

A PATHFINDER RPG ADVENTURE FOR LEVEL 4 BY ALEX GREENSHIELDS

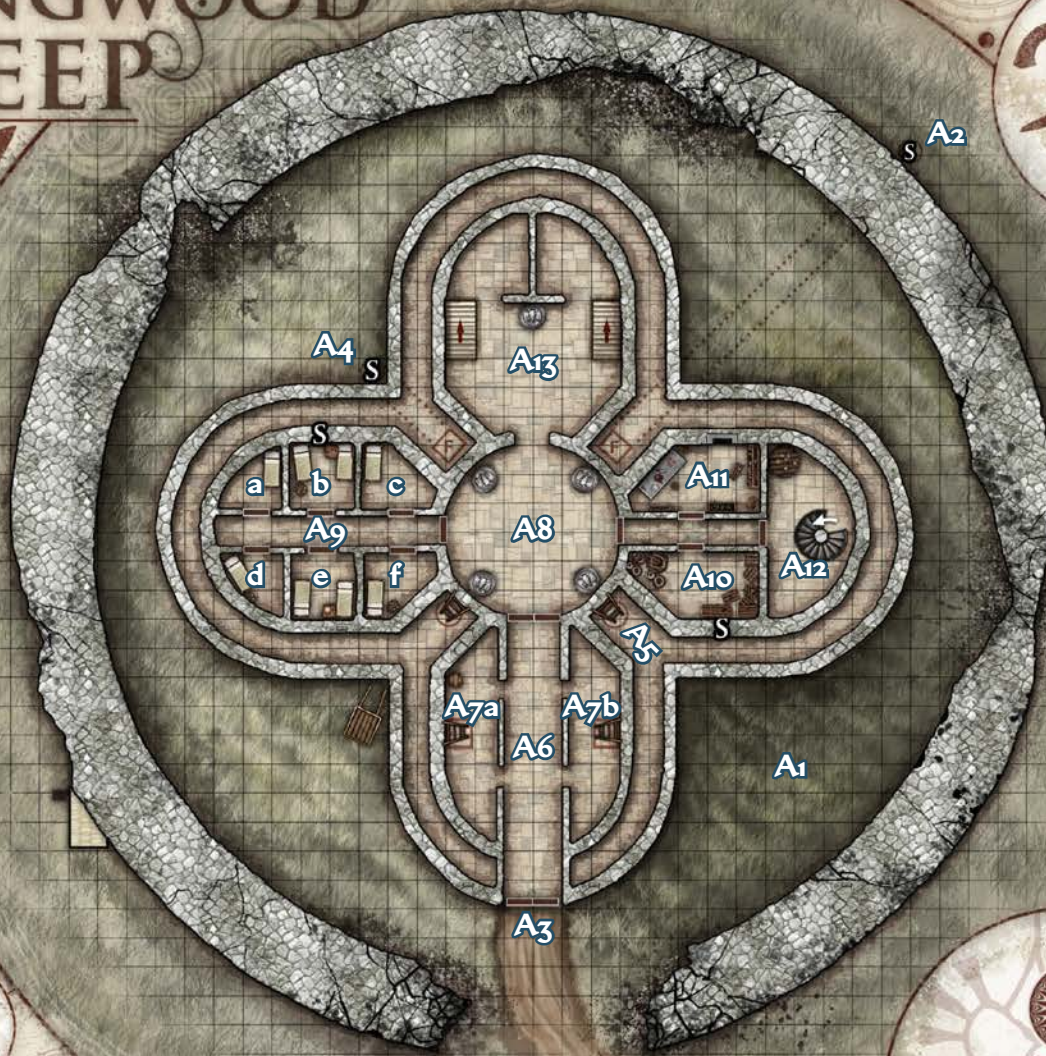
PATHFINDER[®]

MODULE[™]



FANGWOOD KEEP

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FANGWOOD KEEP

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Fangwood Keep is a Pathfinder Module designed for four 4th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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FANGWOOD KEEP

The fighting on the border between Molthune and Nirmathas has lasted for generations. Officially the war ended in '55, but that was just a paper peace. The fighting has never stopped—it just holds its breath every once in a while.

“Every bleedin’ acre south of the Marideth has been fought over so many times that the people who live there hardly care who’s in charge anymore. Lucky for them, most of the borderlands that haven’t already been razed to the ground are too heavily wooded to be of much use to either side. Still, even small companies of soldiers with nothing to lose can cause plenty of trouble...”

—Aris Reloni, Molthuni sergeant, to a barmaid at the Gorged Gorgon

FANGWOOD KEEP

ADVENTURE BACKGROUND

In the middle years of the Age of Enthronement, the mysterious elves finally made their return to Golarion after millennia of absence. They traveled a nigh-unfathomable distance in the blink of an eye by remotely tapping into the power of the *Sovyrian Stone* in Kyonin from the Arch of Refuge in Sovyrian. Most of the elves returned to fight the dread nascent demon lord Treerazer and prevent him from using the *Sovyrian Stone* toward evil ends. Among these elven forces was a powerful transmuter known as Tessarael, who commanded a small army of elves on the front line of the battle against Treerazer. When the Abyssal magic of the nascent demon lord and his fiendish legions warped Tessarael's mind and turned her against the elves, however, her brethren were quick to banish the corrupted wizard from their homeland. They expressly forbade the traitor from using the *Sovyrian Stone* to returning to Sovyrian, thus cutting off her only way back to Castrovel and precluding the sabotage that Treerazer's minions had programmed her to perform there.

In order to return to Sovyrian, the brainwashed Tessarael would need to devise her own means of interplanetary transport. With aid from Treerazer's vile forces, she constructed a tower so she could focus on her research. As she performed her strange arcane experiments—many of which explored using the elven practices of druidism as a means of expedient travel—she added numerous chambers beneath the tower. It took years for her to acquire the necessary resources and build her machines, but eventually, by using a *book of infinite spells* procured by her demonic liege, she was able to fuel the arcane engine in the belly of her lair. Fusing the artifact with a sizable lypenaia tree from Sovyrian, Tessarael stepped through the tree and was sent hurtling across time and space. She did not arrive at Sovyrian as intended, however, and no one has seen or heard from the elven wizard since the strange incident.

After Tessarael's failed attempt at space travel, her ruined arcane engine continued to produce random bouts of magical energy every several decades. Monsters and beings from the darkest corners of the multiverse were drawn in through temporary portals it created, but few were able to escape the subterranean chambers. The elements quickly eroded the rest of Tessarael's fortress, and for years the ruins of her lair lay quiet on an unusually barren hillside along the Marideth River valley.

In 4648 AR, when the secessionists who would eventually form the nation of Nirmathas broke away from their avaricious rulers in Molthune, the Molthuni generals ordered the construction of Fangwood Keep, choosing the ruins of Tessarael's tower as the location of their border fort. The Molthuni used the broken stone from her tower

WHERE ON GOLARION?

The border fort known as Fangwood Keep is located in the central-western region of the Marideth River valley, which constitutes the constantly shifting border between the warring nations of Molthune to the south and Nirmathas to the north. For more information on Nirmathas, Molthune, and the struggle between these two rival nations, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at your local hobby store or online at paizo.com.



in constructing their castle, and unknowingly built it over Tessarael's mysterious underground chambers, in which a powerful relic was entombed alongside her magical inventions.

Fangwood Keep has traded hands countless times in the persistent struggle between Nirmathas and Molthune. Ten years ago—the last time Molthune held the keep—a greedy Molthuni foot soldier named Pavo Vos was stationed there, and in searching through the keep's oft-disregarded library, he discovered one of Tessarael's long-forgotten tomes. Though badly weathered, the magically preserved pages of the diary revealed there had once been a great artifact under this tower, and Vos decided to claim the rare item for himself. Before he could accomplish this feat, however, Fangwood Keep was besieged and taken by Nirmathas once again, and he was forced to return to Molthune to let both his plans and anger fester.

By the time Vos achieved the respectable position of lieutenant in the Molthuni army, 10 years had passed since his last visit to Fangwood Keep. Over the course of the past decade, Vos had commanded a small platoon of irregular infantry, known as Vos's Strikers. A covert task force typically deployed deep behind Nirmathi lines, Vos's platoon provided a perfect means of taking

Fangwood Keep to find out whether the legends about Tessarael's mysterious artifact were true. With the help of his lover Elessia—a duplicitous devotee of the goddess Calistria—he falsified orders and led a cross-border raid last month, decimating the few Nirmathi rangers garrisoned at Fangwood Keep and ordering his troops to search for an entrance to an underground vault.

A few of Vos's soldiers found a staircase buried beneath the floor of the soldiers' mess, and Vos eagerly sent them down it. When these soldiers failed to return, the rest of his platoon was quick to mutiny. Their efforts proved too little, too late, however, as Elessia had garnered the loyalty of a local tribe of hobgoblins, who quickly slaughtered the Molthuni soldiers before they could retreat.

Now surrounded by mercenaries who care little about his fate, Vos is still eager to discover the ruins' secrets, and he continues to send hobgoblin grunts into the level below, promising great rewards to anyone who can gain access to the elven wizard's locked chambers and find the source of the dungeon's power.

ADVENTURE SUMMARY

The PCs are recruited by either the armed forces of Molthune or the rangers of Nirmathas to retake Fangwood Keep—a small border fort in the Marideth River valley—and remove its commander. They are informed that the fort was recently taken by a platoon of traitorous Molthuni irregulars known as Vos's Strikers, and that the commander of the force, Lieutenant Pavo Vos, moved on the keep without orders to do so.

Upon their arrival at Fangwood Keep, the PCs quickly realize that not everything is as it seems, since Vos's Strikers have apparently been replaced by hobgoblin warriors. The PCs must decide how to infiltrate the fortification given their new information. Once they have a plan, they can either sneak in or fight their way past the defending hobgoblins. They have a chance of running into the only Molthuni soldier who survived the hobgoblin onslaught, a badly wounded man named Akre, should they choose to enter the secret passages detailed by their employer. After dealing with the hobgoblin commander and either defeating him or convincing him to call off his grunts, the PCs can finally confront Lieutenant Vos. The whereabouts of Vos's lover, however, remain a mystery, since she has fooled Vos into thinking she is away gathering more allies, when in reality she has infiltrated the chambers beneath Fangwood Keep and seeks to take the artifact for herself.

After taking care of the traitorous lieutenant and his allies, the PCs discover the reason why Vos took Fangwood Keep in the first place, and must explore the recently uncovered subterranean level of the fortress if they hope to catch Elessia. Within these magical chambers the

PCs discover all manner of strange and otherworldly monsters, the changeling Elessia, and the artifact fueling the halls' magic—a *book of infinite spells* lodged into the engine Tessarael created so long ago.

INTRODUCTION

This adventure assumes the PCs are tasked with retaking Fangwood Keep by either the Molthuni army or the armed forces of Nirmathas, though GMs may feel free to create their own interested third party to hire the PCs if they feel so inclined.

WORKING FOR MOLTHUNE

If it would make more sense for the PCs to work for the Molthuni army, they likely get their mission while passing through the heavily fortified Molthuni border town of Fort Ramgate. General Hakar, the town's Kellid-born commander, has been looking for a small group of skilled operatives to go on a dangerous mission, and when the PCs arrive, he sees in them the perfect candidates. Hakar believes that Lieutenant Vos will be expecting a much larger company to be sent against him, and that a small force like the PCs should be able to slip in undetected and dispatch him before he can muster an effective defense.

Hakar tells the PCs that a junior Molthuni officer named Lieutenant Pavo Vos and his specialized task force captured a small border fort inside Nirmathas about 3 weeks ago. The general believes that Vos has gone rogue, since he acted without orders and since then has ignored orders sent by Molthuni officials to cease his current course of action and abandon the keep. Hakar tasks the PCs with tracking down Lieutenant Vos and removing him from Fangwood Keep by any means necessary. He also informs them that Vos is seldom without a pale, dark-haired woman named Elessia, rumored to be his companion, who occasionally acts as the platoon's field medic and infiltration specialist.

General Hakar advises the PCs to work stealthily, since he knows Vos is a capable leader and probably has secured the fortress quite well by now. Though he cannot provide a map of the fortress for security reasons, Hakar does inform the PCs of the secret entrances on the keep's northern side (areas **A2** and **A4**), and tells them to look for a stone engraved with four interwoven circles as a marker for one of the secret entrances. Vos likely doesn't know about this entrance, since knowledge of it is only shared among higher-ranking Molthuni officers sent to Fangwood Keep on official business.

Finally, Hakar informs the PCs that an agreement has been reached with the Nirmathi army, and that the PCs should abandon Fangwood Keep once Vos has been defeated and his troops have been routed. Lieutenant Vos

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was not following orders when the keep was taken, and the Molthuni army wishes to save face by taking care of this incident without Nirmathi help. He suggests that the PCs avoid lingering there after finishing their mission, as the Nirmathi army will eventually send a larger force to reoccupy it.

WORKING FOR NIRMATHAS

If the PCs work for the Nirmathi rangers, they probably receive their mission in the city of Tamran at the mouth of the Marideth River. Forest Marshal Weslen Gavirk heard of the Molthuni incursion against Fangwood Keep through his Chernasardo scouts, and is looking for a small group to fix the problem before it gets out of hand. Much blood has already been spilled over Fangwood Keep, and Gavirk hopes that by sending a neutral party to reclaim the castle, he can stem further violence surrounding the fortification.

Gavirk has learned that a rogue Molthuni commander has taken Fangwood Keep and slain numerous Nirmathi soldiers in the raid. He informs the PCs that the Molthuni soldiers bore the sign of a mailed fist grasping a broken arrow, but otherwise possesses no clues as to the troops' specific station within the Molthuni military. His scouts report that the force was about 30 strong, and that its apparent commander is frequently seen alongside a changeling spellcaster of some sort. He advises them to use stealth during their mission, since taking on the entire Molthuni force all at once would almost certainly result in defeat.

Like Hakar, Gavirk possesses intimate knowledge of the layout of Fangwood Keep, and tells the PCs of its secret entrances and the rune marking one of them. Once the PCs eliminate the Molthuni force occupying Fangwood Keep, Gavirk gives them orders to hold the fort for several days while he and the other Nirmathi leaders organize a larger force to garrison the base.

GETTING TO FANGWOOD KEEP

Regardless of who gives PCs their mission, their employer gives them an initial payment of 250 gp, and promises an additional 750 gp to be paid upon completion of the mission. This figure is nonnegotiable. In addition, their employer provides the PCs with two *elixirs of hiding*, a *scroll of knock*, and a *scroll of hold portal*, and allows them to purchase additional supplies from the quartermaster before embarking upon their quest.

The journey to Fangwood Keep is relatively uneventful, although you should feel free to create encounters based on the locations presented in Appendix 2 on page 30 as you see fit. Depending on where the PCs start their journey, tramping through the forest to Fangwood Keep could take them anywhere from days to weeks. Possible

events along the way could include encountering the troll Sigurx—who had a recent run-in with the tribe of hobgoblins as they moved through his territory and might have some valuable information for PCs willing to pay for it—or coming upon the hobgoblins' now-abandoned caves, in which they lived for years before Elessia recruited them to take over Fangwood Keep. Once you are ready to begin the adventure in earnest, proceed to Part One.

PART ONE: FANGWOOD KEEP

The PCs begin the adventure at the northern edge of the shadowy Southern Chernasardo, where the wide Marideth River valley separates the large forest to the north from its smaller southern spur. As the PCs enter the cleared Marideth River valley, read or paraphrase the following to the players.

The forest thins out ahead, revealing a wide river valley cleared of trees. The path descends for a quarter mile to a single stone bridge that spans the river, and then continues up a small hill. Atop this barren hill sits a small, two-story fort surrounded by a thick, partially collapsed outer wall.

At this point the PCs may wish to take certain precautions before rushing into Fangwood Keep, as it is obvious that anyone leaving the cover of the forest during daytime could be easily spotted from the keep. Since Fangwood Keep was built on an otherwise barren hill and the surrounding countryside was cleared of all large boulders, trees, and other obstructions, it is virtually impossible to infiltrate the fortress during the day without being seen. A keen eye and a successful DC 20 Perception check allow a PC to see that there are indeed multiple humanoid figures moving on the upper ramparts of the keep (areas A16 and A21) and that there are additional individuals stationed at the break in the wall (area A3), though it is almost impossible to tell from a distance that the figures are those of hobgoblins rather than human soldiers.

The bridge over the Marideth seems to be the only place to easily cross the swiftly flowing river, though it is also obviously well within sight of anyone stationed on one of the keep's ramparts. Anyone who attempts to swim across the river must succeed at a DC 15 Swim check to make progress, and is continually dragged downstream at a rate of 20 feet per round. A PC who succeeds at a DC 15 Knowledge (geography) check may recall hearing of an easy crossing 5 miles upstream should the PCs wish to approach Fangwood Keep from the other side of the river. No easy paths lead to the crossing and back, however, so they will probably have to bushwhack most of the way if they want to use that route. If they choose to do so, the

HOBGOBLIN PATROLS

Vos occasionally sends out hobgoblin patrols to scout for threats in the forest around the Marideth River valley. These patrols come in two sizes: small patrols and large patrols. Small patrols are made up of two hobgoblin soldiers (generally one brawler and one archer; see page 8), while large patrols contain two brawlers, one archer, and one hobgoblin sergeant (see page 10).

As long as Vos is unaware of the PCs' presence, all patrols are small. If the PCs intercept a patrol and it fails to return within 2 hours, Vos sends out a large patrol to investigate. If at any point Vos becomes aware of the PCs and they flee, he also sends out a large patrol to hunt them down.

In order to not turn the hobgoblin patrol paths and schedule into a logistical nightmare, a GM can instead simply choose when a patrol appears. This can be done at dramatically appropriate moments or to create tension when the adventure is lagging. If the PCs are cautious and watch the keep to see when patrols are sent out, they can learn that the hobgoblins seem to change shifts every 2 hours as one team returns and another heads out.

Any hobgoblins killed on patrol are subtracted from the total number present in the barracks (area A10). If that source is exhausted, the GM can subtract hobgoblins from other encounter areas as she deems necessary.

terrain is considered a trackless forest for the purpose of determining overland movement speed (*Pathfinder RPG Core Rulebook* 171).

INFILTRATING FANGWOOD KEEP

Fangwood Keep is a small castle designed primarily as a border garrison. It was built on top of the ruins of an ancient wizard's tower, and much of the stone used in the keep's initial construction came from her crumbled secret base. The only part of the wizard tower that remains in its original form is its sturdy foundation, which has been unearthed and is now visible because of the natural effects of erosion over the millennia. The thick barrier now serves as the keep's protective outer wall.

This outer wall measures 12 feet wide at the bottom and 15 feet high. At the top, it is only about 5 feet in width and contains no battlements. Its eroded masonry means the outer wall can be scaled with a successful DC 20 Climb check.

The keep itself is a two-story, clover-shaped structure. The rooms on both floors have 15-foot ceilings and contain no windows or arrow slits. Except when specifically noted, all interior doors are simple wooden doors (hardness 5, hp 15, break DC 18), while exterior doors are sturdier (hardness 5, hp 30, break DC 23). Climbing the walls of the keep is no easy matter, as they are in better repair than

the outer walls; scaling Fangwood Keep's main structure requires a successful DC 25 Climb check.

Without the use of magic, approaching Fangwood Keep during the daytime without being seen by the hobgoblins on the ramparts (areas A16 and A21) is nearly impossible, as there is practically no cover to hide behind. Although the keep is surrounded by forest, the shortest distance between the outer wall and the edge of the woods is 150 feet. The outer wall is short enough to allow onlookers on the ramparts to easily spot anyone approaching from a distance, although the angle of the wall keeps them from being able to see anyone within 15 feet of the base of the outer wall. During the first hour after sunrise, a low mist rises from the Marideth River and creeps up the small hill toward Fangwood Keep, but never gets closer than 50 feet from the outer walls. Anyone in the area of this mist is considered to have concealment.

Approaching the keep at night is a much easier prospect, as the hobgoblins' darkvision is limited to 60 feet, which means they have to rely on their hearing to detect any approaching PCs outside this range. In addition to the guards' inability to see anything within 15 feet of the outer wall, there is another blind spot. The southern, western, and eastern approaches each have a rampart that overlooking the side of the building, but the northern side does not. If the PCs approach from the north, they are beyond the darkvision range of the hobgoblins in area A21.

Each hobgoblin stationed around Fangwood Keep performs two 6-hour watch shifts every day, and spends the rest of the time relaxing in the barracks (area A9) unless the alarm is raised.

Regardless of how the PCs decide to go about infiltrating Fangwood Keep, the GM should encourage creative solutions and tactics, and generally err in their favor as long as they're not making blatantly foolish decisions. While the PCs need a well-formed plan to pull off their sabotage discreetly, feel free to hand-wave certain intricacies of the infiltration if the group would rather simply move on to the main action of the adventure.

A1. INNER YARD

The land immediately around Fangwood Keep is predominantly low grass and bushes that slope up with the terrain's steady grade, and all foliage and obstructions appear to have been cleared from the hill long ago. Countless shallow pits have been dug into the dark river valley soil. More alarming, however, are the signs of recent combat all around—dozens of corpses are littered throughout the courtyard, most human, but some of hobgoblins as well, and all bear signs of an intense battle. The human bodies have been stripped of their equipment, and if not for the broken swords and bows

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lying about, one might be inclined to think that the dead soldiers fought with the shovels and pickaxes leaning against the inside of the outer wall.

The pits (more than a hundred of them if anyone cares to count) and bodies of over 30 soldiers are the first signs that something odd is going on in Fangwood Keep.

The holes range in depth from 2 to 5 feet, are generally rectangular in shape, and are between 2 to 4 feet wide and 6 to 8 feet long. All are empty and look like they were dug in a hurry with shovels and picks. A successful DC 12 Knowledge (nature) check reveals the holes to be 1–2 weeks old, while with a successful DC 10 Heal check, the PCs can see that the soldiers here were killed only days before. The holes may initially appear to be graves intended for the dead soldiers, but the time discrepancy and a brief inspection of the holes shows that they are much too shallow and sporadic in size to serve as burial sites.

The truth is that the members of Vos's Strikers dug all of these holes over the past several weeks at Lieutenant Vos's command. He told his troops that they were looking for a magical weapons cache that would turn the tide of the conflict, although he was truly searching for the entrance to Tessarael's underground chambers. When the troops found the entrance buried beneath the soldiers' mess (area A17) a few days ago, all other digging stopped, and the pits here have been collecting rainwater since then.

The bodies are the result of an intense skirmish between Vos's Strikers and the hobgoblins hired by Elessia. When Vos's troops decided to mutiny shortly after the first few perished in the basement beneath Fangwood Keep, they had barely begun formulating their plan before they were taken by surprise and massacred by hobgoblin warriors. Afterward, the hobgoblins robbed the Molthuni soldiers of their equipment and tossed the bodies into the courtyard to feed the worms.

A2. EXTERNAL SECRET PASSAGE

Decades ago during the construction of Fangwood Keep, this secret tunnel was excavated to serve as a last-resort escape route as well as a sally port from which to harass besieging troops. The outside entrance to the tunnel is well hidden, requiring a successful DC 25 Perception check to discover, though PCs looking for the symbol mentioned by either Hakar or Gavirk need only succeed at a DC 15

Perception check to locate the rock on which the mark is engraved. The stone was once part of the original tower, and this symbol was the wizard Tessarael's personal rune, a fact that was lost to virtually all modern inhabitants of Fangwood Keep until the arrival of Vos and Elessia.

Fortunately for the PCs, Vos and the hobgoblins have not discovered the secret doors and passageways that riddle Fangwood Keep, and can therefore be caught completely unawares the first time the castle is thus breached. Should the PCs enter in this manner and later retreat, Vos becomes suspicious and commands his hobgoblins to search for hidden doors; each day that passes during the PCs' hiatus gives the hobgoblins a cumulative 25% chance of discovering the secret passages. Once the hobgoblins discover these passages, the Molthuni lieutenant is sure to assign any remaining forces (typically two hobgoblin brawlers, if he can spare them) to guard such vulnerable locations.

Once the PCs have opened the unlocked, sod-covered trap door, they can see a narrow, rickety ladder that descends 20 feet straight down and connects to an equally narrow dirt tunnel that slips under the keep's wall. The sides and roof of the earthen passage are supported by regular wooden braces that were kept in good repair by the Nirmathi occupants of Fangwood Keep before Vos's incursion.

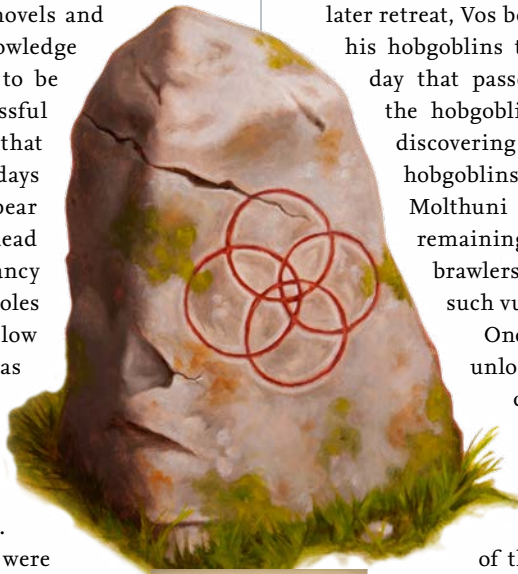
The tunnel leads to another rickety 20-foot ladder and an exit obstructed by a locked trap door (hardness 5, hp 10, break DC 13; Disable Device DC 25 to open). As the trap door opens into area A5—a closed passageway that the hobgoblins have yet to discover—the chance of anyone hearing it, let alone successfully responding to it, is quite low.

A3. FRONT GATE (CR 4)

When Fangwood Keep was first built, a stout wooden gate hung here in the outer wall. This gate was destroyed by a Molthuni attack in 4689 AR, and because of the keep's declining importance in the ongoing struggle between the two nations, the government of Nirmathas never bothered to repair it. Now, broken hinges and rusty bolts are all that remain of the fortress's front gate.

Creatures: A hobgoblin brawler and an archer stand guard here at all times, along with a trained goblin dog.

Lieutenant Vos is expecting some form of retaliation from either Molthune or Nirmathas, and has commanded the hobgoblins to remain alert and report the presence of any outsiders. Unless the hobgoblins only see a single,



TESSARAEI'S RUINE

TROUBLE WITH SIGNAL HORNS

Infiltrating Fangwood Keep unnoticed can be quite difficult for mixed parties of stealthy and non-stealthy PCs. If all the PCs are traveling together, a single poor Stealth check by the clumsy barbarian can spell disaster for the whole party. This danger is multiplied with the addition of the hobgoblins' signal horns, since a single blow of a horn can alert every single opponent in Fangwood Keep to the PCs' presence and turn a stealthy infiltration into a calamity.

Rather than disrupt the adventure's verisimilitude by making infiltration too easy, the GM should either keep the signal horns as they are presented (intended for semi-experienced players with a stealthy group) or consider one of the following solutions.

For moderately experienced groups, the GM might change the signal for "Enemies!" to be four long blasts of the signal horn, each of which requires a full-round action that provokes an attack of opportunity. This way, the PCs might have a chance of silencing the hobgoblin before it completes its signal; a small group of other hobgoblins undoubtedly come to investigate the situation, but they assume a missing guard is likely one of their grunts slacking off.

For inexperienced groups of players, infiltration can be made easier by removing the signal horns from all of the enemies except for the hobgoblins on the second-story ramparts (areas **A16** and **A21**) and Vos.

WHAT IF THE ALARM IS RAISED?

If, despite the PCs' precautions, the hobgoblin sentries manage to sound the general alarm, Fangwood Keep effectively enters lockdown mode, and hobgoblins pour out from the barracks to bolster the keep's defenses. The whole process takes about 5 minutes to complete. The easiest way to represent the fort's new safety measures is simply to add an additional hobgoblin brawler or archer (as seems appropriate) to each encounter area that the PCs enter, subtracting from the number of hobgoblins in the barracks (area **A9**) until that room is depleted, though specific suggestions are given in the Development section of each area affected by a lockdown.

Once the general alarm has been raised, it is unlikely to go down again. Only when a minimum of 24 hours have passed with no incident do Vos recall the extra troops and restore the area to its former security level.

weak-looking PC, they immediately alert the hobgoblins stationed in areas **A6**, **A16**, and **A21** (see the Trouble with Signal Horns sidebar). A vulnerable-seeming PC may be mistaken for a traveler who has lost his way, and the hobgoblin grunts are happy to rob and murder the victim if they get a chance. If they see a larger, more threatening

force and think they have time to escape, they call out to the sergeant in area **A6** to let them in, and make their stand inside with him. If they don't think they have enough time to get inside and close the door behind them, they fight here instead.

HOBGOBLIN BRAWLER CR 1

XP 400

Hobgoblin fighter 2 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 24 (2d10+9)

Fort +6, **Ref** +2, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+2/19–20)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

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

Feats Improved Initiative, Toughness, Weapon Focus (longsword)

Skills Handle Animal +3, Perception +3, Ride +5, Stealth +7;

Racial Modifiers +4 Stealth

Languages Common, Goblin

Gear leather armor, light wooden shield, mwk longsword, signal horn

HOBGOBLIN ARCHER CR 1

XP 400

Hobgoblin fighter 2 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 19 (2d10+4)

Fort +5, **Ref** +3, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2/19–20)

Ranged composite longbow +5 (1d8+2/x3)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Far Shot, Point-Blank Shot, Rapid Shot

Skills Perception +3, Stealth +9, Survival +6; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Combat Gear *potion of cure light wounds*; **Other Gear** mwk leather armor, short sword, composite longbow (+2 Str) with 20 arrows, signal horn

FANGWOOD KEEP

GOBLIN DOG

CR 1

XP 400

hp 9 (*Pathfinder RPG Bestiary* 157)

Development: If the general alarm has been raised, the guards at the front gate are bolstered with an additional brawler and an archer. Although their greater numbers make them a bit bolder, these hobgoblins still prefer to retreat into the keep if confronted by a determined, clearly superior force.

None of the hobgoblins stationed here have a key to the front gate of Fangwood Keep, as the sergeant stationed in area A6 holds it for security reasons. The formidable gate (hardness 5, hp 100, break DC 35) is kept locked at all times and can only be unlocked from the inside. In order to get in, the guards generally knock on the door and call out in Goblin for the door to be opened; there is no secret code. If someone speaks Goblin and the general alarm has not been raised, it might be possible for a PC to bluff her way in.

A4. INNER SECRET PASSAGE

This secret passage is similar in construction to the one in area A2, but is unmarked and much shorter.

Located directly in the northwest corner of the building, it is much easier to find during the day (a successful DC 15 Perception check is required to locate it), and looking for it at night likely means feeling for it by touch (increasing the Perception DC to 25 unless the PCs have darkvision or some other means of seeing in the dark). Like the other tunnel, this secret passage connects to a locked trap door (Disable Device DC 25 to open, hardness 5, hp 10, break DC 13) that leads into the secret passage in the walls (area A5).

A5. SECRET CORRIDOR

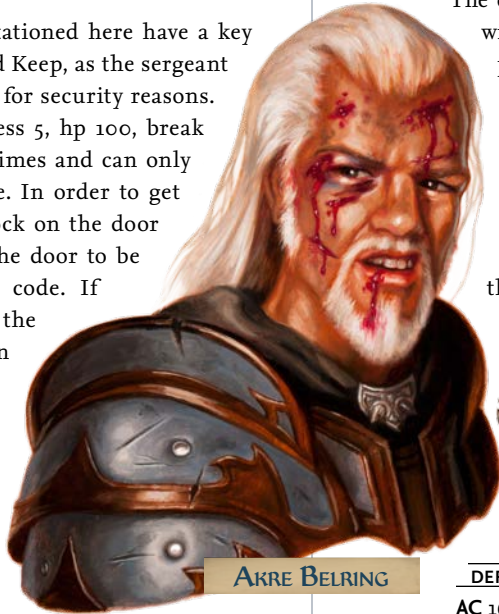
Located many miles from any large population center, Fangwood Keep was built to withstand a prolonged siege. A trapped garrison might have to hold out for weeks or months until reinforcements could be mustered and marched to the fortress. The architects therefore constructed not only escape tunnels, but also these hidden passages in the hope that even if the enemy breached the castle, the garrison could withdraw into this network of hidden rooms and cramped hallways and remain there until help arrived. Commanders of defending troops often withheld knowledge of the secret passages from their soldiers so captured individuals

wouldn't accidentally betray the rest of their comrades when interrogated about the keep's defenses.

This winding hidden passage can be accessed through the fort's hidden tunnels (areas A2 and A4), and also connects via ladders and trap doors in the ceilings to the secret armories on the second floor (areas A20a and A20b). A secret door on the first floor connects to a room in the barracks (area A9), and another connects to the storeroom across from the kitchen (area A10).

The doors to these rooms are not hidden from within area A5, and both contain small peepholes that allow one to see into the room on the other side. None of the secret doors or trap doors within the castle are locked.

Creature: While they explore the secret corridor running the perimeter of Fangwood Keep, the PCs likely bump into someone else who took notice of the hidden passage: the lone Molthuni survivor of the hobgoblin onslaught, Akre Belring.



AKRE BELRING

AKRE BELRING

CR 1

XP 400

Male human ranger 2

LN Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE

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

hp 23 (2d10+8)

Fort +6, Ref +4, Will +3

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+3/19–20)

Ranged mwk longbow +4 (1d8/x3)

Special Attacks favored enemy (humans +2)

TACTICS

Morale Akre fights if necessary, but tries his best not to get into any potentially fatal situations. He realizes that his only hope of escaping Fangwood Keep is to aid the PCs in their mission, and stays close to them for safety. Still haunted by the terrified screams of his fallen comrades who went into the chambers below, he doesn't dare go into the basement beneath Fangwood Keep unless magically compelled.

STATISTICS

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 15

Feats Alertness, Iron Will, Power Attack, Precise Shot

Skills Handle Animal +4, Perception +8, Ride +3, Sense

Motive +5, Stealth +3, Survival +6, Swim +4

Languages Common

SQ track +1, wild empathy +1

Other Gear mwk scale mail, longsword, mwk longbow, 190 gp

INTERROGATING HOBGOBLINS

The hobgoblins hired by Elessia have the most up-to-date information about Fangwood Keep's current defenses. PCs may therefore wish to interrogate hobgoblins they take prisoner. Doing so requires the use of either magic, diplomacy, or coercion. Since these creatures are here for purely mercenary reasons, it is also possible for the PCs to bribe them: every 20 gp given to a hobgoblin grants the PCs a cumulative +1 circumstance bonus on Diplomacy checks (maximum +5), although the hobgoblins' starting attitude is unfriendly (or hostile if the PCs have already attacked them).

Whatever method the PCs end up using, the hobgoblins are naturally ambitious and duplicitous creatures, and are happy to rat out their superiors if made at least friendly, especially if the PCs promise to release them afterward. Each of the grunts is aware of the general deployment of troops in all locations in the keep, but is unaware of any of the secret doors and passages. Nobody has returned after descending the ancient stairs in the soldiers' mess (area **A12**), so they don't have any knowledge of the arcane engines below. The hobgoblins are also aware that Vos has been spending most of his time in his commandeered quarters (area **A18**), and that Elessia frequently makes her way into the forest to the north or is seen wandering elsewhere through the keep. Although they are not cowards, the hobgoblins are beginning to think they're not getting paid enough for this job, and are considering revolt. They wait for their leader, Fethi Ken-Shakkas (area **A17**), to make the call.

All of the hobgoblins are dressed in the uniforms of deceased members of Vos's Strikers, complete with their unit insignia (a broken arrow held by a mailed fist), and are equipped with the Molthuni soldiers' arms and armor.

Development: Akre has been hiding in these corridors since he accidentally stumbled upon them during the hobgoblin incursion 3 days ago. He is initially startled by the PCs' appearance in the corridor, but once they've identified themselves as a non-threat, he recognizes them as potential allies—the enemies of his enemies are as good as friends for the time being. He was badly wounded during the raid, and asks them for a curative potion or the aid of a priest if they don't promptly offer such assistance.

Akre can update the PCs on the current situation in Fangwood Keep, and can tell them much about Vos, though the lieutenant's changeling companion Elessia remains more mysterious. Since he no longer buys Vos's claims of a buried weapons cache, Akre doesn't know the Molthuni defector's true motivations for taking the keep and sending his troops into the dank chambers below,

but he tells the PCs that whatever lurks beneath the castle is clearly not of this world.

Akre suggests that he and the PCs team up against the hobgoblin threat, and he shows the party members the discreet peepholes scattered throughout the secret corridor so they can all see out into areas **A9b** and **A10**. He also informs them of the entrances to the secret weapons lockers and secret armories (areas **A19** and **A20**) upstairs. If the PCs seem hesitant, Akre gladly offers them all his gold if they'll just take him along. Should this also fail, he is reluctant to stay in the cramped, lonely corridors that have been his home for almost half a week, but does so if it means the PCs can better retake the fort and secure his freedom.

A6. THE GAUNTLET (CR 4)

The eastern and western walls of this dark, fifty-foot-long passageway are interspersed with two floor-to-ceiling arrow slits, while the ceiling is covered with a thick iron grate, twenty feet long and ten feet wide, through which the sky can be seen. The double doors to the north lead deeper into Fangwood Keep, while the larger doors to the south lead to the inner yard. A short stool leans against the southern door.

This room was designed to allow the occupants of Fangwood Keep to defend against attackers coming through the front gates. It normally contains two different means of fending off assailants. The arrow slits in the eastern and western walls allow archers to fire through them from area **A7a** and **A7b** while gaining improved cover from anyone in this room. While the Nirmathi controlled Fangwood, hot oil could also be poured down through the grate from the rampart above (area **A16**), but Vos and his soldiers have been so busy looking for the entrance to the basement that they have neglected to restock the supply of oil.

The front gate is kept locked at all time, and can only be opened from the inside. The door to area **A8** is kept open unless the general alarm has been raised, in which case it is barred from the inside (hardness 5, hp 40, break DC 25).

Creatures: One hobgoblin sergeant and two brawlers are generally on duty here. The sergeant has been charged with protecting the key to the front gate, and since the double doors can only be opened from the inside, he is also in charge of letting others in and out when needed.

HOBGOBLIN SERGEANT

CR 2

XP 600

Hobgoblin fighter 3 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception +1

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DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 24 (3d10+3)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +4 (1d8+2/19–20), mwk whip +5 (1d4+1)

Ranged heavy crossbow +5 (1d10/19–20)

TACTICS

Before Combat A hobgoblin sergeant always lets his troops close with the enemy before he engages combatants. He prefers to stay out of reach while using his scorpion whip to make trip attacks, but dual-wields his longsword and whip if forced into melee.

Morale A hobgoblin sergeant has far too much pride to run or surrender. As long as at least one other hobgoblin is within sight, a hobgoblin sergeant fights to the death. If the sergeant is the last hobgoblin standing, he tries to flee if brought below 5 hit points.

STATISTICS

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

Base Atk +3; CMB +5; CMD 17

Feats Exotic Weapon Proficiency (whip), Improved Initiative, Two-Weapon Fighting, Weapon Focus (whip)

Skills Intimidate +7, Stealth +6, Survival +6; Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ armor training 1

Combat Gear *potion of cure moderate wounds*;

Other Gear mwk scale mail, heavy crossbow with 10 bolts, mwk longsword, mwk whip, hobgoblin war draughts^{ARG} (2), mwk fetters^{ARG}

HOBGOBLIN BRAWLERS (2)

CR 1

XP 400 each

hp 24 each (see page 8)

Development: If the general alarm has been raised, the sergeant and brawlers withdraw to area A8, bolting the door to this chamber behind them. The officer then orders the soldiers to protect the door from intruders, while he goes into the barracks to get two pairs of archers into position behind the murder holes (area A7).

A7. THE MURDER HOLES

These two long, narrow chambers are primarily used by archers to defend the keep from intruders coming through the front gate. The floor of each room is a foot higher than the floor in area A6, which gives archers a slightly superior field of vision. Each interior wall contains two floor-to-ceiling arrow

slits that look down upon the gauntlet. Anyone in this room is considered to have improved cover versus anyone in the adjoining chamber. The only exits to these rooms are two ladders that lead to open trap doors in area A16.

Development: No one is stationed in this room unless the general alarm has been raised, in which case Vos orders two archers from the barracks to take up positions in each of the rooms and shoot intruders.

A8. ROOM OF STATUES

This circular central room contains four exits, one in each of the cardinal directions. Four marble busts stand on pedestals



HOBGOBLIN SERGEANT

spaced evenly around the room, though their features appear to have been chiseled off. The door to the south is reinforced with steel bands, while those to the east and west seem less sturdy. To the north, an open archway leads to a larger room with stairs climbing up to the second floor.

When the Nirmathi occupied Fangwood Keep, the rangers used this room to hold small military and religious ceremonies. The busts portrayed the great Nirmathi leaders of their war of independence against Molthune, including the country's founder, the legendary half-elven trapper Irgal Nirmath. A bored hobgoblin brute recently defaced all of the statues, though a PC who succeeds at a DC 25 Knowledge (local) check can use the features and gear of the statues to accurately determine whom they once depicted.

A9. BARRACKS (CR 3)

Triple-decker bunks line the walls of this small room. Each cot contains a straw mattress and blanket which, judging by the smell, haven't been washed in a few weeks. Small storage lockers lay strewn across the floor, their contents spilling out everywhere.

These were once the barracks of the Nirmathi garrison, who slept here six to a room. They became the home of Vos's Strikers a month ago, and then changed hands again 3 days ago. Anything of value was looted by the hobgoblins, whose disregard for the fortress has left these rooms in a shambles.

Creatures: The barracks are where the hobgoblin soldiers come when not on duty. If the general alarm has not been raised, they lounge here playing cruel games or sleeping. They do not wear armor, but always have their weapons on them. If soldiers in the barracks hear a signal horn, they don their armor, taking the usual minute to do so, before emerging from the barracks to take up defensive positions around the keep. If they hear the sound of combat coming from a nearby room (which requires a successful DC 5 Perception check), the grunts simply grab their weapons and shields and rush out, not taking the time to equip their armor.

If the alarm has not been raised, each room of the barracks is occupied by one brawler and one archer, for a total of 12 grunts in the barracks. This number decreases if the general alarm is raised as units are positioned around the keep, or if the PCs killed any hobgoblins on patrol (see the "Hobgoblin Patrols" sidebar on page 6). There is a 50% chance for each room that one of the hobgoblins resting within has fallen asleep, a 40% chance neither have fallen asleep, and a 10% chance that both hobgoblins stationed there have dozed off. Sleeping hobgoblins take –10 penalties on their Perception checks to hear noise in

the other rooms, but can easily be roused if the hobgoblin sharing the room shouts at them to wake up.

HOBGOBLIN ARCHER CR 1

XP 400

AC 13, **touch** 13, **flat-footed** 10

hp 19 (see page 8)

HOBGOBLIN BRAWLER CR 1

XP 400

AC 13, **touch** 12, **flat-footed** 11

hp 24 (see page 8)

Treasure: In addition to the stolen gear carried by the hobgoblin soldiers, a small lockbox remains tucked under one of the beds in area **A9d**. The hobgoblins were unable to open the sturdy lockbox (Disable Device DC 25), which contains an affectionate letter addressed to a now-dead Nirmathi border guard named Tei Enthumi as well as an ornate gold chain attached to an *amulet of natural armor +1*. The chain itself is worth an additional 250 gp if separated from the amulet, while the love letter (signed "Perine Gessimir" and apparently sent from Tamran, should the PCs attempt to read the flowery handwriting) is merely a sobering reminder of the tragedies of war.

Should the PCs bring the amulet and letter to Perine in Tamran (a quest outside the scope of this module), they may receive her thanks and a gracious reward of 3,000 gp—the dowry her wealthy father had set aside for the young couple before learning of this distressing news.

Development: The secret door in the wall of area **A9b** is quite difficult to find from the inside (Perception DC 30 to spot), although it is obvious when seen from the secret passage beyond.

A10. STOREROOM

Tall, empty shelves line the walls of this small storage chamber, reaching almost to the ceiling. Two barrels that must have once contained pickles lie on their sides, brine puddles still pooled beneath them. Numerous empty meat hooks dangle from the ceiling.

The keep's occupiers have not been replenishing their supplies regularly over the last month, and are now completely out of food. Vos would occasionally let some of the Strikers go out to hunt for food, but of course, even that has stopped in the last few days. The secret door in the south wall is quite well hidden (Perception DC 30 to locate) and is unlocked, but like the other secret doors, it is not hidden from the other side.

Treasure: Regardless of their nationality, the occupants of Fangwood Keep have always been a cautious lot, and

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at some point in the past, one hid a masterwork hand crossbow and a few bolts behind some elderly rations on a low shelf in this room. The PCs can find the crossbow with a successful DC 10 Perception check.

A11. KITCHEN (CR 4)

A large cooking fireplace takes up most of the northern wall of this kitchen; a black iron kettle is suspended over the hearth. A long, narrow worktable fills the western half of the room, clearly used for the preparation of food. The southern and eastern walls are covered with shelves holding spices; dry goods; and various pots, pans, large bowls, terrines, and other cooking vessels.

This is the keep's kitchen, which is still used for food preparation by the keep's current occupiers. The hobgoblins initially gorged themselves on the foodstuffs found here since they arrived a couple days ago, not being used to such a steady supply of tasty treats. When he realized what was happening, Vos ordered severe rationing for everyone except himself and Elessia, a decision the hobgoblins find exceedingly offensive. Vos had to station a special guard here to discourage looting of the pantry across the hall.

In the northeastern corner of the room next to the fireplace, a tattered wall hanging covers a section of an ancient mural. The paint of the mural is flaking off in large pieces due to age, but it can still be identified as depicting a forested landscape with a river running through it. A successful DC 15 Knowledge (history) or Knowledge (geography) check reveals this is a painting of the Marideth River valley, but one either inspired by fantasy or created thousands of years ago, as the course of the river is much wider and shallower than it is narrow, and the oxbow is not nearly as pronounced. Instead of depicting Fangwood Keep, the mural shows a tall, slender tower made of bright stone in the same location. Large, alien trees grow out its walls and roof, but they seem to be part of the building's construction. The tower is also marked with a symbol of four interlocking rings.

The mural and the stone it is painted upon were originally part of Tessarael's tower. The builders of Fangwood Keep reused the stone when constructing their fort over the tower's ruins.

Creatures: A bugbear named Tralg can be found here supervising two half-elven slaves who serve as cooks. The slaves were brought here from the hobgoblin lair in the woods, and the hobgoblins put Tralg in charge of supervising them, which he does with brutal efficiency.

Tralg is a lonely thug who wandered the Fangwood for years before coming across Fethi Ken-Shakkas and her band of hobgoblins. He enjoyed the praise he received

from Fethi after smashing in the heads of her enemies, and has stuck with her ever since. His bloodlust has posed somewhat of a challenge in his latest task, since boredom over the past 3 days drove him to kill the other two slaves who once served alongside the cooks here. Additionally, living in relative comfort has made the bugbear quite lazy, and he no longer pays close attention to his charges. If the general alarm has not been raised, he typically sleeps on a chair near the fireplace, club in hand.

The cooks are two half-elves (use the statistics for the beggar from page 256 of the *Pathfinder RPG NPC Codex* if necessary) who are heavily bruised from their near-constant beatings. They do not participate in combat, but are overjoyed if the source of their torment is defeated. They are both originally from the village of Purt (see Appendix 2), and were captured by the hobgoblins several weeks ago. They beg the PCs to escort them back to their hometown should they be freed.

TRALG

CR 4

XP 1,200

Bugbear barbarian 2 (*Pathfinder RPG Bestiary* 38)

CE Medium humanoid (goblinoid)

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

DEFENSE

AC 16, touch 10, flat-footed 14 (+3 armor, +2 Dex, +3 natural, -2 rage)

hp 56 (5 HD; 3d8+2d12+25)

Fort +9, Ref +5 (+1 vs. traps), Will +3; +2 vs. magic

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 greatclub +12 (1d10+11)

Special Attacks rage (9 rounds/day), rage powers (superstition +2)

TACTICS

Before Combat If he senses any danger, Tralg immediately coats his greatclub with his *oil of magic weapon* and flies into a rage.

During Combat Tralg uses the sturdy tree branch he's carved into a club to decimate opponents in the kitchen. He pursues anyone who flees, and doesn't care what or whom he destroys in the process of eliminating the intruders.

Morale Tralg fights to the death.

Base Statistics When he isn't raging and hasn't applied his *oil of magic weapon*, Tralg's statistics are AC 18, touch 12, flat-footed 16; hp 46; Fort +7, Will +1; Melee mwk greatclub +10 (1d10+7); Str 20, Con 17; CMB +9, CMD 21; Skills Intimidate +15.

STATISTICS

Str 24, Dex 15, Con 21, Int 8, Wis 10, Cha 11

Base Atk +4; CMB +11; CMD 21

Feats Intimidating Prowess, Power Attack, Skill Focus (Perception)

Skills Intimidate +17, Perception +9, Stealth +12, Survival +5;

Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ fast movement, stalker

Combat Gear *oil of magic weapon, potion of cure moderate wounds*; **Other Gear** mwk studded leather, mwk greatclub, human skull

Treasure: The well-preserved human skull Tralg carries on his person may initially seem little more than a gruesome trophy, but further inspection reveals it to be a cleverly constructed potion case that just happens to be made out of a skull. All of the skull's holes and gaps have been carefully sealed with sap, and the hinged top of the skull can be flipped open to insert an open vial of oil or potion bottle. When the lid is closed, the skull's teeth can be pushed inward to allow the oil or potion to seep out of the skull's grinning mouth. The potion case is designed to be purely aesthetic, and grants no additional effects or bonuses other than looking downright creepy when used.

The bugbear's *oil of magic weapon* is currently stored in the skull-case, but if it's taken out, a PC who succeeds at a DC 15 Perception check can spot a small, immaculately cut emerald worth 270 gp wedged into the base of the skull's hollow. The emerald was helping hold the vial of oil in place so it wouldn't jiggle around in the skull so much, but any pebble of approximately the same size can accomplish the same effect.

Development: The cooks can give the PCs a detailed account of the keep's layout, as Tralg has often ordered them to serve Vos, Elessia, and the other hobgoblins on both floors. They know little else about the keep, however. They won't try to leave Fangwood Keep without the PCs, as they fear reprisal from the vicious hobgoblins, who would no doubt bash their heads in for such impudence. If shown the secret passages in the walls, however, the half-elves reluctantly agree to hide there until the siege is over, provided the PCs agree to then guide them home.

A12. SOLDIERS' MESS

The flagstone tiles of this room have all been pulled up and lie stacked against the walls. The room has been completely excavated, and picks and shovels still lie scattered about. The digging has unearthed an old circular staircase made of a lighter stone than the rest of the keep. The staircase begins at the bottom of a seven-foot-deep pit accessed by a short ladder, and leads down into darkness.

The door to this room is sealed tight with a sturdy padlock, but the padlock can be picked with a successful DC 25 Disable Device check. The key is in Vos's possession.

After over 3 weeks of ceaseless digging, the soldiers of Vos's Strikers finally found what Vos had been searching for: the entrance to the still-extant arcane engines of the elven wizard Tessarael. When Fangwood Keep was first built, this entrance had already been buried under 4 feet of topsoil, and was never discovered.

Vos suspected there still might be some danger lurking below, and sent a team of three soldiers down. They immediately fell victim to a fire trap, their dying screams echoing around the keep for hours after Vos decided that it was too dangerous to send anyone immediately after them. He grew impatient a few days later and sent another small group down, ostensibly to recover the bodies of their comrades. This second group tripped a blade trap, which decapitated one of them and badly wounded the other two. The survivors were able to drag themselves back up the stairs and were healed by Elessia. It was this fourth comrade's death that, after weeks of menial labor and misinformation, caused the soldiers to revolt against their commander.

Once the hobgoblins were brought in, Vos began to send his new lackeys down. Eight hobgoblins have died altogether, the last four victims of a homicidal redcap who was drawn from the First World into the chambers below by a spontaneous energy spike from one of Tessarael's ancient arcane engines.

A13. ARMORY (CR 4)

A suit of ceremonial full plate armor stands at attention near the landing of two stone staircases that lead upward. Beneath the staircases are two small alcoves that must have once served as an armory, judging by the empty weapons racks and shelves they hold.

The stairs lead up to the library (area A14) and, besides the ladders in area A7, are the only way the current inhabitants of Fangwood Keep know how to reach the second floor.

Creature: This area is guarded by a (relatively) tame goblin snake named Aseri, who was instructed to keep anyone from going upstairs, even hobgoblins unless they have express permission from Fethi, Vos, or Elessia. She can usually be found hanging languidly from the handrail of one of the staircases here unless something catches her eye.

When the hobgoblins were still living in the caves north of here, Aseri served as an honored shaman to Fethi and the other hobgoblins, but now, she has been relegated to this unimportant post, a fact that causes her much consternation and inflames her self-aggrandizing sensibilities. Should the PCs arrive to disrupt the monotony of her dreary job, she is only too happy to have something to keep her mind from thoughts of murdering all of the hobgoblin inhabitants of Fangwood Keep.

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Unlike most of the hobgoblins stationed throughout Fangwood Keep, Aseri does not immediately attack the PCs upon spotting them. Instead, the cunning goblin snake offers to make them a deal—the head of Fethi Ken-Shakkas (who shunted Aseri to this lousy guardpost in the first place) for “the answer to the riddles buried beneath the fortress.”

Of course, Aseri doesn't know anything about what lies beneath Fangwood Keep, and is merely bluffing so she can try to get the PCs to slay Fethi for her. Her lie is detectable as such with a successful Sense Motive check opposed by the goblin snake's Bluff attempt. If the party outs Aseri as a fraud or threatens her with lethal force, the goblin snake calmly strikes back in kind.

ASERI CR 4

XP 1,200

Female goblin snake sorcerer 4

NE Small aberration

Init +8; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 16, flat-footed 12 (+4 Dex, +1 dodge, +1 natural, +1 size)

hp 41 (6 HD; 2d8+4d6+18)

Fort +4, **Ref** +5, **Will** +7

Resist acid 10

OFFENSE

Speed 30 ft., burrow 5 ft., swim 20 ft.

Melee bite +6 (1d4+3)

Special Attacks goblin breath

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—elemental ray (1d6+2 acid)

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*scorching ray*

1st (7/day)—*burning hands* (acid) (DC 15), *color spray* (DC 15), *grease*, *magic missile*

0 (at will)—*acid splash*, *bleed* (DC 14), *daze* (DC 14), *light*, *ray of frost*, *touch of fatigue* (DC 14)

Bloodline elemental (earth)

TACTICS

During Combat If drawn into combat, Aseri attempts to cripple as many foes as possible with area-of-effect spells and effects such as *color spray*, *burning hands*, and her goblin breath before switching to single-target spells. She bolsters herself with her *wand of bull's strength* if forced into melee range and uses her *scroll of scare* if she knows she's outmatched.

Morale Aseri is a selfish weasel first and foremost, and flees to warn Fethi in area **A17** of the intruders' presence if reduced to 15 or fewer hit points.

STATISTICS

Str 14, **Dex** 19, **Con** 16, **Int** 11, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 19 (can't be tripped)

Feats Dodge, Eschew Materials, Improved Initiative, Lunge⁸, Skill Focus (Bluff)

Skills Bluff +12, Intimidate +9, Knowledge (local) +1, Perception +9, Spellcraft +6, Stealth +14, Swim +10, Use Magic Device +10

Languages Common, Goblin

SQ bloodline arcana (change energy damage spells to match bloodline energy), snake empathy +10

Combat Gear *potions of cure moderate wounds* (2), *scroll of scare*, *wand of bull's strength* (12 charges); **Other Gear** 70 gp

Treasure: The full plate armor on display is decorated with a beautiful embossed leaf and vine pattern and is of masterwork quality.

Development: If the general alarm has been raised, two hobgoblin brawlers from the barracks accompany Aseri, who doesn't attempt to deceive enemies in front of his hobgoblin allies and instead attacks alongside them.

A14. LIBRARY

Low bookshelves line the northern wall of this library. Two freestanding bookshelves fill the center of the room, but nearly all of the books have been taken off the shelves and are strewn haphazardly over the floor, along with dozens of pages of notes. In the southern part of the room, a double staircase leads down to the first floor, while double doors allow exit to the south.

Most of the books kept here are on the history of small-unit tactics and various philosophies regarding the art of war. A few detail the history of Fangwood Keep (covering everything in the Adventure Background section on page 3 except for the details on Tessarael and her tower), while others are on the history of Molthune, Cheliex, Lastwall, and the Shining Crusade.

Someone has obviously been conducting chaotic research here—the floor and shelves are covered with papers and books filled with hastily scrawled notes. A PC who takes 3d10 minutes to look at these notes and succeeds at a DC 12 Perception check realizes Lieutenant Vos is responsible for the mess, and that he was looking for clues to the location of some sort of “arcane engine” supposedly built in a series of hidden chambers beneath this tower. At the heart of the chambers, Vos seems to believe he will find a powerful magical artifact—many of his notes make reference to an incredible and possibly priceless “power source.”

Two secret doors in the southern wall of this room lead to hidden weapons lockers (areas **A19a** and **A19b**), but they are expertly hidden and require a successful DC 30 Perception check to discover without help. If Akre is still with the PCs, he can simply open these doors, but if he isn't and the PCs are simply following his instructions to

locate the passages, they can find the catches that open the doors with a successful DC 20 Perception check.

Treasure: Anyone who takes the time to sift through the tomes on the shelves and lying on the floor in this room may eventually discover a particularly compelling and unusual volume titled “Masters of the First.” This brief exposition, purchased by one of the keep’s more scholarly commanders from the druids of Acorn’s Rest, describes the realm known as the First World and the powerful beings who supposedly rule that plane. It is one of three known copies left in the Inner Sea region, making it a quite valuable find. A book collector interested in that topic would likely price the volume at 500 gp, though finding such a knowledgeable bibliophile might be a difficult task indeed.

A15. HALLWAY (CR 5)

This octagonal room has a large stone pillar running through it, and contains four sets of double doors that lead to the other parts of the second floor. Two hidden doors to the north lead to the secret weapons lockers, and are just as difficult to discover as those in the library.

Creatures: Two hobgoblin brawlers are stationed here at all times, and occupy themselves with their pet goblin dogs during the boring guard shifts. They attack anyone they don’t recognize and call out warnings to their commanders in areas A17 and A18 during the fight.

HOBGOBLIN BRAWLERS (2) CR 1
XP 400 each
hp 24 each (see page 8)

GOBLIN DOGS (2) CR 1
XP 400 each
hp 9 each (*Pathfinder RPG Bestiary* 157)

Development: If the general alarm has been raised, two additional brawlers arrive to guard this hallway.

A16. SOUTHERN RAMPART (CR 3)

Open to the sky, this rampart looks out across not only the keep’s main gate, but also the river valley below and dark forest beyond. A large iron grate, ten feet by twenty feet, has been installed in the center of the rampart’s tiles near a large cauldron placed over a fire pit. The cauldron contains traces of a viscous, oily substance, but is otherwise empty.

Three exits grant access to this rampart: two trap doors on either side of the grate lead down, while a set of solid double doors stands to the north.

Two additional hidden exits in the northern wall lead to areas A20a and A20b, the secret armories. These secret

doors are quite well concealed (finding them unassisted requires a successful DC 30 Perception check), and once again are much easier to find with directions from Akre (decreasing the DC to 20).

Since Vos captured the keep, his soldiers have been too busy to restock the oil once used here, and there is none currently available in the keep. If the PCs somehow manage to restock and heat the oil in the western cauldron (requiring at least 20 gallons [160 pints] of oil), they can drop burning oil or a similar substance on anyone directly below in the gauntlet (area A6) as long as they are able to move and tip the 750-pound cast-iron cauldron without burning themselves. Targets in the gauntlet below take 2d8 points of fire damage each round for 1d4+1 rounds (a successful DC 15 Reflex save halves this damage).

Creatures: Two hobgoblin archers are always on duty here. Their attention is generally focused into the distance on the valley below, giving them a –5 penalty on Perception checks to notice anything moving within 50 feet of the keep (including creatures sneaking up from behind). Because of the angle of the outer wall, anything 15 feet or closer to the outside of the wall is considered to have total cover from the archers. This is not the case for targets in the inner yard within the outer walls, which receive no extra protection.

HOBGOBLIN ARCHERS (2) CR 1
XP 400 each
hp 19 each (see page 8)

Development: If the general alarm has been raised, one additional archer from the barracks joins the grunts here, and they shift their focus toward things close by, negating their penalty on Perception checks.

A17. OFFICERS’ MESS (CR 4)

A long, formal banquet table dominates the center of this room. A desk and table occupy opposite sides of the room, and two sets of double doors, one in the west wall, the other in the east, are the chamber’s only visible exits.

The door leading out to the eastern ramparts (area A21b) is left open to allow the guard stationed there in and out, but can be bolted closed if the general alarm is raised.

Creature: Fethi Ken-Shakkas is the leader of the hobgoblins, or at least she was until Elessia came along and offered her tribe a heap of gold to subdue Vos’s Strikers and occupy Fangwood Keep. Since then, she has spent her time raiding the pantry and relaxing in this room, feeling that any command given by non-hobgoblins is beneath her. She is quite aware that her fellows are growing weary of this assignment, and

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she's simply waiting for the right moment to rally them against Vos and Elessia. The PCs' arrival could be just the moment she has been waiting for.

FETHI KEN-SHAKKAS

CR 4

XP 1,200

Female hobgoblin monk (martial artist) 5 (*Pathfinder RPG*

Bestiary 175, *Pathfinder RPG Ultimate Combat* 59)

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 17, touch 16, flat-footed 14 (+1 armor, +2 Dex, +1 dodge, +1 monk, +2 Wis)

hp 36 (5d8+10)

Fort +7, **Ref** +7, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or

flurry of blows +6/+6 (1d8+3)

Ranged javelin +5 (1d6+3)

Special Attacks flurry of blows, pain points^{UC}, stunning fist (5/day, DC 14)

TACTICS

Before Combat If Fethi thinks she is about to confront enemies in lethal combat, she imbibes her *potion of bull's strength* and takes a swig of her hobgoblin war draught. The effects of these potables have not been figured into her stat block.

During Combat Fethi always fights defensively using the crane style, giving her a -2 penalty on attack rolls, but her crane style and her ranks in Acrobatics grant her a +4 dodge bonus to AC while fighting defensively. She makes all of her unarmed strikes with her feet, knees, or head, and uses her Crane Wing and Deflect Arrows feats to deflect one melee and one ranged attack per round. She mercilessly mocks all those who fail to land a blow on her.

Morale Fethi is proud to a fault and refuses to back down, even if outmatched.

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 22

Feats Combat Reflexes, Crane Style^{UC}, Crane Wing^{UC}, Deflect Arrows, Dodge, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +10 (+19 when jumping), Intimidate +8, Perception +7, Sense Motive +10, Stealth +10, Survival +4;

Racial Modifiers +9 Acrobatics when jumping, +4 Stealth

Languages Common, Goblin

SQ extreme endurance^{UC}, fast movement, high jump, ki pool (4 points, magic), maneuver training, martial arts master^{UC}

Combat Gear *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** javelins (3), *bracers of armor* +1, *cloak of resistance* +1, hobgoblin war draught^{ARG} (2), 450 gp

Development: Fethi does not immediately attack the PCs if confronted here, and instead offers to bargain with them: For a mere 500 gp, she will order all of her hobgoblins to withdraw from Fangwood Keep. If the PCs agree, she is true to her word—within minutes, the remaining goblinoids grab anything that isn't nailed down and disappear into the woods.

The only thing that might get in Fethi's way is her own pride. If the PCs belittle her or her fellow hobgoblins or treat them as anything other than superiors (or at least equals), she becomes antagonistic. Unless the PCs immediately apologize for whatever slight they have committed, she challenges the strongest-looking character to a fistfight. She only deals nonlethal damage unless attacked with lethal force, in which case she calls out to any remaining hobgoblins in areas **A15** or **A21a** to come and put the PCs down. If, however, the challenged PC acts honorably and fights fairly, she considers her honor restored, no matter who wins. If she loses the fight, she has her troops back down free of charge, but if she wins, she allows the PCs to reconsider her previously stated offer before calling upon additional forces and using more lethal tactics.

If the PCs accepted Aseri's bargain in area **A13** and mention the deal to Fethi, the hobgoblin laughs heartily at the notion that the goblin snake would have anything valuable to tell the PCs. If Fethi already feels slighted by the PCs, this further insult might be enough to push her to instigate a nonlethal duel or possibly a fight to the death.

Story Award: If the PCs convince Fethi and her grunts to call off their occupation of Fangwood Keep, reward them 1,200 XP as if they had defeated Fethi in combat.

A18. COMMANDER'S QUARTERS (CR 6)

This large private chamber is vaguely partitioned by beams that span the ceiling east to west. The northern half of the room contains a double bed and easy chair, while a large wardrobe and table with chairs occupy the south. An enormous wool carpet lies in the center of the room. Two sets of double doors allow egress from the quarters: one to the west decorated with carvings of oak leaves and acorns, and a much plainer one to the east.

Creatures: When he is not supervising excavations into the chambers below, barking orders at the hobgoblins stationed around the keep, or researching in the library, Lieutenant Vos is usually resting in this chamber, which he commandeered for himself and Elessia. Much to the lieutenant's dismay, however, Elessia seems less interested in Vos and more keen on discovering whatever arcane artifact lies in the level below Fangwood Keep, and she spends relatively little of her time here, only staying long enough to sleep before once again separating herself

from Vos. Elessia keeps the oblivious Vos placid with various subtle enchantments as well as mundane lies; she frequently excuses herself from his presence under the guise of going out and acquiring additional goblinoid reinforcements from the surrounding forest, but is actually plumbing the subterranean chambers beneath area **A12**.

Vos does not trust the hobgoblins, and keeps the doors to the adjacent hallway locked at all times (unlocking it requires a successful DC 25 Disable Device check). The doors out onto the western ramparts (area **A21a**) can be barred if the general alarm is raised, but are otherwise left open.



LIEUTENANT PAVO VOS

LIEUTENANT PAVO VOS CR 4

XP 1,200

Male human fighter 5

LE Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

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

hp 44 (5d10+12)

Fort +6, **Ref** +2, **Will** +0 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 *bastard sword* +12 (1d10+6/19–20) or dagger +9 (1d4+4/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat If surprised, Vos blows his signal horn in an attempt to call any remaining hobgoblin forces to his side. Vos is a cagey fighter and prefers to have a wall at his back so that it is more difficult for others to flank him. He expects his allies to flank with him, and curses them loudly if they fail to do so.

Morale Vos is no fool, and surrenders if his allies fall and he is brought to fewer than 15 hit points, offering the PCs not only the keep, but valuable information besides.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 20

Feats Cleave, Deceitful, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Shield Bash, Power Attack, Weapon Focus

(bastard sword)

Skills Bluff +6, Climb +2, Disguise +2, Intimidate +8, Perception +4, Profession (soldier) +7, Sense Motive +1

Languages Common, Goblin

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk half-plate, heavy steel shield, +1 *bastard sword*, dagger, key to area **A12**, signal horn, 42 gp

HOBGOBLIN SERGEANTS (2) CR 2

XP 600 each

hp 24 each (see page 10)

Development: Vos is a survivor and begs for his life if threatened with death. If the PCs defeat him in combat, he offers the PCs what he claims is important and potentially lucrative information in exchange for his life. Should the PCs accept this offer, he briefly informs them why he is really here and tells them of the supposedly

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powerful artifact that fuels the arcane engines beneath the tower.

He doesn't mention Elessia unless specifically probed about the cleric, in which case he states that she is out collecting additional reinforcements for their siege (if asked during the day) or likely planning their next moves with Fethi Ken-Shakkas in area **A17** (if asked during the night). He believes this information to be correct, and if confronted with evidence to the contrary, he admits he doesn't truly know where the cunning changeling could be. In actuality, Elessia has duped Vos into believing that she is fully supportive of his endeavors, while she really hopes to take the artifact for herself and use it to bolster her prestige in the church of Calistria in Canorate. Regardless of the situation in the keep, Elessia can be found in area **B11** in the chambers below.

If he is allowed to escape, Vos remains in the vicinity of the tower and looks for an opportunity to ambush the PCs, especially if he believes they have recovered the artifact or found Elessia.

A19. SECRET WEAPONS LOCKERS

These two small rooms are packed floor to ceiling with racks and shelves filled with a wide assortment weapons. Like the secret passage in the walls below (area **A5**) and the nearby secret armories, these lockers were designed to supply besieged soldiers hiding in the garrison in case enemies managed to break through the keep's defenses.

Treasure: The western locker contains primarily one-handed melee weapons, including longswords, heavy maces, and daggers, while the eastern room contains two-handed and ranged weapons, including halberds, battleaxes, and light and heavy crossbows with a plethora of bolts. Altogether, the arms (which are a mixture of mundane and masterwork items) are worth 1,500 gp.

A20. SECRET ARMORIES (CR 5)

Designed in a manner similar to the nearby secret weapons lockers, these armories serve as backup supply rooms for defending forces. They are both filled with various types of armor and defensive gear. The western room contains heavy armor and shields, while the eastern room holds light and medium armor.

In addition to the secret doors leading onto the southern rampart, each of the secret armories sports an inconspicuous trap door in the floor that leads to the secret passage on the floor below.

Creatures: The western secret armory (area **A20a**) contains two especially striking suits of full plate armor standing upright on armor racks. The suits of armor sport the same design as the masterwork armor found in area **A13**. When the Nirmathi occupied Fangwood Keep, a talented wizard among their ranks enchanted these suits

of full plate to ward off attackers who discovered the secret armory. The animated suits of armor don't attack anyone bearing the symbol of Nirmathas (unless such creatures attack the armor), but anyone who doesn't appear to be aligned with that nation is immediately trounced by the stoic guardians.

ANIMATED OBJECTS (2)

CR 3

XP 800 each

hp 36 each (*Pathfinder RPG Bestiary* 14)

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

Defensive Abilities hardness 10

SQ construction points (metal)

Treasure: Once destroyed, the animated suits of armor in area **A20a** are virtually worthless because of the damage done to them. However, the other various armaments and defensive items in this room would doubtless prove valuable to adventurers in need of protection. Altogether, the mundane armor and shields in area **A20a** are worth 500 gp, while the supplies in area **A20b** are worth a total of 750 gp. A PC who succeeds at a DC 25 Perception check while exploring area **A20b** also finds a long-forgotten *ring of protection +1* among the loose pieces of armor.

A21. EASTERN AND WESTERN RAMPARTS (CR 1)

Because of the angle of the walls, archers stationed here cannot target anything 15 feet or closer to the outside of the outer walls. They have no such issues (other than the cover provided by the keep itself) when targeting anyone in the keep's inner courtyard.

Creature: A single hobgoblin archer is stationed here at all times. She tends to focus her attention on the land between the outer walls and the edge of the nearby forest. She takes a -5 penalty on Perception checks to notice anything within 50 feet of the keep.

HOBGOBLIN ARCHER

CR 1

XP 400

hp 19 (see page 8)

Development: If the general alarm is raised, the archer splits her attention between the courtyard and the area outside of the outer walls, and no longer takes a penalty on Perception checks.

PART TWO: THE ARCANE ENGINES

When the elven wizard Tessarael was brainwashed by Treerazer's minions in Kyonin, her assailants gifted their warped emissary with a small legion of blighted monsters and fiendish constructs so she could construct the tower that would eventually lead to Sovyrian. With the aid of these industrious demons and mindless automatons,

Tessarael swiftly erected her tower and bored out the subterranean tunnels that would play host to most of her magical experiments.

The blind ambition of Tessarael and her demonic masters would eventually spell the wizard's downfall, however. The demons gifted her with a *book of infinite spells*, which she could use to power the arcane engine by placing the tome in an unearthly living host—a lypenaia tree from her home world. But the wizard did not take into consideration the unpredictable nature of the powerful book's magic; when she activated her portal-generating machine one last time, it did not launch her toward Sovyrian as she had intended, but instead to some other realm deep in the unknown reaches of the Dark Tapestry.

Now, the chambers beneath the ruins of Tessarael's tower and the engines therein lie abandoned and in utter disrepair, left untouched by their creators for thousands of years. Most gradually fell to pieces without proper care, but the *book of infinite spells* that Tessarael placed in the arcane engine in area **B11** did not falter. Instead, the tome continued to generate sporadic amounts of energy throughout the millennia, occasionally bursting with magical power as it opened portals to other dimensions and drew alien creatures to this realm. Most of these unwillingly transported creatures either escaped into the nearby Fangwood via now-obstructed tunnels or otherwise slowly died in the chambers after the entrances to the world above collapsed, but some denizens remain to this day, driven mad by the ravages of time or simply filled with ire at their foul luck.

With the unearthing of the buried staircase in Fangwood Keep above, the monsters that were trapped in Tessarael's ancient chambers may have a new means of escape, and if anyone can retrieve the *book of infinite spells* from area **B11**, perhaps the elven wizard's magic may be put to rest at last.

Unless otherwise noted, the ceilings in Tessarael's underground chambers are all between 20 and 25 feet in height. All of the stone doors to these chambers are unlocked unless stated otherwise, and magically slide open when their center is touched, automatically closing after a few seconds (though an obstacle such as a creature or sturdy object blocking the doorway causes the door to stay open until the obstacle is removed).

B1. ENTRANCE HALL (CR 6)

The circular staircase descending to this room is 60 feet long and clogged with numerous human and hobgoblin bodies. Near the top lie the remains of three charred humans, victims of a now-defunct trap laid here by the elven wizard Tessarael thousands of years ago. Below them lies a decapitated human, and a few feet farther, the

bodies of four petrified hobgoblins. All of the creatures' equipment has been ruined beyond repair by the various traps. All of the traps here have been sprung and cannot reset, but that doesn't mean this place is free of danger. When the PCs reach the bottom of the stairs, read the following aloud.

This semicircular room is drenched in blood. Detached body parts of both hobgoblins and humans lie strewn about amid fragments of ancient furniture and half-dried pools of blood, and broad spatters of blood decorate the walls. A circular staircase winds up into the ceiling, while to the south a large, beige stone door without handles appears to be the only other way out.

This chamber was once a small entrance hall and cloakroom that separated Tessarael's engine rooms from her tower above.

Creature: A little over a month ago, Tessarael's arcane engine in area **B11** produced a small energy spike and opened a temporary portal to the First World. Several creatures from that realm managed to make their way into the dungeons before the portal closed, and a redcap named Figbottom was among these extraplanar invaders. Though he has not yet managed to hunt down all of the other creatures that arrived with him from the First World, the sadistic redcap recently slew a small troupe of hobgoblins sent down here, and most of their bodies lay strewn about the room (though some have been reanimated by Elessia in area **B11** and now serve as her undead thralls). He finds the gravity-warping effects of area **B3** nauseating at best, and prefers to stay between areas **B1** and **B2**, occasionally wandering up to area **A12** to see if the door up there has been unlocked yet.

When the PCs first arrive, they likely find Figbottom dancing among the cut-up body parts in this room while dipping his little red felt hat in their blood. He sings a depraved Sylvan tune about a farmer who went mad and murdered his entire family with a scythe. While singing and dancing, he cajoles the PCs to take part in his orgiastic massacre, and if they do anything but immediately join him in his sanguine debauchery, he attacks them swiftly and mercilessly.

FIGBOTTOM

CR 6

XP 2,400

Redcap (*Pathfinder RPG Bestiary 2* 233)

hp 60

Development: If restrained and questioned, Figbottom knows nothing of what went on in these chambers during Tessarael's time, and he isn't interested in what Pavo Vos was trying to accomplish. He reveals that he was drawn

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into this realm from his home on the First World via a “wondrous portal that beckoned and called,” and a PC who succeeds at a DC 25 Sense Motive check while engaging in conversation with the redcap can decipher from his ravings that he was not the only creature so drawn here.

B2. HALL OF REFLECTION

The walls, floors, and ceiling of this half-moon-shaped room are covered in hundreds of mirrors of all shapes and sizes, some still intact, but most broken. To the north is a beige stone door built into the wall; the southern wall sports two milk-white stone doors of a similar design.

Tessarael used this chamber to remotely converse with her demonic patrons, but the magic has long since drained from the mirrors, and only Tessarael knew the means of activating the communication lines anyway. Unbeknownst to the wizard, the thought-reading effect

copied a small part of her consciousness during her many visits here, and a reflection of her still remains. Anyone who spends more than a few moments glancing into the mirrors and succeeds at a DC 20 Perception check notices the vague shape of a humanoid woman. As the viewer continues to stare, the figure becomes clearer, eventually transforming into an unknown elven woman standing in the background of every mirror in the room. She is elderly and somewhat frail looking, but still quite beautiful, and is dressed in long, light green robes and an ornate jade headpiece. She does not speak and cannot otherwise be interacted with, but if the viewer stares at her for more than 1 minute, her face slowly contorts into a demonic visage before the entire illusion spontaneously disappears.

B3. ASTRAL HALLWAY (CR 4)

This lengthy hallway winds around a circular set of chambers accessible via two doors on the south side of the circle. More

stone doors line the outer wall of this tunnel, one of which appears to be stuck open and has various chunks of debris littered around it. Illumination seems to come from far away, floating shafts of variously colored light.

The uneven ceiling in this tunnel is taller than that of the other chambers, reaching heights between 40 and 50 feet.

Hazard: This hallway was mistakenly enchanted several decades ago when one of the dungeon's more cunning visitors accidentally triggered a magical explosion in area **B9**. Anyone entering this chamber immediately realizes that it seems to have subjective directional gravity (*Pathfinder RPG GameMastery Guide* 185), similar to that found on the astral plane. The effect can be quite disorienting at first as the PCs realize there is no gravitational "down." Anyone who succeeds at a DC 12 Knowledge (planes) check is familiar with this concept and can explain to the others that they must simply decide what direction is down.

Once a person strongly wills this effect, she begins "falling" in that direction, and can control her movement according to the rules presented in the *GameMastery Guide*. If no one succeeds at the Knowledge check, they can each attempt a DC 10 Wisdom check every round to discover the same tactic through trial and error. Until this method of movement is deciphered, a PC cannot move and is considered flat-footed.

Creature: During the energy spike that opened a temporary portal to the First World in area **B11**, a young grodair named Blegenshy found her way into these chambers. She has subsisted mainly on fungus and mold in the weeks since, and is terrified of the murderous redcap also trapped in this dungeon. She has already figured out the strange gravity in this room, similar as it is to the unpredictable nature of her home plane, and the grodair can easily swim through the air as though it were water.

If the harried Blegenshy sees the PCs, she takes them for allies of the redcap and flees from them. If they pursue, she releases gouts of water in an attempt to drown the party and hurriedly tries to fight them off, driven as she is to violence from both intense frustration and hunger.

BLEGENSHY CR 4
XP 1,200
 Female young grodair (*Pathfinder RPG Bestiary* 3 143, 291)
 hp 52

Development: Even if the PCs manage to calm the grodair and talk to her in either Sylvan or Aquan, Blegenshy has little useful information for them. She tells them that she was wandering through the Riftwood in the First World when she stumbled upon a strange

light, like a tear in the very air. She peered into the portal curiously and perhaps wandered a bit too far in (emerging in this tunnel of the elven chambers) before she lost sight of the strange doorway. "Please," Blegenshy burlles pathetically to the PCs if they'll listen, "I just wish to go home."

The gravity-warping effect in this chamber is a result of magical energies emanating from area **B9**, which can be determined with a successful DC 15 Knowledge (arcana) or Spellcraft check. When the engine in that room exploded in a conflagration of arcane power years ago, rubble from the explosion forced the two doors leading to it open, and the debris-choked hallway has provided enough obstructions to keep the automatic doors ajar. A creature that moves the chunks of rubble away from either of the doors between areas **B3** and **B9** can close the doors, blocking the effect from spreading out of area **B9**. The limited gravity-changing effect does not extend beyond area **B3**, even if doors to other rooms are left open.

B4. WATER ENGINES (CR 4)

The east and west corners of this hexagonal room are filled with strange stone-and-metal machinery, and most of the parts appear to have rusted or otherwise deteriorated long ago. Vines, bushes, and other small flora jut through the walls in various places, the various kinds of foliage choking the machines and bursting out the corners. Long flumes of black stone jut from the ceilings in various places, each of the strange tubes pointed toward the decrepit machinery and similarly choked with vines.

The engines in this room resemble metal waterwheels of an archaic, alien design, recognizable as such with a successful DC 12 Knowledge (engineering) check. They were once powered with water drawn from the Marideth River above, but the river has become notably shallower in the thousands of years since Tessarael's disappearance, and no longer provides enough runoff to this room to power the waterwheels.

Creatures: Some of the plants in this room are not mere foliage—a yellow musk creeper recently made its way into the abandoned dungeons through the flora-clogged ceiling flumes, and it was able to crawl to the central hallway and drag back several hobgoblin corpses to its lair in this room. Driven to spread their seed unto further victims, the yellow musk creeper and its zombie minions attack any other creatures that intrude upon their domain in this chamber.

YELLOW MUSK CREEPER CR 2
XP 600
 hp 22 (*Pathfinder RPG Bestiary* 285)

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YELLOW MUSK ZOMBIES (3)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 285, 288)

Treasure: Tessarael often had to deal with invasive plant species in this damp room, and placed a small chest in this chamber long ago to deal with such pesky flora. The chest is hardly hidden, and can be seen in a nook beneath one of the engines' apparatuses with a successful DC 13 Perception check. Within the chest are a *wand of detect animals or plants* with 13 charges remaining, a *scroll of delay poison*, and 2 *potions of cure moderate wounds*.

B5. STORAGE ROOM (CR 3)

Anyone standing outside the door to this room who succeeds at a DC 15 Perception check notices the sound of sobbing from within. The lonely mephit in the storage closet hushes herself if she hears anyone else approaching.

The shelves in this cramped storage closet have long ago crumbled to dust and fallen onto the stone floor along with smashed glass bottles, rotten barrels, and other debris.

Creature: When Vos sent some of his soldiers into these chambers several days ago, he included among their ranks a Molthuni battle-sorcerer and her fire mephit familiar. The battle-sorcerer was decapitated by a scythe trap in the stairs leading toward area B1, but her familiar managed to make it all the way to this room without being seen by the chambers' other inhabitants. Dax, as the fire mephit is known, has remained hidden in this room since the incident occurred, and is terrified at the prospect of going back out into the other underground rooms.

DAX

CR 3

XP 800

Fire mephit (*Pathfinder RPG Bestiary* 202)

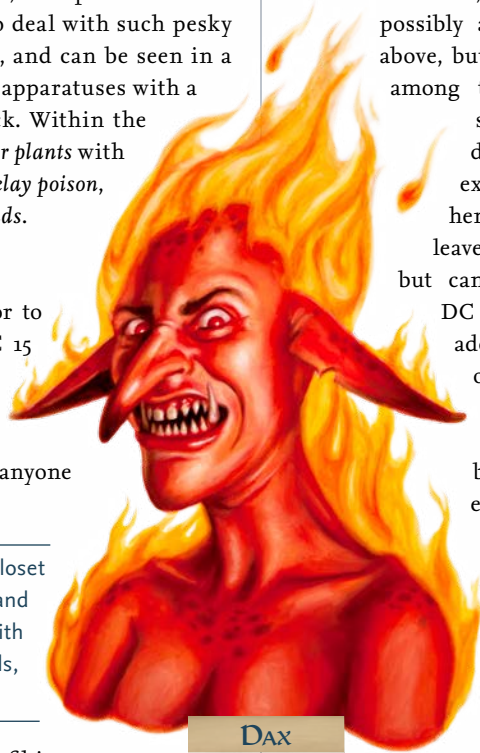
hp 19

Treasure: A Kellid warlord from the ancient land of Sarkoris once visited Tessarael's tower long ago and gave the wizard with a golden bracelet symbolic of the alliance between her and his people. Having little need for such sentimental trinkets, Tessarael discarded the bracelet here and promptly forgot about it. It can be found with a successful DC 15 Perception check made while searching

through the rubble in the storage closet, and is worth 300 gp for its raw material components alone, although a knowledgeable Kellid historian would likely pay up to three times as much (900 gp) for such a priceless relic.

Development: Dax doesn't attack the PCs if they enter this room, recognizing them as humanoids possibly aligned with the foolish lieutenant above, but she does her best to remain hidden among the broken supplies. If discovered, she doesn't bother putting on airs or deceiving the PCs, and gives a full explanation of what happened to her and her now-dead master. She is reluctant to leave the sanctuary of this supply closet, but can be coaxed out with a successful DC 15 Bluff or Diplomacy check. An additional successful DC 17 Diplomacy or Intimidate check convinces the fire mephit to join the PCs during their exploration of the dungeon, but failing that, Dax simply wishes to escape the accursed place.

Story Award: If the PCs convince Dax to join them in their exploration of the dungeons or otherwise manage to get her to leave this storage room, award them 800 XP as though they had defeated the mephit in combat.



DAX

B6. GOLEM REPOSITORY (CR 5)

This square chamber is covered on all sides by strange canisters, chains, and metal tubes. Dusty statues and the shells of slumped-over constructs are lined up against the walls next to the strange apparatuses.

When Tessarael was done with the various constructs and golems granted to her by her demonic patrons in Kyonin, she left them in this specially designed chamber so that she might access their services whenever she needed. Most of the golems and animate statues have long since lost the magic that powered them, due to both natural erosion over countless years as well as the bursts of magical energy from the nearby engine rooms.

Creature: A wood golem in this room is in a state of dire disrepair, but is nonetheless mostly functional. It attacks any intruders on sight, still faithful to its master's directives after thousands of years.

WOOD GOLEM

CR 5

XP 1,600

hp 64, currently 49 (*Pathfinder RPG Bestiary* 164)

Weathered (Ex) The wood golem has been inactive for millennia, and its rotting joints and other parts have left its defenses in a poor state. In addition to its decreased hit points, the wood golem has lost its damage reduction, and its speed is only 20 feet instead of 30. The combined effect of these debilitating weaknesses decreases the CR of the wood golem (normally 6) by 1.

B7. DIVINATORY CHAMBER (CR 4)

The ceiling of this hemispherical room is shaped like a massive dome, with the tallest part of the chamber reaching over sixty feet in height. Smashed glass orbs and various metallic baubles litter the ground, their sheen hidden under a thick layer of dust.

This room was the focus of much of Tessarael's dark magic. Hundreds of glass orbs and magical apparatuses—gifts of her demonic allies—once floated throughout the chamber, and Tessarael could gaze into any one of these unusual items to capture a glimpse of some facet of the future. The divinations required much of her energy, and so she only ventured here when absolutely necessary or when she needed to access the chambers beyond. When the arcane engine in area **B8** finally failed years after the wizard's disappearance, the magical effect that held the objects in this room aloft failed as well, causing the divining orbs to fall to the ground and shatter. The otherwise empty chamber has remained in shambles ever since.

Hazard: The glass shards covering the floor in this room have dulled over time, but still hinder creatures that rely on ground movement to get around. The spaces in this room are treated as difficult terrain for the purpose of determining movement speed.

Creature: Though Tessarael liked to regard herself as knowledgeable beyond compare, she did not, in fact, fully understand the strange powers that granted the future-seeing orbs in this room their magic. When the glass orbs shattered, the trace amounts of magic and alchemical liquid in the spheres coalesced into a singular entity over hundreds of years. The mercury ooze resulting from this accident has claimed this room as its domain ever since.

MERCURY OOZE CR 4

XP 1,200

Tome of Horrors Complete 460

N Large ooze

Init -4; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

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

hp 47 (5d8+25)

Fort +6, **Ref** -3, **Will** -4

Immune ooze traits

OFFENSE

Speed 10 ft., climb 20 ft.

Melee slam +4 (2d4+4 plus mercury poisoning and grab)

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

Special Attacks constrict (2d4+4)

TACTICS

During Combat Unlike most corporeal creatures, the mercury ooze is unaffected by the shattered glass covering the ground in area **B7**, and can move across this area unimpeded.

STATISTICS

Str 14, **Dex** 3, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 to grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Mercury Poisoning (Ex) Slam—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1 Dex damage and 1 Con damage; *cure* 1 save. A creature affected by mercury poisoning must receive the benefits of a *neutralize poison* effect within 1 week of being poisoned. Failing this, the victim must succeed at a DC 17 Will save after the week is over or be affected as if by an *insanity* spell (caster level 10th). This effect can be removed by *greater restoration*, *heal*, *miracle*, or *wish*. The save DCs are Constitution-based.

B8. INACTIVE ENGINE (CR 5)

The door to this room is locked fast by an *arcane lock* effect (caster level 16th), and can be opened with a successful DC 20 Disable Device check or a *knock* or *dispel magic* spell.

A massive, arcane machine takes up the majority of this room, its various cogs, gears, and canisters nearly covering the southern wall and branching out toward the various other corners of the chamber. Tubes and pipes stretch like tendrils into holes in the badly weathered walls. The center of the room's ceiling has sunken in considerably, and reaches a height of barely fifteen feet in the center of the room.

This room was host to one of the two arcane engines Tessarael built beneath her tower. The remains of the vast engine remain here to this day, but the machinery in this room does not continue to generate power like that in area **B11**. Once, the engines were linked to the same power source (the *book of infinite spells* installed in area **B11**'s engine), but a power surge several years ago caused the machine in this chamber to malfunction after transporting several creatures from the Ethereal Plane here.

Hazard: The fell energies that permeate this room since the engine's destruction have rendered some types of magic ineffective. Specifically, spells that teleport creatures (either to another location on the Material Plane or to some other planar realm) do not work at all if activated in this chamber.

FANGWOOD KEEP

Creature: A phase spider named Indarelle is the only surviving creature from the group of Ethereal Plane natives that were transported here several years ago. In a curious twist, the phase spider's visage was warped by the engine's magic as she was transported here, and Indarelle now sports a countenance identical to that of the youthful Tessarael. Enraged by what she perceives as her "cursed countenance," Indarelle slaughtered the other creatures that teleported here with her. Locked inside the chamber, the phase spider has eked out the years in this lonely room ever since, driven by madness and desperation to attempt to repair the mysterious engine so she can return to her home plane.

Insane as she is, Indarelle attacks any creatures that enter this room as soon as she spots them, crawling out of her cranny in the engine and shouting curses at those she suspects are her kidnappers and tormenters.

INDARELLE CR 5

XP 1,600

CE phase spider (*Pathfinder RPG Bestiary* 226)

hp 51

During Combat While within this chamber, Indarelle is incapable of using her ethereal ambush and ethereal jaunt abilities. She doesn't realize that her powers are limited by the room's lingering magic, and figures that her best bet at gaining freedom is by slaying the PCs. Her insanity has also eroded any former care for tactics, and she simply targets the PC closest to her.

B9. RUINED LABORATORY

The air in this ruined chamber is filled with a thin cloud of soot and dust—the particles and motes float as if gravity didn't apply to them.

A creature transported to this laboratory decades ago accidentally caused the entire chamber to go up in flames, and a lingering magical gravity effect identical to the one in area B3 permeates this ruined room. Those who have mastered movement there can do so here without further study.

Before it was destroyed, this chamber acted as a laboratory for Tessarael's alchemical projects and smaller-scale experiments. The rubble that blocks off the room is composed mostly of stone and dirt from the ceiling and walls. Removing the debris would take days, given the complexities of maneuvering vast quantities of stone throughout this gravitationally challenged chamber.

Treasure: Miraculously, one item did survive the collapse here—a successful DC 20 Perception check while searching the ruins reveals a single *elemental gem* attuned to the Elemental Plane of Earth lying amid the rubble.

BIO. FOREST CATHEDRAL (CR 6)

This strange dome-like room is mostly unassuming at first glance, but upon gazing upward, the magical nature of the chamber quickly becomes apparent. Looming trees with black bark and dry, writhing branches extend from the arched ceiling one hundred feet above, defying gravity and growing downward rather than up. A fine layer of soil covers the stone floor of the room below, and several sets of bloody footprints lead from the northern doorway toward the door to the west.



INDARELLE

The hallway leading to areas **B10** and **B11** slopes down another 50 feet below ground level. Though she was loath to admit it, Tessarael still longed for the comfortable familiarity of her elven homeland, or at the very least the trees and flora that grew there. The lypenaia trees in this chamber are native to the continent of Sovyrian (identifiable as such with a successful DC 25 Knowledge [nature] check), and when Tessarael still held dominion here, these trees were covered with luxurious foliage. Since Tessarael's disappearance and the corruption of the arcane engine in area **B11**, however, the green has faded from them, and now they are but shadowy carapaces of their former splendor. They remain alive nonetheless, and as

long as the *book of infinite spells* in area **B11** is not removed and it continues to power the engine there, these trees remain rooted to the ceiling in their shattered, half-dead state.

Creatures that are capable of casting *tree stride* can use this effect to move from the lypenaia trees in this room to the arcane engine in area **B11** and vice versa.



ELESSIA

Creature: Among the fey creatures brought to these chambers by the arcane engine's latest energy spike was an unusual canine known as a barrow hound. Longing to return to its forested home on the First World, the hound has taken to the dead trees here. When the PCs first arrive, the barrow hound is hiding amid the upside-down treetops (Perception DC 19 to spot the hound), keenly watching for the creatures it believes are responsible for the portal-generating engine in the chamber to the west. It regards the PCs as such creatures, and leaps down to attack them at the most opportune moment. The barrow hound stops attacking if the PCs lay down their arms or plead for peace in Sylvan, but otherwise fights tooth and nail to destroy those who it believes are responsible for its unfortunate fate.

BARROW HOUND

CR 6

XP 2,400

hp 75 (see page 29)

Development: Without magical aid, the barrow hound is incapable of conveying any information to the PCs, though even if it could speak it would have few clues of value. The hound didn't see Elessia or her undead minions go into the chamber to the east (it was sleeping at the time the invisible intruders walked through), but it did notice the footprints on the ground where they had trodden.

B11. THE ARCANE ENGINE (CR 7)

An enormous machine takes up the majority of this chamber, its various complex and seemingly illogical components made up of a combination of stone and black wood. Half-engine, half-gnarled dead tree, the tendrils from this otherworldly device crawl up the walls in every direction as if to choke the chamber that holds them. A faint sound like that of a breeze rustling through leaves can be heard coming from the machine.

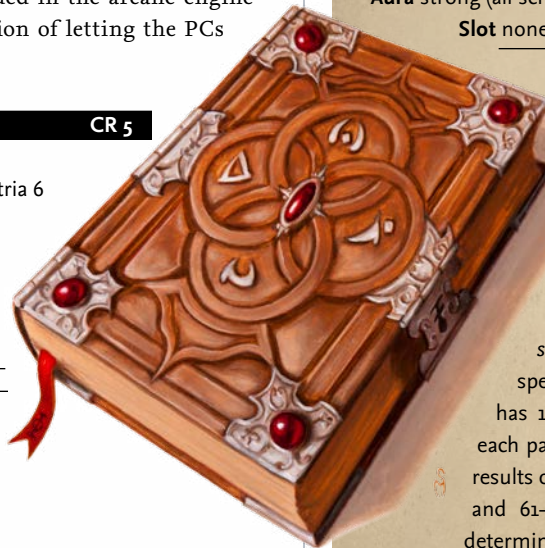
This chamber was the focus of Tessarael's arcane experiments. After centuries of intense study, the wizard decided the best way for her to return to Sovyrian was by means of a hyper-focused *tree stride* effect generated by the living machine in this room. As soon as she flipped the switch, she would step through the lypenaia tree (then living) and hopefully arrive somewhere among the towering lypenaia house-groves of Sovyrian. While her plan sounded flawless in theory, a series of slight miscalculations sent Tessarael not to Sovyrian as she had planned, but instead spiraling toward some unknown fate in the infinite depths of the Dark Tapestry. The lypenaia burst into black flame but survived the catastrophe thanks to the power of the *book of infinite spells*, and has remained in this half-living state ever since.

FANGWOOD KEEP

Creatures: The cunning and treacherous Elessia lingers in this chamber, examining the arcane engine and figuring out the best way to extract the artifact embedded within the lypenaia tree. Over the last several days, she managed to convince three bugbears from the surrounding Fangwood forest to aid her in her quest, and she used the goblinoids as meat shields while they waded through the myriad traps that once guarded the way toward this chamber. When the bugbears were all dead, she reanimated their corpses as bloody skeletons.

Elessia flies into a rage as soon as she becomes aware of the PCs' presence in the dungeon. She seeks to garner the legendary artifact embedded in the arcane engine for herself and has no intention of letting the PCs sabotage her plan.

ELESSIA	CR 5
XP 1,600	
Female changeling cleric of Calistria 6 (<i>Pathfinder RPG Advanced Race Guide</i> 184)	
CE Medium humanoid (changeling)	
Init +1; Senses Perception +4	
DEFENSE	
AC 18, touch 13, flat-footed 17 (+5 armor, +2 deflection, +1 Dex)	
hp 33 (6d8+3)	
Fort +5, Ref +3, Will +9	
OFFENSE	
Speed 30 ft.	
Melee mwk whip +5 (1d3 nonlethal) or dagger +4 (1d4/19–20)	
Ranged light crossbow +5 (1d8/19–20)	
Special Attacks channel negative energy 6/day (DC 16, 3d6)	
Domain Spell-Like Abilities (CL 6th; concentration +10) 7/day—dazing touch 7/day—copycat (6 rounds)	
Cleric Spells Prepared (CL 6th; concentration +10) 3rd— <i>animate dead</i> , <i>dispel magic</i> , <i>suggestion</i> ^D (DC 18), <i>summon monster III</i> 2nd— <i>bouncing charm person</i> ^{APG} , <i>darkness</i> , <i>death knell</i> (DC 16), <i>hold person</i> (DC 17), <i>invisibility</i> ^D 1st— <i>bane</i> (DC 16), <i>bless</i> , <i>charm person</i> ^D (DC 16), <i>forbid action</i> ^{UM} (DC 16), <i>shield of faith</i> 0 (at will)— <i>bleed</i> (DC 14), <i>detect magic</i> , <i>guidance</i> , <i>purify food and drink</i>	
D Domain spell; Domains Charm, Trickery	
TACTICS	
Before Combat Elessia casts <i>shield of faith</i> and <i>invisibility</i> on herself if she senses any creatures approaching, then waits in the shadows for an opportune moment to strike.	



TESSARAEI'S BOOK OF INFINITE SPELLS

Unlike the standard *book of infinite spells* found in the *Core Rulebook*, Tesseract's tome has been steadily drained of its power over the last few thousand years. Its highest-level spells were drained in the process of teleporting Tesseract to her unknown fate, and most of the other pages were destroyed as the book generated sporadic power spikes throughout the millennia. Despite this, *Tesseract's book of infinite spells* is still a powerful artifact.

TESSARAEI'S BOOK OF INFINITE SPELLS

Aura strong (all schools); **CL** 18th

Slot none; **Weight** 2 lbs.

DESCRIPTION

This narrow volume is bound in green leather with silver inlay shaped in the forms of letters from the elven alphabet. It gives off a moist, earthy smell, like a forest after a light rain.

Unlike a standard *book of infinite spells*, Tesseract's book contains only spells of levels 0 through 4th, and only has 18 pages remaining. The nature of each page is determined by a d% roll, with results of 01–60 designating an arcane spell and 61–100 indicating a divine spell. To determine the level of the spell, roll another d% and consult the following table.

d%	Spell Level
01–05	0-level
06–45	1st-level
46–75	2nd-level
76–90	3rd-level
91–100	4th-level

To determine the exact spell on a page, either consult Tables 5–27 through 5–31 or 5–37 through 5–41 in the *GameMastery Guide* or simply determine it randomly by another means.

In all other ways (spells per day, effects on user, chance of page turning, and method of destruction), this book is equivalent to a standard *book of infinite spells*.

During Combat If surprised, Elessia casts *invisibility* on herself as soon as possible, then follows up with *summon monster III* and *shield of faith*. She uses *charm person* and other enchantment spells to garner as many weak-willed allies as possible, then channels negative energy to

damage multiple foes at once (using her Quick Channel feat if she's in position to use an *inflict wounds* spell that round as well). Elessia heals herself with her wand whenever she falls to fewer than 15 hit points. She uses her whip only as a last resort, and relies heavily on her undead and charmed allies to defend her in melee.

Morale Completely devoted to her cause, Elessia has come too far to accept failure, and fights to the death.

Base Statistics Without *shield of faith*, Elessia's statistics are AC 16, touch 11, flat-footed 15.

STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 8, **Wis** 18, **Cha** 16

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

Feats Bouncing Spell^{APG}, Quick Channel^{UM}, Spell Focus (enchantment)

Skills Bluff +8 (+10 against potential mates), Knowledge (religion) +7, Stealth +5; **Racial Modifiers** +2 Bluff against potential mates

Languages Common, Goblin

SQ aura, hag trait (green widow)

Combat Gear *wand of cure moderate wounds* (12 charges), *wand of invisibility* (6 charges); **Other Gear** +1 chain shirt, dagger, light crossbow, mwk whip, *chime of opening* (5 uses remaining), silver unholy symbol of Calistria, onyx gem worth 150 gp

BUGBEAR SKELETONS (3)

CR 2

XP 600 each

Bugbear bloody skeleton (*Pathfinder RPG Bestiary* 38, 250, 251)

NE Medium undead

Init +7; **Senses** darkvision; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 each (3d8+6); fast healing 1

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken morningstar +5 (1d8+3) or 2 claws +2 (1d4+2)

STATISTICS

Str 21, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +7; **CMD** 20

Feats Improved Initiative^B

Skills Intimidate +6, Stealth +7

Languages Common, Goblin

SQ deathless

Gear broken morningstar

Treasure: Nestled inside the bole of the massive dead lypenaia in this room rests *Tessarael's book of infinite spells*. This tome has served as the heart of the elven

wizard's lair for centuries, pumping out raw magical energy sporadically and generating strange extraplanar portals that last anywhere from seconds to hours. Roots and tendrils from the lypenaia seem to have burrowed into the book, but can be removed with a successful DC 15 Knowledge (nature) or Sleight of Hand check. In its current state, the book is particularly vulnerable, and not taking the time to carefully remove the tree roots destroys 1d3+1 pages.

Development: Once the PCs remove the artifact from the lypenaia, the magic generated by the blackened tree finally ceases completely. The gravity-warping effect in area **B9** ceases, but area **B8** remains tainted by the magical energies wafting through that room. The engine no longer generates portals at random, and otherworldly monsters are no longer drawn into the abandoned dungeon. The entire underground complex shakes slightly as the book is removed, but the caverns do not collapse—the tremors are simply the result of rock shifting after the magical energy reinforcing them for millennia finally disperses.

CONCLUDING THE ADVENTURE

Once the PCs have dispatched Vos and Elessia or caused them to flee Fangwood Keep, they have completed their mission and can return to their employer for the rest of their payment. If the PCs let the troublemakers escape, these foes continue to be a thorn in the adventurers' sides, possibly ambushing the PCs after they leave. If the PCs captured Vos and Elessia alive and take them back to either Molthune or Nirmathas, the two receive a fair trial and suffer the appropriate consequences of their actions (they are charged with treason if they're taken to Molthune and held as prisoners of war if they're taken to Nirmathas).

If the PC worked for Molthune, they will want to travel back to Fort Ramgate to collect the 750 gp still owed them. If they were in the employ of Nirmathas, they will have to travel to Tamran to do the same. The equipment taken from the hobgoblins and secret armories in Fangwood Keep can be taken back to either settlement and sold (if the PCs decide to return the equipment to their lawful owners, the respective country rewards them with an amount of gp equal to what they would have earned selling the equipment), but the PCs might want to have a large cart with them to haul such bulky goods.

What the PCs do with *Tessarael's book of infinite spells* is up to them. As an artifact, it is priceless and is quite useful, to say the least. The caverns beneath Fangwood Keep, finally dispelled of their magic, are utterly demolished by the Nirmathi rangers sent to reoccupy the castle, and both Molthune and Nirmathas do their best to put this unfortunate incident behind them.

FANGWOOD KEEP

APPENDIX 1: BARROW HOUND

This large, stocky canine's dark-green fur is braided into intricate patterns that seem to loosen and retie themselves on their own.

BARROW HOUND CR 6

XP 2,400

N Large fey

Init +6; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 17 (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 75 (10d6+40)

Fort +7, **Ref** +9, **Will** +8

OFFENSE

Speed 50 ft.

Melee bite +11 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9), dimensional bark, howl

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*see invisibility*

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 25

Feats Blind-Fight, Dodge, Improved

Initiative, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +13 (+21 when jumping),

Climb +17, Perception +12, Sense Motive +12,

Stealth +9; **Racial Modifiers** +8 Acrobatics

when jumping

Languages Sylvan (can't speak)

ECOLOGY

Environment any (the First World)

Organization solitary or pack (2-5)

Treasure none

SPECIAL ABILITIES

Dimensional Bark (Su) Up to three times per day, a barrow hound can emit a bark of dimensional energy that sends foes spiraling through time and space. All creatures in a 30-foot cone must succeed at a DC 17 Will save or immediately be teleported 2d6 × 5 feet in a random direction (roll 1d8 to determine the direction, with 1 indicating north and other numbers indicating compass directions going clockwise). The direction is randomly determined for each affected creature. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

Howl (Su) A barrow hound can let out an ear-splitting howl that terrifies creatures in the vicinity. All creatures of 4 or

fewer Hit Dice within 120 feet must succeed at a DC 17 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, an affected creature is immune to the same barrow hound's howl for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

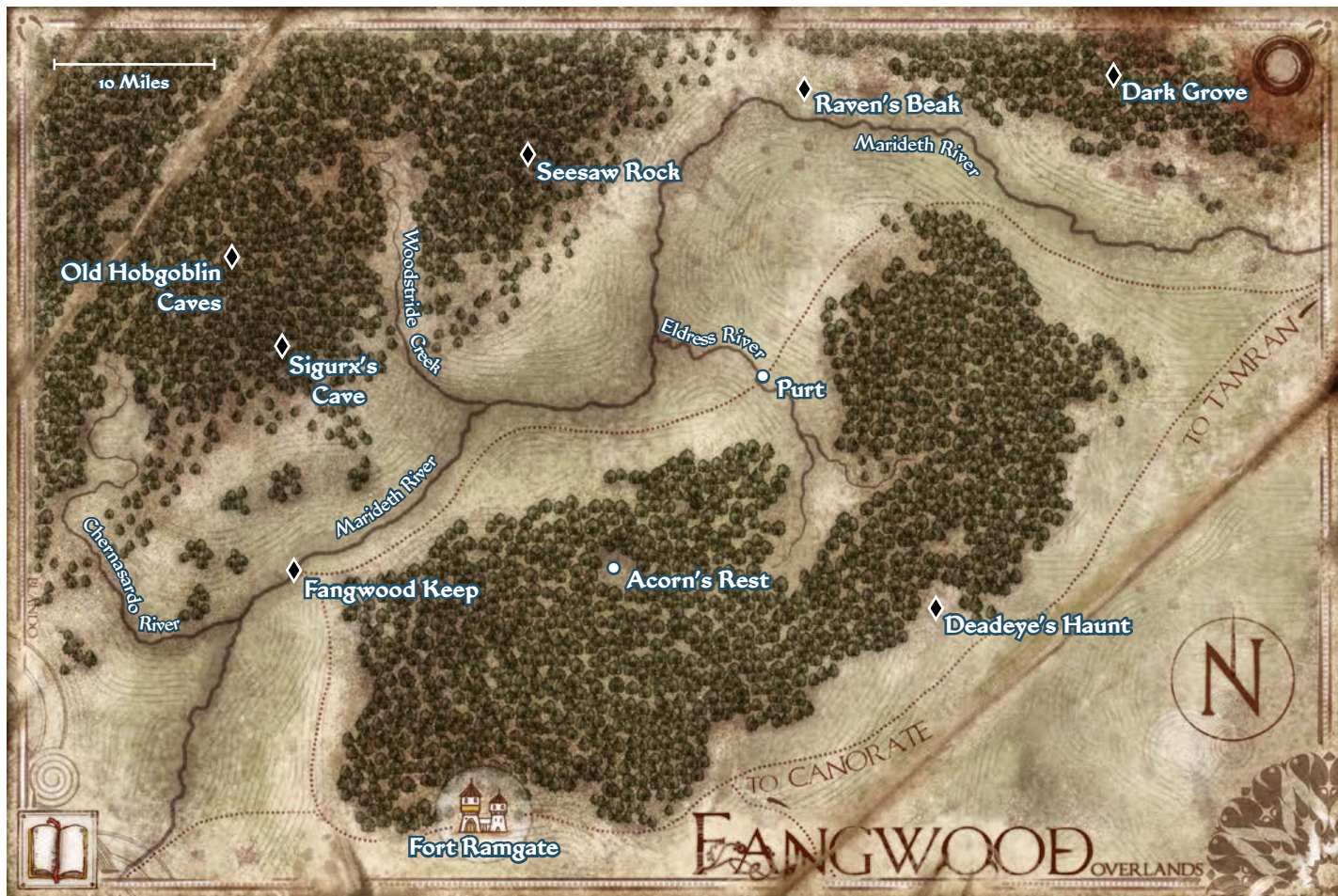
The enigmatic barrow hound is a native to the First World, and can often be found among the shifting forests and untamed woodlands of that realm. It is known to be a noble and obedient creature—a rare trait among the wily fey—and those who command the respect of a barrow hound can rest assured knowing that the beast will protect with its life whatever charge they assign to it.

Barrow hounds do not particularly enjoy killing living creatures, and instead prefer to scare them off with their unearthly howls. Failing that, however, barrow hounds are fierce combatants, and their ability to constrict creatures with their prehensile locks makes them formidable foes.

Though sometimes summoned to the Material Plane by powerful fey or honored druids to guard some area of great significance, barrow hounds are more often found on their native plane of the First World, particularly in the sprawling forest known as the Evergrove, where they serve as hunting and guard dogs.

A typical barrow hound is 14 feet long, stands over 7 feet at the shoulder, and weighs just under 3,000 pounds.





APPENDIX 2: MARIDETH RIVER VALLEY

The war in the Chernasardo—the borderland between Nirmathas to the north and Molthune to the south—has been going on for decades, yet the land here looks as it has for thousands of years: a winding stretch of forested river valleys and wind-swept hills, dotted with the occasional settlement of lumberers and farmers. Perhaps the forest's seeming immunity to the ravages of war is a result of the countless twisting canyons, tors, and impenetrable groves that make up this majestic region; such primeval terrain is often simply too difficult for large armies to move through. Perhaps it is the hardy, independent people of the Chernasardo, who refuse to let something as wasteful as war change their daily routines or the world around them. Or perhaps there is a darker, more mysterious explanation: perhaps nature itself refuses to let humanity have its way here.

The Marideth River valley is a key strategic location in the war between Molthune and Nirmathas; both sides vie for power in this region, since a strong foothold in the borderland often means the difference between victory and defeat for dozens of nearby skirmishes.

KEY LOCATIONS

The following are some of the most interesting places and people found around the Marideth River valley.

Acorn's Rest

This small community hosts just over a hundred souls, and is located in the southern spur of the Fangwood. Its leader is a messianic follower of Gozreh who goes only by the name **Duskwater** (N female half-elf druid 8). Duskwater firmly believes that the Eye of Abendego—the permanent hurricane blowing off the western coast of Garund—is actually the literal child of her patron deity, and that once it reaches maturity, it will cover all the land with water. Most of the other druids who occupy Acorn's Rest are not so zealous and hold less-extreme views.

Dark Grove

A strange, otherworldly blight among the trees has been spreading in the Fangwood far to the north for some time now, and patches of the taint have begun to crop up elsewhere in the Fangwood as well. The foul outbreak has taken a firm hold in the area now known as Dark Grove,

FANGWOOD KEEP

and the druids of nearby Acorn's Rest are working hard to find a cure for the blight. Most believe the tree-borne disease to have natural origins, although one of their number, a woman named **Androssana** (CN female human druid 7), believes that Abyssal powers may be to blame.

Deadeye's Haunt

This small valley was once sacred to the Erastil, god of hunting and farming, but was the scene of a gruesome battle between Nirmathas and Molthune several years ago. The area is now believed not only to be haunted, but also to be the domain of undead creatures that rose from the battlefield. More information about Deadeye's Haunt can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Fangwood Keep

This formidable fortress is built over the ancient ruins of an elven wizard tower, and has been the source of frequent conflict between the forces of Molthune and Nirmathas. Fighting over the location had ceased in recent years, but a renegade Molthuni lieutenant has managed to disrupt this unspoken peace during this last month.

Fort Ramgate

This fortified bastion is the largest Molthuni settlement in the area and is governed by a former Kellid barbarian named General Hakar. Fangwood Keep was initially built in close proximity to Fort Ramgate to allow for quick reinforcements and restocking from the Molthuni city, but the perseverance and expert tactics of the Nirmathi guerrilla fighters to the north have again and again shown that the border cannot be controlled so easily. More information on Fort Ramgate and Hakar can be found in *The Inner Sea World Guide*.

Old Hobgoblin Caves

These caves were once the home of a small tribe of hobgoblins led by Fethi Ken-Shakkas, a veteran of the Goblinblood Wars in the Chitterwood to the south. The tribe proved a constant menace to travelers, and even had the temerity to launch occasional raids against nearby settlements, going so far as the village of Purt at times. The hobgoblins recently disappeared, but it is only a matter of time before another band of creatures makes this network of caves its own.

Purt

The small hamlet of Purt is located on Eldress River, a small tributary to the Marideth. The settlement is composed largely of human subsistence farmers who are said to grow the largest cabbages in the region. After countless raids by unscrupulous Molthuni mercenaries,

the leaders of Purt decided to call on one of the druids of Acorn's Rest to help reinforce the wall of thorns that surrounds the village's perimeter. Now thick thorn walls, 20 feet in height and 8 feet in width, surround Purt on all sides. The inhabitants have cut several hidden passages in the walls, but staunchly refuse to reveal their path to any outsiders.

Raven's Beak

This border fort was destroyed 3 years ago during a battle between a small strike force of Molthuni magi and a powerful earth elemental summoned by a Nirmathi druid. The military high command in Tamran has been reluctant to fund rebuilding efforts, as the location is too remote to truly be useful for their purposes. Since the fort's destruction, the ruins of Raven's Beak have been overrun by a nest of ettercaps and giant spiders, and they are avoided by nearly everyone in the region, though hopeful explorers speak of a small treasure vault still buried beneath the crumbling fortress.

Seesaw Rock

Named after a prominent granite outcropping that resembles a child's toy from certain angles, the grove known as Seesaw Rock has been home to a tribe of tan-skinned centaurs for centuries. Naturally nomadic creatures, the centaurs of Seesaw Rock command a wide swath of land around their favored winter camp, and claim much of the forest north of the Marideth as their domain. The centaurs generally prefer to avoid confrontations with the local villages, but are not afraid to rebuke those who trespass onto their sacred grounds. They are led by **Qallak** (N male centaur ranger 5), an honorable warrior who is quick to anger and slow to forgive.

Sigurx's Cave

The old troll **Sigurx** (NE male troll fighter 3) decided to settle down in a small natural cave in this region after spending most of his life fighting alongside the hobgoblins of Fethi Ken-Shakkas's tribe. He realized too late that the hobgoblins were exploiting him horribly and finally left their employ after a near-death experience involving a Nirmathi fire druid. He remains scornful of all hobgoblins because of his mistreatment, and now simply wishes to be left alone to live out his remaining years in relative peace. The local villages are unwilling to accommodate the troll, however, viewing him as little more than a monster in need of slaying, and the townspeople of Purt recently sent a small mercenary band out to locate Sigurx. While the authorities at Fort Ramgate are not particularly interested in pursuing the gray-skinned monster, bounty posters for the troll can be found in taverns throughout the town.

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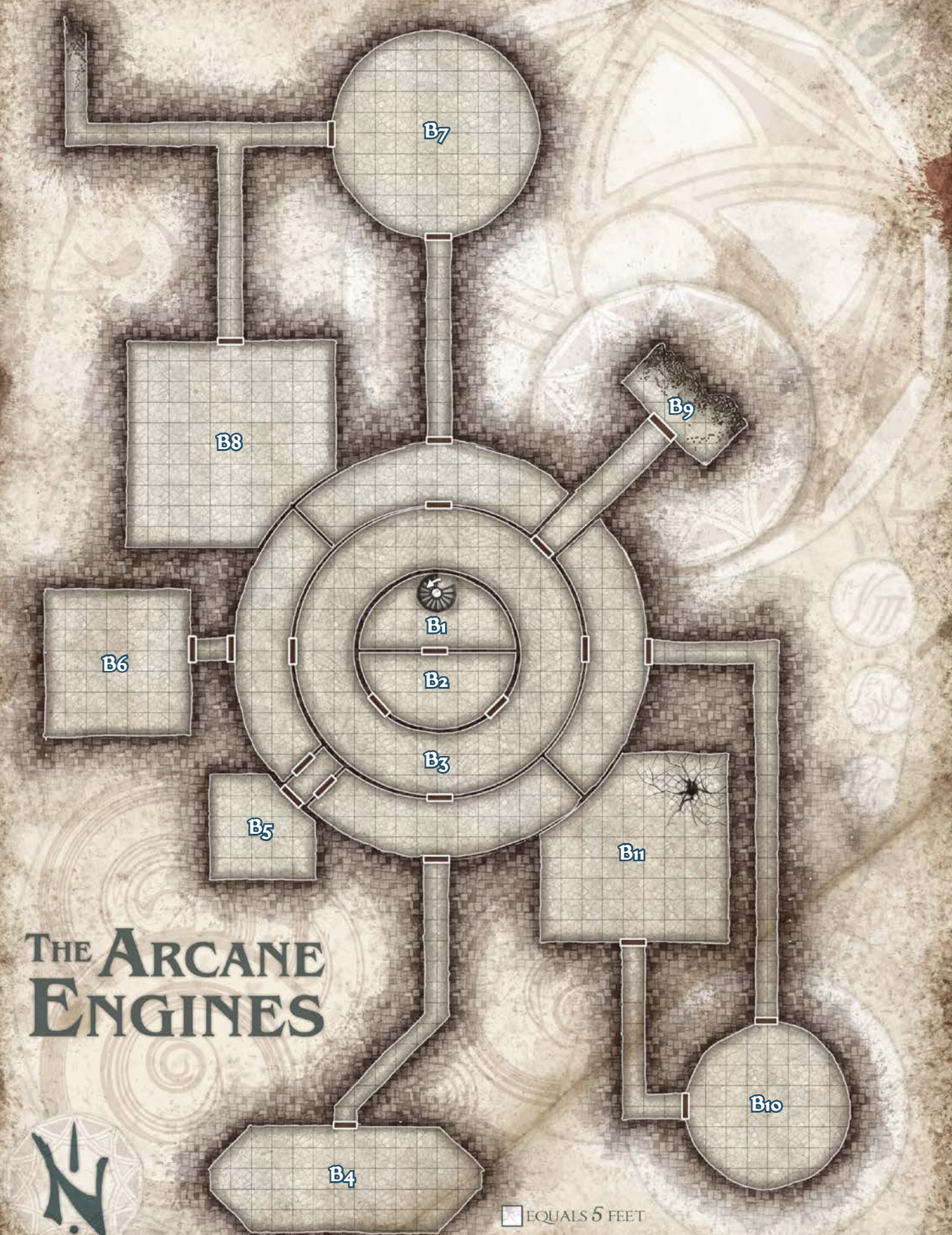
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