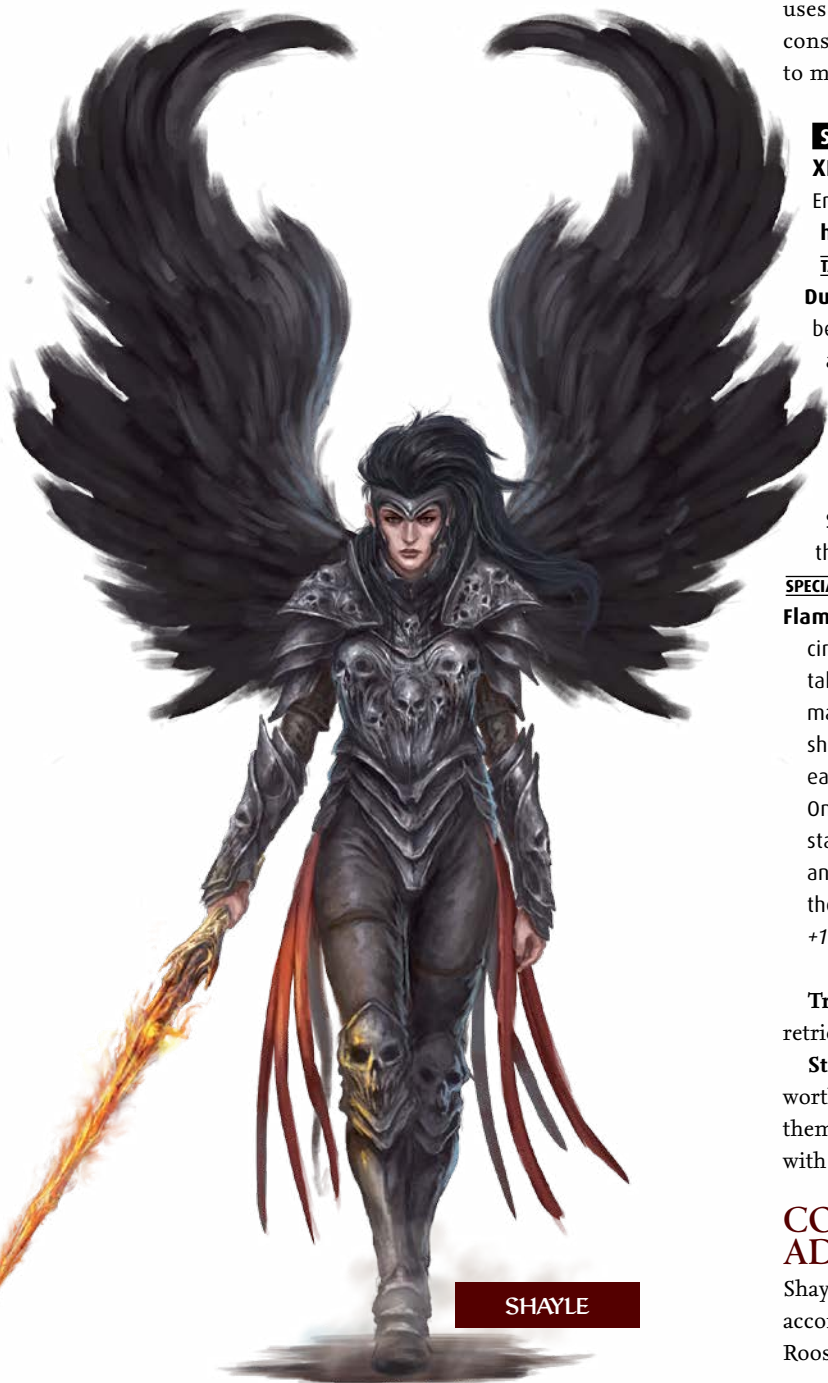
into her chest and dies on the altar. Shayle cackles as soon as her contract has been fulfilled with Vegazi's blood, and she immediately disappears back to the plane of Hell to train her newly recruited erinyes minion, leaving the PCs alone on the mountaintop.

**Creature:** Shayle has waited decades for Vegazi, and she won't leave without her prize. If the erinyes can't convince Vegazi or the PCs to sacrifice the half-orc on the altar here, she flies into a rage and attacks the PCs.

At this point, the braziers around Shayle's summoning circle don't let loose any more hell ravens, but instead act as catalysts for Shayle's power, perceivable as such with

a successful DC 20 Knowledge (planes) or Sense Motive check. The flames in any of the braziers still burning take on a blood-red hue as soon as Shayle attacks the PCs, and become magical flames. Extinguishing the magical flames is trickier than putting out the fires that birthed the hell ravens, and requires either the casting of a spell such as *create water* or the use of a magic item that creates water, such as a *decanter of endless water*. Mundane methods of putting out the fires (including nonmagical water) don't work.

Vegazi aids the party against Shayle. If no one has taken up Kelseph's *angelfall bow*, Vegazi grabs it and uses it to the best of her ability against the erinyes, consuming her *potion of bull's strength* (if she still has it) to make more effective use of the weapon.



SHAYLE

**SHAYLE** CR 8

**XP 4,800**

Erinyes (*Pathfinder RPG Bestiary* 75)

**hp** 94

**TACTICS**

**During Combat** Shayle attempts to bring forth two bearded devils from the pits of Hell using her summon ability on the first round of combat. She takes flight to stay out of melee range, but remains within 40 feet of the ground for fear of being brought crashing down (such as by the *angelfall bow's* special ability). If the PCs extinguish two or more braziers, Shayle attempts to relight them and attack the PCs at the same time with a full attack.

**SPECIAL ABILITIES**

**Flame Bound (Su)** If a brazier around her summoning circle is extinguished (see *Creatures*, above), Shayle takes a -1 penalty on ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks until she relights the brazier. This penalty is cumulative for each brazier extinguished, to a maximum penalty of -4. Once all four braziers are extinguished, Shayle becomes staggered until she relights a brazier. Shayle can reignite any extinguished brazier with magical fire by hitting the brazier with a ranged touch attack (AC 15) from her +1 *flaming composite longbow*.

**Treasure:** A bright red ruby worth 500 gp can be retrieved from the basin of each brazier.

**Story Award:** If the PCs persuade Vegazi that her life is worth living and keep her from sacrificing herself, award them 4,800 XP and increase their Relationship Scores with her by 4.

## CONCLUDING THE ADVENTURE

Shayle wasn't summoned—she came here by her own accord—which means that if the PCs destroy her on the Roost, they've destroyed her for good and Vegazi is free

from Kelseph's infernal pact. If Shayle escapes, however, she may return for Vegazi's life in the near future. In this case, Vegazi thanks the PCs for their help, but decides she has to pursue Shayle to put her past to rest. She gifts the party the *angelfall bow* before leaving. She may be convinced to join the PCs on their journeys if they're leaving Arwyll Stead, but she doesn't enter another town so long as Shayle seeks her.

If the PCs destroy Shayle for good, Vegazi returns to Arwyll Stead with the party. A rescue party from Vigil finally arrives, too late to be of use. The Steaders celebrate the news that Kelseph's daughters and Shayle's devils will no longer trouble the town, and hail the PCs and Vegazi as true heroes.

### Rewarding the PCs

As long as Vegazi wasn't sacrificed, Mayor Proum awards the PCs the 1,000 gp he promised for keeping the half-orc safe. Scoutmaster Terrin thanks the PCs for putting a stop to the Hell's Fury menace, and offers them their choice of one of the following items from the Arwyll family vault.

- A randomly determined *ioun stone* worth up to 10,000 gp.
- A *belt of physical might +2*.
- A *staff of minor arcana* (*Pathfinder RPG Ultimate Equipment* 198) and two fully charged wands of randomly determined 1st-level spells.
- A magic weapon or suit of armor of the GM's choosing with an effective enhancement bonus of +2.

### The Last Arwyll

With the threat of fiendish invaders quelled, Proum can use the evidence from Grev's book and Vegazi's own account to pronounce the woman an honorary member of the Arwyll family. Doing so is a major boon to the town and goes a long way in dispelling any lingering half-orc prejudice. If the PCs achieved a Relationship Score of 20 or higher with Vegazi, she recognizes her value to others and vows to watch over Arwyll Stead in the name of Wate and his family. Alternatively, if the PCs didn't foster their relationship with Vegazi, they may fill this role instead and stay to watch the town, as the townsfolk see the same fighting spirit of the Arwyll lineage in these intrepid adventurers. If neither Vegazi nor the party is willing to stay in Arwyll Stead, the Steaders are fine with that as well—they're happy to have strong heroes amid their ranks, but they also recognize their own need to move on independently of such protectors.

If Vegazi ultimately killed herself or wound up sacrificed to Shayle, a mournful spirit settles over Arwyll Stead. There's rejoicing that Kelseph is gone, but also a lingering fear that the devils may yet return. In this case, either Terrin or Proum—whichever has a better relationship with the PCs—invites them to stay on as

## NEW MAGIC WEAPON

Kelseph wields this powerful relic that served as a covenant when the orc made her infernal bargain with the erinyes Shayle.

### ANGELFALL BOW

**PRICE**  
26,900 GP

**SLOT** none

**CL** 7th

**WEIGHT** 3 lbs.

**AURA** moderate evocation



Black feathers adorn the tips of this ebony *+1 composite longbow* (+5 Strength bonus). The bow gives off the faint scent of brimstone when the string is drawn back.

Three times per day as a swift action, the wielder of an *angelfall bow* can imbue the next arrow she fires that round with the bow's inherent raging energy. On a hit, the attack deals damage as normal and acts as a trip combat maneuver to knock the target prone, treating the result of the wielder's attack roll as the combat maneuver check result. If the target is flying, it must immediately succeed at a DC 25 Fly check to stay aloft or plummet to the ground.

Once per day when the wielder of an *angelfall bow* would be affected by a spell or spell-like ability with the light descriptor, she can attempt an immediate dispel check (using the caster level of the bow) to counter the effect. This manifests as a pulsating darkness emerging from the bow and swallowing the light.

**CONSTRUCTION REQUIREMENTS** **COST** 13,750 GP

Craft Wondrous Item, *dust of twilight*<sup>APG</sup>, *thundering drums*<sup>APG</sup>

the town's protectors and take up residence at Arwyll Manor, if they wish.

The party may have some other loose ends to tie up, such as fulfilling promises made to NPCs, deciding what to do with morally ambiguous characters like Yvogga, or even looking into tracking down the rest of Kelseph's now-leaderless Hell's Fury tribe.

Finally, the PCs have time to explore the town, and perhaps get to know some of the NPCs better now that lives aren't hanging in the balance: Terrin needs someone to confide in about his suffering over Wate's death, Vegazi enjoys relationships with other people for the first time in years, Ovir seeks an experienced mentor to help him step into the priestly role that's been thrust upon him, and Yvogga (if she was spared) faces the prospect of a life freed from her family's expectations.

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## APPENDIX 1: ARWYLL STEAD

**T**he mining town of Arwyll Stead lies in the northernmost reaches of Lastwall, bordering the Hold of Belkzen to the west and the nation of Ustalav to the east. The town, built on the flat plane of a tall mesa among the foothills of the Hungry Mountains, is arranged around a smaller, secondary formation that marks the entrance to one of the town's oldest iron mines. Daniela and Eston Arwyll claimed the mine in 4464 AR and built their home on a nearby outcropping facing the tunnel entrance. The couple elected to retire from their storied life of adventuring, and sent out a call for miners and workers from Lastwall: anyone willing to brave the untamed wilds on the doorstep of orcs to the west and a land of horrors to the east could build a livelihood in Arwyll Stead. What began as a homestead near a yawning mineshaft soon became a well-defended and integral producer of affordable iron for the nearby crusaders of Vigil.

The citizens of Arwyll Stead are a tough, stubborn lot. They are self-reliant and proud to a fault, and the deep reverence they hold for the town's namesake family line borders on the superstitious. The town's origin as a homestead for retired adventurers makes it welcoming to outsiders, but the residents' constant conflict with the brutal orc tribes of the Hold of Belkzen make them wary of non-humans—a prejudice that makes the town a sanctuary to some of those who seek refuge there, and a nightmare to others.

### ARWYLL STEAD

LG small town

**Corruption** +0; **Crime** -5; **Economy** +1; **Law** +4; **Lore** +0;

**Society** +3

**Qualities** insular, racially intolerant (half-orcs), strategic location, superstitious

**Danger** +0



## DEMOGRAPHICS

**Government** autocracy

**Population** 681 (655 humans, 16 dwarves, 4 half-orcs, 6 other)

### Notable NPCs

**Acolyte Ovir Radan** (NG male human cleric of Iomedae 2)

**Deputy Naia Volsson** (LG female human fighter 3)

**Elder Gallus Crevac** (LN middle-aged male human ex-cleric 5/expert 2)

**Elder Shovann Orda** (NG venerable female human witch 6)

**Mayor Darrel Proum** (LG middle-aged male human aristocrat 5)

**Scoutmaster Terrin Shaw** (CG male human rogue 5)

## MARKETPLACE

**Base Value** 1,100 gp; **Purchase Limit** 5,000 gp;

**Spellcasting** 2nd

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

Rising above the red stone wall that circles Arwyll Stead, the tops of various buildings are just barely visible from the foot of the steep, rocky cliffs that draw together to form the mesa on which the town sits. A sloping ledge on the southwest side of the town and a set of steep switchbacks on the northeastern edge allow entrance through the settlement's heavily fortified wooden gates.

Several smaller mesas dot the interior of Arwyll Stead, forming the craggy backyards of residents or hosting formidable structures of their own. The northeastern plateau sports the town's oldest iron mine, the well-used rock quarry, and the jail and gallows. It's this latter structure that gives the plateau its name: Hanger's Crest.

## GAZETTEER

The citizens of Arwyll Stead have constructed many notable locations within the town's walls over the settlement's history. The following location descriptions are keyed to the map on the inside front cover of this book.

**1. Marketplace:** Steaders from within the town and homesteaders from without congregate at the market stalls north of the city's main gates, where all manner of local produce and artisanal goods can be found for reasonable prices. Traders from afar make visits to the marketplace as well, bringing weapons, armor, and other valuable supplies from elsewhere to this distant corner of Lastwall.

**2. The Blissful Badger:** The Blissful Badger is one of two taverns in Arwyll Stead (the other being the Red Plateau on the east side of town), and it is the town's only inn. More information on the tavern, including a map, can be found starting on page 9.

**3. Quarry:** In addition to mining iron, Arwyll Stead's skilled miners extract quartzite and red granite from the town's quarry, which is just slightly younger than the Arwyll Mine. The first tons of rock were used to

construct the walls around Arwyll Stead as well as many of the town's buildings. Now, shipments of stone are delivered to Vigil and other cities downstream on the Path River.

**4. Arwyll Mine:** The mine within Arwyll Stead's walls was once the largest in the region, and was filled with thick veins of iron ore and rarer materials. While not the town's first such endeavor (see the old mine entrance, below), the Arwyll Mine did serve the town for many years before it was depleted. The entrance is still open, but the only folk who venture into the dark tunnels are vagrants and children fulfilling superstitious dares. The long millhouse outside the mine, called Bedeth's Mill, still operates, though miners must bring their ore from hinterland mines to have it sorted. The other old mine, which was quickly closed off (and plays an important role in Chapter 3 of this adventure), is located beneath the Arwyll Estate.

**5. Jailhouse:** Situated on a bluff known to the locals as Hanger's Crest, the jailhouse is the headquarters of Scoutmaster Terrin Shaw and his deputies, as well as the holding place for prisoners and other unsavory types. Prisoners aren't allowed out to the jail yard, and most are fine with that—a lone gallows is the only structure that occupies the yard, and it's here that Arwyll Stead's militia host the occasional hanging.

**6. The Red Archive:** While Arwyll Stead has no formal school for teaching its children, the town does sport a sizeable repository of arcane lore in the form of the Red Archive. Gallus Crevac started the Red Archive when he came to Arwyll Stead decades ago, and ever since has amassed a diverse collection of writings—both recent and ancient.

**7. Catacombs:** The town's dead are interred in the network of tunnels and crypts that wind beneath Arwyll Mesa. More information on the catacombs, including a map, can be found starting on page 12.

**8. Arwyll Estate:** In the corner of town opposite Hanger's Crest is the more austere Arwyll Mesa. This flat layer of red rock rises above the rest of the city, bearing a castlelike manor with pointed towers visible even from outside the walls. This structure is Arwyll Estate, and flags of russet and silver adorned with the image of a stubborn badger snap in the wind from the tops of its towers. The estate has been severely damaged and rebuilt several times throughout the town's history, and its decadent trappings are a symbol of Steaders' appreciation for their heroic founding family.

**9. Old Mine Entrance:** This lonely, narrow tunnel served as the entrance to the first mining operation during Arwyll Stead's infancy. A number of unfortunate accidents led to the death of several miners, and the Arwyll family sealed the tunnel with a boulder before setting their sights on other ventures nearby. See Chapter 3 for more information on the secret tunnel.

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## APPENDIX 2: MONSTERS

The following new monsters were designed and written by contestants in Paizo's 2014 RPG Superstar competition. Each of these four contestants made it to the final round of the competition with their monster designs: Mike Kimmel (chimney troll), Victoria Jaczko (curse devil), Robert Brookes (dunagh), and Mikko Kallio (immured). The curse devil was written specifically for this module.

### CHIMNEY TROLL

*Filth and soot cover this large, emaciated humanoid's pallid skin, and its beady black eyes glint with desperate hunger.*

<b>CHIMNEY TROLL</b>	<b>CR 2</b>	  
<b>XP 600</b>		
CE Large humanoid (giant)		
<b>Init</b> +3; <b>Senses</b> low-light vision, scent; Perception +4		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)		
<b>hp</b> 19 (3d8+6)		
<b>Fort</b> +5, <b>Ref</b> +4, <b>Will</b> +1		
<b>Resist</b> fire 10		
<b>Weaknesses</b> wicked blood		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., climb 20 ft.		
<b>Melee</b> bite +2 (1d8+1), 2 claws +2 (1d6+1)		
<b>Ranged</b> rock +5 (1d8+1)		
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.		
<b>Special Attacks</b> soot breath, rock throwing (60 ft.)		
<b>STATISTICS</b>		
<b>Str</b> 13, <b>Dex</b> 16, <b>Con</b> 15, <b>Int</b> 8, <b>Wis</b> 11, <b>Cha</b> 6		
<b>Base Atk</b> +2; <b>CMB</b> +4; <b>CMD</b> 17		
<b>Feats</b> Combat Reflexes, Deadly Aim		
<b>Skills</b> Acrobatics +4, Climb +9, Perception +4, Stealth +0 (+8 in urban environments); <b>Racial Modifiers</b> +8 Stealth in urban environments		
<b>Languages</b> Giant		
<b>SQ</b> compression, inhale flames		
<b>ECOLOGY</b>		
<b>Environment</b> any urban		
<b>Organization</b> solitary or gang (2-3)		
<b>Treasure</b> standard		
<b>SPECIAL ABILITIES</b>		

**Inhale Flames (Ex)** As a standard action, a chimney troll can inhale a single nonmagical fire up to the size of a campfire within 30 feet. This extinguishes the fire and grants the chimney troll regeneration 3 (acid, cold) for 3 rounds. If the fire is attended (such as fire on a held torch), a successful DC 13 Reflex save negates this effect. The save DC is Constitution-based.

**Soot Breath (Su)** As a standard action, a chimney troll can exhale a searing cloud of smoke and cinders that fills the lungs of a targeted creature within 30 feet. The victim takes 1d6 points of fire damage and becomes nauseated for 1d3 rounds. A successful DC 13 Fortitude save halves the fire damage taken and negates the nausea effect. This ability can be used once each time the

chimney troll inhales flames and only within 3 rounds of using that ability. The save DC is Constitution-based.

**Wicked Blood (Ex)** Chimney trolls cannot heal hit point damage naturally (such as by resting).

Chimney trolls are gaunt, pale giants that skulk among the shadowy rooftops of towns and cities, searching for flames to heal their cursed wounds and flesh to sate their bellies. To claim the fire they need to survive, they twist their limbs into impossible positions, hiding in chimneys and sucking up the flames from frightened townsfolk's hearths.

By some cruel twist of fate or malicious necromancy, chimney trolls' accursed bodies can heal wounds only if they consume the very substance trolls loathe most: fire. This desperate reliance on fire has made them anathema to their kin, who long ago drove them from their mountain homes and into civilized lands.

Chimney trolls are 9 feet tall and weigh 350 pounds.



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## DEVIL, CURSE

This short fiend has mottled pink skin, clawed fingers, and green eyes. It drags a tattered scroll behind its feminine frame.

### CURSE DEVIL (PHIAM)

CR 5



### XP 1,600

LE Small outsider (devil, evil, extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft., see in darkness, *detect magic*, *detect thoughts*; Perception +11

### DEFENSE

**AC** 20, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +4 natural, +1 size)

**hp** 39 (6d10+6)

**Fort** +5, **Ref** +9, **Will** +7

**Defensive Abilities** natural invisibility; **DR** 5/cold or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

### OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** 2 claws +6 (1d4-1)

**Special Attacks** anathematize

**Spell-Like Abilities** (CL 6th; concentration +9)

Constant—*detect magic*, *detect thoughts* (DC 15)

At will—*daze* (DC 13), *greater teleport* (self plus 50 lbs. of objects only), *mage hand*

5/day—*bane* (DC 14), *chill touch* (DC 14), *doom* (DC 14)

3/day—*bestow curse* (DC 16), *suggestion* (DC 16), *touch of idiocy* (DC 15)

1/day—*blindness/deafness* (DC 15), *confusion* (DC 17), *contagion* (DC 17), *summon* (level 3, 2 lesser host devils 50%)

### STATISTICS

**Str** 8, **Dex** 18, **Con** 12, **Int** 13, **Wis** 15, **Cha** 17

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

**Feats** Dodge, Great Fortitude, Improved Initiative

**Skills** Bluff +12, Fly +23, Intimidate +12, Perception +11, Sense Motive +11, Spellcraft +10, Stealth +17

**Languages** Infernal; telepathy 100 ft.

**SQ** broken curses, infernal bond

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Anathematize (Su)** Once per day as a standard action, a curse devil can temporarily drop its natural invisibility to reveal its true, horrifying form. All creatures within 30 feet must succeed at a DC 16 Will save or become cursed as *bestow curse*; additionally, all creatures in the area must succeed at a second DC 16 Will save or have their memories of the event stripped as if by *modify memory*. The curse devil can resume its invisibility at the end of its turn as a free action. Whether or not the saves are successful, an affected creature is immune to that curse devil's anathematize ability for 24 hours. If its natural invisibility is negated by other methods, the curse devil can't use this

ability. Those who can see invisible creatures are immune to this effect. The save DCs are Charisma-based.

**Broken Curses (Ex)** When a curse devil dies, any lingering curses or harmful effects caused by the devil are undone as if by a *miracle* spell.

**Infernal Bond (Ex)** When a curse devil is created by a lesser or greater devil, its creator forges a magical link between the curse devil and a mortal signed to—or implicated in—an infernal contract, such as a mortal who sold her soul to a devil or the first-born child of a mortal who was promised in an infernal bargain). Thereafter, the curse devil can always find the specified mortal as though guided by a *locate creature* spell with no maximum range. The specified mortal takes a -2 penalty on saving throws against the curse devil's anathematize ability and its spell-like abilities.




Curse devils, or phiams, are constructs of Hell that exist outside the infernal hierarchy. They are forged by more powerful devils to hunt down mortals whose souls belong to Hell. When folk speak of “family curses” or “damned fates,” a curse devil is often pulling strings.

A curse devil is 4 feet tall and weighs 80 pounds.



## DUNAGH

This spectral woman holds a silver urn and floats in midair with an unearthly grace and demanding presence.

<b>DUNAGH</b>	<b>CR 4</b>			
<b>XP 1,200</b>				
LN Medium outsider (incorporeal, kami, native)				
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft.; Perception +13				
<b>Aura</b> fate (20 ft., DC 15)				
<b>DEFENSE</b>				
<b>AC</b> 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex)				
<b>hp</b> 37 (5d10+10); fast healing 2				
<b>Fort</b> +3, <b>Ref</b> +7, <b>Will</b> +7				
<b>Defensive Abilities</b> incorporeal; <b>Immune</b> bleed, mind-affecting effects, petrification, polymorph; <b>Resist</b> acid 10, cold 10, electricity 10, fire 10				
<b>OFFENSE</b>				
<b>Speed</b> fly 30 ft. (perfect)				
<b>Melee</b> incorporeal touch +8 (2d6 cold plus dunagh's curse)				
<b>Spell-Like Abilities</b> (CL 5th; concentration +8) At will— <i>mage hand</i>				
<b>STATISTICS</b>				
<b>Str</b> —, <b>Dex</b> 17, <b>Con</b> 14, <b>Int</b> 11, <b>Wis</b> 17, <b>Cha</b> 16				
<b>Base Atk</b> +5; <b>CMB</b> +8; <b>CMD</b> 21				
<b>Feats</b> Alertness, Flyby Attack, Improved Initiative				
<b>Skills</b> Fly +19, Intimidate +11, Knowledge (local) +8, Perception +13, Sense Motive +13, Stealth +11				
<b>Languages</b> Common; telepathy 100 ft.				
<b>SQ</b> merge with ward, ward (house)				
<b>ECOLOGY</b>				
<b>Environment</b> any urban				
<b>Organization</b> solitary				
<b>Treasure</b> standard				
<b>SPECIAL ABILITIES</b>				

**Aura of Fate (Su)** A dunagh merged with or within 120 feet of its ward radiates an aura of fate to a radius of 20 feet. Enemies within this aura must roll two d20s whenever a situation calls for a d20 roll (such as an attack, a skill check, or a saving throw) and take the lower of the two results. Allies designated by the dunagh in this aura likewise roll two d20s whenever a situation calls for a d20 roll, but can take the higher result instead. This is a mind-affecting morale effect that doesn't work on fey. A dunagh can suppress and reactivate this aura at will as a free action.

**Dunagh's Curse (Su)** Any creature touched by a dunagh must succeed at a DC 15 Will save or be afflicted with the dunagh's curse. Whenever the cursed creature rolls a d20, it treats any roll of 20 as a roll of 1 instead. The cursed creature cannot take 20. The save DC is Charisma-based.

Dunaghs, like most kami, are guardian spirits native to Tian Xia. Unlike others of their kind, however, dunaghs long ago attached themselves to caravans coming over the Crown of the World, eventually establishing themselves in

the Lands of the Linnorm Kings, where they're most likely to be found today. Attracted by a family's or clan's intense devotion to a single structure or holding, the dunaghs serve as guardians of family homes, watchful protectors of both the structures and those who live within them.

Most dunaghs prefer to remain anonymous, going about their business when residents are not present. They occasionally assist "their" family by tidying up the house, locking doors, or shutting windows left open during the cold months.

When a family line watched over by a dunagh comes to an end, the dunagh falls into a bleak depression and remains fixated on the family's last place of residence, becoming a spiteful spirit that forcibly evicts anyone else who tries to take up residence or otherwise trespass upon its ward.

Dunaghs prefer to stay merged with their wards, but in their visible forms, they take on appearances similar to ghostly versions of those people they guard.







## IMMURED

*Through cracked, sickly blue lips, this pallid humanoid figure emits deep gasps as if struggling to breathe.*

### IMMURED

CR 3



### XP 800

NE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +6

**Aura** breathlessness (10 ft., DC 14)

### DEFENSE

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

**hp** 26 (4d8+8)

**Fort** +3, **Ref** +1, **Will** +5

**Immune** undead traits

**Weaknesses** bound

### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d4+4)

**Special Attacks** breach, seize

### STATISTICS

**Str** 16, **Dex** 11, **Con** —, **Int** 5, **Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +6 (+8 drag); **CMD** 16 (18 vs. drag)

**Feats** Improved Drag<sup>APG, B</sup>, Improved Initiative, Power Attack

**Skills** Perception +6, Stealth +5

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

### ECOLOGY

**Environment** any urban

**Organization** solitary or gang (2–5)

**Treasure** standard

### SPECIAL ABILITIES

**Aura of Breathlessness (Su)** The agonized gasping of an immured displaces oxygen within 10 feet of it, automatically extinguishing nonmagical fires within this range. Breathing creatures within the aura must hold their breath or risk suffocation. Whenever an immured deals nonlethal damage to a creature holding its breath in the aura, the duration the target can hold its breath for decreases by a number of rounds equal to the nonlethal damage dealt. The immured cannot dismiss this aura.

**Bound (Su)** Immured are bound to the locations in which they died. Each hour an immured remains away from the tomb or building in which it died, it takes 1d6 points of damage that can't be healed until it returns to its place of death.

**Breach (Su)** As a swift action, an immured can touch a nonmagical wall and open a spatial rift. The touched 5-foot section of wall (which can be up to 2 feet thick) effectively ceases to exist for 2 rounds, except for a dark, semisolid membrane that blocks line of sight through the rift. The immured can see, move, attack, or even drag a target through the rift without penalty. Other creatures can move through the rift, treating it as difficult terrain. After 2 rounds, the rift closes, pushing anything inside it into the nearest open space.

**Seize (Ex)** An immured can choose to deal nonlethal damage with its slam attack with no penalty on the

attack roll. In addition, an immured that deals nonlethal damage with its slam attack can attempt a drag combat maneuver against the target as a free action.

Immured are undead remains of those who died of slow suffocation in a confined, lightless space. Their feelings of abject terror and desperate desire to escape before death manifest as an ability to open temporary rifts in reality. Although they loathe the bright lights and open spaces of the world outside, they occasionally emerge to violently hush any sounds that disturb their repose. Some immured find the last gasps of dying creatures intoxicating, so they seek out victims to choke night after night.

While an accidental live burial can trigger the birth of an immured, most of these unfortunates are brought about by purposeful malevolence, such as being walled in as a form of torture or execution in life. In cultures obsessed with undeath or the afterlife, living servants are sometimes honored by being entombed with their masters, which can create immured.

An immured is 6 feet tall and weighs 100 pounds.



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## APPENDIX 3: MAGIC ITEMS

The following 28 new magic items were submitted for Paizo's 2014 RPG Superstar competition, and led their authors to the second round of the contest. The contestants who earned a place among the top 16 include Mikael Sebag (*amulet of reverse incantation*), Victoria Jaczko (*bitter widow's veil*), Christopher Wasko (*bonedancer bodhran*), Kenneth "Tripp" Elliott (*bosun's call*), Emmanuel Greene (*crest of the fallen*), Tyler Beck (*deck of the hellwasp's sting*), J. R. Casey (*gossiper's gourd*), Brian J. Fruzen (*groundbreaker cloak*), Mark Nordheim (*horned helm of the wild stag*), Joseph L. Kellogg (*ironmorph dust*), Jacob W. Michaels (*poltergeist knot*), Andrew Marlowe (*scourge vial*), and Richard Malena (*Sun Wukong's puzzle box*). Contestants who earned a place among the top 32 include Michael Patrick (*bog boots*), Andrew Shumate (*charlatan's symbol*), Andrew Umphrey (*choker of the siphoning scorpion*), Peter Johansen (*death mask*), Brian Lefebvre (*evergreen seed pouch*), Michele La Barbera (*familiar's soulstone*), Terry Dutton (*fetish of the frog queen*), Iain Reid (*goblet of liquefied cognition*), Tyler Cowart (*jar of mottled clay*), Kalervo Oikarinen (*murktouch cloak*), Clay Clouser (*nightbane quiver*), Casey Clements (*patternward spectacles*), Jesse Southwick (*quicksilver gloves*), Sam Harris (*star cinder*), and Calder Rooney (*stormcrusher gauntlets*).

AMULET OF REVERSE INCANTATION		PRICE
		20,000 GP
SLOT head	CL 8th	WEIGHT —
AURA moderate abjuration		



An ivory cameo depicting two elderly, bearded wizards with identical faces hangs on this amulet's delicate silver chain. Three times per day, when casting a spell with a verbal component, the wearer of an *amulet of reverse incantation* can recite the

spell's words backward as a free action in order to invert the spell's effect, as described below.

- If the wearer casts a spell that can counter or dispel another specific spell, she can activate the amulet to convert the spell being cast into the spell it specifically counters. For example, *haste* would become *slow*, or *reduce person* would become *enlarge person*.
- If the wearer casts a spell that detects or affects creatures of a certain alignment, the spell instead affects creatures of the opposite alignment. For example, *chaos hammer* would damage and blind chaotic creatures and outsiders instead of lawful ones.
- If the wearer casts a cure or inflict spell, she can activate the amulet to convert the spell being cast into the other type of the same spell level, such as converting *cure moderate wounds* into *inflict moderate wounds*.

Alignment restrictions still apply for casters who can't cast spells with certain alignment descriptors.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Wondrous Item, *dispel magic*, *tongues*

BITTER WIDOW'S VEIL		PRICE
		14,000 GP
SLOT head	CL 5th	WEIGHT 1/2 lb.
AURA faint enchantment and divination		

This delicate black veil is made of black lace and crepe and affixed to a midnight blue bonnet. When it's donned,

amorphous shadows swirl beneath the veil across the wearer's face.

Whenever an ally within 30 feet of the wearer falls unconscious by taking lethal damage, the *bitter widow's veil* gains 1 charge. The wearer can expend 1 charge as a standard action to unleash a bereaved scream in a 30-foot cone. Creatures within the area must succeed at a DC 16 Will save or become shaken for 4 minutes. If a creature that brought a humanoid or monstrous humanoid to fewer than 0 hit points within the past 12 hours fails the save, it's dazed for 1 round as it is consumed with sorrow, after which it's subject to the shaken effect.

As long as the *bitter widow's veil* has an unspent charge, the wearer can see and hear ethereal creatures as though affected by *see invisibility*. The veil can contain only 1 charge at a time. Unused charges dissipate after 1 hour.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
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Craft Wondrous Item, *crushing despair*, *overwhelming grief<sup>UM</sup>*, *see invisibility*

BOG BOOTS		PRICE
		12,000 GP
SLOT feet	CL 9th	WEIGHT 1 lb.
AURA moderate transmutation		

These boots are well worn and caked with mud, but still sturdy, comfortable, and dry on the inside.

Three times per day, the wearer can activate the boots to cause up to 9 5-foot squares of nearby terrain to become a shallow bog. All affected squares are instantly filled with 1 foot of water, mud, and plant life. The wearer can move through these squares at her normal speed, but other creatures treat the squares as a shallow bog (*Pathfinder RPG Core Rulebook* 427), costing 2 squares of movement to move into each affected square.

The initial affected square must be adjacent to the wearer. Each additional affected square must be adjacent to another affected square, but otherwise the effect can take any shape the wearer desires.

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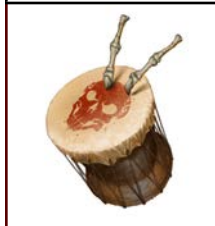
As a standard action, the wearer can rearrange the affected squares. Multiple uses of the boots can create larger areas of bog. The effect lasts until dismissed by the wearer (a free action), the wearer moves more than 5 feet beyond the affected area, the wearer becomes unconscious, or the boots are removed.

Additionally, once per day, the wearer can travel as per *dimension door* from one affected square to another.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 6,000 GP
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Craft Wondrous Item, *dimension door*, *transmute rock to mud*

<b>BONEDANCER BODHRAN</b>		<b>PRICE</b> 6,700 GP
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 2 lbs.
<b>AURA</b> faint necromancy		



This calfskin drum is painted with an image of a grinning skull, and comes with a giant's finger bones to use as beaters. A creature with at least 1 rank in Perform (percussion) can play a steady rhythm on the drum as a

standard action each round. Doing so grants all undead creatures within 30 feet of the drummer a +2 profane bonus on attack rolls, damage rolls, and Will saves each round the drum is played.

Alternatively, the drummer can instead force undead creatures in the area to dance in place to the beat of the drum. Affected undead within 30 feet can't leave their spaces and take a -2 penalty to Armor Class and on Reflex saves for as long as the drummer plays. Intelligent undead can attempt a DC 12 Will save to resist this effect; those that succeed can move and take actions normally, but still take the -2 penalty on Reflex saves and must succeed at concentration checks to cast spells (DC = 10 + the spell's level). Mindless undead receive no save and can take no actions other than dancing.

A *bonedancer bodhran* can be used for 9 rounds per day; these rounds need not be consecutive.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,350 GP
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Craft Wondrous Item, *command undead*, creator must have the bardic performance class ability

<b>BOSUN'S CALL</b>		<b>PRICE</b> 12,000 GP
<b>SLOT</b> none	<b>CL</b> 8th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate abjuration		



This copper-and-bronze whistle is played by blowing through the mouthpiece while opening and closing one's hand over the hole to modify the pitch. The whistle has 3 charges, which are

automatically restored at sunrise each day. As a standard action, the user can attempt a Perform (wind) check and

expend the indicated number of charges to produce one of the following effects.

*0 charges:* Wake all allies within 30 feet (DC 15).

*1 charge:* Wake all allies aboard the same ship (DC 20).

*1 charge:* Convey a secret message to all allies within 60 feet, as the Bluff skill (DC 20).

*1 charge:* Perform a countersong as the bardic performance ability, with a +2 bonus on the Perform (wind) check (DC 20).

*2 charges:* Grant up to six allies, no two of whom can be more than 30 feet apart, climb and swim speeds of 20 feet each for 4 rounds (DC 20).

*2 charges:* Grant all allies within 60 feet a +5 morale bonus on Swim checks for 10 minutes (DC 25).

The charge is expended even if the Perform check fails.

A user of the *bosun's call* who has the bardic performance class feature can, as a swift action, expend a number of rounds of bardic performance equal to the number of charges needed to produce the effect instead of expending those charges.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,350 GP
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Craft Wondrous Item, *alarm*, *alter self*, creator must have the bardic performance class ability

<b>CHARLATAN'S SYMBOL</b>		<b>PRICE</b> 2,000 GP
<b>SLOT</b> neck	<b>CL</b> 5th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint illusion (see text)		

This small relic is designed to resemble a holy symbol of a genuine or fictional deity and can be worn about the neck. A *charlatan's symbol* contains an extradimensional compartment that can hold one wand of a 1st-level cleric spell, which becomes attuned to the symbol after 24 hours. Speaking a command word or phrase activates the wand as if the user had succeeded at a DC 20 Use Magic Device check, which also causes the symbol to glow faintly. Those observing a spell cast through the use of a *charlatan's symbol* must succeed at a DC 20 Spellcraft check in order to determine that the spell was cast from a wand rather than through normal divine spellcasting.

After using the symbol, the wearer receives a +5 circumstance bonus on Bluff checks related to the assumed religion against witnesses for 24 hours.

To anyone using *detect magic*, the *charlatan's symbol* appears to be nonmagical (as *magic aura*), as if it were a standard holy symbol.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 1,000 GP
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Craft Wondrous Item, *eagle's splendor*, *magic aura*, creator must have 5 ranks in both Bluff and Use Magic Device

<b>CHOKER OF THE SIPHONING SCORPION</b>		<b>PRICE</b> 8,000 GP
<b>SLOT</b> neck	<b>CL</b> 9th	<b>WEIGHT</b> —
<b>AURA</b> moderate necromancy		

This choker consists of a thin gold chain with a small

scorpion charm that presses snugly against the neck when worn. Once per day as an immediate action, the wearer of this item can forgo her saving throw against a poison effect, and instead let the scorpion charm siphon the poison, filling to its maximum capacity of 1 dose. The wearer suffers no effects from the poison in this manner. While filled, the charm doesn't protect against poison.

As a full-round action, the wearer can remove the choker and affix it to her melee weapon by pressing the scorpion against the weapon and allowing the chain to automatically secure itself around the weapon's hilt or handle. If the weapon hits, the wearer can choose to dose the target with the poison (in addition to any effects the attack would normally have) as though the weapon were coated with a dose of the poison. This drains the scorpion of its stored dose. The target can attempt a Fortitude save as normal (using the poison's original DC) to resist the effect.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>absorb toxicity</i> <sup>uc</sup> , <i>greater magic weapon</i>	

CREST OF THE FALLEN		PRICE 12,000 GP
SLOT neck	CL 5th	WEIGHT —
AURA faint conjuration		



This fist-sized silver badge bears a stylized image of a heraldic animal. The first time a character wears the crest, the animal changes to match that of the wearer's heraldic symbol. If the wearer doesn't have a heraldic animal, it takes the form of an animal appropriate to the

character's personality. The animal depicted must be one suitable for use as a druid animal companion (see page 53 of the *Pathfinder RPG Core Rulebook*). Once a character has worn the crest, the animal depicted on the crest is always the same for that character and can't be changed.

Once per day, if the wearer of the *crest of the fallen* falls unconscious (other than voluntary sleep), the animal on the crest jumps out of the badge and becomes a living creature in an unoccupied square adjacent to the wearer. The creature has the same statistics as a 1st-level druid's animal companion of the same type as depicted on the crest, except its hit points are equal to one-quarter of the wearer's maximum hit points. The creature also gains the 4th- or 7th-level advancement as described in the animal companion's statistics if the wearer is of sufficient level (treating his character level as the effective druid level). It doesn't, however, gain any of the other bonuses or abilities of an animal companion.

The creature guards the fallen wearer to the best of its ability. It protects the wearer by attacking enemies, assisting allies using the aid another action, dragging the character's body to a safe location, or taking other helpful actions. The creature can't move more than 50 feet from

the badge, and it disappears after 5 rounds. It can't use equipment or magic items, including potions.

If the animal is slain, it disappears and the heraldic image on the *crest of the fallen* fades to a dark gray for 1 week, during which time the crest can't be activated.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, <i>deathwatch</i> , <i>summon nature's ally II</i>	

DEATH MASK		PRICE 16,000 GP
SLOT head	CL 6th	WEIGHT 4 lbs.
AURA moderate necromancy		

This elaborate wooden mask is carved in the image of Pharasma. The owner of a *death mask* can place the mask upon a corpse to ask the corpse up to three questions as if by *speak with dead*, except the corpse does not get a Will saving throw if the mask's owner is of a different alignment than the corpse had in life. This effect works as long as the head of the corpse is intact enough to fit the mask onto, no matter how damaged the corpse is otherwise. A *death mask* functions on a given corpse only once in this way; additional attempts to ask the corpse questions fail.

If a living person dons the *death mask*, her appearance changes to that of the last person whose corpse was spoken with using the mask, as *alter self*. The wearer resembles the deceased person as she looked in life.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>alter self</i> , <i>speak with dead</i>	

DECK OF THE HELLWASP'S STING		PRICE 10,380 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		



This seemingly ordinary deck of 54 playing cards is held in an ornate wooden box with a simple clasp, decorated with wasp-themed art. The clergy of Calistria sometimes gifts decks of this kind to its more devout and covert spies.

As a move action, the owner of a *deck of the hellwasp's sting* can draw a card from the deck and speak a command word to transform that card into a thrown weapon (treat as a *+1 flaming dart*). Alternatively, the user can draw and activate a card covertly as a standard action, using Sleight of Hand to palm it and treat it as a hidden weapon for a subsequent attack. A card is always destroyed after being thrown, even if it doesn't hit the target. If the thrower uses the Arcane Strike feat with this attack, the feat's bonus damage doubles.

In addition, as long as there are at least 20 cards remaining in the deck, the entire deck can be sacrificed by

speaking a command word and tossing the cards into the air as a full-round action. The cards transform into a swarm of burning, poisonous paper with the same statistics as a hellwasp swarm (*Pathfinder RPG Bestiary 3* 146), except the swarm doesn't gain the inhabit ability, and all damage dealt by its swarm attack is fire damage. The character who activated the ability can control the swarm as if it were summoned by the *summon swarm* spell for up to 10 rounds, at which point the swarm dissipates.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 5,190 GP
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Arcane Strike, Craft Wondrous Item, *flame arrow*, *summon swarm*

EVERGREEN SEED POUCH		PRICE
		16,000 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 1/2 lb.
<b>AURA</b> moderate conjuration		

This leather pouch is decorated with fresh mistletoe and sprigs of holly that are shaped to resemble the druidic symbol of the Green Faith. The pouch contains seeds of various small plants and grasses. When the pouch is used as a divine focus component for a spell that affects or creates plant matter—such as *entangle* or *spike growth*—its magic manifests as the pouch opens and the seeds float out. The seeds plant themselves in the ground and instantly grow to create any vegetation or grass that the spell requires to function inside of the spell's area of effect. The vegetation created by the pouch grows regardless of the terrain, and lasts the full duration of the spell, allowing the user to cast plant-altering or plant-creating spells in deserts, badlands, and other harsh terrains.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 8,000 GP
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Craft Wondrous Item, *wall of thorns*

FAMILIAR'S SOULSTONE		PRICE
		10,500 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate necromancy		

A *familiar's soulstone* looks like an unpolished, rough red gem the size of a fist. The bearer can use the *familiar's soulstone* to perform an hour-long ritual that binds the soul of his familiar, animal companion, or bonded mount to the soulstone. Once this bond is established, the only way to sever it is to destroy the gem.

If the bonded creature dies while on the same plane as its *familiar's soulstone*, its soul is siphoned into the gem, where it's preserved for 24 hours. Within this period, holding the gem to the body of the deceased bonded creature for 1 full minute restores that creature to life, as *raise dead*. The gem is destroyed in the process. A witch's familiar brought back to life using a *familiar's soulstone* retains all of its stored spells. If the soul isn't extracted from the gem within 24 hours, the gem crumbles to dust, automatically releasing the soul to the Great Beyond.

A creature can have only one *familiar's soulstone* bound

to it at a time, and a *familiar's soulstone* can be bound only to a single creature.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 5,250 GP
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Craft Wondrous Item, *raise dead*

FETISH OF THE FROG QUEEN		PRICE
		varies
Lesser		9,000 GP
Standard		32,500 GP
Greater		73,000 GP
<b>SLOT</b> none	<b>CL</b> 17th	<b>WEIGHT</b> 4 lbs.
<b>AURA</b> strong transmutation		

Created from the bodies of certain frogs whose poisons induce potent hallucinations and delusions, these mummified husks are variously cited as the invention of either gripli druids or an unusually cunning boggard priest-king. Regardless, their powers are a boon to any caster favoring mental manipulation and alteration.

Three times per day while casting a targeted mind-affecting spell that allows a Will save, a caster holding a *fetish of the frog queen* can lace the spell's energies with a magical poisonous essence. Instead of affecting the target's mind directly, the altered spell attacks through the victim's body as a psychotropic toxin, requiring the victim to use his Fortitude modifier in place of Will for the purposes of any Will saving throws the spell normally allows.

An altered spell is considered a poison effect, with the following conditions.

- An altered spell can be suppressed by effects such as *delay poison*. Time spent suppressed still counts against the spell's duration.
- If *accelerate poison* (*Pathfinder RPG Advanced Player's Guide* 201) is used on the spell, the poison effect's duration is halved but its saving throws are unaffected.
- An altered spell transferred to another target, such as by *absorb toxicity* (*Pathfinder RPG Ultimate Combat* 221), is still considered cast by the original caster for the purposes of adjudicating spell effects, such as which creature a charmed victim regards as its friend.

An altered spell is still vulnerable to spell resistance, dispelling, and other effects as normal.

Three varieties of *fetish of the frog queen* exist: lesser, standard, and greater. A lesser fetish affects spells of up to 3rd level; a standard fetish affects spells of up to 6th level; and a greater fetish affects any spell.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> varies
Lesser	4,500 GP
Standard	16,250 GP
Greater	36,500 GP

Craft Wondrous Item, *poison*

GOBLET OF LIQUEFIED COGNITION		PRICE
		18,000 GP
<b>SLOT</b> none	<b>CL</b> 7th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> moderate divination and transmutation		

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This ornate, oversized silver goblet is wrought with runes and letters in a profusion of languages. When written words are placed in the goblet—whether written on a piece of parchment, carved into stone, or other such means of delivering physical text—the text detaches itself from the source, liquefying into a sweet wine over the next 10 minutes. The liquid can then be drunk, granting the imbiber benefits based on the nature of the text.

- Pages from a spellbook representing a single spell can be drunk, allowing an arcane spontaneous caster to add that spell to her list of spells known for 24 hours. The spell must be on the imbiber's spell list.
- An arcane scroll can be drunk, allowing the immediate memorization of its contents by an arcane caster who prepares spells. The memorized spell must be on the imbiber's class spell list and still requires an open spell slot of the appropriate level to use. The imbiber uses her own caster level and spellcasting ability modifier to cast the spell, rather than the caster level of the scroll.
- Nonmagical writing can also be drunk, granting a complete understanding of the text's contents. This doesn't require an understanding of the text's language. The goblet can liquefy the text of up to 10 standard-sized pages at once.

In all cases, the text is destroyed once drunk, and the knowledge gained fades after 24 hours. The goblet can be used three times per day.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 9,000 GP
Craft Wondrous Item, <i>comprehend languages</i> , <i>create water</i> , <i>mnemonic enhancer</i>	

<b>GOSSIPER'S GOURD</b>		<b>PRICE</b> 12,500 GP
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint divination		



This drinking gourd has a slender neck capped with a tethered cork, as well as a leather strap so it can be hung from a belt or pack. Once per

day, the *gossiper's gourd* can be filled with water from a village well or other local water source, becoming attuned to that source as long as the gourd is full of water. The bearer gains a +2 insight bonus on any Knowledge (local) checks she attempts within a 1-mile radius of the water source, and can speak and understand (though not read or write) the dominant local language in that area. These effects persist as long as the attuned gourd is full.

By drinking all the local water from a *gossiper's gourd*, the imbiber gains a +5 insight bonus on all Bluff, Diplomacy, Knowledge (local), and Sense Motive checks within a 1-mile radius of the water source for 1 hour. In addition, during that hour, the user can plant an idea or suspicion in the mind of one local person within

30 feet by whispering the idea into the empty gourd. This effect functions as *sow thought*, except the target must be from the local area. A successful DC 12 Will save negates the effect.

A *gossiper's gourd* can't become attuned to a water source more than once per day. For example, if the owner fills the gourd from a well at the beginning of the day, then drinks the water, she must wait until the beginning of the next day to benefit from the gourd again.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 6,250 GP
Craft Wondrous Item, <i>share language</i> <sup>APG</sup> , <i>sow thought</i> <sup>ARG</sup> , creator must have at least 5 ranks in Knowledge (local)	

<b>GROUNDBREAKER CLOAK</b>		<b>PRICE</b> 22,000 GP
<b>SLOT</b> shoulders	<b>CL</b> 9th	<b>WEIGHT</b> 6 lbs.
<b>AURA</b> moderate transmutation		



This heavy cloak is made from the hide of a bulette, its thick gray leather heavily abraded and seemingly always dusty, and features a plated dorsal fin that protrudes from between the wearer's shoulders.

As a standard action, the wearer of a *groundbreaker cloak* can dive into the ground, gaining

a burrow speed of 20 feet through sand, soil, gravel, and loose stone. While burrowing, the wearer cannot run or charge and must travel along the surface, leaving the exposed dorsal plate visible from above. As the wearer burrows, displaced dirt swells before her and collapses behind her to create difficult terrain in her wake. She has cover from attacks while burrowing. Unless the wearer has some other means of breathing while submerged, she must hold her breath while burrowing. Emerging from the ground is a move action that doesn't provoke attacks of opportunity.

Once per day, the wearer can perform a charge attack by diving deep into the ground, burrowing up to 40 feet in a straight line (ignoring any obstacles that don't extend at least 10 feet into the ground) and bursting forth into a square adjacent to a target creature. This use of the cloak does not disturb the terrain as noted above, except where the wearer enters and exits the ground. The wearer ends this movement standing and the target of the charge is considered flat-footed against the attack.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 11,000 GP
Craft Wondrous Item, <i>beast shape III</i> , <i>burrow</i> <sup>UM</sup>	

<b>HORNED HELM OF THE WILD STAG</b>		<b>PRICE</b> 14,000 GP
<b>SLOT</b> head	<b>CL</b> 7th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate transmutation		



Numerous antlers protrude from this ornate leather helm, creating an impressive array of bony points that jut out in several directions. When the *horned helm of the wild stag* is donned,

the wearer's facial structure subtly elongates in a manner reminiscent of a stag's head. He gains a +2 dodge bonus to AC against attacks of opportunity.

Once per day when the wearer charges an enemy or attempts an overrun combat maneuver, he can as part of his action activate the helm to summon dozens of spectral stags to accompany him during his movement. These ghostly stags gallop around him in a frenzy, with the unmistakable sound of pounding hooves, and stampede through any creature within 5 feet of the wearer at any point during his movement. Although this stampede causes no physical damage, each affected creature must attempt a DC 16 Will save to avoid being overcome by the frenzy of the rampaging herd. A creature that fails this save must use its next turn to charge the nearest valid target (including its allies), if possible. Creatures that are unable to charge must instead move away from the wearer of the helm as quickly as possible on their next turn. This is a mind-affecting compulsion effect.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 7,000 GP</b>
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Craft Wondrous Item, *aspect of the stag*<sup>APG</sup>, *moonstruck*<sup>UM</sup>

<b>IRONMORPH DUST</b>		<b>PRICE</b> 500 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint transmutation		



This bag of powder has a sharp metallic odor. *Ironmorph dust* can be applied to a willing adjacent creature as a standard action, or thrown as a ranged touch attack with a range

increment of 10 feet. On contact, it causes the target's clothing to stiffen and harden (Reflex DC 15 negates). If the target is wearing light or no armor, his clothing is treated as chainmail for all purposes—including armor bonus, arcane spell failure chance, and armor check penalty—except weight. Exceptionally light clothing (such as a nightshirt or silks) is instead treated as a chain shirt. Exceptionally heavy clothing (such as a cold-weather outfit or elaborate ceremonial garb) is instead treated as full plate. If the target is already wearing medium or heavy armor, he instead gains DR 5/adamantine, but the maximum Dexterity bonus of his armor decreases by 3 (to a minimum of +0), and its armor check penalty increases by 3.

After 5 rounds, affected clothing returns to normal. *Ironmorph dust* has no effect on creatures not wearing clothing or armor.

Armor or clothing affected by *ironmorph dust* is effectively metal, and counts as such for abilities or classes that are restricted to certain types of armor (such as druids); however, any abilities that are suppressed or lost due to the *ironmorph dust's* effects are restored at the end of the dust's duration, instead of after their normal time limit.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 250 GP</b>
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Craft Wondrous Item, *silk to steel*<sup>UM</sup>

<b>JAR OF MOTTLED CLAY</b>		<b>PRICE</b> 600 GP
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint transmutation		

This empty clay jar, suitable for holding a few ounces of liquid, smells of freshly tilled earth and changes hue in sunlight. A *jar of mottled clay* can be thrown as a ranged touch attack with a range increment of 10 feet.

When the jar strikes a creature or a solid object, a mound of earth and clay rises up from where it struck. The mound is 5 feet wide and 10 feet tall, and has a hardness of 2 and 40 hit points. A creature struck by a direct hit must succeed at a DC 13 Reflex save or be pushed back 5 feet and knocked prone as the mound erupts where the target was standing. Success allows the creature struck to move 5 feet in any direction and avoid being knocked prone.

The mound lasts for 3 rounds before losing its structure and collapsing into a pile of dirt. A creature can topple a mound with a successful DC 18 Strength check; creatures within 10 feet on the opposite side of the mound must attempt Reflex saves as if directly struck by the *jar of mottled clay*. When a mound collapses or is destroyed, it creates difficult terrain in a 5-foot-radius area centered on the square where it was created.

A *jar of mottled clay* can optionally be filled with an alchemical item. Filling a jar requires a successful DC 15 Craft (alchemy) check. When thrown, a modified jar applies the effects of the alchemical item along with its own effect; contradictory or bizarre combinations of effects are subject to the GM's discretion.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 300 GP</b>
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Craft Wondrous Item, *soften earth and stone*

<b>MURKTOUCH CLOAK</b>		<b>PRICE</b> 20,000 GP
<b>SLOT</b> shoulders	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate conjuration		

This lustrous crimson cloak has an ethereal quality to it, and is unnaturally light. When the wearer speaks the item's command word, a *murktouch cloak* dissolves into a vortex of red fog that churns around her and extends her awareness.

The fog forms a 15-foot-radius emanation around the wearer and remains centered on her for as long as the cloak is activated. All creatures in the fog gain concealment (20% miss chance), but the wearer has blindsight within the area. The vortex is unaffected by wind or any similar effect.

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Whenever the wearer casts a spell or uses an ability that requires a successful touch attack, she can attempt that touch attack against any creature within the fog, even if she is not adjacent to the targeted creature.

The cloak can be activated for up to 10 rounds per day, though these rounds need not be consecutive. Its magic can be dismissed as a free action.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
Craft Wondrous Item, <i>echolocation<sup>UM</sup></i> , <i>fog cloud</i> , <i>mage hand</i>	

<b>NIGHTBANE QUIVER</b>		<b>PRICE</b> 16,000 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> faint evocation		

This black silk quiver bears a silver star-and-moon motif. It can transform up to 20 arrows per day into tangible beams of light. When drawn from the quiver, these arrows produce light as the *daylight* spell for 5 rounds, after which they disappear. Arrows enhanced in this way prove particularly deadly to light-sensitive and shadowy creatures—an arrow altered by a *nightbane quiver* bypasses the DR of any creature with light sensitivity and counts as a force effect against shadows and wraiths. Arrows gain these benefits only when shot by the current owner of the quiver. Arrows placed in this quiver retain any magical effect already placed on them.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 8,000 GP
Craft Wondrous Item, <i>daylight</i>	

<b>PATTERNWARD SPECTACLES</b>		<b>PRICE</b> 750 GP
<b>SLOT</b> eyes	<b>CL</b> 7th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate abjuration		

These spectacles fit firmly over eyes and are held in place by two crystalline stems. The lenses are initially clear and don't hinder the wearer's vision. When the wearer is targeted with an illusion spell or spell-like ability of the pattern subschool (such as *color spray*), the spectacles absorb the magic and darken, protecting the wearer from the pattern effect. Once the spectacles absorb a spell and become opaque, the wearer becomes blinded until the spectacles are removed (a swift action). *Patternward spectacles* protect against spells or spell-like abilities of only 3rd level or lower; higher-level effects affect the wearer as normal. Once the spectacles absorb an effect, they lose their magic.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 375 GP
Craft Wondrous Item, <i>minor globe of invulnerability</i>	

<b>POLTERGEIST KNOT</b>		<b>PRICE</b> 650 GP
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1/2 lb.
<b>AURA</b> faint transmutation		

This hopelessly knotted ball of golden twine defies any efforts to untangle it, forming new snarls out of nowhere



just when it appears to be nearly unraveled.

On command, the twine unrolls and snakes out through the air toward a target within 50 feet. Unless the target succeeds at a DC 13 Reflex

save to avoid the *poltergeist knot*, at the twine's touch, the bindings of any containers the target is carrying (packs, pouches, sheaths, quivers, and so on) come undone and all their contents are swept up in a whirlwind, performing a madcap dance around the target's head.

Anyone can grab an item as it spins by succeeding at a steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) against a CMD of 12. In addition, the spinning objects obstruct the target's sight; other creatures gain concealment against attacks made by the target. The equipment moves with the victim, whirling around her head for 3 rounds before falling to the ground.

A *poltergeist knot* affects laces and buckles only on exterior containers—bottles in a pouch or a bag of calltrops in a backpack, for example, are swept into the whirlwind but don't spill their contents. The *poltergeist knot* works on inanimate objects, but can't open locks. A creature who isn't carrying a significant amount of gear may be immune to the *poltergeist knot's* effect, at the GM's discretion.

Once used, the knot loses its magic and becomes 50 feet of tangle, mundane twine.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 325 GP
Craft Wondrous Item, <i>open/close</i> , <i>pilfering hand<sup>UC</sup></i>	

<b>QUICKSILVER GLOVES</b>		<b>PRICE</b> 7,000 GP
<b>SLOT</b> hands	<b>CL</b> 5th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint transmutation		

These tight-fitting gloves have silver tips at the end of each finger. When worn, the silver spreads to cover the gloves so they appear to be covered in liquid metal.

As a swift action, the wearer can command the gloves to coat a held weapon with silver. The affected weapon is treated as silver for the purpose of overcoming damage reduction. The effect can be applied only to light or one-handed weapons made primarily of metal. This ability can be used for up to 10 rounds each day, though these rounds need not be consecutive.

Once per day, the gloves' wearer can make an extra attack with a melee weapon as if using a *speed* weapon. This benefit does not stack with similar effects, such as a *haste* spell.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,500 GP
Craft Wondrous Item, <i>haste</i> , <i>versatile weapon</i>	

<b>SCOURGE VIAL</b>		<b>PRICE</b> 1,200 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> —
<b>AURA</b> faint transmutation		





Hurling this crystalline, ember-filled vial at an enemy causes the vessel to erupt in a burst of green smoke and burning ash that coalesces into a fire-blackened skull with burning eyes. Wreathed in oily, acrid smoke and trailing hot embers, the skull corkscrews around its target uttering biting insults and dire curses. The black smoke left in its wake causes watering eyes and wracking coughs.

When a *scourge vial* is thrown as a ranged touch attack, the skull torments any single struck creature of size Large or smaller. The skull moves with the target, distracting it in combat with its chaotic orbit. Any combatant in melee with the target is considered to be flanking with the skull.

The skull's trailing smoke and embers cause the target (and any creature occupying the same square as the target) to become dazzled. Furthermore, each round, the target must succeed at a DC 14 Fortitude save or become sickened by the smoke. Targets with the scent ability take a -4 penalty on their Fortitude saves. Creatures with the fire subtype are immune to the sickening effect. The skull and smoke dissipate in 5 rounds.

If an attack roll made to throw a *scourge vial* fails, the vial is treated as a splash weapon to determine where it lands instead. If there is creature of size Large or smaller in the resulting square, make a touch attack against that target. If that attack misses, or there is no valid target in that square, the skull shrieks harmlessly before dissipating.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 600 GP</b>
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Craft Wondrous Item, *pyrotechnics*

<b>STAR CINDER</b>		<b>PRICE</b> 50,000 GP
<b>SLOT</b> neck	<b>CL</b> 12th	<b>WEIGHT</b> 4 lbs.
<b>AURA</b> strong abjuration		

This tiny flake of dark, extraordinarily dense material is hung on a simple wire chain and seems to absorb the light around it. When activated, streaks of alien color play across its surface. Once per day, the wearer of a *star cinder* can choose one energy type (acid, cold, electricity, fire, or sonic). Creatures within 60 feet of the wearer with resistance or immunity to the selected energy type have that resistance or immunity suppressed for 12 rounds. Creatures with the elemental subtype are unaffected.

An affected creature of the outsider type must succeed at a DC 17 Will save each round it remains within the area of effect or be forced to return to its home plane (as per the *dismissal* spell). Even if the outsider succeeds at its save, it is sickened for as long as it remains in the area of effect.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 25,000 GP</b>
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Craft Wondrous Item, *antimagic field*, *dismissal*, *resist energy*

<b>STORMCRUSHER GAUNTLETS</b>		<b>PRICE</b> 45,000 GP
<b>SLOT</b> hands	<b>CL</b> 10th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> moderate abjuration and evocation		

These speckled metal gauntlets provide a noticeable prickling sensation when donned. Three times per day when the wearer would take electricity damage, she can attempt a Strength check as an immediate action to catch the electricity and crush it into harmless sparks that deal no damage (DC = 10 + 1 per 10 points of damage).

If the wearer possesses mythic tiers (see *Pathfinder RPG Mythic Adventures*), she can also expend one use of her mythic power to reshape the crushed lightning into a variety of forms: blasts of electric force, blinding showers of sparks, or even lassos. This allows the wearer to perform a bull rush, dirty trick, grapple, reposition, or trip combat maneuver on her next turn against any opponent within range (10 feet per mythic tier she possesses). If the wearer succeeds at this combat maneuver check, her opponent also takes an amount of electricity damage equal to the wearer's combat maneuver check result (up to a maximum of the original electricity effect's damage). Creatures immune to electricity damage are immune to this ability. If the wearer expends the mythic power but doesn't attempt to use the crushed lightning by her next turn, the energy surges out, dealing the original effect's electricity damage to the wearer with no save granted.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 22,500 GP</b>
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Craft Wondrous Item, Mythic Crafter, *lightning bolt*, *shock shield*<sup>UC</sup>

<b>SUN WUKONG'S PUZZLE BOX</b>		<b>PRICE</b> 15,200 GP
<b>SLOT</b> none	<b>CL</b> 10th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate conjuration and illusion		



The plainly lacquered exterior of this wooden puzzle box cunningly hides the devious clockwork mechanism inside. To those unversed in its abilities, *Sun Wukong's puzzle box* seems to be little more than a frustratingly impossible child's toy that is adorned with the holy symbol of the Monkey King.

Once per day as a standard action, the user can unlock *Sun Wukong's puzzle box* to create two simultaneous effects. First, a shower of golden sparks envelops the user, causing her to become invisible and immediately teleporting her exactly 20 feet in a direction of her choice. Second, a monkey swarm (*Pathfinder RPG Bestiary 2* 212) bursts from the same square the user left.

Although the monkey swarm isn't under the control of the user, the monkeys keep at least 20 feet from the user at all times and attempt to surround as many of her opponents as possible. This effect otherwise acts as *mad monkeys* with a CMB of +12. Both the invisibility effect and the monkey swarm last for 10 rounds.

Although the monkey swarm isn't under the control of the user, the monkeys keep at least 20 feet from the user at all times and attempt to surround as many of her opponents as possible. This effect otherwise acts as *mad monkeys* with a CMB of +12. Both the invisibility effect and the monkey swarm last for 10 rounds.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 7,600 GP</b>
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Craft Wondrous Item, *dimension door*, *invisibility*, *mad monkeys*<sup>UM</sup>, creator must be chaotic

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