

PATHFINDER[®]

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THE DRAGON'S DEMAND

A PATHFINDER RPG ADVENTURE FOR LEVEL 1 BY MIKE SHEL



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ON THE COVER



Lars Grant-West reveals the green dragon Aeteperax being challenged in his lair by a would-be dragonslayer eager to save a town and loot a hoard!



THE DRAGON'S DEMAND

TABLE OF CONTENTS

Introduction	2
Chapter 1: Welcome to Belhaim	4
The PCs arrive in the small town of Belhaim hours before a nearby abandoned tower's mysterious collapse. What link did the collapsed ruin have to the town's eccentric wizard? Why are there dead kobolds among the rubble? Can the PCs defeat the menace behind the collapse?	
Chapter 2: The Wizard's Estate	20
The kobolds are defeated, and now the baroness of Belhaim has a new task for the PCs—explore the dead wizard's manor and make sure it's safe to catalogue the contents for an upcoming auction. But during their exploration, the heroes find more than dusty old books and antiques!	
Chapter 3: Dragonslayers	32
When the estate auction is interrupted by a dragon's demand for an impossible ransom, Belhaim's newest heroes are given their most dangerous quest yet—slay the dragon to save the town! Can the weapons of an ancient dragonslayer help them, or is this a suicide mission?	
Appendix 1: Belhaim	58
Appendix 2: New Monsters	62

REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>GameMastery Guide</i>	GMG
<i>Bestiary</i>	B1	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM
<i>Bestiary 3</i>	B3		



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THE DRAGON'S DEMAND

ADVANCEMENT TRACK

"The Dragon's Demand" is designed for four characters and uses the medium XP track.

- 1 The PCs begin the adventure at 1st level.
- 2 The PCs should be 2nd level by the time they enter the Blood Vow tribe's lair.
- 3 The PCs should be 3rd level as they begin Chapter 2.
- 4 The PCs should be 4th level before going to Hunclay's cave.
- 5 The PCs should reach 5th level at some point when they are within the Crypt of Tula.
- 6 The PCs should reach 6th level before exploring the upper floors or cellar of the monastery.
- 7 PCs who complete every encounter and quest they can before defeating Aeteperax and saving Rima might just reach 7th level before confronting the dragon in his lair.

ADVENTURE SUMMARY

In *The Dragon's Demand*, the PCs are hired by the Baroness of Belhaim to investigate the collapse of a tower at the edge of town, and soon learn of a possible conspiracy between a tribe of kobolds and the town's eccentric wizard. Investigation of the kobold lair confirms the connection, but also suggests the kobolds' true master is a being far greater than the wizard. When the wizard's manor is put up for sale, the kobolds' master, a dragon named Aeteperax, interrupts the estate auction. He demands an outrageous ransom in addition to several rare and expensive books from the wizard's estate, giving the town a short deadline for delivering his demands. The PCs must travel to an abandoned monastery and slay the dragon before the beast razes Belhaim to the ground!

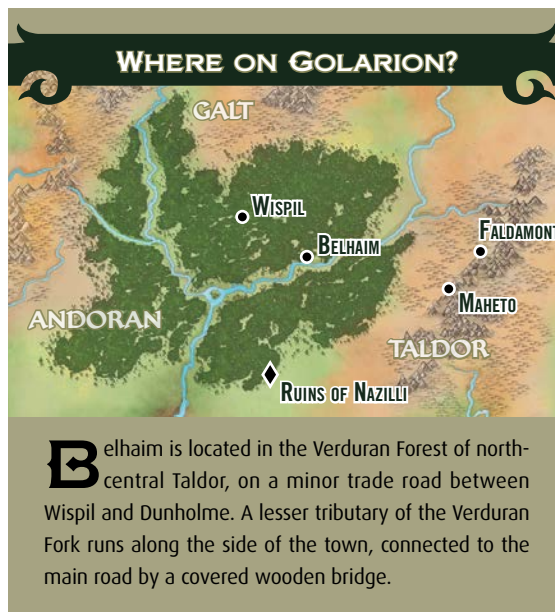


DRAGON'S DEMAND QUESTS

As “The Dragon’s Demand” proceeds, the PCs will uncover numerous quests that can earn them additional rewards in the form of experience points, treasure, or reputation. Details on these quests appear in the text, and are summarized below for ease of reference. You can use the Quest Cards from a deck of *Pathfinder Cards: The Dragon’s Demand Campaign Cards* to give your players a fun way to keep track of which quests they’ve received.

Quests marked with an asterisk (*) are bonus quests not directly tied into the adventure’s story; they can help the PCs gain more XP to face the challenges ahead. Inform the PCs of those quests at the points indicated—no NPC assigns these quests to them, but they should still be goals of which the players are aware. Many of these quests can be acquired by pursuing rumors spreading around Belhaim (see page 60).

1. **The Collapsed Tower:** *Acquired:* Adventure’s start. *Quest:* Investigate the cause of the Witch Tower’s collapse. *Reward:* 1,200 XP, plus 500 gp awarded by the baroness.
2. **Finding Hunclay:** *Acquired:* Adventure’s start. *Quest:* Find out whether Balthus Hunclay had anything to do with the Witch Tower’s collapse. *Reward:* 800 XP.
3. **Making Friends or Enemies*:** *Acquired:* Adventure’s start. *Quest:* Make at least one of the families of Belhaim helpful or hostile toward the party. *Reward:* 400 XP.
4. **Hero or Villain*:** *Acquired:* Adventure’s start. *Quest:* Make everyone in one of Belhaim’s factions either friendly or better, or unfriendly or worse, toward the PCs. *Reward:* 1,600 XP.
5. **Best Friend or Worst Nightmare*:** *Acquired:* Adventure’s start. *Quest:* Make everyone in Belhaim either friendly or better, or unfriendly or worse. *Reward:* 3,200 XP.
6. **Belhaim Historian*:** *Acquired:* Adventure’s start. *Quest:* Learn a great deal of Belhaim’s history. *Reward:* 800 XP.
7. **Finding the Kells*:** *Acquired:* Rumor or areas F4 or G8. *Quest:* Learn what became of the Kells. *Reward:* 2,400 XP.
8. **Kobolds’ Prisoners:** *Acquired:* Rumor or area B4. *Quest:* Rescue the locals the kobolds are holding prisoner. *Reward:* 1,200 XP, plus 200 gp from Isadorer Malak at Malak Farm, and Malak Farm becomes helpful.
9. **Wolf Hunting:** *Acquired:* Rumor or area D1. *Quest:* Kill the wolf that’s been raiding Abrassus Ranch. *Reward:* 1,600 XP, 800 gp, Abrassus Ranch becomes helpful.
10. **The Blood Vow Kobolds:** *Acquired:* After The Collapsed Tower. *Quest:* Drive off or defeat the kobolds of the Blood Vow tribe. *Reward:* 1,200 XP, 1,200 gp.
11. **Helping Nighttail:** *Acquired:* Area B7. *Quest:* Help Nighttail take control of the Blood Vow tribe. *Reward:* 800 XP and Nighttail’s promise to leave Belhaim alone.
12. **Exploring the Estate:** *Acquired:* Start of Chapter 2. *Quest:* Fully explore Hunclay’s estate and ensure that it is safe for the baroness’s clerks. *Reward:* 1,600 XP and 5,000 gp.
13. **Rescuing Maffei:** *Acquired:* Area C17. *Quest:* Rescue the shae prisoner. *Reward:* 2,400 XP, plus Maffei’s aid.



Belhaim is located in the Verduran Forest of north-central Taldor, on a minor trade road between Wispil and Dunholme. A lesser tributary of the Verduran Fork runs along the side of the town, connected to the main road by a covered wooden bridge.

14. **Restoring Maffei*:** *Acquired:* Area C17. *Quest:* Restore Maffei’s negative levels. *Reward:* 2,400 XP.
15. **Exploring Hunclay’s Cave:** *Acquired:* Hunclay’s Manor. *Quest:* Find the location of Hunclay’s hidden cave and explore it. *Reward:* 2,400 XP.
16. **The Monastery Mystery*:** *Acquired:* After the auction in Chapter 3. *Quest:* Learn what happened to the monks who once dwelled in the monastery. *Reward:* 2,400 XP.
17. **Exploring the Crypt of Tula:** *Acquired:* After the meeting at Devy Manor in Chapter 3. *Quest:* Explore Tula’s crypt and recover the powerful dragonslaying weapons that lie within. *Reward:* 2,400 XP.
18. **Sanctifying the Crypt of Tula:** *Acquired:* Area E10 or E12. *Quest:* Put the restless spirit of Tula’s husband Arturic to rest. *Reward:* 4,800 XP and permission from Tula’s spirit to take from her crypt.
19. **Learning a Name:** *Acquired:* Area F4. *Quest:* Learn the dragon Aeteperax’s original name. *Reward:* 2,400 and disrupting Aeteperax’s tactics.
20. **Defeating the Four Lieutenants:** *Acquired:* Area F4. *Quest:* Ensure via combat or diplomacy that Azmur, Goladryth, Thaena, and Pentosh no longer support the dragon Aeteperax. *Reward:* 3,200 XP and immunity to Aeteperax’s frightful presence.
21. **The Aspirant’s Path:** *Acquired:* Area F29. *Quest:* Defeat the challenges in areas F30, F32, and F34. *Reward:* 1,600 XP.
22. **Closing the Dark Window:** *Acquired:* Area F4. *Quest:* Close or destroy the Dark Window. *Reward:* 4,800 XP and undermine Aeteperax’s lair defenses.
23. **Rescuing Rima:** *Acquired:* Area F4 or G8. *Quest:* Save Rima from Aeteperax. *Reward:* 1,600 XP.
24. **Dragonslayers!:** *Acquired:* After the meeting at Devy Manor in Chapter 3. *Quest:* Slay the dragon Aeteperax! *Reward:* 12,800 XP.

INTRODUCTION
CHAPTER 1: WELCOME TO BELHAIM
CHAPTER 2: THE WIZARD’S ESTATE
CHAPTER 3: DRAGONSLAYERS
APPENDIX 1: BELHAIM
APPENDIX 2: NEW MONSTERS





CHAPTER 1

WELCOME TO BELHAIM

Seven years ago, the wizard-astronomer Balthus Hunclay left his native country of Rahadoum and traveled to Taldor. He soon purchased some land on a hilltop just outside the small town of Belhaim, adjacent to an ancient structure that locals call the Witch Tower. There he built a manor home crowned with an observatory. To ensure an unobstructed view of the night skies, he clear-cut every tree on his property, but found that Witch Tower remained an impediment to his stargazing. Belhaim's previous baron had perished in an ill-considered attempt to explore the tower 2 years before Hunclay's arrival, and his grieving widow, Baroness Origena Devy, refused the astronomer's offers to buy (and then demolish) the tower. Hunclay was livid, and began to plot alternate methods of razing the "eyesore."

Hunclay's choice of domicile was no accident. For years, he had been studying the great black spaces between the stars—the Dark Tapestry. To further his studies, he consulted forbidden tomes and corresponded with dozens of other arcanists over the years he lived in Rahadoum. One of these correspondents was known to Hunclay only as "Mr. Barlau." Hunclay believed Barlau, by far his most informed contact on this obscure subject, was a traveling wizard who lived in Taldor. He hungered for more of the man's hoard of esoteric knowledge, though Barlau repeatedly attempted to buy several of his rare tomes, always escalating his demands till they became unwelcome.

When the scandalous topic Hunclay was researching became public knowledge in his homeland, he was forced to flee, and decided to make Taldor his new home for three



reasons: it was quite far from his old home, he had a distant cousin with whom he could stay for a few weeks while he found his footing, and it was close to where Barlau lived. Hunclay used a *sending* spell to inform Barlau of events and inquire as to potential residences convenient to Barlau's home, so they might meet and speak more often in person. Barlau, ever cagey about his actual address, said only that Belhaim would be acceptable. Hunclay finalized his move to this small town within the week.

Barlau continued to put off a meeting in person until a few months ago, when Hunclay received an unexpected invitation to meet him at an old monastery on the far side of Dragonfen. Hunclay eagerly accepted, but was stunned at the true nature of his correspondent—"Barlau" was, in fact, a young adult green dragon named Aeteperax.

Hunclay recovered from the shock quickly, as Aeteperax once again pressured the wizard to sell him those rare books. Too cowed to refuse the dragon in person, Hunclay agreed—but only if the dragon did him a favor first: arrange for an "accidental collapse" of the Witch Tower blocking his view of the eastern sky.

To Hunclay's delight, Aeteperax agreed. The dragon promised that a group of kobolds he'd recently tricked into worshiping him would help undermine the tower. Once the tower was removed, Hunclay would finally give Aeteperax the books he desired. Unfortunately for Hunclay, this agreement is the final stage dressing for a complex plot engineered by the dragon to bring about the wizard's "accidental" death so that the dragon can send his kobolds into the manor and loot it of *all* its secrets, not just a few valuable books. Now Hunclay is about to learn the truth the hard way.

GETTING STARTED

A large part of the adventure is getting to know the people of Belhaim and exploring its hinterlands, so it's best if the PCs are not natives of the town. This adventure assumes they've only recently arrived—if your players don't have any particular preference for how things begin, a man named Silas Gribb offers them a job as caravan guards. Upon the caravan's arrival in Belhaim, Gribb is arrested on a warrant for smuggling, and Belhaim's sheriff and his most skilled deputies head out within the hour to escort him and his confiscated caravan south to Cassomir. The PCs can easily convince the authorities of their ignorance about Silas' criminal activities, but are left stranded in Belhaim, as Silas is obviously unable to pay them for the caravan job.

Talia Orem, the young proprietor of the Wise Piper Inn, takes pity on the PCs and offers free room and board for a few days—long enough for the now aimless party to at least figure out what to do next.

As the adventure begins, start with the PCs in the Wise Piper's common room as evening falls. Silas has been arrested earlier in the day. The PCs are seated at a long

AN ATYPICAL DRAGON

In many ways, Aeteperax is not a typical dragon. At the callow age of 96, Aeteperax is not yet a full-grown adult, yet his intellectual interests far exceed those of many older dragons. His latest obsession is the Dark Tapestry, and when his research hinted that an old monastery near the town of Belhaim might hold intriguing secrets and lore on this subject, he left his previous lair for a new one in Dragonfen (see the Belhaim Environs map on the inside front cover).

Aeteperax is cautious, and prefers not to face Hunclay in battle—as he knows Hunclay is a relatively powerful wizard—but he's grown impatient to have Hunclay's rare books on the Dark Tapestry. So the dragon has engineered a complex plan to do the wizard in, safely and from afar, so his kobold minions can loot the manor at their leisure.

Yet as this adventure progresses, the dragon's plans hit snag after snag. When his patience finally snaps, all of Belhaim will be made aware of the dragon's demands.

table, enjoying a free meal of fresh bread with cheese and honey, washed down by watery mead—give the players a chance to introduce their characters to each other before proceeding with the next scene.

KOBOLDS IN THE WITCH TOWER!

At some point during the meal, the walls of the inn rattle as though shaken by thunder. With a successful DC 15 Perception check, a character recognizes that the sound was more akin to that of a massive landslide. Anyone who steps out of the inn immediately notices a huge plume of dust rising to the northeast. It isn't long before someone bursts into the tavern out of breath, with the news—the Witch Tower has fallen!

This news sends everyone in the tavern heading out to gawk at the dust plume rising from the place where the tower once stood. If the PCs don't immediately set out to investigate on their own, they'll soon hear rumors that dozens of dead kobolds were found in the ruins. The claim is something of an exaggeration. In fact, only two scaly corpses were spotted in the black stone rubble of the collapsed building, but that's two more dead kobolds than anyone in town expected to see. Kobold sightings have been few and far between in the area around Belhaim.

At the site of the collapsed tower, two locals putter about aimlessly. One wanders about scratching her head, and the other stands with hands on his hips, chewing on a stalk of grass. These two are Letha Mulle and Varyl Hodd, the least experienced of Sheriff Benhovy's crew. With their boss out of town, they're clearly out of their

THE TRUTH BEHIND THE COLLAPSE

A eteperax's kobold minions recently completed a tunnel from a quarry at the edge of town to the basement below the Witch Tower, engineered to trigger a collapse when a single key support beam was removed. When the collapse was ready, the dragon ordered the kobolds to double-cross Hunclay. They contacted Hunclay by sneaking from the tower to his home, knocking on his door, and leaving a message for him: "We have a problem! Meet us in the Witch Tower's basement!"

Hunclay arrived (taking a direct tunnel that is now destroyed), only to be betrayed as the kobolds collapsed the tower down onto him. The collapse caught several kobolds as well—they had underestimated its magnitude—but the trap worked. Or rather, it worked to a point: When the kobolds tried to get into Hunclay's house, one of them was burned to death by a trap on the door. Now too frightened to loot the manor, the kobolds have suddenly realized that they've attracted the whole town's attention, and are starting to panic.

element. Someone from the crowd suggests checking to see whether the wizard Hunclay knows anything about what happened, given that his manor shares the hill with the tower. The deputies argue for several minutes, over who'll knock on the wizard's door. If no one else steps up, undertaker Calladastina Honas grumbles in exasperation that she will. Whoever goes toward the door finds a third kobold corpse, this one terribly charred, lying upon the wizard's doorstep.

Deputy Hodd bangs on Hunclay's door, but no one answers. Mulle reaches for the door handle, but Hodd grabs her wrist, warning her that whatever magic did in that kobold might still be active on the wizard's door—they'd best leave it alone for the moment. The locals try to keep the PCs from investigating the manor as well, but if the PCs persist, see the description of Hunclay's Manor in Chapter 2 for what awaits inside. The curious fact that Hunclay doesn't make an appearance in the crowd despite the tower's collapse quickly causes several locals to wonder if perhaps the eccentric wizard had something to do with the calamity.

The town's baroness, Lady Origena Devy, arrives soon thereafter with her son Arnholde to take charge of the situation. After listening to reports from those gathered at the site, she looks briefly at the obviously overmatched deputies and then scans the crowd, desperate for someone with sense to assist her. Her eyes fall on the PCs for the first time, and she asks who they are. Once the PCs introduce themselves, the baroness says the following.

"Today's your lucky day. Mulle and Hodd here can't handle this without the Sheriff to hold their hands, and I want to know what happened here. You seem to be a capable bunch. If you go in there and look through the rubble—find out what happened and why there are kobolds in my town—I'll pay the lot of you 500 gold pieces. While you're looking around in the ruins, keep an eye out for any signs of our local eccentric, Hunclay. It seems somewhat suspicious to me that he's not answering his door. Let me know what you find."

A successful DC 15 Sense Motive check reveals a strain in the baroness's tone. If the PCs comment on it, she sighs, then tersely says her fool husband lost his life poking around in the damn tower and she had come to think of the tower as his memorial. She's not too surprised the old ruin finally fell—Hunclay has long pestered her for permission to knock the tower down, and his absence in the crowd is quite suspicious.

THE COLLAPSED TOWER

A small crowd has gathered around the rubble of the collapsed tower. Only fragments of the first and second floors still stand. Black stone and broken wooden debris lie scattered down the hill's southeastern slope, and a rocky ramp of sorts leads up to the tower's second floor.

Entering the ruined building is actually more difficult than it first appears. Though the tower's ancient iron front door remains in place, all the rubble blocking it from the other side prevents anyone from using it to enter the tower.

A1. Unstable Rubble (CR 1)

An enormous heap of cracked stone and splintered wood from the tower lies in a low mound here, tumbled partially down the hill to the southeast. The mound of rubble forms a natural ramp that leads up to the now-exposed second floor of the tower above.

A successful DC 15 Knowledge (engineering) check made while investigating the rubble reveals two things. First of all, the bulk of the tower seems to have crumbled into a sinkhole (although from this vantage point it's impossible to tell how much of the basement survived). Second, the rubble is unstable, and could shift if not traversed carefully.

Hazard: The rubble ramp provides an easy way to reach area **A2**, but climbing it requires a successful DC 8 Climb check. Anyone failing this roll by 5 or more tumbles down the slope and takes 1d6 points of damage from being hit by shifting debris. Climbing the tower's still-standing walls to reach area **A2** is harder (DC 15), but doesn't risk dislodging the rubble.

Story Award: Successfully reaching the second floor earns the party 400 XP.



INTRODUCTION
CHAPTER 1: WELCOME TO BELHAIM
CHAPTER 2: THE WIZARD'S ESTATE
CHAPTER 3: DRAGONSLAYERS
APPENDIX 1: BELHAIM
APPENDIX 2: NEW MONSTERS

A2. Second Floor

Open to the sky above, this exposed upper floor contains only some smashed furniture and a sprinkling of rubble. A trap door is set in the floor against the northwest wall, but a stout timber has fallen across it.

The wooden beam that lies across the trap door weighs 100 pounds—a character of average strength can lift it. The trap door leads down to area **A3**.

A3. More Corpses

The tower's large ground floor has mostly collapsed under the rubble, but along the western portion of the room a section remains clear of debris. An iron trap door set in the floor is directly below a companion door in the ceiling above. Shattered wooden furniture lies scattered around the corpses of two small, green-scaled creatures.

The only source of light in here is what sifts in through the open trap door above. The dungeon levels below this room are completely lightless unless otherwise indicated. The bodies belonged to two of the kobolds who were supposed to loot the manor once the tower collapsed.

The trap door leads down to area **A4**.

A4. Barracks (CR 1)

The walls of this chamber have buckled precariously in several places, and masonry and dirt are scattered across the floor—the collapse above plainly caused this structural damage. The dry-rotted frames of five simple beds lie against the north and south walls. To the southwest, the room broadens into a larger chamber. A rusted, grinning iron statue stands in an alcove in the north wall between the two wings of the room itself, and in the wall to the south is an old iron door.

Although the walls here seem unstable, they are in no danger of collapsing unless the PCs start to pry and dig at the remaining supports. The iron statue in the northern niche is in fact a closed iron maiden—the rust stains on the front are actually ancient bloodstains.

Creatures: The western wing of the barracks serves as the den of a pair of giant centipedes. Some time ago, they wriggled down into the room through cracks in the wall, and have since grown large enough by feeding on the rats and smaller vermin in the dungeon that they can't get back out. There's little food down here for creatures of their size, so the ravenous centipedes scurry out to attack anyone they notice in the room.

GIANT CENTIPEDES (2) CR 1/2
XP 200 each
hp 5 each (*Pathfinder RPG Bestiary 43*)

Treasure: Opening the iron maiden causes the last victim's bones to tumble out—this was once the dungeon's jailer, who was stuffed inside by prisoners who were liberated when the Taldan army overthrew the tower's former owners, the Canteclures. With a successful DC 12 Perception check made while searching the tumbled bones, a character uncovers a rusty metal key that can open the southern door and the cell doors in areas **A5** and **A6**. A search of the rubble in the western wing uncovers several rusted weapons and ruined fragments of armor, but with a successful DC 15 Perception check, the PCs find a pair of mithral daggers with a strange series of notches carved into the flat of each blade, stored in a tightly latched iron case. The daggers work fine as weapons, but characters might deduce that they also work as keys. They're required to unlock the treasury in area **A12**.

A5. Cellblock

Numerous jail cells line these long-abandoned corridors. Each of their solid iron doors hangs ajar, and includes both a peephole at eye level, covered with a piece of sliding metal, and a smaller slot for food and water at floor level.

The cells themselves hold little of interest. The secret doors leading into the secret cellblock to the south were once much better disguised, but decay has left them poorly hidden—a PC can spot them with a successful DC 15 Perception check. A curious semicircular stone ridge runs along the ceiling of the hallway as indicated by the dotted line. The ridge is about 6 inches across and sounds hollow if tapped. Breaking through the inch-thick stone (hardness 8, hp 15) reveals a tubelike hollow running along the roof, with a long iron chain threaded through it. This is part of the mechanism in area **A7** to raise the ledge in area **A9**.

The prisoners occupying the cells on the north end of area **A5** were liberated after the keep's final owners, the Canteclures, were overthrown, but this secret wing of the dungeons wasn't discovered. The unfortunate prisoners kept within died of starvation.

A6. Haunted Chamber (CR 1)

Once an interrogation chamber, this empty room has become haunted by the spiritual residue of the prisoners who starved to death in the surrounding cells. As the PCs approach, a pale face appears at the door's window, and filthy hands grip the bars. The desperate face immediately calls out to the PCs.

"Oh, gods, kind faces! Aroden bless you, noble souls! I ain't seen the jailers in ages, I think they forgot about us! We ain't eaten in days and the water's all but gone—my cousins're both sick. I swear we'd give back the boar if we could, but we ate it, starvin' as we was. We didn't even know it was the



baron's lands, didn't know we was poachin'! I beg you, we're all gonna die in here! Kindness, noble souls, we've suffered awful! Good Baron Sarvo wills it!"

The secret door in the north wall of this room can be located with a successful DC 18 Perception check.

Haunt: Though this pathetic face in the door looks terrible, he also seems very much alive. However, he is little more than a very realistic, persistent haunt. Avoiding the ill effects of this haunt involves a simple act of kindness—an offering of food or water to the “prisoner.” If the party attempts to engage the spirit in conversation, it listens wide-eyed but ignores the query, repeating, “Water! Food! Good Baron Sarvo wills it!” A successful DC 16 Knowledge (history) check reveals Baron Sarvo was a Belhaim lord who rebelled against the crown in 4500 AR, and was the last Canteclure to rule the town. (This phrase will come in handy in area A10.) If he's given food or water, the man thanks the PCs gratefully and then moves out of sight into the room, apparently to drink or eat. If the door is then opened, no sign of the prisoner remains, and the food or water given sits innocently on the floor in the middle of the room.

Opening the door before this, or ignoring the prisoner entirely, triggers the dangerous effects of the haunt.

DESPERATE PRISONER

CR 1

XP 400

CE haunt (5-ft. radius around door between areas A5 and A6)
Caster Level 3rd

Notice Perception DC 20 (to note the faint transparency of the flesh of the prisoner at the window)

hp 4; **Trigger** special (opening the door or walking by the haunt without offering food or water); **Weakness** Offering food or water causes the haunt to dissipate but doesn't destroy it); **Reset** 1 day

Effect If the prisoner is ignored or the door is opened, he shrieks as if dying, then screams out “So... hungry!” The prisoner vanishes, and for a moment all creatures within 5 feet of the door suddenly have the conviction that they are locked in a prison cell and are about to starve to death. Though the vision is fleeting, all who witness it take 2d6 points of nonlethal damage from starvation pangs.

Destruction The bones of all the prisoners in the surrounding cells must be given proper burials.

A7. Ledge Controls (CR 1)

In the room at the end of this narrow corridor is a strange metallic contraption of gears and chains. A large lever extends out at a forty-five-degree angle from the front of it.



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

This elaborate machine controls the extension of a walkway ledge at area **A9**, allowing the PCs to safely cross the acid pit there. Pulling the lever causes the machine's gears to spin, and a long chain running from this room to area **A9** to start winding up onto a large spool to the side of the machine. This raises the ledge at **A9**, and is also loud enough to alert the denizens of the dungeon that something is going on.

Creature: Before the PCs can examine the lever, they must contend with the machine's guardian. Hovering above it is a small, roiling cloud of energy that periodically sends out sparks of electricity into the air or along the chains. This is a Small lightning elemental that lashes out if anyone lays a hand on the device. As long as intruders don't touch the elemental or machine, however, the creature doesn't respond to attempts at communication and gives no hint of sentience. It doesn't leave its post under any circumstances, and fights to the death if necessary.

SMALL LIGHTNING ELEMENTAL CR 1
XP 400

hp 11 (*Pathfinder RPG Bestiary 2* 116)

A8. Persuasion Chamber (CR 2)

The door to this chamber is stuck, and a successful DC 16 Strength check is needed to force it open.

There can be little doubt what purpose this chamber once served. The dank room stores an ancient rack, a fanciful brazen bull, an iron maiden, a cauldron, iron chairs with sharp edges and cruel protuberances, and a wooden table upon which sit various implements of torture. A bronze plaque affixed to the western wall depicts a crowing rooster above crossed spears. Underneath the spear, a short phrase is inscribed.

The phrase emblazoned on the plaque is written in Common, and reads, "Confession Cleanses the Soul—Pain Clarifies the Mind."

Creature: This torture chamber was employed to extract confessions back when the Canteclure clan ruled Belhaim, and its last overseer's bones sit in the iron chair immediately north of the door. Her familiar, an imp named Harzogopas, has been bound and bored in this chamber for all these years, and is quite happy for the party's company. As soon as it hears someone in the dungeon or about to open the door to this room, it perches atop the rooster plaque and turns invisible. When the PCs enter, it employs its *suggestion* ability on the first PC it sees, suggesting, "You look weary. Rest in one of the chairs provided here." If the target fails her save, she does



HARZOGOPAS

so—and any creature that sits in one of the cruel iron chairs takes 1d4 points of damage.

Whether or not its *suggestion* is successful, Harzogopas becomes visible. Of late, it's been spending his time in the shape of a raven, and takes that form when he becomes visible and speaks to the party in a shrill voice.

"Greetings, fine citizens of our glorious empire! So good to have visitors, though I fear I have no refreshments to offer. I assume you are here for the treasure. Well, I'd be happy to assist, provided that you give me what I require! It has been so long since I was able to ply my trade. I require only that each of you shed your life's blood in this room—simply take a seat in one of my lovely chairs."

If every member of the party complies with his request (counting the victim of *suggestion*, if she failed her save), taking 1d4 damage from one of the torture chairs, the imp cackles in delight before it reveals the location of the secret door to the northeast. Otherwise, locating the door requires a successful DC 20 Perception check. As the PCs approach the door, the

imp forlornly reveals that it's locked with an ingenious device, and the key is amid the clutter on the table.

In fact, there is no such key, nor is the secret door even locked. As soon as the PCs try to look for the key or make for the secret door, Harzogopas uses the distraction to turn invisible again, then assume its true form before it attacks, hoping to knock the PCs unconscious and then drag them into the larger torture devices. If attacked with a silver weapon (such as one of the mithral daggers from area **A4**), the imp shrieks in pain and begs for its life. It does the same if reduced to fewer than 4 hit points. The imp can tell the PCs about the tower's history, but all it has to bargain with is the fact that "Good Baron Sarvo wills it" was once used as a pass phrase for a chamber deeper in the dungeon. If this isn't enough to earn its life, Harzogopas fights to the death.

HARZOGOPAS CR 2
XP 600

Imp (*Pathfinder RPG Bestiary 78*)

hp 16

Treasure: The bronze plaque displays the Canteclure family crest and motto. It's an unwieldy item, about 2-1/2 feet in diameter and weighing 50 pounds, but is worth 100 gp as a historical curiosity to anyone interested in Belhaim's history, such as future baron Arnholde Devy. The plaque also has a practical use in area **A11**.

A9. Sludge Trough (CR 1)

The floor drops away here as the corridor turns east, though a seven-inch-wide ledge continues along the south wall. The walls are very smooth, offering few handholds. The remainder of the passageway is filled with a five-foot-deep trough filled with foul-smelling, thick green sludge.

Walking along the narrow ledge requires a successful DC 10 Acrobatics check to avoid slipping down. Climbing along the smooth walls is much more difficult (Climb DC 25). If the lever in area A7 has been triggered, the additional section of walkway rises up from the sludge—this section of ledge is slightly slippery, and as a result a successful DC 7 Acrobatics check is needed to traverse this portion of the ledge.

Experienced players may worry that the green sludge is actually green slime—it's not, but nor is the substance safe to deal with. Once an extremely potent acid, it has congealed and weakened over many years. Anyone falling into the pit sustains no damage from the fall, but takes 1 point of acid damage from the caustic sludge. The sludge is 2 feet deep, and is difficult terrain; someone slogging through it takes an additional 1 point of acid damage at the start of any turn she begins in it.

Story Award: The first time the PCs manage to navigate this hallway, they earn 400 XP.

A10. Who Goes There? (CR 2)

A small, barred window pierces the iron door at the end of this hall, revealing a plain, ten-foot-square room with a windowless iron door on the opposite wall beyond.

Both doors in this room are locked, but the locks are in terrible shape—both can be opened with unlocked with one of the keys found in area A4 or a successful DC 15 Disable Device check. As soon as the PCs enter the room beyond, a permanent *magic mouth* spell (CL 11th) fills the room with the following message in a booming voice: “Please close the door before proceeding with the pass phrase.”

Trap: If the western door is closed and someone speaks the pass phrase, “Good Baron Sarvo wills it,” the eastern door unlocks and swings open. If these conditions aren't met within 2 rounds of the first person entering the room, the entire floor between the doors opens into a deep pit.

COVERED PIT TRAP CR 2
XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic (6 rounds)

Effect 10-ft.-deep pit (1d6 falling damage); Reflex DC 20 avoids

A11. Clockwork Guardian (CR 2)

A single iron lever protrudes from the wall next to the door in this otherwise empty chamber's west wall. To the east, a ten-foot-wide hallway curves to the north.

Activating the iron lever causes the trap door in area A10 to open or close.

Creature: A four-armed metal construct blocks access to the eastern corridor. This clockwork servant stands on three jointed legs. A large, metallic key floats in the air next to the clockwork, held in the air by a permanent *unseen servant* (CL 11th) whose only task is to wind the clockwork servant every 2 days. A moment after the PCs enter the room, the construct whirs to life and speaks a pre-programmed phrase to them in a tinny voice: “Please present the crest for passage.”

If anyone presents the Canteclure family crest (either the one found in area A8, or a sketch, rubbing, or other representation of it) within 1 round, the construct steps aside to allow passage into the hallway beyond. Otherwise, it assumes a defensive posture and attacks anyone who moves into the hallway, fighting to the death.

CLOCKWORK SERVANT CR 2
XP 600
hp 31 (*Pathfinder RPG Bestiary* 3 56)

A12. Canteclure Treasury (CR 1)

The heavy iron door (hardness 10, hp 60) to this chamber is locked (Disable Device DC 25). One of the keys from area A5 can open it.

An area along the south wall is enclosed in a cage of thick iron bars that extend from floor to ceiling. Within the enclosure sit seven black iron chests. To the north, the stone wall has collapsed, revealing a rough-hewn tunnel.

Creature: A successful DC 12 Knowledge (engineering) check reveals the large hole was created recently. It was made by the kobolds as they idly dug deeper to pass the time while waiting to hear the order to collapse the tower. When they broke through into this room, they were immediately set upon by the chamber's resident: a ghoul that was once a Canteclure treasury guard.

When the PCs enter, the ghoul is lurking in the mouth of the tunnel to the north, awaiting a chance to leap upon more kobolds, but it swiftly turns its attention to the PCs once it notices them. The ghoul has been injured already by the kobolds' trap in area A13, but remains relatively dangerous to a 1st-level party.

INJURED GHOUL CR 1
XP 400
hp 9 (normally 13 hp; *Pathfinder RPG Bestiary* 146)



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Treasure: A successful DC 12 Perception check reveals two slots in the floor, one just east of the treasury cage and one just west. Each of these slots fits one of the mithral daggers found in area A4—if both are inserted and turned simultaneously, the bars surrounding the treasury cage lower into the ground. Removing either dagger from the slot causes the bars to rise back up into place. Without the dagger keys, the cage is difficult to open, requiring two simultaneous, successful DC 30 Disable Device checks.

Once the treasury cage is opened, each of the seven chests within can be looted once its lock is picked (Disable Device DC 20). The keys are long lost. The chests contain the following treasure: 18,500 cp, 4,000 sp, 115 gp, 14 pp, and a teak case containing 30 gems. The gems and case are worth a grand total of 800 gp.

Story Award: Successfully looting the treasury earns the PCs 800 XP.

A13. Trapped Barricade (CR 2)

A pair of low barricades made of timbers and rocks partially block the passageway, which opens into a larger cave beyond.

After accidentally encountering the ghoul in area A12, the kobolds rigged a pair of trapped barricades here. Anyone attempting to climb over the barricades (which requires a successful DC 5 Climb check) triggers the trap, causing several broken-off stalactites to swing down like pendulums to strike foes.

TRAPPED BARRICADE	CR 2
XP 600	
Type mechanical; Perception DC 20; Disable Device DC 25	
EFFECTS	
Trigger location; Reset manual	
Effect Atk +6 melee (1d8+2)	

A14. Scene of the Crime

This large cave appears to have been recently scratched from the hard-packed earth, and its ceiling is only five feet high. Several tons of debris fill the western portion of the cave. What appears to be the body of a man lies half buried under the rubble near the north end of the cave.

This is where the kobolds worked to collapse the Witch Tower. A character who makes a successful DC 15 Knowledge (engineering) check while examining the entire collapse area recognizes that the collapse was engineered.

The dead body near the north end of the collapse is the late Balthus Hunclay, a white-haired, balding human clad in now-tattered finery, crushed by fallen stone and earth. The only item of note on his person is a key ring that contains the key to his front door and a brass key which can be used to unlock the large chest in Hunclay's cave

(area D3, page 30). Nearby are two more kobold bodies, each grasping a spade.

Development: If the PCs make a fair amount of noise in here, the kobolds from area A16 come to investigate.

Story Award: The PCs earn 800 XP if they report Hunclay's death to the baroness and recover his house key.

A15. Descending Tunnel

A hole in the floor here drops down to a narrow, 4-foot-wide tunnel that winds 1,200 feet to the east, eventually emerging onto a ledge overlooking the flooded quarry.

A16. Kobold Ambush (CR 3)

A few small piles of furs laid out like nests are heaped near the walls of this small cave.

Creatures: Off-duty kobolds slept here while their companions toiled to build the large cave below the tower. Led by a ranger named Sesserak, two kobolds remain in the area. They're terribly nervous about the repercussions of the overly dramatic collapse. They intended only to kill Hunclay, not to collapse the entire tower. Now they've decided to hole up here until Sesserak devises a plan for explaining this to their chieftain. The PCs present a chance for the kobolds to improve their situation—if they can kill these adventurers and take their treasures back to the lair, maybe that will lessen their punishments!

SESSERAK	CR 2
XP 600	
Female kobold ranger 3	
LE Small humanoid (reptilian)	
Init +5; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)	
hp 24 (3d10+3)	
Fort +3, Ref +6, Will +2	
Weakness light sensitivity	
OFFENSE	
Speed 30 ft.	
Melee spear +4 (1d6/×3)	
Ranged mwk shortbow +8 (1d4/×3)	
Special Attacks favored enemy (humans +2)	
TACTICS	
During Combat Sesserak hangs back in combat, using her bow while the other two kobolds attack in melee. She resorts to melee attacks only if cornered.	
Morale If reduced below 10 hit points, Sesserak asks to parley. If the PCs agree, she reveals that the tunnel in area A15 leads to the quarry and the lair of her tribe. This betrayal shows she has no plans to return, now that she's failed twice. Sesserak says nothing about Aeteperax, nor does she reveal the exact location of the kobold lair. She claims that	

she was working for Hunclay to bring down the Witch Tower, but insists that an “accident” resulted in the wizard’s death.

STATISTICS

Str 10, **Dex** 17, **Con** 11, **Int** 10, **Wis** 12, **Cha** 8

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

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot

Skills Craft (traps) +8, Linguistics +1, Perception +11, Profession (miner) +8, Stealth +15, Survival +9, Swim +6

Languages Common, Draconic

SQ crafty, favored terrain (underground +2), track +1, wild empathy +2

Combat Gear *potions of cure moderate wounds* (3); **Other Gear** mwk studded leather, mwk shortbow with 20 arrows, spear, 5 gems worth 25 gp each, 10 pp

KOBOLDS (2)

CR 1/4

XP 100 each

hp 5 (*Pathfinder RPG Bestiary* 183)

REPORTING TO THE BARONESS

Upon hearing the PCs’ report of their findings, the baroness looks thoughtful—she pays the PCs the promised reward of 500 gp, then asks them if they’d like

to earn a fair bit more. She’s long been suspicious of a local kobold tribe living near the flooded quarry to the east, but the kobolds have never caused any problems, so the townsfolk left them alone. Those times have changed.

The baroness asks the PCs to drive the kobolds out of the region. Killing their chieftain is certainly one option, but she will leave it to the PCs to determine the exact method they use to uproot the tribe. If the PCs can drive the pests off, she’s prepared to offer the party a larger reward—a dozen amethysts worth 100 gp each.

If the PCs ask about Hunclay or his manor, the baroness turns grim. She’s sure Hunclay had something to do with the tower collapse and the kobolds, but for now she asks the PCs to stay away from his manor. Hunclay was an eccentric and misanthropic loner, and his manor is no doubt filled with traps and dangers!

The flooded quarry is located a quarter mile from Belhaim. The Old Quarry Road is no longer used, and has become quite overgrown—few from Belhaim have had any reason to head out there for some time. If the PCs follow the tunnel from area **A15**, they emerge onto a ledge that overlooks the lake and winds counterclockwise down to the far shore and area **B1** (see below).

THE BLOOD VOW LAIR

The Blood Vow kobold tribe is in flux. Aeteperax has grown increasingly bored with them, especially now that he’s managed to secure more powerful and deadly minions, the bat-like grioths (see page 62). The Blood Vow chieftain, Roaghaz, remains loyal to the dragon despite this recent lack of contact, but the rest of the tribe isn’t so certain. Many of the Blood Vow kobolds think that killing Hunclay was a bad idea, and fear that between his death and the tower’s collapse, the humans will be enraged.

The map of the Blood Vow lair is provided on the inside front cover. Unless otherwise noted, the chambers within the Blood Vow lair are unlit—the kobolds rely on their darkvision to see. The caves themselves are also sized for kobolds, with ceilings averaging 5 feet high. Medium creatures are inconvenienced by the low ceilings, and take a –2 penalty on all attack rolls in the Blood Vow lair.

B1. Lair Entrances (CR 2)

A fifty-foot-wide strip of shore stretches between the lake’s edge and the forty-foot-high quarry wall. It’s strewn with stony debris—the result of centuries of rockslides. Several larger boulders stand against the middle of the quarry wall.

Creatures: A group of six kobolds stands watch at the cave entrances—four of them at the northern entrance and two at the southern. The Blood Vow kobolds expect retaliation from the humans, and these six are ready to attack



SESSERAK



anyone who comes within 20 feet of the caves. Their fear and frustration make any attempts to negotiate or speak peacefully with them impossible. As soon as three of the kobolds are defeated, the remaining ones attempt to flee deeper into the lair to alert their kin.

KOBOLDS (6) **CR 1/4**

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

B2. Rat Attack (CR 2)

This foul-smelling cave has thick mounds of moldy straw on the floor.

Creatures: The tribe's stable of dire rats has been depleted recently because of the kobolds' successful breeding program—the cruel dire rats at area **B14** have killed off most of their original breeding stock and only these specimens remain. The rats generally stay here, burrowing and frolicking in the straw, but any non-kobolds they spot passing by the cave get them worked up, causing them to scurry out and attack. The rats fight to the death, and pursue foes relentlessly throughout the caves.

DIRE RATS (5) **CR 1/3**

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary* 232)

B3. Kobold Well

Wide steps have been carved into the rock in each tunnel that intersects with this large cave. A five-foot-wide circular pit is the chamber's only feature.

The pit is the tribe's main water source, a 15-foot-deep well filled with 10 feet of water. It gives the kobolds a water source without having to go outside.

B4. Slave Labor (CR 1)

A few torches wedged into niches in this cave's rocky walls burn fitfully. This area is obviously used for labor-intensive tasks such as making rope from vines, drying meat, and tanning hides, but the working conditions are squalid at best.

Creatures: A group of four kobolds keeps watch over this room at all times, because this is where they've been holding prisoners for several weeks. There are three humans imprisoned here in total, all abducted in the last few months, who have been forced to work here building various gifts for Aetepex. What neither the kobolds nor their pitiful slaves realize is that these gifts are merely tossed aside as garbage once they're delivered. The three humans are beyond hope, and shudder and cry in fear

once the PCs enter—the kobolds, on the other hand, immediately rise up to attack in order to prevent their slaves from being rescued.

KOBOLDS (4) **CR 1/4**

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

Development: The slaves are all shackled via chains and manacles driven into the rock with iron spikes—one of the kobolds carries the key. Of the three slaves, **Bophre Malak** (N human female commoner 1) has been here the longest. She's a farmhand from the Malak dairy in Belhaim who went out for a walk one day a few months ago, only to be captured by the kobolds. **Carlo** and **Sela Bellathi** (NG male and female human commoners 1) are a married couple, peddlers of religious charms. They were caught 2 months ago while travelling east on the Verduran Highway, just having plied their wares in Belhaim. Needless to say, all three welcome rescue. Though brutalized, they've been kept relatively healthy—the kobolds prefer productive slaves. They spend most of their time in this cave, and have never been beyond area **B5**. If the PCs return Bophre to Malak Farm, her grateful mother rewards them with 200 gp. Carlo and Sela lost all their belongings to the kobolds, and have nothing but their gratitude to offer the PCs for being saved.

B5. The High Ambush (CR 3)

Straw is strewn across the floor of this large cave. The ceiling vaults to a height of twelve feet. Three ledges, eight feet off the ground, look out over the main cavern. A five-foot-wide, twenty-foot-deep trench runs north to south through the western half of the cavern, with just one five-foot wide bridge of natural stone allowing passage from one side to the other.

Rope ladders are used to access the three alcoves in this cave, but the creatures lying in wait on the ledges have pulled them all up. Without the rope ladder, a successful DC 15 Climb check is needed to clamber up onto one of the ledges.

Creatures: Though the area might appear to be vacant, eight kobolds guard the high alcoves. The westernmost ledge hides two kobolds, and the other two each hide three. All the kobolds remain silent, hoping for the PCs to cross over the pit into the eastern part of the cave. When that happens, the kobolds open fire with their slings. The kobolds would prefer not to fight to the death, but their cunning ambush might leave them no avenue of escape.

KOBOLDS (8) **CR 1/4**

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

B6. Trapped Hallway (CR 2)

Trap: A small alcove to the south is strewn with small limestone boulders and debris. The part of the hallway north of it is a clever pit trap triggered when the first PC passes the mid-point—all standing atop the pit lid risk falling, taking further damage from the rubble that follows them into the 20-foot-deep hole. Walking on the rubble in the alcove, however, doesn't trigger the trap.

Pit Trap CR 2 XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 22

EFFECTS

Trigger touch; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; falling rubble Atk +10 melee (1d6 bludgeoning damage); multiple targets (all in the area marked on the map)

B7. An Unexpected Ally (CR 3)

A mound of what appears to be rotten vegetables, fruit, and excrement sits heaped in the middle of the room. A bulging leather sack rests atop the mound of garbage.

Creature: A single forlorn kobold sits in the middle alcove in the northern part of this cave, her arms, legs, and snout tightly bound with rope and her body lashed to iron spikes driven into the cave wall. This is Nighttail, known as “the Glib” for her silver tongue. She frequently made attempts to wrest leadership of the tribe from the sorcerer Roaghaz, and it was this kind of subversive talk that earned this treatment—the chieftain didn't take kindly to her latest attempt to stealthily take control of the tribe with her compelling words. She's been bound here on display so passing kobolds can throw the provided refuse at her, but once the chief grows tired the spectacle, her life is forfeit.

Thinking quickly, Nighttail recognizes the PCs' arrival as a chance for escape. She squirms and wriggles, hoping the PCs at least cut the ropes on her snout so she can talk. If the PCs do, she says, “Hey! You look like you're changing things 'round here! I've suffered enough at Chief Roaghaz's stupid whims. I'll help you!”

Nighttail was the sole survivor of a distant tribe of kobolds who were wiped out by a group of “heartless murdering gnomes” (as she refers to them, casting a sneer at any gnome PCs). She came upon the Blood Vow tribe a year ago, and they were kind enough to take her in. She's since come to realize the Blood Vows are “a bunch of spineless cowards who'll just do whatever their idiot chieftain Roaghaz says.” In fact, this is merely her frustration at being unable to outmaneuver Roaghaz for control of the tribe.

If the PCs ask about the tribe's involvement in the collapse of the Witch Tower or Hunclay's death, Nighttail reports that she expressed grave reservations about getting involved with the wizard (“Live and let live is my motto”),

and these chains were her reward. She avoids mentioning Aeteperax—she doesn't want to accidentally give out too much information or distract the PCs from helping her fight Roaghaz with talk of a dragon.

If the PCs agree to let her go, she promises to aid them in reaching Roaghaz and, if they can help her kill him, she promises she will take over the Blood Vow tribe and swears they'll never bother the humans again. Although Nighttail is a gifted liar, on this one matter she's telling the truth.

Before the PCs set off, she tells them that her friend Hak is being held in another chamber—one where a shortcut leads to the lower levels. She wants to rescue Hak before the group can move on, and promises the PCs that whatever treasure they pick up along the way is theirs to keep as payment for their aid. Hak is kept in area B8—Nighttail doesn't think to mention that Hak is her dinosaur animal companion.

NIGHTTAIL THE GLIB CR 3
XP 800

Female kobold ranger (beast master^{APG}) 4 (*Pathfinder RPG Bestiary* 183)

CN Small humanoid (reptilian)

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

DEFENSE

AC 15, touch 11, flat-footed 15 (+3 armor, +1 natural, +1 size)

hp 30 (4d10+4)

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

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +8 (1d6+1/x3)

Special Attacks combat style (two-handed weapon^{APG}), favored enemy (gnomes +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

During Combat Nighttail uses Power Attack on every strike, hoping to make up for her relatively low strength (doing so imparts a -2 penalty on her attacks but grants her a +6 bonus on damage with her spear).

Morale If reduced to fewer than 6 hp, Nighttail flees unless Hak is still in danger—she'll stay at Hak's side until death to protect or rescue him.

STATISTICS

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

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

Feats Endurance, Power Attack, Skill Focus (Bluff), Weapon Focus (spear)

Skills Bluff +9, Craft (traps) +9, Handle Animal +7, Perception +12, Ride +7, Stealth +11, Survival +10;

Racial Modifiers +2 Craft (traps), +2 Perception

Languages Common, Draconic

SQ crafty, favored terrain (underground +2), hunter's bond



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

(allosaurus^{B2}), track +2, wild empathy +6

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*, *wand of cure light wounds* (17 charges), *wand of entangle* (12 charges); **Other Gear** +1 leather armor, mwk spear, topaz worth 100 gp, 30 sp

Treasure: All of Nighttail's gear is bundled in the big leather sack atop the pile of refuse. The chieftain left it there, stacked on garbage just out of reach of the ranger, just to torment her.

Story Award: If the PCs release Nighttail and allow her to join them, award them XP as if they had defeated her in combat.

B8. Rescuing Hak (CR 2)

Two stout wooden gates have been erected in this tunnel—they are securely latched in a way that makes opening them a full-round action.

This large cave has a twelve-foot-high ceiling. Dozens of well-chewed deer bones lie scattered around the cave.

Creature: Before Roaghaz put Nighttail in chains, he first lured her animal companion, Hak, into this cave with a dead deer before locking the beast in. It's been waiting only a few days, and Roaghaz has kept Hak fed, so the dinosaur has been content, and hasn't worried too much about where its mistress might be.

If the PCs enter this cave without Nighttail, Hak, a baby allosaurus that Nighttail rescued as a hatchling from a traveling menagerie near Maheto, growls threateningly at the PCs. It otherwise ignores them

unless they move further into the cave, in which case it attacks.

If Nighttail accompanies the party, she insists on entering the cave first, stating that they'll frighten her friend if they're the first faces it sees. As long as Nighttail enters first and the PCs don't appear to be hurting her, the dinosaur accepts the PCs as friends. The kobold happily hops onto Hak's back and rides it around for the remainder her time with the PCs, following behind them and periodically warning of dangers ahead. She would prefer to hang back in combat and let her new "heroes" do the bulk of the fighting.

HAK

Allosaurus animal companion (*Pathfinder RPG Bestiary* 2 90)
N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

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

hp 12 (2d8+3)

Fort +3, **Ref** +6, **Will** +2

OFFENSE

Speed 40 ft.

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

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 16

Feats Toughness

Skills Acrobatics +7 (+11 when jumping), Perception +6

Story Award: If the PCs reunite Nighttail with Hak, award them 800 XP. If they instead simply fight and kill the young allosaurus, award them 600 XP.



NIGHTTAIL AND HAK

B9. Trapped Cavern (CR 2)

A thick layer of straw covers the floor of this cave. The cave's northern end hooks around a corner to the east, and is out of sight from the south.

A 5-foot-diameter hole in the northeastern corner of the cave leads down to area **B10**. A thick, knotted rope hangs down into the hole—a successful DC 5 Climb check is required for a character to clamber down 20 feet to the next level.

Trap: A trip line spans the point where the cave narrows and curves east. It's attached to a series of spring-loaded darts hidden just under the straw.

POISON DART TRAP CR 2

XP 600

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

EFFECTS

Trigger location; **Reset** manual

Effect 3 darts; Atk +10 (1d4+1 plus greenblood oil)

B10. Snacking Pools (CR 1/4)

Two shallow, murky pools sit in the north and south ends of this ovoid cavern. A hole with a knotted rope hanging from it provides access to area **B9** above. Each of the murky pools is 3 feet deep and filled with sickly tadpoles—the kobolds breed frogs down here for food. The tunnel leading to area **B11** is cluttered with rubble, and is difficult terrain.

Creature: A single kobold sits near the southern pool, lounging while he lazily watches out for intruders. As soon as a PC climbs down into the room, the kobold leaps up and runs around the corner toward area **B11**, shouting loudly in Draconic, “Ready the snappers!”

KOBOLD CR 1/4

XP 100

hp 5 (*Pathfinder RPG Bestiary* 183)

B11. The Snapper Pool (CR 3)

A large pool of dark water sits in the middle of this large but low-ceilinged cavern.

Creatures: Two kobolds flank the northern tunnel entrance, awaiting the alarm from the guard in **B10**. Both are armed with guisarmes, allowing them to make trip attacks against anyone who steps into the room. A character that is tripped in the rubble-strewn square at the entrance must succeed at a DC 12 Reflex save or stumble 5 feet forward into the 5-foot-deep pool of water. The pool is home to three cranky snapping turtles, each the size of a heavy shield. The snapping turtles immediately attack anyone who falls into the water.

KOBOLDS (2) CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

Melee guisarme +1 (1d6)

BIG CRANKY TURTLES (3) CR 1/2

XP 200 each

Advanced snapping turtles (*Pathfinder RPG Bestiary* 2 273, 292)

hp 7 each

B12. Armory

The tunnel to this room is locked with a wooden gate that can be opened with a successful DC 14 Disable Device or with the crude key carried by Chief Roaghaz, or can be smashed down (hardness 5, hp 10, break DC 13).

A large number of weapons have been stashed in neatly ordered stacks and piles in this dry cave.

Treasure: The tribe's armory consists of Small weapons and armor, including 12 spears, 120 sling bullets, 4 slings, 3 suits of leather armor, 3 wooden shields, 2 bows, and a masterwork Medium cold iron longsword (captured long ago and too unwieldy for the kobolds).

B13. The Blind Seer

A single small palet heaped with furs sits against the south wall of this cave.

Creature: An aged kobold, his green scales dull and his eyes shut tight, lies on the palette. This is **Jakkol** (LE venerable kobold male cleric 3), once the tribe's priest of the infernal duke Vapula, but cast aside when the kobolds swore devotion to the dragon calling himself Lord Aeteperax. Jakkol is now at death's door—he is helpless and has no spells prepared. Though some tribemates sympathetic to the old priest still bring him food or water, he's essentially been left here to die. As the PCs enter the cave, the aged kobold's eyelids flutter open to reveal milky, blind orbs. In a raspy voice, he calls out in Common.

“I can tell by your scent that you are strangers here. If my nose tells the truth, you bring the destruction I foretold. Good... good. I had hoped to see our ruin before journeying to the afterworld, but I will settle for listening to it. Beware the great scaly beast, strangers. He seems to speak reason, but his words are poison. And his bats, the ones he called from the darkness... they are harbingers of lunacy and chaos... Dread Lord Aeteperax will surely be your doom as he has been ours.”

As if the act of speaking was too much, after delivering this cryptic and ominous message the aged kobold dies.

Treasure: Jakkol clutches a *phylactery of faithfulness* in his dead hands.



B14. Cruel Rat Nest (CR 2)

A simple wooden barricade blocks access to this cave. The barricade is identical to those that block off area **B8**.

This cramped cave has a three-foot-high ceiling. Mounds of moldy straw have been stuffed into it from floor to ceiling.

Creatures: This room is the nest of a special breed of dire rat the tribe's been nurturing. They're larger and more ill-tempered than normal dire rats, but unfortunately, they're also difficult to manage and train, and the kobolds have taken to locking them in here for now. If the PCs have driven fleeing kobolds deeper into the warren, one might have paused here to let out the three advanced dire rats within, allowing the creatures to wander this level as they see fit.

CRUEL DIRE RATS (3) CR 1/2

XP 200 each

Advanced dire rat (*Pathfinder RPG Bestiary* 232, 294)
hp 7 each

B15. Target Practice (CR 2)

The ceiling of this chamber rises to a lofty twelve feet. The cave floor drops away into a pair of long, ten-foot-deep pits. Between them, a ridge of stone forms a dubious walkway to a landing on the opposite side, where a five-foot-wide shaft with a knotted rope hanging down into it awaits.

A successful DC 15 Climb check is needed to safely climb down into or up out of one of the pits. The hole to the north leads down to **B16**.

Creatures: A curtain of rock on the eastern side of the eastern pit hides a stretch of tunnel. Gaps in the rock allow the six kobolds there to observe any attempts to cross the room. Once the kobolds see intruders, they start shooting their slings, using the openings as improved cover.

KOBOLDS (6) CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

B16. Entry to the Deeps

The shaft from **B15** descends to this empty cave.

B17. Bloody Vow Shrine (CR 3)

The ceiling at the center of this cave is twelve feet high. A crude idol stands in the middle of the cave, decorated with grisly strips of dried viscera.

This was once the tribe's shrine to the infernal duke Vapula, but they abandoned his worship for adoration of the dragon Aeteperax.

Creatures: Churgri, a cleric of Vapula from the Hangtooth kobold tribe several days to the northwest, recently came to the Bloody Vow shrine to meet with Jakkol. Upon learning that the older priest was near death, Churgri took it upon herself to replace Jakkol as the Bloody Vow's priest of Vapula, and has been trying to convince the other kobolds to abandon this "dirty hole in the ground for a proper lair, like that of the Hangtooths!" Churgri has come to believe that "Aeteperax" is a fabrication, and that Chief Roaghaz has merely gone mad. Churgri is accompanied by two animated human skeletons her master loaned her for her trip, and she uses them to keep the PCs busy in melee while she stands back to cast spells.

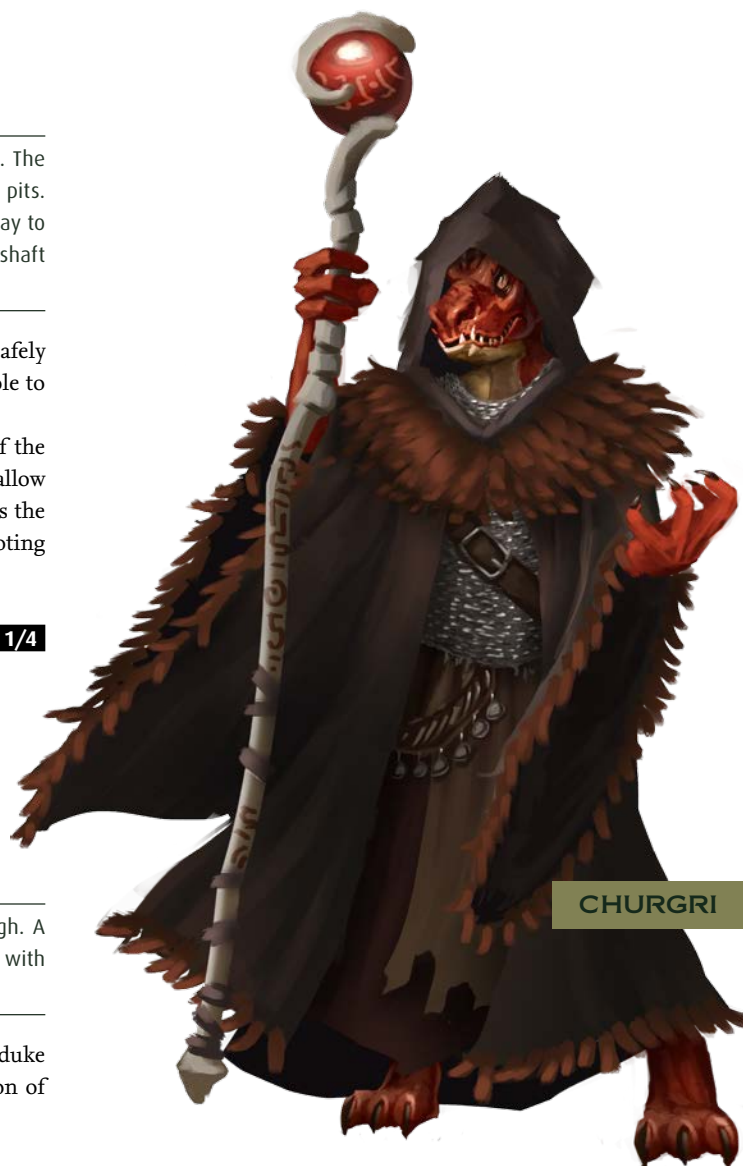
CHURGRI OF VAPULA CR 2

XP 600

Female kobold cleric of Vapula 3 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft.; Perception +4



DEFENSE

AC 18, touch 11, flat-footed 18 (+6 armor, +1 natural, +1 size)

hp 20 (3d8+3)

Fort +4, **Ref** +2, **Will** +6

Weakness light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +4 (1d4)

Special Attacks channel negative energy 4/day (DC 12, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

At Will—lore keeper

5/day—touch of evil (1 rounds)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*detect thoughts*⁰ (DC 14), *hold person* (DC 14),
spiritual weapon

1st—*cure light wounds* (2), *protection from good*⁰,
weapon of awe^{APG}

0 (at will)—*bleed* (DC 12), *guidance*, *resistance*, *virtue*

D Domain spell; **Domains** Evil, Knowledge

TACTICS

During Combat Churgri casts *protection from good* on the first round of battle, following up with her ranged attack spells. After that, she casts *weapon of awe* on her quarterstaff to join any remaining skeletons in battle. She uses her channel negative energy ability whenever she's surrounded by foes.

Morale Churgri fights to the death.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 11

Feats Combat Casting, Command Undead

Skills Craft (traps) +2, Intimidate +3, Knowledge (religion) +5,
Perception +4, Sense Motive +7

Languages Draconic

SQ crafty

Combat Gear *potions of cure light wounds* (3); **Other Gear** chainmail, mwk quarterstaff, *cloak of resistance* +1, spell component pouch, gold unholy symbol of Vapula (worth 100 gp)

HUMAN SKELETONS (2)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

B18. Cave of the Future (CR 3)

The northern half of the chamber consists of a two-foot-deep bowl-shaped section of smoothed stone covered with leaves and downy bird feathers. Carefully nested in this space are dozens of scaly, green-tinged kobold eggs, each about the size of an orange.

Creatures: This large cave shelters the tribe's eggs, a precious commodity that requires special care and protection. Two kobolds and one slurk protect and

nurture these beloved treasures. These kobolds are known as the Guardians of the Future, and they are the only ones whose orders the slurk follows. Upon sighting the PCs, the kobolds hiss warnings at the party to leave this place, and stand between them and the clutch of eggs. If the party can speak Draconic, the guardians say that if the eggs are left untouched, they will warn the PCs of other dangers they will soon face (the trap in area **B19**). The loyalty of these kobolds is to the continuation of the species, and they're willing to sacrifice the chief and other tribe members for these unhatched offspring. If a member of the party makes any threatening gesture, the guardians and their slurk fight ferociously to the death.

KOBOLDS (2)

CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

SLURK

CR 2

XP 600

hp 17 (*Pathfinder RPG Bestiary* 2 251)

B19. Fiery Defense (CR 3)

Trap: A successful DC 20 Perception check reveals that a thin layer of oil coats the walls, floor, and ceiling of this passageway. At the point where the hallway turns west lie a number of well-hidden triplines—any creature rounding this corner causes a dozen vials of alchemist's fire hidden against the ceiling to drop down into the room, igniting the oil and turning the entire hall into a fiery tube.

ALCHEMICAL INFERNO TRAP

CR 3

XP 800

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

EFFECTS

Trigger touch; **Reset** manual

Effect alchemical inferno (2d6 fire damage on first round, 1d6 fire each round thereafter for 10 rounds, DC 15 Reflex save for half damage); multiple targets (all creatures in the hallway)

Treasure: If the inferno trap is disarmed, the 12 vials of alchemist's fire can be gathered safely.

B20. Grand Hall (CR 5)

At the top of the rough-hewn steps is a large cave, the floor strewn with fresh straw. The bones of many different creatures, animal and humanoid both, hang on the walls. Two boulders bisect the cave, obscuring what the other half holds.

Creatures: This is the tribe's grand hall, and the seat of rule for Chief Roaghaz. If the trap in **B19** was triggered, the chief is ready, and orders his four bodyguards to hide behind the boulders as he steps out to confront the



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

intruders. Otherwise, the guards stand at semi-attention in the larger part of the room while the chief sits around the corner, polishing his beloved collection of dragon scales.

When Roaghaz sees the PCs, he puffs out his chest and addresses them in Common as imperiously as he can.

"You think you can trespass in the lair of the Blood Vow Tribe with impunity? I am Roaghaz, and I serve the great Lord Aeteperax! He rewards his supplicants for ferocity and faithfulness. We shall add your bones to those hanging on these walls, and our great lord shall sup on your flesh!"

The chief's four bodyguards now advance on the party to attack—he hopes that by killing Belhaim's best heroes, he can catch Aeteperax's attention again.

ROAGHAZ CR 4

XP 1,200

Male kobold sorcerer 5 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 30 (5d6+10)

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

Weakness light sensitivity; **Resist** acid 5

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d3-2/19-20), bite +1 (1d4-2)

Special Attacks claws (2, 1d3-2, treated as magic weapons, 6 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 14), *chill touch* (DC 14), *mage armor*, *magic missile*, *reduce person* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *read magic*, *resistance*, *touch of fatigue* (DC 13)

Bloodline draconic (green)

TACTICS

Before Combat Roaghaz casts *mage armor*.

During Combat Roaghaz employs the boulders for cover while his kobold bodyguards engage the PCs. He tries to use his *wand of web* early to prevent too many PCs from getting into the room, then casts his ranged spells until forced into melee. When that seems inevitable, he casts *mirror image* and remains mobile as he tries to stay out of reach of weapons while casting spells. He uses his *cloak of fangs* to bite in the first 5 rounds of melee. If Nighttail is with the PCs, Roaghaz is furious to see the traitorous kobold, and has his guards focus their attacks exclusively on her until she is slain.

Morale Roaghaz fights to the death. If the PCs manage to capture him, he rants of how mighty Lord Aeteperax is, and how death and destruction await all of them.

STATISTICS

Str 6, **Dex** 15, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** -1; **CMD** 11

Feats Combat Casting, Eschew Materials, Improved Initiative, Iron Will

Skills Craft (traps) +9, Intimidate +9, Knowledge (arcana) +7, Perception +7, Spellcraft +7; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), crafty

Combat Gear *scrolls of glitterdust* (2), *wand of web* (5 charges); **Other Gear** dagger, *cloak of fangs*^{UE}, key to armory (area B12), key to chests

KOBOLDS (4) CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

Treasure: The western section of the cave is Roaghaz's sleeping quarters. A large, soft pallet lies here, along with two locked chests, which can be opened with a successful DC 15 Disable Device check, or with the key the chief carries. One chest holds 1,895 gp, and the other holds six large green scales and an even larger black scale. A successful DC 14 Knowledge (nature) check reveals all seven to be dragon scales.





CHAPTER 2

THE WIZARD'S ESTATE

Once the PCs have dealt with the kobolds, they are expected to report back to Devy Manor. If the PCs engineered an unexpected solution to the kobold problem (such as by leaving most of the kobolds alive and under the command of Nighttail), Lady Origena seems worried and indicates that if the kobolds don't keep their promise, the consequences will be on the PCs' heads. But as long as the PCs seem confident (and can assuage her fear by succeeding at a DC 15 Diplomacy check), she accepts this development and pays them in full.

One of the most important clues the PCs can uncover in the kobold lair (although they might not realize its importance yet) is the name Aeteperax. A successful DC 18 Knowledge (history) check is enough for a character to recall that Aeteperax was the name of a great dragon slain

more than a thousand years ago by Belhaim's founder, Lady Tula Belhaim (see pages 58–59 for the history of the town). Depending on how curious the PCs get, you can reveal more and more of this history if they significantly exceed the DCs of Knowledge checks. Alternatively, you can use the PCs' need to gather information as an opportunity to send them around Belhaim so that they can learn more about the town's history by interviewing locals.

If word spreads that the kobolds were serving or even worshipping someone named "Aeteperax," the citizens of Belhaim grow nervous. Everyone in town knows the old legends of how Lady Tula slew a dragon. Now old-timers remind youngsters that dragon's name was Aeteperax, and rumors that the ancient dragon might not have been slain after all begin to spread. Though these rumors make the



Baroness nervous, Origena believes that the matter of this new “Lord Aeteperax,” whether or not he exists, can wait, because while the PCs were investigating the kobold snarl, there’s been a development.

The day after Hunclay perished, word was sent via raven to his only living relative, a cousin in Yanmass. Just this morning, her reply arrived—she doesn’t seem all that distraught at his death, and has no interest in coming to Belhaim to claim his estate and belongings. Instead, she has requested that the baroness auction off all of Hunclay’s property and possessions so that the proceeds (minus expenses) can be sent to her. This leaves the baroness with a daunting task—cataloguing the contents of Hunclay’s manor home means entering the place and exploring its interior, an enterprise that could entail considerable danger. Hunclay was something of a foul-tempered recluse, and word around town is that his manor was warded by magical traps and guarded by monsters. The fate of the kobold who burned to death on the manor’s front porch has only added to locals’ fears.

While meeting with the PCs on their return, Baroness Origena takes a deep breath, then asks the party if they would be interesting in taking on another job for Belhaim. Exploring Hunclay’s manor and identifying any unusual or magical items there while simultaneously deactivating traps and dealing with any monstrous guardians seem to be tasks tailor-made for adventurers, after all. Though the PCs won’t be allowed to loot what they find in the manor, the baroness promises them a flat 5,000 gp fee for performing the service, and tells them that they’re welcome to take part in the auction to follow. If the PCs succeed at a DC 22 Diplomacy check, she even agrees to pay 1,000 gp of this fee up front.

Assuming the PCs accept, she has an assistant draft a contract outlining their fee and the expectation that they exercise every possible caution to leave items inside intact and undamaged. Hunclay’s cousin didn’t put a time limit on her request, and the PCs are free to do tackle the assignment whenever and at whatever speed they wish—though that speed will affect some parts of the adventure, notably area C2.

As the meeting draws to a close, the baroness thanks the PCs again and rewards them for dealing with the kobolds as promised. Then she wishes them luck in exploring Hunclay Manor.

HUNCLAY MANOR

Balthus Hunclay lived in Belhaim for 7 years, during which time he made no friends and didn’t mingle with his neighbors. He focused his time entirely on astronomical research, consulting forbidden tomes, and conjuring creatures from places best left untouched. Hunclay was always defensive of his property, and no one in Belhaim has entered Hunclay manor, but his few servants—none of whom have been seen since the Witch Tower fell. Now

and then, the wizard received deliveries of heavy crates from across the Inner Sea region, but these deliveries were always met at the door by servants.

The party’s charge is to explore Hunclay Manor completely, eliminating its dangers so that clerks can inventory the wizard’s belongings for the upcoming auction. They are to take nothing—Baroness Origena is paying them a wage for their efforts and they’re free to participate in the auction if they wish to purchase items from the estate. They’re also supposed to leave Hunclay’s property as undamaged as possible. If they manage to learn anything about any strange objects or magic items found within, they have instructions to leave notes near the objects for the clerks to read once exploration of the manor is complete.

Hunclay Manor is the newest building in Belhaim, built of heavy blocks of stone 2-1/2 feet thick. Stonemason Gregol Lenton, who was involved in the construction, explains that the floor plan is straightforward, without any secret doors or rooms. If interactions have made him helpful to the PCs, he can provide a rough sketch of the manor’s floor plan, drawn from memory. He knows nothing of the cellars, however; the wizard employed outside laborers for their creation.

Many of the doors and objects in the manor are affected by *arcane lock* (CL 9th). Unless otherwise noted, an object affected by *arcane lock* also has a physical lock—picking the lock while the *arcane lock* is in effect requires a successful DC 30 Disable Device check, but the charm found in area C2 negates the *arcane lock* entirely, reducing the DC of the check to pick the locks to 20. Keys for most of the locked objects in the manor can be found in area C10.

Note that in some of the following descriptions, any treasure is listed as a “lot,” corresponding to lots that will eventually be auctioned (see page 33 in Chapter 3).

C1. The Kobold’s Corpse

The grisly remains of a kobold, the flesh charred badly and limbs contorted by fire, still lie on the doorstep of the manor house.

Though the townsfolk fear otherwise, the trap that killed the kobold who tried to enter Hunclay Manor had a manual reset, and currently remains inactive. The door is locked, and if the PCs didn’t think to bring the key that was on Hunclay’s body (see area A14), a successful DC 30 Disable Device check is sufficient pick the lock. Not long after the PCs reveal the trap on the door is disabled, local undertaker Calladastina Honas arrives to take the corpse away for disposal.

C2. Grand Hall (CR 3)

The floor of this well-appointed entry hall is adorned with two expensive Qadiran rugs and decorated with several overstuffed



leather sofas. Two dozen paintings with gilded frames hang on the walls, portraits and landscapes, all of exquisite artistry. To the north sits a large bird cage. Wooden doors open in the east and west walls, and an elaborate spiral staircase of iron both ascends and descends in the southeast corner.

The spiral stairs lead up to area **C8** and down to area **C12**.

Trap: The first of several of the manor's traps waits just inside the manor's double doors. This cunning trap is a 30-foot-deep pit that has a 1-round delay after something steps on it. It then becomes active for 1 minute. The trap can be deactivated by flipping a switch hidden behind a portrait of Hunclay on the west wall (Perception DC 25). As this trap is created via a *create pit* spell, it doesn't actually extend down into the manor's basement.

MAGIC PIT TRAP **CR 3**

XP 800

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

EFFECTS

Trigger touch (1 round after initial contact with the trap's lid);
Reset manual

Effect 30-ft.-deep pit (*create pit*; 3d6 falling damage); Reflex DC 15 negates; multiple targets (all targets in a 10-ft.-square area)

Exotic Birds Lot: The birdcage contains five frantic songbirds. Each of the colorful, exotic birds is extremely rare, noisy, hungry, and thirsty. Hunclay left them with plenty of food and water, but if they aren't fed and watered within 1 day of being found, they perish. If the PCs took much longer than a few days after Hunclay's death to get to this point, the birds might have already died. Alive, they're worth 200 gp total.

A successful DC 22 Perception check reveals a small silver charm attached by a string to the leg of the largest bird. This charm radiates faint abjuration magic—it's a magical key that can open several of the *arcane locks* found on containers and doors in the manor. Succeeding at a DC 20 Spellcraft check made while examining the charm with *detect magic* reveals its use as a key, but not what it unlocks.

C3. Kitchen

This kitchen is well stocked with all the accoutrements needed to prepare gourmet meals.

The northeast cubby, obscured by a curtain, houses a pair of cots and two chests with cheap locks (Disable Device DC 12). Within are the humble possessions of



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Linus and Saba Ekele, two of Hunclay's servants. Neither is present (see area D1).

Kitchen Lot: A large cabinet along the southeastern wall contains Hunclay's silverware and expensive dinnerware. In all, they're worth 800 gp.

C4. Mathezic's Room

Creature: Though there's no lock sealing this combination bedroom and linen closet, it won't open. Hunclay's last living servant, **Mathezic** (N male human commoner 2) barricaded himself in this room the night his master was killed. With a successful DC 23 Strength check, a PC can open the door, dislodging the armoire pushed up against the other side.

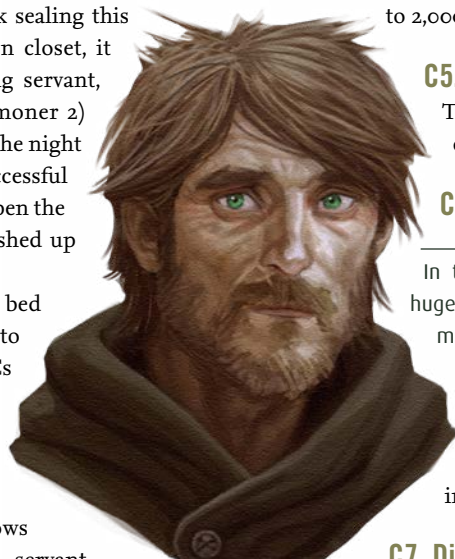
Mathezic cowers beneath his bed and doesn't respond to talking or to banging at the door. Once the PCs are in the room, it takes some patience and effort to calm him sufficiently for conversation—such as a successful DC 20 Diplomacy check. Once he knows Hunclay is dead, the terrified servant admits his master was employing the kobolds to undermine the foundations of the Witch Tower after having been unable to remove it by legal means. Mathezic also tearfully reports that Hunclay had contact with many unsavory parties for his research, which Mathezic believes “had to do with the stars.”

Mathezic and the other two servants, Linus and Saba, were forbidden to enter many places in the manor. If asked, Mathezic can describe areas C2–C8, C10, and C12–C13, but knows nothing about other areas. He's aware of the charm in the birdcage at C2, but forgets to mention it unless the PCs ask about any keys or locks. Mathezic also states that no one was to enter the master's bedroom (C10) without Hunclay present, though he doesn't know why. He knows of the caves at area D), but speaks of them only if asked directly. He has journeyed there with his master, but never entered the caves himself. He doesn't know where Linus and Saba are, stating that they banged on his door after he barricaded it when the tower fell, but left him alone soon after, because he didn't answer.

A successful DC 15 Sense Motive check is enough to get the hunch that Mathezic is holding back. If a PC succeeds at a DC 24 Diplomacy check or DC 12 Intimidate check, Mathezic admits that he suspects the other two headed up to Hunclay's secret cave north of town to try to loot it—Mathezic didn't mention this to the PCs because he was hoping to loot it himself. If the PCs use Intimidation to get the answer from Mathezic, he attempts to flee from the PCs as soon as he can. He wants nothing more than to gather up his belongings and leave for Faldamont, his

home town—under no circumstances is he willing to guide the party through the manor or up to Hunclay's caves, although he does know where they are and tells the PCs their location if asked.

Story Award: If the PCs learn what Mathezic can tell them, award them 800 XP. If they also learn about the location of Hunclay's cave from him, increase this award to 2,000 XP.



MATHEZIC

C5. Larder

This well-stocked pantry contains nothing of any real value.

C6. Parlor

In the northeast corner of this parlor is a huge globe of Golarion cradled in a polished mahogany stand. Sextants, astrolabes, and paintings of unearthly landscapes are hung on the walls.

Parlor Lot: The devices and fixtures in this room are worth 1,500 gp.

C7. Dining Room

This dining room's long oak table is surrounded by ornately carved oak chairs. On each wall hangs a large, framed painting of a desert landscape.

Dining Room Lot: The contents are worth 1,200 gp.

C8. Library (CR 4)

This lushly furnished library features three tall bookcases running north to south down the center of the chamber and another bookcase of iron in the northeast corner. A stuffed grizzly bear towers in the northwest corner, its claws and fangs bared aggressively. The east wall features sixteen paintings of various planets in gilt frames. A ladder in the west side of the ceiling leads up to a trap door.

The ladder leads up to the observatory (area C11), and the spiral stairs descend to the grand hall (area C2).

Trap: The iron bookcase holds several of Hunclay's more precious tomes. The lock on the bookcase's door has an *arcane lock*, and the handles are warded by a hidden, spring-loaded poisoned needle trap.

POISONED NEEDLE CR 4
XP 1200

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

EFFECTS

Trigger touch (opening the bookcase door); **Reset** repair
Effect poison (purple worm poison; Fortitude DC 24)

NEW SPELL

WALL OF LIGHT

School evocation [light]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/DF (a chip of mica)

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

Effect 10-ft.-high vertical sheet of light up to 5 ft. long/level

Duration 1 minute/level (D)

Saving Throw Fortitude partial, see text; **Spell**

Resistance yes

An immobile, blinding curtain of white light that blocks line of sight springs into existence. The wall sheds bright light to a range of 60 feet in all directions. A creature adjacent to the wall is blinded as long as it remains adjacent plus an additional 1d4 rounds thereafter—closing its eyes or succeeding at a Fortitude save negates the effect for 1 round. A creature that passes through the wall is automatically blinded, even if its eyes are closed. A creature from the Plane of Shadow gains 1d4 negative levels each round it spends within 5 feet of the wall (Fortitude negates). Passing through the wall imposes a -4 penalty on the save for that round. Twenty-four hours after gaining these negative levels, the subject must attempt a new Fortitude saving throw for each negative level. If a save succeeds, 1 negative level is removed. If it fails, the negative level becomes permanent. *Wall of light* can be made permanent with *permanency* (with a minimum caster level of 13th and cost of 11,000 gp).

Library Lot: There are 16 valuable tomes in the iron bookcase. Thirteen of these are extraordinarily rare books on subjects related to astronomy (worth 100 gp each). The remainder of the books in the library are all shelved on the wooden bookshelves. They number over 600, and are worth 800 gp in all.

Individual Book Lots: In addition, this library contains a normal *book of extended summoning*^{UE}, a *flesh golem manual*, and a *manual of war*^{UE}.

C9. Study (CR 5)

The door to this room has an *arcane lock* and is trapped with screaming lock traps (see below).

Two long tables of stained oak line the east wall of this room, each cluttered with alchemical supplies. Atop the desk on the west wall are writing implements, ink, sheets of vellum, and several scrolls. A large chest secured by a prominent lock sits just north of the desk.

Traps: Two traps ward this room—one on the door and one on the locked chest.

The door trap activates as soon as anyone attempts to open the door without the key (which is found in area C10), causing an alarming and painfully loud shriek to fill the air and dealing sonic damage to the one attempting to open the door. The chest is locked with *arcane lock*, and is protected by a second screaming lock trap.

SCREAMING LOCKS (2)

CR 3

XP 800 each

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*ear-piercing scream*^{UM}; target is dazed for 1 round and takes 4d6 points of sonic damage; Fortitude DC 16 halves damage and negates daze)

Assorted Potions Lot: Five flasks rest on the eastern tables: two vials of *oil of keen edge*, a *potion of undetectable alignment*, a *potion of protection from acid*, and a *potion of protection from fire*.

Atop the writing desk are four scrolls containing spells that Hunclay never got around to adding to his spellbook: a *scroll of campfire wall*^{APG}, a *scroll of excruciating deformation*^{UM}, a *scroll of haunting mists*^{UM}, and a *scroll of magic circle against chaos*.

However, the room's grand prize is in the locked chest to the right of the desk. Inside are Hunclay's six spellbooks. This collection of spellbooks contains all cantrips and a number of higher level spells—25 1st-level, 22 2nd-level, 17 3rd-level, 13 4th-level, and 11 5th-level spells.

Fill these spellbooks out as you wish, but the book containing Hunclay's 3rd-level spells includes, among other spells, a copy of *secret page*. A gloss in the margin on this page has four words noted: "Eox," "Aucturn," "Carcosa," and "Dominion"—only "Dominion" hasn't been crossed out. This is the special word to read the secret page in area C10. The fifth book contains a rare new spell in addition to the others: *wall of light* (see the New Spell sidebar). Taken as a whole, the spellbooks are worth 19,800 gp.

C10. Master Bedchamber (CR 5)

This bedchamber is richly appointed, with three armoires and three tall wardrobes, a canopied bed with a large locked chest at its foot, a writing desk and chair, elaborate marble tub, and a thick bearskin rug.

Trap: Hunclay's sense of humor wasn't often apparent, but it manifests here in the form of a deadly trap—of course, the humor will probably be lost on PCs who fall victim to it. The entire room radiates moderate conjuration magic, and as soon as someone other than



Hunclay steps into the room, a deep growl comes from the direction of the bearskin rug. With a successful DC 14 Knowledge (nature) check, a character identifies the growl as that of a grizzly bear.

Nothing further occurs until anything in the room is moved, at which point the trap summons a fiendish grizzly bear into the chamber atop the rug. The furious beast fights until destroyed, and pursues any who flee the bedchamber, vanishing when all intruders have fled the manor (or once its 9 rounds are up).

BEAR SUMMONING RUG **CR 5**

XP 1,600

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*summon monster V* [fiendish grizzly bear], CL 9th)

Treasure: The chest contains 3,200 gp worth of coins and gemstones. These aren't auctioned, but are instead sent directly on to Hunclay's cousin, assuming the PCs leave them behind. Sitting in the top desk drawer is a ring of keys that can open most of the locks in the manor.

A scrap of paper sitting on Hunclay's nightstand seems to contain a few bawdy limericks, but is in fact a to-do list disguised by a *secret page* spell. As noted in Hunclay's spellbook, the spell's special word is "Dominion"—speaking this word reveals the contents of the *secret page*. If the PCs penetrate this disguise, the actual contents of the list are reproduced in the Player Handout, above.

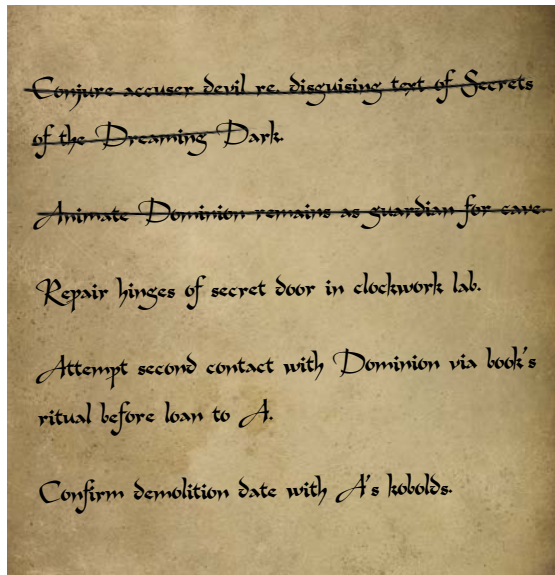
Bedroom Lot: The armoires and wardrobes store rich clothing worth a total of 850 gp. Sitting on the writing desk is a gold ring set with a fat black pearl worth 1,350 gp.

C11. Observatory (CR 5)

Within this glass-domed chamber is an enormous telescope that sits upon a platform over a veritable sea of metal gears. An angled metal chair sits below the device, within reach of a cluster of pedals and levers that enable its occupant to perform adjustments to the telescope's orientation. Tables covered in books and charts occupy the southeast corner. The view of the surrounding skies afforded by the glass dome is breathtaking in its expanse.

Hunclay built the machinery and the telescope itself over the course of several years. Despite being one of his greatest achievements, these devices were never used by anyone but him.

Creature: A 1-foot-wide ledge runs around the edge of the dome. Sitting on the southwest portion of this lip (out of sight of those who enter the room via the ladder) is Hunclay's homunculus familiar, quite insane after the death of its master. This uniquely augmented homunculus



PLAYER HANDOUT

is called Lodo—in the madness brought on by Hunclay's demise, the thing now thinks of itself as the manor's new lord. It looks like an obese infant, but with leathery skin mottled with spots of grime, curling ram's horns, sharp blackened teeth, and black eyes with no pupils. The thing flies about on four leathery bat wings, but is simply sitting on the dome's ledge when the PCs arrive. If spotted, it does nothing but grin wickedly at the PCs. If asked questions, the mute homunculus makes quick, complex gestures (a successful DC 15 Sense Motive check suggests it is inviting someone to sit in the telescope operator's chair). Of course, the chair is trapped.

LODO **CR 3**

XP 800

Unique homunculus (*Pathfinder RPG Bestiary* 176)

NE Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 32 (4d10+10)

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

Immune construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee bite +6 (1d6+1 plus poison), gore +6 (1d6+1)

Special Attacks poison (DC 14)

TACTICS

During Combat Lodo not only considers the PCs to be intruders, but suspects they killed Hunclay. It attacks as soon as someone triggers the trap on the telescope's seat, swooping down to bite creatures after it makes a token attempt to use its *wand of lightning bolt*. Lodo pursues PCs throughout the manor.

Morale Lodo fights to the death.



STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

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

Feats Flyby Attack, Skill Focus (Use Magic Device)

Skills Fly +12, Perception +3, Spellcraft +2, Use Magic Device +3

Languages Common (cannot speak); telepathic link

Combat Gear wand of lightning bolt (5 charges)

Trap: The ingenious pedals and levers integrated into the construction of the operator's chair enable the occupant to spin the telescope and chair platform a full 360 degrees to view any part of the sky, to manipulate the telescope's angle and focus, and to adjust the seat's height and angle. However, the uncomfortable wood-and-brass chair is trapped, and blasts anyone who sits in it with a potent electrical shock.

SHOCKING CHAIR

CR 3

XP 800

Type magic; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** automatic (after 1 round delay)

Effect electrical jolt (3d6 electricity damage); Reflex DC 20 half

Observatory Lot: In addition to 50 rare star charts that focus on strangely empty-looking swaths of the night sky, lying on the tables are an exquisite platinum astrolabe, six rare astronomy tomes of aged Taldan pedigree, and two expensive handheld telescopes. In all, this stargazing gear is worth 5,000 gp.

C12. Storage Cellar

These three interconnected rooms are cluttered with dozens of stacked crates and chests containing only mundane household supplies—nothing of particular value is kept here. The spiral stairs lead up to area C2.

C13. Storage Closets (CR 3)

Three similar storage rooms lie along this corridor. The easternmost is a well-stocked wine cellar, with many fine and rare vintages from across the Inner Sea. The middle contains a generous cache of sides of beef, pork, mutton, fowl, and fish, all frozen thanks to a permanent wall of ice against the north wall.

Trap: The westernmost closet contains a large supply of magical components for spellcasting and research—the door to this closet is trapped by another screaming lock trap.

SCREAMING LOCK

CR 3

XP 800

See page 24.

Storage Lot: The contents of the first and third storage rooms are worth 2,500 gp in total.

C14. The Demon in the Pit (CR 4)

This chamber's door is made of thick, dark iron etched with arcane symbols. With a successful DC 18 Knowledge (arcana) check, a character recognizes they are obscure glyphs employed to imprison dangerous summoned creatures. However, the door is not locked.

This ten-foot-square antechamber's north wall is an artfully wrought gate of bright metal that opens onto the larger chamber beyond. The walls of this chamber are covered with strange glyphs and runes, including one enormous word scrawled in one-foot-high letters across the north wall.

The gate into the main room is locked (requiring a successful DC 25 Disable Device check to open). The runes on the walls within the main chamber are invocations to various demons, written in Abyssal. The large word on the north wall reads in Abyssal: "CTHEPALTANGOULGI." A 10-foot-diameter, 10-foot-deep pit sits in the eastern portion of the room.

Creature: This room's only occupant is a schir—the huge word that's written on the wall is its name. As soon as the demon hears intruders, it calls out in a guttural voice from its pit, speaking in Common thanks to its *tongues* ability.



"Here to gloat over me some more, wizard? And without your usual greeting? You'll play that game one time too often, and on that day I'll enjoy supping on your entrails."

The schir demon's name is Cthepaltangoulgi, and it's confined to just the 10-foot-deep circular pit in the eastern extreme of the chamber. Hunclay summoned the outsider several months ago to aid his research, and on a petty whim kept it imprisoned in the pit beyond the time bargained for. The beast's name is on the wall to remind the wizard of his precautionary measures: he must speak that name when he passes the gate. Doing so causes the letters to glow briefly, and paralyzes the creature for a single round. Speaking the name a second time causes the demon to be affected as if by a *symbol of pain*. Speaking it a third time paralyzes the creature again, but this time for 5 rounds. If the PCs give away that they aren't Hunclay, or fail to speak up upon passing the gate, the demon attempts to climb out of its pit (Climb DC 15), seeing its chance for revenge or escape. It fights to the death, taking its rage out on the PCs, who it assumes are Hunclay's minions. The inscriptions on the walls that can be used to harm it also prevent it from summoning allies.

The demon's name is a difficult one to pronounce, and doing so improperly won't activate the wizard's fail-safes. The speaker might have to attempt a DC 22 Linguistics check to achieve the proper pronunciation, or you can instead ask the player to pronounce it correctly (kuh-thep-all-tan-GOOL-ghee).

CTHEPALTANGOULGI

CR 4

XP 1,200

Schir (*Pathfinder RPG Bestiary 3* 74)

hp 37

C15. Clockwork Lab

Six stone slabs sit on the floor of this chamber. Heaped upon each are metal tools, gears, springs, and other parts for the construction of mechanical creations.

Hunclay was fascinated with mechanical constructs, and sometimes indulged his interests in this lab. Though this wasn't his strongest area of expertise, over the years he constructed both the homunculus Lodo and the impressive mechanisms that control the orientation and rotation of his telescope in area **C11**. A successful DC 15 Knowledge (arcana) check made while investigating the tools and parts confirms the area is for the crafting of clockworks.

The secret door to the east can be located with a successful DC 20 Perception check—the door squeaks horribly on its hinges when opened.

Clockwork Lab Lot: The tools and resources kept in this lab are worth 2,500 gp.

C16. Summoning Chamber (CR 3)

The iron gate to this chamber hangs ajar. The room within is bare, except for a conjuration circle of silvery metal inlaid in the stone floor and a small, rickety table on which sits a thin journal.

Creature: Hunclay used this chamber to conjure and interrogate outsiders using *lesser planar ally*. Usually, he would merely pay an offering to the outsiders and then question them for research purposes, but now and then he had other uses for them. His last conjuration remains here, trapped inside the magic circle and unable to leave—a single accuser devil named Chirit. The devil was being obstinate against Hunclay's requests for information on how to magically and permanently disguise a book so as it would look like something else, and so Hunclay left the thing bound here, alone, to ponder the wisdom of its actions. He intended to come back down here and interrogate it some more, but died before he could.

The devil is nervous about Hunclay's absence—it rightly fears the wizard has abandoned it or might even be dead. It pitifully begs the PCs to release it back to Hell. All they need to do is "break the circle" that contains it—merely laying an object across the circle is enough. Of course, unless the PCs can secure the devil's promise to return to Hell with a successful DC 21 Diplomacy check or DC 16 Intimidate check, the treacherous devil cackles and giggles as it attacks the PCs once released, eager to get some payback for its imprisonment, even if the victims aren't the ones who conjured it in the first place. If reduced to fewer than 5 hp, Chirit flees to Hell by allowing the *lesser planar ally* to send it back.

CHIRIT

CR 3

XP 800

Accuser devil (*Pathfinder RPG Bestiary 2* 84)

hp 30

Summoning Journal Lot: The PCs can investigate the journal's contents in a half hour. It contains extensive notes on the appearances and behavior, of the outsiders he's conjured in this room, and the services he secured from them. Most were conjured purely for questioning. Only the occupants of this room, area **C14**, and area **C17** were kept for any length of time. The journal describes Hunclay's plans for two of them: He initially conjured the schir in area **C14** to be his bodyguard on a visit to meet someone named "Barlau," and conjured the shae in **C17** because he believed, erroneously, that she might know about the Dark Tapestry.

The other creatures summoned run the gamut from devil to demon, azata to archon. The topics of Hunclay's research varied from the creation of constructs and

homunculi, investigations into Belhaim's history, and discussions of various magical items and spells, but far and away the most common topic was the Dark Tapestry. Time and time again, the notes mention a failed conjuration of a "representative of the Dominion of the Black." Hunclay conjured it only to have to kill it when it attacked him. The notes show that this took place in "my safe cave." Although the notes make no mention of the fact that Hunclay animated the creature as a zombie, they do say the cave is located just under a mile north of Belhaim. The journal is worth 6,000 gp to anyone interested in conjuring outsiders, because the names and offering preferences of a good three dozen such creatures are recorded within.

Story Award: If the PCs manage to convince Chirit to return to Hell once they release it, award them XP as if they had defeated it in combat. If they discover the location of Hunclay's cave, award them 800 XP.

C17. A Different Kind of Captive (CR 5)

The walls of this room are covered with arcane symbols. In the northern chamber, a wooden table sits against the eastern wall, with several items laid atop it. A bright light shines forth from an opening in the south wall.

The light to the south is a permanent *wall of light* (CL 9th; see the sidebar on page 24) that runs down the length of this hallway. The *wall of light* ends before a single small cell enclosed by a gate of bright metal etched with strange sigils that radiate strong abjuration magic.

Creature: Within the cell is an amorphous cloud of shadow, a shape that's difficult to fix one's eyes on. This is another extraplanar creature conjured by Hunclay and kept here for interrogation purposes—a being from the Plane of Shadow known as a shae. As the PCs step from the light, she realizes Hunclay is not among her visitors and steps forward, her form resolving into a mostly humanoid shape as she addresses the PCs.

"What's this now? I recognize you not, mortals. Are you minions of the petty human? If not, I plead with you to release me from this unjust and outrageous imprisonment. Do so, and you shall be rewarded."

This creature is named Maffei. She was originally summoned here by Hunclay to aid in his research—for a time he believed in a connection between the Plane of Shadow and the Dark Tapestry. When Maffei laughed at his ignorance, the wizard became enraged and imprisoned her here to punish her for mocking him.

If the PCs convince Maffei that they are no allies of Hunclay by either succeeding at a DC 23 Diplomacy check or opening the gate to her prison (Disable Device DC 30, or by using one of the keys from area C10), she

thanks them for their kindness but explains that merely opening the gate isn't sufficient to release her from her imprisonment. She's already suffering from 3 permanent negative levels after previous exposures to the *wall of light*, and she knows that even 1 more round of exposure could easily kill her since there's no way to exit her cell without stepping within 5 feet of the wall. She goes on in bitter tones to explain a method to extinguish the *wall of light*—by hurling a handful of enhanced magical dust through the wall—but adds that Hunclay told her he'd hidden his supply of this dust away in a secret cave outside of Belhaim. This knowledge has tormented the shae (as was Hunclay's intent), but now she has hope for rescue—if the PCs can remove the *wall of light*, she promises to aid them in the future.

MAFFEI	CR 5
XP 1,600	
Female shae rogue 2 (<i>Pathfinder RPG Bestiary</i> 3 242)	
N Medium outsider (extraplanar)	
Init +8; Senses darkvision 60 ft., low-light vision; Perception +9	
DEFENSE	
AC 19, touch 16, flat-footed 13 (+2 armor, +6 Dex, +1 shield)	
hp 42 (6 HD; 4d10+2d8+26-15)	
Fort +5, Ref +8, Will +4; +1 vs. traps	
Defensive Abilities amorphous, blur, evasion	
Weaknesses negative levels	
OFFENSE	
Speed 30 ft.	
Melee +1 <i>scimitar</i> +7 (1d6+6/18-20 plus 1d6 cold), +1 <i>short sword</i> +6 (1d6+3/19-20 plus 1d6 cold)	
Special Attacks sneak attack +1d6	
Spell-Like Abilities (CL 1st; concentration +5) Constant— <i>blur</i> At will— <i>lesser shadow evocation</i> (DC 17)	
TACTICS	
During Combat Maffei prefers to fight in melee, flanking with foes in order to make sneak attacks as often as she can. She uses <i>lesser shadow evocations</i> to hurl <i>magic missiles</i> or <i>scorching rays</i> against distant foes.	
Morale Maffei flees combat if reduced to fewer than 10 hp, unless she's forged a strong bond of friendship with any PCs who are still in the battle, in which case she fights to the death to defend them.	
STATISTICS	
Str 20, Dex 24, Con 18, Int 19, Wis 17, Cha 19	
Base Atk +5; CMB +7; CMD 24	
Feats Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar)	
Skills Acrobatics +13, Climb +9, Disable Device +13, Disguise +10, Intimidate +10, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +9, Sense Motive +9, Sleight of Hand +13, Stealth +13 (+23 in regions of dim light or darkness)	



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Languages Aklo, Common, Shae

SQ rogue talents (combat trick), trapfinding +1

Gear leather armor, +1 scimitar, +1 short sword

SPECIAL ABILITIES

Negative Levels Maffei currently suffers 3 permanent negative levels after failing the Fortitude save to remove the negative levels she gained when Hunclay demonstrated to her the effects of his *wall of light* spell. As a result, she takes a -3 penalty to her CMD and on all ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks. In addition, her maximum hit points are reduced by 15, and her caster level for her spell-like abilities is reduced by 3. These penalties are incorporated into her statistics.

Treasure: The objects on the table consist of Maffei's exotic-looking suit of leather armor (it's been treated to look similar to form-fitting full plate, but functions as normal leather armor) and her magic weapons. These are Maffei's personal possessions, not part of Hunclay's estate; returning them to Maffei doesn't break the PCs' agreement with the baroness.

Development: The PCs can remove the *wall of light* to rescue Maffei, either by using some of the *dust of darkness* from area D3 or by dispelling the spell. Even though Hunclay used a *scroll of permanency* at a higher caster level to make the wall permanent, it is vulnerable to *dispel magic* as normal. They can instead bypass it by using *dimension door* to move Maffei out of the cell, or simply by smashing a hole in the northern wall. If released, the shae is very grateful, regardless of the method. If the PCs have claimed her gear, she asks for it back. If the PCs return her gear as she wishes, she volunteers to accompany them and aid them in their coming battles; otherwise, she grudgingly lets the PCs keep her gear while she sneaks off into the world to find a way to return home.

If Maffei joins the party as a companion, she would rather not interact with the people of Belhaim, explaining that the townsfolk would understand her no better than she does them, but she accompanies the PCs as an extra sword whenever they travel beyond the town—such as to investigate Hunclay's cave or to confront the dragon in the last part of this adventure. Of course, if the PCs find a way to remove some or all of her negative levels (such as a *scroll of restoration* purchased at the House of Abadar in Belhaim; see pages 59 and 61), she'll be a much deadlier ally. If you don't want Maffei to join the PCs, you can instead have her give the PCs one of her weapons as a reward before she leaves to search for a way home.

Story Award: If the PCs rescue Maffei, award them 2,400 XP. If the PCs remove all of Maffei's permanent negative levels, award them an additional 2,400 XP.

HUNCLAY'S CAVE

Soon after Hunclay realized "Mr. Barlau" was in fact a dragon, he grew increasingly nervous that at some point the dragon would betray him or simply take the rare book he wanted by force. The fact that his manor was well-protected against burglars would mean little if he had to defend against a dragon, so Hunclay decided to create a secret cache for his greatest treasures. He settled on a hidden cave a few hundred feet from the old Devy Road, north of Belhaim. Eventually, Hunclay intended to increase the magical wards and disguises, turning the cave into a proper hidden stronghold so he



could relocate his more questionable activities (such as summoning evil outsiders) away from his home, but he perished before realizing this goal.

There are multiple places that the PCs can learn about Hunclay's cave and its location. This adventure assumes the PCs learn the location either by speaking to Mathezic in area C4 or by reading Hunclay's conjuration journal in area C16. If the PCs learn of the cave's existence but not its location, asking around town about local caves reveals that the surrounding wooded hills are honeycombed with caves. If the PCs refine the question by asking about caves Hunclay was interested in and succeed at a DC 20 Diplomacy check to gather information about this topic, someone in town remembers spotting Hunclay traveling along the old Devy Road a few times—this was a little unusual, since it was rare to see the wizard outside the town, and he certainly seemed to be moving with a purpose down the road. If the PCs walk north along the road, they're attacked by the wolves that have recently moved into area D1, which is near the caves the PCs are searching for.

Note that the adventure can continue if the PCs don't ever visit the caves, but they'll miss out on treasure, experience points, and insights into the adventure's plot if they skip the caves. The dragon makes his demand at the auction in Chapter 3, regardless of whether the contents of the caves—the items he really wants—are in the auction or not. One subtle clue that might intrigue the PCs even if they somehow never learn about the cave is the fact that there are no locks in Hunclay's manor that fit the brass key found on his body.

D1. The Wolf Pack (CR 5)

As the PCs near the entrance to Hunclay's cave along Devy Road, they see buzzards circling in the sky. These buzzards mark the site where two of Hunclay's servants, Linus and Saba, met their deaths at the jaws of the pack of wolves that has recently been snatching sheep from Abrassus Ranch near Belhaim. If the PCs know the location of Hunclay's cave, they know they've also reached their destination.

The bodies of Hunclay's two escaped servants lie near the shore of a small pond that runs out of a cave at the base of a 30-foot-high cliff. Both bodies have been mutilated by wild animals—little remains but their ruined gear and some scattered bones.

Creatures: The servants' killers remain nearby, and don't take kindly to anyone disturbing their meal. The wolf pack, which comprises a dire wolf and two normal wolf companions, has been stalking the Belhaim hinterlands for months, and came upon the two servants here by chance. Since then, they've settled in to the area, making it their territory—but the wolves can sense something strange in the cave itself and don't pursue prey inside. Rather, they pace near the cave entrance and

yip, howl, and whine in fear. Any animal companions or familiars with the PCs also display nervous fear at the cave entrance, but unlike the wild wolves they'll follow along inside.

The dire wolf fights to the death, but once it's killed, each of the other wolves flees the next time it's wounded.

DIRE WOLF **CR 3**

XP 800

hp 37 (*Pathfinder RPG Bestiary 278*)

WOLVES (2) **CR 1**

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 278*)

D2. Cave Entrance

The pond in front of the cave entrance never gets deeper than four feet at the center—the creek that covers the cave floor is one foot deep, leaving six feet of headroom above. The spring that feeds the creek trickles out of the rock face in the alcove to the west, and an increasingly shallow tunnel leads around the corner to the northwest.

The deeper the PCs move into this cave, the warmer the air gets. Any PC who succeeds at a DC 15 Perception check can hear a strange skittering and a wet hissing sound coming from area D3—the sound of the creature imprisoned within moving about.

D3. Secret Cave (CR 5)

The shallow water ends at the entrance to a large cave. The air within is almost uncomfortably warm. Four chests sit at the far side of the cavern. The ceiling, studded with stalactites, is ten feet high above the floor at the entrance.

The environment in this cavern has been regulated by Hunclay to keep the place dry and suited for the storage of his greatest treasures. As a result, the entire cave radiates faint transmutation.

Creature: Hunclay used a ritual from the one of his most prized volumes, *Secrets of the Dreaming Dark*, to perform a dangerous stunt: conjuring one of the monstrosities from the Dominion of the Black to interrogate it. What he got was one of the Dominion's scouts—a neh-thalggu (*Pathfinder RPG Bestiary 2 197*)—and it was in no mood to talk. Hunclay was forced to kill the monster before it could kill him, but rankled at having lost such a valuable opportunity to learn more about the mysterious Dominion. He cut his losses by animating the dead neh-thalggu as a zombie, and it remains here as a guardian. Hunclay planned on expanding these caves and adding more traps and guardians, but now the neh-thalggu zombie is the only danger.



NEH-THALGGU ZOMBIE **CR 5**

XP 1,600

NE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 66 (12d8+12)

Fort +4, **Ref** +6, **Will** +8

DR 5/slashing; **Immune** undead traits

Weaknesses staggered

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +16 (1d8+12)

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

TACTICS

During Combat The zombie has commands to kill anything other than Hunclay, but does not pursue foes who go outside this room.

Morale The zombie fights until destroyed.

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30 (can't be tripped)

Feats Toughness

Skills Fly +8

Treasure: Four locked iron chests rest on the eastern side of this cavern. Of these four, three are relatively small chests that have *arcane lock* cast on them (Disable Device DC 30). They can be opened with the keys from area C10. Within these chests is a total of 11,300 cp, 7,200 sp, 1,800 gp, and 60 pp, all in small cloth pouches of 100 coins each. These coins are sent on to Hunclay's cousin if reported to the baroness.

The fourth chest is twice the size of the others and is of very fine manufacture—its weight forced Hunclay to recruit his servants to bring the empty container out here many months ago. The chest is locked and has *arcane lock* cast on it—a successful DC 40 Disable Device picks this lock (DC 30 without the *arcane lock*). The brass key found on Hunclay's body in area A14 opens the chest, which Hunclay never had a chance to protect further with a trap. The charm from area C2 can open the *arcane lock*.

Inside this chest are Hunclay's greatest treasures. Sitting atop an exquisite darkwood case are four packets of enhanced *dust of darkness* (this dust functions as detailed in *Pathfinder RPG Ultimate Equipment*, except that a dose is also capable of extinguishing the *wall of light* in area C17) and a *scroll of permanency* (CL 12th) in a mithral scroll tube, itself worth 300 gp. The darkwood case is worth 250 gp, and contains five books. Four of these are rare antique tomes on astronomy written in Ancient Osiriani; each is worth 1,000 gp. The fifth tome is a tattered volume called *Secrets of the Dreaming Dark*. These five books (but in particular the fifth) are the tomes Aeteperax has long sought to purchase from Hunclay.

Secrets of the Dreaming Dark is a very old and massive tome, several hundred pages long and bound in black leather. It claims to be a translation of a much older book, but the book's original author is unknown. The pages are scribed in Aklo in cramped handwriting, and include complex star charts and maps of strange, distant worlds. There are numerous breathtaking illustrations of eerie monsters and alien gods as well. Unfortunately, pages or even entire chunks of the ancient text are loose or missing here and there throughout. Successfully reading and understanding the book requires the ability to read Aklo, as well as years of intense study.

One can try to get a sense of the book by succeeding at a DC 30 Linguistics check after spending 48 hours studying it. A person who does this can use the book as reference when answering any Knowledge check relating to the Dark Tapestry to gain a +6 bonus on the check, and can attempt such Knowledge checks untrained by using the book in this way. In addition, numerous strange spells and occult rituals are doubtless hidden away in the text, such as the complex one Hunclay used to conjure a Dominion of the Black neh-thalggu. Deciphering these spells and rituals would take many months at best, and is beyond the scope of this adventure. Since this copy is in relatively poor condition, it's worth only a fraction of its normal value, but is still worth 11,000 gp.

Story Award: If the PCs turn all of the valuables in this area over to the baroness for inclusion in the auction, award them 1,200 XP for their honesty. If the PCs wish to keep this treasure, they earn no bonus XP—keeping the treasure is its own reward.

WRAPPING UP THE HUNCLAY CONTRACT

When the PCs return to town and report their findings to the baroness (whether or not they also located and explored Hunclay's cave), Lady Origena thanks them for their services and pays them their 5,000 gp fee. In fact, she's so pleased that she also tells them that if they wish to attend the auction and bid on some of Hunclay's belongings, she'll cover half the price of anything they win (up to a limit of 7,500 gp), allowing the PCs to place greater bids than they could normally afford if they wish.

At this point, a small army of clerks goes through the (hopefully safe) manor to catalog its contents and organize lots for the upcoming auction. The auction is scheduled for just over a month later. In that time, the baroness sends word of the auction to merchants, wizards, and scholars throughout Taldor, and word spreads through specialized channels to other nations quickly. The PCs can use this time to recover from their adventures and engage in various downtime activities (see *Pathfinder RPG Ultimate Campaign* for details) as they wish. Alternatively, they can pursue some of the optional quests in Belhaim, or go on a different short adventure.



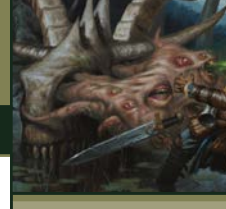
CHAPTER 3

DRAGONSLAYERS

This part of the adventure begins with the Hunclay estate auction. The auction is scheduled to take place in the afternoon on Oathday at the open-air amphitheater known as the Belhaim Commons. Despite the large number of invitations sent out by the baroness, only a handful of prospective buyers arrive in town the day of the auction—the remoteness of Belhaim and Hunclay’s limited fame in arcanist circles makes the auction less of a draw than hoped. The following parties represent wealthy, out-of-town interests: a trio of white-clad Kalistocrats from Kerse; two black-robed individuals of indeterminate gender representing the Mercantile Consortium of Maheto; a snarling half-orc named Mr. Pickets representing Duchess Selphine Telegonus of Cassomir; and a brown-haired man in a red felt hat with a large blue feather stuck in its side,

who calls himself Clausyre and represents an unnamed interest from the north. Clausyre is actually a missing resident of Belhaim, the druid Azmur Kell, using a *hat of disguise* to keep from being recognized. Azmur reluctantly serves the dragon Aeteperax, who has taken Azmur’s pregnant wife Rima hostage and instructed him to secure specific items at the auction. Azmur’s presence represents Aeteperax’s final attempt to secure Hunclay’s books without making his presence known.

The auction is open to the public, and many of Belhaim’s citizens attend out of curiosity, even though few have the means to compete for the big-ticket items. The PCs are given a place of honor with front-row seats, whether or not they’re interested in bidding on items. Serious bidders, including locals such as the Adras family, Sir



- INTRODUCTION
- CHAPTER 1:
WELCOME TO BELHAIM
- CHAPTER 2:
THE WIZARD'S ESTATE
- CHAPTER 3:
DRAGONSLAYERS
- APPENDIX 1:
BELHAIM
- APPENDIX 2:
NEW MONSTERS

Pelle Benhovy, Arnholde Devy, the Belhaim historian Bassy, and Swerlo Grayhands (who wants the stuffed grizzly), are seated within the first two tiers closest to the stage. Spectators fill whatever other seats are available. The baroness is present and seated next to her son Arnholde, but doesn't bid. You can use the enclosed poster map of the amphitheater to allow the PCs to pick their seats, then you can fill the other seats with all the appropriate bidders and onlookers if you wish.

Remind the party that as a token of her gratitude the baroness has offered to pay half the cost of anything they bid on and win in the upcoming auction, to a maximum amount of 7,500 gp from her coffers.

THE ESTATE AUCTION

If the PCs didn't hand over the rare texts from area **D3** to be auctioned, the PCs notice a flustered Clausyre arguing with Chosk Grelen, the auctioneer, before the auction begins. Clausyre keeps claiming that the baroness clearly hasn't put all of Hunclay's estate up for auction, and repeatedly demands to speak to her personally about the missing items. In the end, Chosk manages to calm Clausyre down enough that he can proceed, by promising him a meeting with the baroness after the auction.



CHOSK GRELEN

The table below lists all 20 lots up for auction—the auction moves quickly from lot to lot, and unless a PC is eager to bid, narrate the auction only in brief. Barring PC intervention, the winning bids for each lot are summarized below. Unless the PCs bid on a lot, the winner is the first party listed (a bidder with no competition wins that auction for the opening bid). Note that if any of the lots listed below were used, stolen, or destroyed by the PCs, they should be devalued or removed entirely as appropriate.

As you name each lot and bidding begins, ask whether any of the PCs wants to bid. If a PC wishes to bid, follow the following steps to determine the winner.

Step 1: Chosk names the relevant lot and states the opening bid.

Step 2: Note which bidders other than the PCs are interested on the item, as well as their outbid DCs, as listed on the table.

Step 3: The interested PC gets to make the first bid. All bids must be made in multiples of the listed opening bid. The PC attempts a single Bluff or Intimidate check. For each multiple by which the PC exceeds the opening bid, the PC gains a +2 bonus on the check. For example, if a PC bids 100 gp for the exotic birds, she gains a +2 bonus on the check; if she

AUCTION LOTS

Lot	Item	Opening Bid	Winning Bid	Interested Bidders (Outbid DC)
1	Exotic birds	50 gp	200 gp	Sir Pelle (DC 15)
2	Kitchen lot	100 gp	800 gp	Pickets (DC 20), M. Adras (DC 20)
3	Parlor lot	300 gp	1,500 gp	A. Devy (DC 18), Clausyre
4	Dining room lot	200 gp	1,200 gp	Pickets (DC 20), M. Adras (DC 20)
5	Library lot	400 gp	2,400 gp	MCM ¹ (DC 22), Bassy (DC 15), Clausyre
6	Stuffed grizzly bear	60 gp	300 gp	Swerlo Grayhands (DC 15)
7	<i>Book of extended summoning</i>	550 gp	2,750 gp	Kalistocrats (DC 25)
8	<i>Flesh golem manual</i>	2,000 gp	8,000 gp	MCM ¹ (DC 22)
9	<i>Manual of war</i>	1,500 gp	7,500 gp	Kalistocrats (DC 25)
10	Assorted potions ²	660 gp	3,300 gp	Bassy (DC 15)
11	Assorted scrolls ³	255 gp	1,275 gp	Bassy (DC 15)
12	Hunclay's spellbooks	4,000 gp	20,000 gp	Kalistocrats (DC 25), MCM ¹ (DC 22)
13	Bedroom lot	440 gp	2,200 gp	MCM ¹ (DC 22)
14	Observatory lot	1,000 gp	5,000 gp	Kalistocrats (DC 25), Pickets (DC 20), Clausyre
15	Storage lot	500 gp	2,500 gp	A. Devy (DC 18), Bassy (DC 15)
16	Clockwork lab lot	1,000 gp	5,000 gp	Kalistocrats (DC 25), Pickets (DC 20), MCM ¹ (DC 22)
17	Summoning journal	1,000 gp	6,000 gp	Kalistocrats (DC 25), MCM ¹ (DC 22), Clausyre
18	Rare book lot ⁴	1,100 gp	11,000 gp	Kalistocrats (DC 25), Pickets (DC 20), Clausyre
19	<i>Dust of Darkness</i>	600 gp	2,400 gp	Kalistocrats (DC 25), Bassy (DC 15)
20	Mithral scroll tube ⁵	300 gp	1,800 gp	Kalistocrats (DC 25), MCM ¹ (DC 22)

1. Mercantile Consortium of Maheto.

2. Lot consists of all five potions from area **C9**.

3. Lot consists of all four scrolls from area **C9**.

4. Lot includes the darkwood case and all books from area **D3**.

5. Lot includes the *scroll of permanency* from area **D3**.

bids 150 gp, she gains a +4 bonus. Allies can't aid another on this check. Any competing bidder whose outbid DC is equal to or lower than the result of this check is driven off. If the PC's bid equals or exceeds the listed winning bid, all the NPC bidders immediately concede. If any NPC bidders remain, proceed to **Step 4**; if not, proceed to **Step 5**.

Step 4: The competing bidders place their bids, causing the current bid for the lot to increase by an amount equal to the lot's starting bid. Control returns to the bidding PC—return to **Step 3** if the PC wishes to make a new bid.

Step 5: Once the PC has outbid the other bidders or bids above the lot's winning bid, she wins the lot and must pay the final price. Proceed to the next lot.

Clausyre's Bad Luck: Clausyre has no outbid DC listed—he doesn't win any of the lots. After he loses Lot 18 (or the last lot he's interested in if Lot 18 isn't offered), he stands up dramatically and loudly makes an ominous announcement: "Very well! I must deliver this bad news to my employer immediately. I bid you all good day!" He then storms out of the amphitheater, an awkward silence in his wake.

After a pause, Bassy says, "I suspect he didn't mean that last bit." This wry crack breaks the tension, causing laughter to fill the crowd. The auction continues with the next lot.

Story Award: If the PCs manage to win at least one lot, award them 800 XP. If they manage to win a lot for half of the lot's winning bid or less, award them an additional 800 XP.

ASSAULT FROM THE DARK

It's nearing dusk when the final lot is opened: Hunclay's manor home and his land. The auction is running long, and Chosk pauses for several minutes while servants quickly light lanterns throughout the amphitheater. Eventually, the last auction begins with an opening bid of 2,500 gp. As the bidding gets underway, have the PCs roll Perception checks. Whoever rolls the highest is the first to notice a dark shape flying in the skies above. A few moments later, mayhem strikes.

Creatures: The green dragon Aeteperax lurks in the woods north of Belhaim, eagerly awaiting Clausyre's arrival with the lots he's promised. When Clausyre arrives empty handed, Aeteperax stops himself from killing the druid, but decides to take his frustration and anger out on Belhaim by sending two waves of monstrous minions to attack the town.

Wave 1 (CR 5): The first wave consists of a group of grioths—batlike humanoids native to the depths of darkest space. Aeteperax has allied with a large number

of these creatures, and he hopes their alien and fearsome forms will spread panic among the townsfolk. His desire is fulfilled—as the grioths swoop down to land on the amphitheater stage, the people panic and run from these "demons." Each round the PCs don't intervene, the grioths kill 1d4–1 townsfolk. If not stopped, they fly away after 1 minute of mayhem. If the PCs attack, the grioths focus their attention entirely on the PCs, fighting to the death.

GRIOTHS (4) CR 1

XP 400 each

hp 13 each (see page 62)

Wave 2 (CR 6): After the grioths leave or are slain, there's a little time to recuperate.

Acolytes of Abadar tend to wounded townsfolk. If the PCs killed the grioths, some of these priests approach the PCs with thanks, and use their magic to cure the PCs' wounds, healing them fully over the course of a few rounds.

Aeteperax's anger, however, is far from spent. After a few minutes, a tremendous roar fills the air. A larger creature swoops down to land atop one of the small storage buildings on the amphitheater's stage—a scaly, reptilian winged creature with smoke and fire billowing from its jaws. Though the remaining townsfolk shriek, "A dragon!" in panic, this creature is merely one of Aeteperax's pets—an advanced flame drake. The drake roars again,

then attacks the PCs. The drake fights to the death.

If the PCs didn't intervene in Wave 1, the drake attacks the crowd, killing 1d4 townsfolk per round for 1 minute, then swoops away. The PCs can also choose to intervene at this point.

ADVANCED FLAME DRAKE CR 6

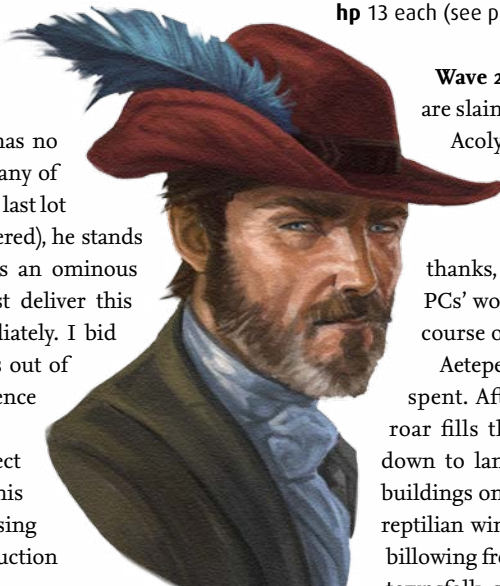
XP 2,400

hp 69 (*Pathfinder RPG Bestiary 2* 106, 292)

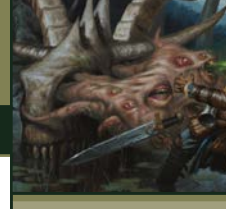
Story Award: If fewer than six townsfolk die, award the PCs 800 XP. If no townsfolk die, award the PCs an additional 800 XP.

THE DRAGON'S DEMAND

Once the flame drake is defeated, the baroness and her son approach the PCs to thank them for their aid—or to lambast them for standing by while townsfolk died, if they did nothing. Before the PCs have a chance to respond meaningfully, a thunderous roar shatters the night. The survivors look to the east in fear as a vast shape crawls up onto the roof of Otho Burr's house, just east of the amphitheater. This is an enormous black dragon, but



CLAUSYRE



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

its scales are ragged and graying, its eyes are sightless, its muscles are exposed beneath torn flesh, and the smell of rot is nearly overpowering.

"I am Aeteperax, Lord of Dragonfen, and you have exhausted my patience. The wizard Hunclay promised me many things before his death, including five rare and ancient tomes. I made efforts to obtain these lawfully, but my representative, Clausyre, failed me. My forbearance is at an end.

"Now I require not only the books, including the tome entitled *Secrets of the Dreaming Dark*, but also an indemnity of 776,000 gold pieces—2,000 for each and every resident of this dunghill you call home.

"I give you two weeks to deliver these to the place you know as the Monastery of Saint Kyerixus across the Dragonfen.

"None are permitted to leave Belhaim—my minions blanket the countryside, and all who dare leave this town shall suffer for it. Only those chosen to deliver my ransom may travel, and then only into Dragonfen.

"Should you defy me or fail to satisfy my demands, I shall lay waste to little Belhaim and kill every living inhabitant, down to the last mewling infant."

With that, the dragon rises up, casts a spell, and vanishes, apparently teleporting away. Silence reigns for a moment, then panic strikes and the survivors flee back to their homes.

THE DRAGON'S TRUTH

A successful DC 15 Knowledge (arcana or religion) check is enough to identify the creature as some form of undead black dragon (and a great wyrm, judging by its size). Unknown to the town and the PCs, this is all a ruse created by Aeteperax. After Clausyre reported his failure to the dragon on the outskirts of town, Aeteperax used his *staff of illusion* to cast *mislead*. Now invisible, he relocated to the roof of Hunclay Manor and used the staff again, this time to cast *persistent image* to create an illusion of the slain dragon Aeteperax risen from the dead and overlooking the amphitheater—all part of his constantly evolving plan to stay three steps ahead of those who oppose him.

Any player who verbally announces disbelief in the illusion or asks questions as the dragon is issuing his demand can attempt a DC 18 Will save to see through the illusion. The illusion continues its speech to the end, regardless of any actions the PCs take, so any attack against the dragon or attempt to interrupt it also grants this save to disbelieve.

Aeteperax has the dragon appear to teleport away, because the illusion's area of effect isn't large enough to maintain it all the way into the distance if the dragon just flew away, but any PC who attempts to identify the spell as it's being cast (Spellcraft DC 15) realizes it's just gibberish.

At your discretion, other methods of revealing the deception might work (such as using *detect magic* and

VOIDGLASS

Grioths wield weapons fashioned from a strange sort of transparent material called voidglass. This material is as hard as steel, but made of crystals that voidglass shapers on unknown worlds grow into the desired shapes. Voidglass resonates with a creature's mind, bolstering thought and mental defenses. Any suit of armor normally made from metal can be made of voidglass. A suit of light voidglass armor grants a +1 resistance bonus on all saving throws against mind-affecting magic. This bonus increases to +2 for medium voidglass armor, and +3 for heavy voidglass armor. Voidglass armor isn't often worn by grioths, but voidglass weapons are another story. The creatures (and perhaps other strange beings with similar psychic capabilities) can funnel violent bursts of psychic energy through these weapons on a hit (see page 62). In the hands of any creature, a voidglass piercing or slashing weapon deals 1 additional damage on a hit—bludgeoning weapons gain no benefit.

Voidglass has 30 hit points per inch of thickness and hardness 10. A pound of raw, unworked voidglass is worth 100 gp.

Type of Voidglass Item	Item Price Modifier
Light armor	+1,000 gp
Medium armor	+2,000 gp
Heavy armor	+4,500 gp
Slashing/piercing weapon	+1,000 gp

finding the dragon radiates illusion magic, or successfully casting *dispel magic* on the illusion).

Story Award: If the PCs determine this Aeteperax was an illusion, award them 1,200 XP.

TO SLAY A DRAGON

In the aftermath of the dragon's appearance, the auction's final sale is put on indefinite hold. Baroness Origena asks the PCs and several locals whose advice she values—Sheriff Benhovy, local stabler and former adventurer Lezara Dodgion, Abadaran priestess Eupaphenia Targas, and Bassy the historian—to return with her to her manor home for a meeting.

The meeting takes place in a cozy dining room at Devy Manor. The baroness doesn't waste time, and asks Eupaphenia what Belhaim could scrape together by pooling all its resources. Her answer of approximately 20,000 gp doesn't surprise the baroness. Even if every sale for the auction were immediately settled, it would be unlikely to bring the total up to even 100,000 gp. There's just no way Belhaim can pay the dragon's demand of 776,000 gp.

The baroness opens the meeting to suggestions. Sheriff Benhovy mutters that if they "send out a few of those

Shelyn layabouts to distract the dragon for the good of the town, maybe he'll lower the ransom,"—a suggestion met with derision and shock by the others at the meeting. Frustrated, he then suggests sending out messages via raven to several larger (but distant) towns for aid. Lezara pushes to have the town evacuated. Eupaphenia suggests sending a delegate to speak to the dragon about paying in installments. None of these suggestions appeases the group as a whole, and unless the PCs bring it up, Bassy finally asks, "Why don't we just kill it?"

The Baroness Origena's visage grows stern. Her eyes fix on her folded hands before she looks up, directing her gaze at the PCs as she addresses them.

"I can't offer a monetary reward sufficient to lure you into undertaking so deadly a mission. However, I must ask: Will you slay this dragon for Belhaim? If you succeed, I shall raise each of you to the rank of Knight of Taldor. Little Belhaim and its inhabitants are lost if you don't prevail. What say you?"

If the PCs haven't already figured it out or don't even suspect, Bassy points out the likelihood that the dragon wasn't exactly what it appeared to be.

"I've been around for a long, long time, and one thing I've learned is that inexperienced illusionists tend to rely on overwhelming one's eyes and ears, but often forget the details. I was there. I saw the dragon. I heard it speak and roar.

"But I didn't hear it breathe. I didn't hear its talons scraping stone. I didn't feel the air stir when its wings unfurled. Certainly whoever or whatever we face has great power—if that truly was just an illusion, it was still a powerful magical effect.

"For all we know, it could even be a dragon—that certainly fits with what you learned from the kobolds. The name Aeteperax is an old one, and the original Aeteperax's bones should still be out there in Dragonfen, coiled around the Crypt of Tula Belhaim. At the very least, if you can confirm those bones are still there, then it seems obvious that what you all saw tonight wasn't really Aeteperax risen from the dead."

Once the PCs agree to become dragonslayers, those present cheer in relief and promise gifts to aid them.

The Baroness's Gift: The baroness allows the PCs to use any of the magic items that were sold as part of the auction for the duration of their quest.

The Sheriff's Gift: With only the tiniest bit of grudging complaint, the Sheriff offers his *ring of protection +2* to the PCs to use for the remainder of the adventure.

The Cavalier's Gift: Aged Lezara Dodgion's days of crusading are far behind her, and she can think of no better home for her *flame tongue* than the hands of a PC. If

needed, you can change the type of the weapon to match the type a PC prefers.

The Priest's Gift: Eupaphenia Targas tells the PCs that any spellcasting services they might require from the House of Abadar will be provided gratis.

The Bard's Gift: Bassy's gift is an ancient brass key—something Lady Tula herself gave Bassy's grandmother over a thousand years ago. Lady Tula also made a strange request: "Keep this key safe until the need for dragonslayers rises again." Bassy informs the PCs that this key will open the crypt of Tula Belhaim, but warns them that it's been centuries since anyone has entered the tomb, and there are doubtless guardians and traps within to keep all but righteous and true dragonslayers away. However, securing the magical treasures within would certainly aid the PCs in the coming fight.

INTO DRAGONFEN

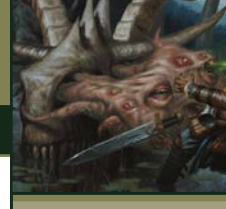
Aeteperax's demand mentioned that his ransom should be delivered to the Monastery of Saint Kyerixus. With a successful DC 15 Knowledge (local) check, a character recognizes that this name refers to an old Iroan monastery on the far side of Dragonfen. Anyone in town can verify this. The most direct route to the ruined monastery is via the Old Quarry Road. If the PCs wish to stop to visit and explore the Crypt of Tula, that location can be reached by instead following the south bank of Eskander Creek near the point where it runs out of Dragonfen and into the hills on the far side of the Dragonfen. If they wish, the PCs can also acquire a crude map of Dragonfen with both the crypt and the ruined monastery's locations marked on it.

True to the dragon's word, any attempt to leave the region swiftly draws his minions' attention. Grioths and a few flame drakes patrol the hinterlands day and night, and unless a group is stealthy—an option unfortunately not available to most of Belhaim's townsfolk. These creatures assault anyone who attempts to travel outside the region shown on the Belhaim Environs map (see the inside front cover). You can have a few of the visitors to Belhaim (such as the Kalistocrats) attempt to leave, only to have one stagger back into town, grievously wounded and telling horror stories of the attack.

As long as the PCs don't leave the hinterlands, they can avoid being attacked automatically. Still, check for wandering monster encounters twice per day, with a 20% chance of the PCs encountering 1d4+2 grioths or 1 flame drake. Alternatively, you can roll on the swamp encounter table on page 326 of the *Pathfinder RPG Bestiary* to determine the nature of the encounter, rerolling any result with a CR of 7 or higher.



BASSY



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

THE CRYPT OF TULA

Although a trip to the Crypt of Tula is optional, this adventure assumes the PCs take the time to explore the ancient site and recover its powerful weapons. There are no light sources within the crypt, and everything is covered by a thick layer of dust. The crypt has fallen under the influence of Tula Belhaim's mad husband Arturic, who has risen as a wraith. His bitter spirit has corrupted the entire area, transforming several of the other bodies interred within into undead. Until the wraith is defeated, strange noises fill the air—scratching on the walls, muffled whispers, and half-heard footsteps.

Note that this adventure gives out an unusually large amount of treasure, particularly in this portion. Much of this treasure is specifically suited to the task of fighting a green dragon.

E1. The Dragon's Bones (CR 5)

Even hundreds of years after the dragon's fall, its bones are an awe-inspiring sight. The skeleton has partially sunk into the bog, but enough remains that it still appears to be draped over a low, earthen mound. On the side of the mound is a stone door with a single, rough keyhole.

These are the actual remains of the original Aetepexax, a great wyrm black dragon.

The door to the crypt is locked with a fantastically complex lock (Disable Device DC 40). Bassy's key also unlocks the door. Inside is a 5-foot-deep alcove in which a 5-foot-wide shaft drops down into the ground, descending 30 feet to area E2. The walls are rough, and PCs can attempt DC 20 Climb checks climb up and down.

Creature: The dragon's skull has been the lair of a foul local menace for many years—a gibbering moulder. It waits until a PC comes within 10 feet of the skull or attempts to open the door into the crypt before it begins gibbering and then slithers out of the skull.

GIBBERING Moulder **CR 5**
XP 1,600
hp 46 (*Pathfinder RPG Bestiary* 153)

E2. Crypt of the Children (CR 4)

This oval chamber has two large alcoves, each containing two child-sized stone sarcophagi. In the east end of the room, a shaft opens above a marble statue of a rearing warhorse.

Any creature who climbs down the shaft from area E1 can easily climb down into the room by using the horse statue as improvised steps.

There is a secret door in the western wall (Perception DC 20). The room beyond is empty, except for a spiral stairway leading down to area E3.

Creatures: Three of the sarcophagi contain the bodies of sons and daughters of Tula's line who perished of misadventure, but opening the fourth reveals a tragic sight—a skeletal child with a foal's skull for a head. This forlorn creature is an attic whisperer, animated after centuries of exposure to the crypt's corruption. Its aura of sobs ability extends beyond its sarcophagus, but it is unable to escape its resting place on its own. It attacks immediately if the sarcophagus is opened.

ATTIC WHISPERER **CR 4**
XP 1,200
hp 45 (*Pathfinder RPG Bestiary* 234)

E3. Dragon Crypt (CR 4)

A huge mosaic of a red dragon decorates the floor of this large chamber. To the north lie three circular alcoves, each with a single pillar of black marble in its center. To the south, in a single large alcove, a spiral staircase descends to a deeper level of the crypt. Four stone sarcophagi sit on the floor on the south side of the main room, two on each side of the alcove entrance.

The four sarcophagi contain the bones of several of Lady Tula's relatives. Each of the black pillars of marble in the northern alcoves has dozens of niches, each of which holds an urn filled with the ashes of a mercenary from the company Lady Tula founded. The spiral stairs to the west lead up to area E2, and those to the south go to area E4.

Creatures: Though the spirits are at rest here, guardians still ward their urns. A Small fire elemental is bound to each black pillar, and if any urn is moved, or the trap in the main room is activated, the elementals emerge and fight to the death.

SMALL FIRE ELEMENTALS (3) **CR 1**
XP 400 each
hp 11 each (*Pathfinder RPG Bestiary* 124)

Trap: The mosaic on the floor of the central chamber is a trap that activates 1d4 rounds after a PC steps on it. An inscription in the mosaic's center reads, "Red Azramo—Give the Dragon Her Due." Azramo was the name of a red dragon slain by Tula and her mercenaries. Speaking the dragon's name aloud grants the speaker immunity to the trap's effects for 24 hours.

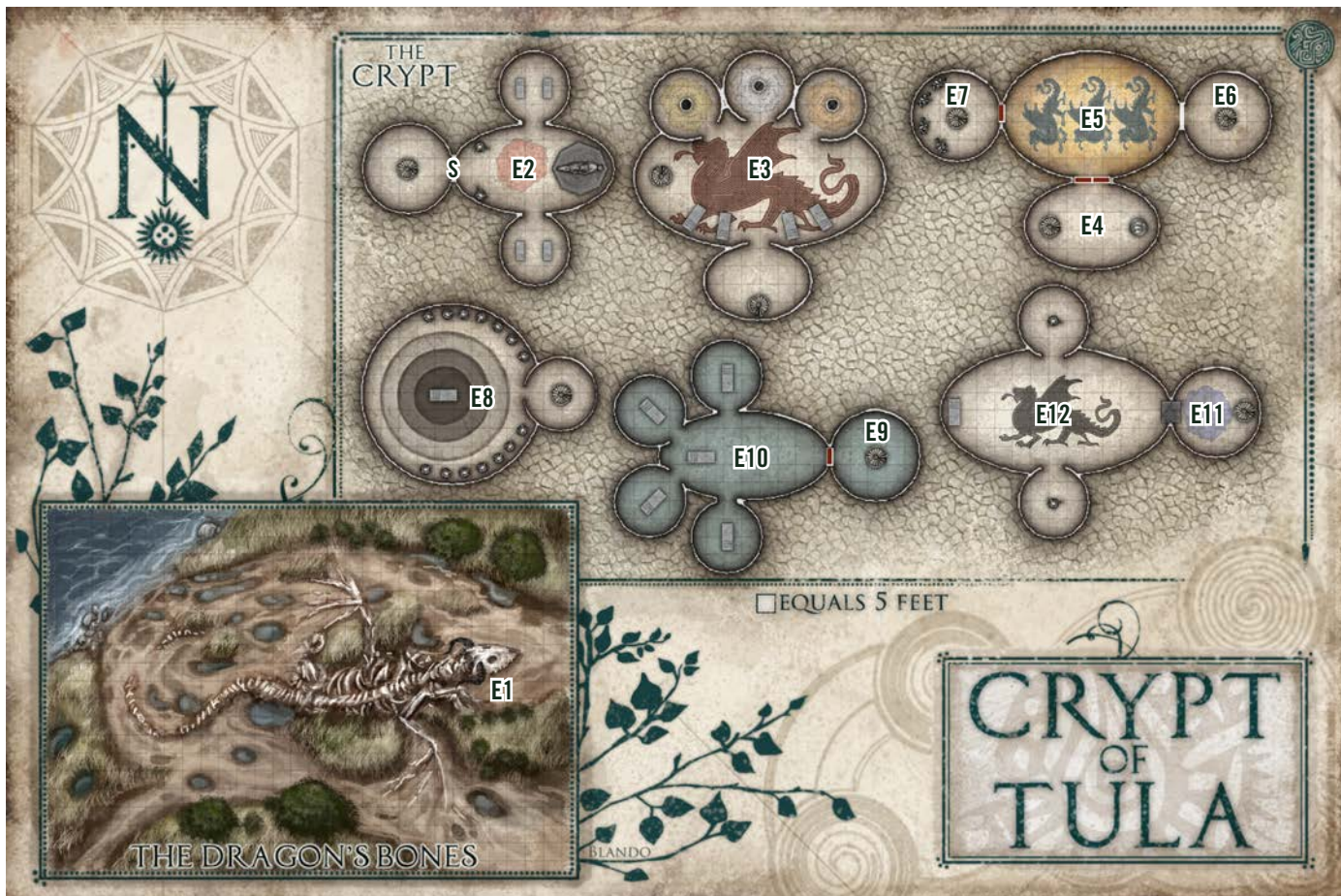
DRAGON MOSAIC **CR 2**
XP 600

Type magical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Delay** 1d4 rounds, **Reset** automatic (1 min.)

Effect spirals of fire lance and blast throughout the room (3d6 fire damage, Reflex DC 15 half); multiple targets (all creatures in the center of the room).



Treasure: Within the four sarcophagi lie the desiccated remains of old Taldan fighters clad in badly aged plate armor. The corpse in the westernmost sarcophagus wears a *ring of strength sapping*^{UE} on its left hand and a *+1 acid resistance light steel shield* on its right arm.

E4. Altar to Aroden

Near the east wall of this oval chamber is an altar, the front side of which is carved to resemble a winged eye. A chalice and a small leather-bound book sit atop the altar.

A spiral staircase here leads up to area E3.

Treasure: A successful DC 12 Knowledge (religion) check reveals the ancient altar to have been devoted to the god Aroden, Lady Tula's patron. The gold chalice is worth 875 gp, and the book is an antique tome of prayer for devotees of the Last Azlanti. This rare book is worth 1,000 gp.

E5. Blue Dragon Hall (CR 5)

The floor of this great, domed chamber has a coppery metallic sheen, save for three mosaics of blue dragons made of polished blue glass. Chiseled into the north wall is an inscription, and the air smells slightly of ozone.

The message on the north wall reads, "Baesterogh, Alamitatus, and Vernegash—each dragon slain by Lady Tula of Belhaim and the Slayers of Nazilli, Battle of Blue Note Hill, 3668 AR." The door to area E7 is locked (Disable Device DC 30), and the secret door to area E6 can be found with a successful DC 30 Perception check. This door opens automatically if the wraith in area E10 is slain.

Hazard: The metallic sheen on the floor is a thin sheet of copper that conducts periodic blasts of electricity. There's a 25% chance each round that a blast of electricity surges through the floor. When this happens, anyone standing on the copper surface takes 3d6 points of electricity damage (Reflex DC 15 half). The blue dragon mosaics are safe to stand on.

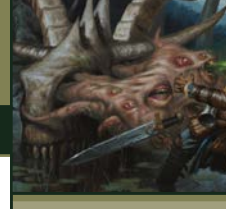
Story Award: Grant the PCs 800 XP if at least one survives this room's hazard the first time they explore the place. Double the award if they take no damage doing so.

E6. Entrance to Tula's Crypt

The spiral stairs in this room lead down to area E11.

E7. Archers True

Painted statues of four human archers, bows drawn, occupy the western curve of this circular chamber. The two archers



INTRODUCTION
CHAPTER 1: WELCOME TO BELHAIM
CHAPTER 2: THE WIZARD'S ESTATE
CHAPTER 3: DRAGONSLAYERS
APPENDIX 1: BELHAIM
APPENDIX 2: NEW MONSTERS

to the north aim toward the northeast, and the two archers to the south aim southeast. An inscription decorates each statue's base.

The inscriptions on all four statues' bases are identical: "May your arrows strike center and true."

A successful DC 20 Perception check reveals scrapes on the floor around the bases of the four statues. Each statue can be rotated on its base with a successful DC 12 Strength check. If each statue's bow is oriented toward the center of the room, a section of the floor in the center of the room begins to slide down in wedges, creating a spiral stairway that descends to area E8.

Story Award: Award the PCs 800 XP if they solve the puzzle in this room.

E8. The Gold Knight's Tomb (CR 6)

The stone spiral stairs open onto a circular alcove looking out into a great domed chamber. Seven statues stand to the north, and seven more to the south—burly figures wielding large hammers. A single stone sarcophagus sits in the center of this room, at the bottom of a series of four tiers descending in five-foot increments.

This is the burial crypt of Sir Echtyr Thelmarden, Lady Tula's second and sub-commander of the Slayers of Nazilli. He was also known as the Gold Knight for his devotion to Abadar.

A spiral stair extends up to area E7 and down to area E9.

Creatures: Sir Echtyr has resisted the corrupting influence of the wraith in area E10, but his resting place is protected by guardians. The four statues nearest the chamber's entrance are actually azers under the effect of a permanent *statue* spell—they agreed to stand guard until the time came when Sir Echtyr's equipment would be needed once again. If the PCs have received Tula's blessing (see area E12), the azers bow before the PCs as if honoring them, then step back into their pedestals and become statues once again. Otherwise, they fight to the death to prevent the opening of Echtyr's sarcophagus.

AZERS (4) **CR 2**
XP 600 each
hp 15 each (*Pathfinder RPG Bestiary 2 39*)

Treasure: Sir Echtyr's corpse wears around its brow a circlet worth 2,250 gp. The armor the dead knight wears appears to be golden full plate—it is in fact +1 *glamered full plate*. A clasp that holds the remains of a rotted blue cape about the corpse's neck is an *amulet of natural armor +2*, and on one hand the body wears a *ring of major acid resistance*.

Story Award: If they are allowed to pass by the azers, award the PCs XP as though they had defeated the azers in combat.

E9. Flooded Chamber

A layer of brackish water covers the floor of this chamber, filling the air with the scent of minerals.

A spiral stair extends up to area E8. Groundwater seepage over the centuries has pooled into a foot of standing water in this room and area E10 beyond. The water is difficult terrain.

The door to area E10 is locked, but can be opened with a successful DC 30 Disable Device check or Bassy's brass key.

E10. Tula Family Crypt (CR 8)

Nearly freezing water floods the floor of this long, oval chamber to a depth of one foot. A single stone sarcophagus, its lid carved to resemble a handsome human aristocrat, sits at the western end of the room. Four circular alcoves open into the room at the western end as well, each of which contains a less ornate stone sarcophagus.

This chamber is the source of the necromantic energies that pollute the crypt—the room where Tula's husband and her four cousins were buried. Arturic's body lies in the central sarcophagus, but most likely the undead guardians attack before the PCs can reach it.

Creatures: One round after the PCs enter this room, a sarcophagus in one of the four alcoves slowly grinds open as its inhabitant, a wight, clambers up and out into the water. Every 1d4 rounds thereafter, another sarcophagus opens to release another wight. If the PCs open a sarcophagus before its wight can emerge, the creature shrieks in shock but doesn't immediately animate, giving the PCs 1 round to attack the recumbent undead before it rises.

As soon as the last wight is defeated, the whispers and moans rise again into a thunderous crescendo—1 round later, a seething black shadowy form rises from the central sarcophagus. This is the wraith of Arturic; while it does not pursue foes out of this level, it fights until destroyed.

WIGHTS (4) **CR 3**
XP 800 each
hp 26 each (*Pathfinder RPG Bestiary 276*)

ARTURIC **CR 5**
XP 1,600
Wraith (*Pathfinder RPG Bestiary 276*)
hp 47

Treasure: Arturic's sarcophagus contains a body clad in a *mnemonic vestment^{UE}*. Its bony hands still clutch a *maximize metamagic rod*. On the left hand is a platinum wedding band set with a ruby worth 1,250 gp, and on the right a *ring of force shield*. The body wears a pair of *slippers of spider climbing* on its feet.

Development: If the wraith of Arturic is slain, the whispers and moans in the crypt immediately cease. If it's not already open, the secret door in area **E6** opens.

E11. The Stone Block

Spiral stairs ascend from the eastern side of this empty room. On the wall opposite the stairs, a large white slab of stone with a keyhole in it has been fitted into an archway, blocking passage entirely.

Fitting the brass key from Bassy into the stone slab, turning the key, then removing the key causes the slab to grind down into the ground, providing access to Tula's Tomb beyond. Without the key, the stone must be smashed apart (hardness 8, hp 900) to gain access to area **E12**.

The spiral stairs in this room lead up to area **E6**.



STATUE OF TULA

E12. Tula's Tomb

This huge, elegant domed chamber houses a single marble sarcophagus at its western end. A mosaic of a black dragon decorates the floor. The ceiling is covered by a vibrant fresco of armored soldiers fighting a host of dragons, with a blonde woman of noble mien at the center, rallying the troops with her sword. In circular alcoves to the north and south stand life-sized statues of this woman, standing in a pose of triumph over the head of a defeated dragon.

This tomb is that of Lady Tula. Originally, she intended to have her husband buried here as well, but as their relationship soured, she amended her will to indicate that if he survived her he was permitted to be buried in the family tomb (area **E10**), but not with her.

If the PCs haven't defeated Arturic, as soon as they enter this room, the omnipresent whispering and moaning fades and is swiftly replaced by the ghostly voice of a woman.

"And who might this be? A new generation of dragonslayers sent to gather my treasures? I sense this among your thoughts, yet I must first ask a favor that will prove your worth to me. My husband's spirit is unquiet in his tomb—he lingers out of guilt for my death. If you would vanquish his shade and return to me with his wedding band, I shall grant you my blessing to take up arms from this crypt."

The voice falls silent thereafter, but as it does the PCs are filled with a feeling of elation and hope. Lady Tula's blessing grants each PC the effects of *death ward* and *good hope* for 24 hours, or until the destruction of her husband's wraith (whichever comes first).

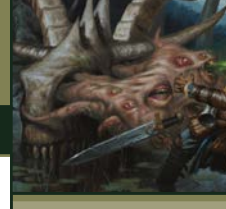
If the PCs have already defeated Arturic, Lady Tula's voice instead thanks them for their service and asks them to present his wedding band—she's patient and waits if the PCs must return to area **E10** first to retrieve it.

Treasure: Lady Tula's remains still wear her +3 *breastplate of luck* (as *banded mail of luck*). Her +1 *keen composite longbow* (+2 Str) lies at the body's left side. Her famed weapon *Wyrmsmite* (a +2 *dragonbane transformative^{UE} longsword*) lies atop the body under the crossed arms. The right hand holds 10 +1 *dragonbane arrows*, and the left just a single shaft—an *arrow of dragon slaying*.

MONASTERY OF SAINT KYERIXUS

The PCs are free to return to Belhaim to recover and to prepare for their visit to the ruined Iroran Monastery after exploring the Crypt of Tula, provided time still remains before Aeteperax attacks Belhaim.

The monastery's ruins stood empty except for lingering monsters, guardians, and wild beasts for centuries. Once Aeteperax learned of the association the monastery's monks had with the Dark Tapestry, he sought it out and chose a nearby cave as his lair. The dragon set his minions



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

to work restoring the ruins, exploring the place, and bringing every text and clue they found to his attention. This is how Aeteperax learned of the Dark Window in area **F24** and gained the power to call down grioths.

Aeteperax also saw the need for a trusted thrall among Belhaim's citizens. He chose the druid Azmur Kell as this minion, ambushing him and his wife Rima as they were leaving town one morning. He snatched up Rima, and allowed Azmur to follow him back to the monastery, where the dragon's minions captured the druid. Aeteperax then offered his terms—Azmur would serve the dragon's whims and needs for the following year, at the end of which his wife and child would be returned unharmed. Azmur saw no choice, for if he went for aid, his loved ones would be forfeit.

Aeteperax doesn't maintain a watchful eye on events in the monastery; he relies on his minions to report to him when anything of note occurs. This is a saving grace for the PCs, because the minions are not eager to report that they let a group without the dragon's ransom attack the monastery. This allows the PCs to make repeated attacks on the monastery, retreating if they need to recover, regroup, and resupply—though once they exit the monastery, everyone remaining will be on alert.

Unless otherwise indicated, all doors in the monastery are made of iron-bound oak and are unlocked. Unless the PCs approach stealthily or come to the monastery after dark, the ruins' inhabitants notice them coming and ring the monastery's bells—see area **F28**.

F1. Processional

Eight weather-worn statues in various martial poses flank a tiled patio leading up to the monastery's gate. The weathered, iron gate is ajar. A guardhouse lies to the north, and three narrow arrow slits face ominously southward from its facade.

A 12-foot-high fence of black iron surrounds the property (Climb DC 12).

F2. Guardhouse (CR 5)

The door to this guardhouse is barricaded from within with several chairs—a successful DC 20 Strength check is required to force the door open.

Creatures: A trio of kobolds, previously Chief Roaghaz's guardians, now serve here in fear and awe of Aeteperax. If they notice anyone approaching in area **F1**, one of the kobolds calls out in Common through an arrow slit.

"You there! You here with the money? Where is it? Show us! Lord Aeteperax is impatient!"

If the PCs can trick the kobolds by showing them a false ransom or otherwise managing to give them a good story as to why they don't have the money yet but came

here to talk anyway (all such deceptions require Bluff checks opposed by the kobolds' Sense Motive checks), the kobolds chatter among themselves for a bit before telling the PCs that they can go talk to "Aeteperax's pet human" in the courtyard (area **F4**). "Just follow the tiled path east past the fountain and you'll see him, but no funny business or we'll come and shoot you all!"

If the PCs can't convince the kobolds to let them into the monastery, they're told to "pinch off" and not come back until they have the ransom. If the PCs try to enter the monastery anyway or attack the kobolds, the kobolds cheer in excitement and fight back—they've been craving a fight.

KOBOLD ARCHERS (3)

CR 2

XP 600 each

hp 24 each (use the stats for Sesserak on page 11; note that these kobolds are not in their favored terrain)

F3. Monastery Grounds

The monastery grounds are exquisitely sculpted. Manicured lawns, well-trimmed trees, and a serene reflecting pool all give the place a peaceful air.

Characters moving openly through the grounds are spotted by the belfry's occupant, Pentosh (see area **F28**), who immediately rings the bells to alert the defenders.

F4. Courtyard (CR 7)

A single sycamore tree grows in this idyllic courtyard, and a wooden veranda along the courtyard's edges provides shade and shelter from the elements.

Creature: Sitting on a large rock in the northwest corner of this courtyard, waiting for the PCs' arrival, is a tired-looking man wearing a red hat with a blue feather. A successful DC 15 Perception check lets a PC recall that this hat was worn by Clausyre at the auction. This is the hapless druid Azmur Kell. If the PCs attack, Azmur defends himself as detailed in his tactics (see page 42). Otherwise, he's eager to speak to them, hoping they've brought the ransom.

"I had a feeling you'd be the ones coming here. Did the baroness manage it? Have you brought the ransom? Gozreh's bones, where is it? I pray the beast will be satisfied—my wife's life depends on it!"

If he learns that the PCs haven't brought the ransom and that they're here to slay the dragon, he blanches.

"Are you mad? The beast is enormous! You have neither the skill nor the numbers to face a dragon of his size—all you'll accomplish is an agonizing death, and then Aeteperax will raze Belhaim to the ground!"

This is a delicate moment. Azmur is willing to hear the PCs out, and if they can convince him they have a chance against the dragon by succeeding at a DC 26 Diplomacy check or a DC 21 Intimidate check, he sighs heavily and then nods, saying “Fine, fine! I’ll help you, but if it costs my wife and unborn child their lives, a dragon’s wrath will be nothing compared to mine!” Obvious displays of power help the PCs make their case. If the PCs are accompanied by the shae Maffei (page 28), they gain a +5 bonus on the check. If they carry powerful weapons from the Crypt of Tula, they gain an additional +10 bonus.

If the PCs can’t convince him, Azmur decides he must capture the party and turn them over to Aeteperax, hoping he can salvage the situation with the dragon taking the lives of the PCs as a sort of down payment for the town.

AZMUR KELL **CR 7**
XP 3,200

Male human druid 8
N Medium humanoid (human)
Init +2; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 17
(+3 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural)

hp 71 (8d8+32)

Fort +9, **Ref** +5, **Will** +10; +4 vs. fey and plant effects

Resist electricity 10

OFFENSE

Speed 30 ft.

Melee *flame blade*
+6/+1 (1d8+4)

Special Attacks
lightning arc (1d6+4 electricity, 6/day), wild shape 3/day

Druid Spells

Prepared (Cl 8th; concentration +11)



AZMUR KELL

4th—*air walk*⁰, *dispel magic*, *cure serious wounds*
3rd—*call lightning* (DC 16), *cure moderate wounds* (2),
*gaseous form*⁰, *protection from energy*
2nd—*barkskin*, *chill metal* (DC 15), *lesser restoration*, *tree shape*, *wind wall*⁰
1st—*cure light wounds* (2), *entangle* (DC 14), *goodberry*,
*obscuring mist*⁰, *produce flame*
0 (at will)—*detect magic*, *light*, *mending*, *read magic*
D domain spell; **Domain** air

TACTICS

Before Combat Azmur casts *air walk*, *call lightning*, and *barkskin* if he hears combat and knows the PCs are near.

During Combat Azmur wants to capture the PCs alive, and does his best not to kill them. If forced into melee combat, he uses his wand to create a *flame blade*.

Morale If brought below 20 hp, he surrenders—the PCs are obviously stronger than he anticipated. If the PCs accept his surrender, continue with Development below. If they don’t, he uses wild shape to assume the form of a bird and flies away to recover—at this point, he watches and lurks in the background, and can come to the PCs’ aid in the future, at which point he again tries to bargain for their help in defeating the dragon.

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Casting, Dodge, Natural Spell, Skill Focus (Bluff), Toughness

Skills Bluff +12, Handle Animal +10, Knowledge (nature) +13, Linguistics +2, Perception +14, Spellcraft +11, Survival +5

Languages Common, Draconic, Druidic, Sylvan

SQ nature bond (Air domain), nature sense, trackless step, wild empathy +9, woodland stride,

Combat Gear *wand of flame blade* (Cl 8th, 7 charges);

Other Gear +1 *leather armor*, *cloak of resistance* +1, *hat of disguise*, *ring of protection* +1, journal (see Development, below), 160 gp

Development: If the PCs secure Azmur’s aid, he asks them to accompany him southwest to area **F10**, where they can speak without being eavesdropped on by kobolds, grioths, or any of Aeteperax’s other minions.

If the PCs instead slay Azmur, they can learn the bulk of the above information from his journal.

Azmur informs the PCs of the nature of their quarry: a young green dragon who goes by the name Aeteperax. In his time here as the dragon’s hostage, Azmur has spent many weeks studying old journals and tomes he discovered in rooms throughout the monastery. He learned that the monks were tinkering with knowledge about the Dark Tapestry, a subject the green dragon Aeteperax is obsessed with. Azmur believes that’s the reason Aeteperax came to this region—to learn what dark secrets the monks discovered.



INTRODUCTION
CHAPTER 1: WELCOME TO BELHAIM
CHAPTER 2: THE WIZARD'S ESTATE
CHAPTER 3: DRAGONSLAYERS
APPENDIX 1: BELHAIM
APPENDIX 2: NEW MONSTERS



The Dark Window: According to Azmur's research, the monks managed to construct an aperture, called the Dark Window, in a locked and hidden room accessible via the lectern library (area F23) on the third floor. The Dark Window allowed them to observe and even communicate with alien entities on the far side of the universe.

The monks had hoped to use the Dark Window to study and learn about these alien creatures and societies, working on the theory that if they knew the chaos and madness of the Dark Tapestry, they could then identify similar traits in themselves and work to expunge them on the road to self-perfection.

Yet the first time they used the Window, the malevolent alien they contacted teleported into the monastery and attacked the priests. Abbot Kanjougas banished the alien back to the Dark Tapestry, but not before it slaughtered the monastery's other inhabitants. Azmur hasn't been able to determine what became of the abbot afterward, but he knows the event took place over 200 years ago.

Azmur hasn't seen the Dark Window, but Aeteperax has spent some time in its hidden room communicating with creatures from the far side of the universe. The room is locked—the dragon comes and goes via *potions of gaseous form* brewed for him by his pet alchemist Pentosh. Azmur has learned that the abbot carried the key to the room, and if his body still lies hidden somewhere in this monastery, the key should be nearby.

The Grioths: Azmur explains that Aeteperax used secrets gleaned from the monastery's texts and the Dark Window to develop a method of conjuring monsters from the Dark Tapestry to serve him. These are the grioths, batlike monsters from an alien world. Azmur knows the dragon can conjure grioths only because the Dark Window maintains the connection between this part of Dragonfen and the Dark Tapestry. Finding a way to close the Dark Window should not only remove the dragon's ability to conjure aid in a battle, but also end his control over the grioths already conjured. Those in his lair will likely attack the dragon, weakening him before the PCs face him.

Closing the Dark Window: Azmur warns the PCs that once they close the Dark Window, Aeteperax will know they're coming for him, and will likely vent his anger by attacking Belhaim soon thereafter. He warns the PCs to wait until they're absolutely ready to invade the dragon's lair before closing the Dark Window.

Azmur believes that even a brief disruption from a successful *dispel magic* spell should be enough to undo the dragon's work, at least for a time. Beyond this, his research has shown him that force effects should be able to disrupt the window—but only if they could somehow be enhanced before being unleashed upon the Dark Window. "Hopefully," he muses, "studying the window will provide some clues—when the time comes, I can aid you in that matter if you need help."

The Dragon's Lair: Azmur tells the PCs that Aeteperax's lair is in a large cavern north of the monastery. Reaching it from above ground is difficult for creatures that can't fly, but Aeteperax had his kobolds dig a tunnel between the cave and the monastery's dungeons so the dragon's minions could report to him secretly.

The Monastery: The druid encourages the PCs to take some time exploring the monastery—there are parts of it the dragon's agents haven't yet explored that could contain useful magical weapons or objects to aid the PCs in their coming confrontation. He can sketch a map of the ground floor and second floor, as well as the central cave of the dragon's lair, but nowhere else.

Lieutenants: Azmur also suggests that the PCs seek out the dragon's other three "lieutenants" here in the monastery and dispatch them to prevent Aeteperax from calling upon them as reinforcements. These three are the enormous grioth Goladryth in the Saint's Library (area F16), the mad alchemist Pentosh who dwells up in the belfry (area F28), and the lunar naga Thaena who can be found somewhere on the third floor (area F26). Of the three, Azmur knows the naga has served Aeteperax the longest, and is nonsensical and distracted.

The True Name: Azmur also suggests the PCs seek the dragon's original name. The druid knows that at least one other lieutenant—a half-orc named Hapscot—knew it, because Aeteperax had Hapscot killed for saying it. The dragon's violent reaction tells Azmur that the PCs could use the name to distract the dragon and trick him into using hasty and foolish tactics. "Perhaps," the druid muses, "one of the other lieutenants knows his true name as well."

The Druid's Assistance: Azmur won't accompany the PCs while his wife remains in danger, but he does volunteer his spellcasting—he'll cure and otherwise bolster the PCs as best he can with his spells. If the PCs mention the looming deadline that the dragon's given them, Azmur brightens, saying he can visit the dragon and report that agents from Belhaim have arrived to plead for an extension. Azmur is confident that he can negotiate at least an additional 2 weeks for the PCs, but beyond that there's not much he can do. He tells the PCs that he intends to stay mobile in the coming days, but if they wish to contact him, they can throw a handful of dead leaves into the reflecting pool in the monastery's grounds as a signal. If he can, he'll meet the PCs in area F10 within an hour of seeing the signal to provide more spellcasting aid.

Story Award: If the PCs secure Azmur's aid, award them XP as if they had defeated him in combat.

F5. Outbuilding Abattoir (CR 5)

Dozens of mutilated corpses—mostly kobolds, though there are a few humans—lie in a mound in the middle of this outbuilding. The chest of each corpse is cut open, and their eye sockets are bloody and empty.

A successful DC 10 Heal check reveals that the hearts and livers have been removed from each body, evidence of grisly ritualistic evisceration. These are victims the grioths have captured and murdered. If any of Belhaim's villagers have gone missing, their bodies could be found here at your discretion.

Creatures: Four giant flies have crawled in through a hole in the roof to feed on the corpses. They attack intruders on sight and fight to the death.

GIANT FLIES (4) **CR 1**
XP 400 each
hp 15 each (*Pathfinder RPG Bestiary 2* 124)

F6. Hall of Supplication (CR 5)

This grand hall is nearly one hundred and fifty feet long, with a vaulted ceiling twenty-five feet overhead. Niches in the walls frame marble statues of monks in poses of meditation, and thick pillars run down the center of this impressive chamber.

Creatures: Here aspirant monks wishing to join the order once presented themselves, crawling on hands and knees to the eastern double doors in supplication. Now four grioths roost in the hall's rafters as they wait out the day. At night, the grioths swoop out into the surrounding grounds to patrol, so at that time they can be encountered anywhere outside. These bloodthirsty alien creatures fight to the death.

GRIOTHS (4) **CR 1**
XP 400 each
hp 13 each (see page 62)

F7. Temple of Irori

A blue mosaic dominates the floor of this chamber. The ceiling rises to several domes twenty-five feet above. A large marble statue of a robed man with hair braided in a loop and worn like a necklace looks down on the chamber serenely from the east.

Aetepex is no worshiper of Irori, but he does understand that the gods can be vengeful if their holy places are despoiled. In order to avoid divine retribution, the dragon has ordered his minions not to touch this room, and so far, the creatures have honored the dragon's wishes. The mosaic on the floor is one of Irori's symbols known as the Master's Rebus. Though there's nothing of value here, a successful DC 20 Perception check reveals a trap door under a prayer rug—moving the rug aside automatically reveals it. The trap door opens into a 10-foot-deep shaft fitted with a ladder. The shaft leads to a tunnel to the east that connects to a second shaft, providing access to area F8.

F8. The Vigil of Kanjougas (CR 8)

This dusty chamber's walls are painted with fading frescoes of monks engaged in acts of acrobatic prowess. At the room's eastern corner is a high-backed stone chair.

Creature: On the stone chair sits a mummified figure clad in white robes, with a braid of black hair circling its neck like an adornment. This figure is a rarity—a nonevil form of undead known as an Iroran mummy. The creature is Kanjougas, the last abbot to serve the monastery. After imprisoning the yangethe in area F24, he buried the dead monks, then underwent a strange process in which he consumed poisonous nuts and teas to preserve his flesh after death, taking on eternal unlife as a form of penance.

When a PC approaches the chair, the mummy looks up, staring at the oncoming player with dead eyes. He responds to no questions, doing nothing more than holding up his right hand, signaling the PCs to halt. If an obvious devotee of Irori is present, Kanjougas holds forth his black key and whispers the words "I, Kanjougas, have waited for you. You must finish what I could not. Destroy the beast. Close the Dark Window. Return honor to this humble monastery." At that, the mummy crumbles away to dust.

If no worshipers of Irori are present, Kanjougas stands and whispers, "I, Kanjougas, know not your convictions. I must know whether you possess the aptitude to close the Dark Window." He attacks, knowing that if he's defeated, these intruders have a chance to do as he hopes.

KANJOUGAS **CR 8**
XP 4,800
Male Iroran mummy monk 4 (*Pathfinder RPG Bestiary 210*, *Pathfinder Adventure Path #53 70*)
LN Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +24

DEFENSE
AC 26, touch 16, flat-footed 24 (+2 Dex, +1 monk, +3 Wis, +10 natural)
hp 106 (12d8+52)
Fort +10, **Ref** +10, **Will** +15; +2 vs. enchantments
Defensive Abilities evasion; **DR** 5/—; **Immune** undead traits
Weaknesses vulnerable to fire

OFFENSE
Speed 40 ft.
Melee flurry of blows +17/+17/+12 (1d8+9), +1 slam +18 (1d8+9 plus mummy rot)
Special Attacks flurry of blows, stunning fist (6/day, DC 15)

TACTICS
During Combat Kanjougas focuses his fury on the most heavily armored target, attempting to keep that person stunned as long as possible so he can finish her off without retaliation before moving on to the next foe. He uses his slam only when he can't make a full attack, but generally does so with the aid of Vital Strike.



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Morale Kanjougas fights until destroyed.

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 10, **Wis** 17, **Cha** 18

Base Atk +9; **CMB** +18; **CMD** 33

Feats Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Stunning Fist, Vital Strike

Skills Acrobatics +17 (+21 when jumping), Intimidate +19, Perception +24, Sense Motive +18

Languages Common, Tien

SQ fast movement, ki pool (5 points, magic), maneuver training, slow fall 20 ft.

Gear *amulet of mighty fists* +1, *belt of giant strength* +2, black key to area **F24**

Story Award: If a worshiper of Irori was present and Kanjougas did not attack, award the PCs as if they had defeated him.

F9. Assembly Hall

Eight pillars painted with faded quotations and prayers from Irori's teachings support the ceiling of this large chamber. A statue of a man with a long braid stands to the south.

The stairs ascend to area **F16**. This room was once used for assemblies of monks and clerics, but it is now used (increasingly infrequently) by Pentosh of Manaket (area **F28**) to meet with the dragon's minions. At these assemblies she irreverently sits in the lap of the statue of Irori as she speaks.

Treasure: Pentosh inadvertently left a recently discovered *scroll of marionette possession*^{UM} here; the scroll lies behind the statue in a bone scroll tube (Perception DC 20).

F10. Hall of Serenity

Narrow pillars painted blue and gold support the ceiling in this shrine. At its west end is a large statue in a mother-of-pearl-lined niche. The figure sits in the lotus position, hands clasped and eyes closed in prayer.

A successful DC 18 Knowledge (religion) check reveals this room to be one of Irori's serenity halls. The statue radiates moderate enchantment magic, and once per day, a lawful creature who sits and meditates before the statue for 3 minutes gains the effects of a *bless* spell for 6 hours.

F11. Courtyard

The vegetation in this quiet, open-air courtyard has been lovingly tended. Small purple berries grow on the nine

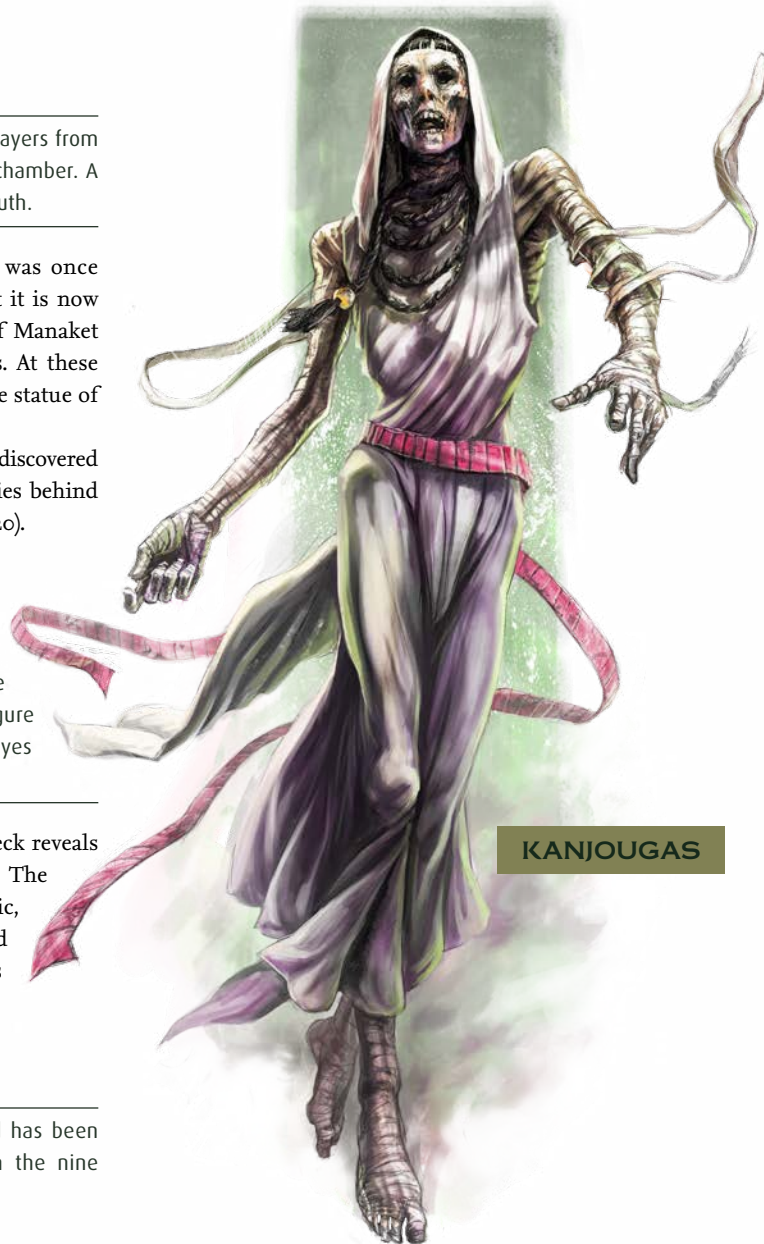
plants in the middle of the area. A small brass bowl sits near one of the bushes, a few bright berries within it.

Azmur uses these berry bushes to create *goodberries* every few days. The brass bowl contains 12 active *goodberries* (CL 8th).

F12. Fountain Courtyard

This courtyard surrounds a dry fountain. A statue of a woman wrapped in a flowing robe stands in the center of the fountain, her arms extended as though reaching up to touch the sky.

A successful DC 18 Knowledge (history or religion) check identifies the statue as a depiction of the founder of this order—Saint Kyerixus.



KANJOUGAS

F13. Descent

These stairs descend to area **F29**.

F14. Haunted Dormitory (CR 5)

Small individual cubbies fill this dormitory, each smaller than five feet by five feet. The dust is thick on the floor here.

The stairs here lead up through area **F21** to area **F25**.

Creatures: Aeteperax's minions avoid this area, because the yangethe trapped in area **F24** once slaughtered many monks here, and two of them continue to haunt this area as allips. These simpering, howling phantoms surge out of the walls to attack intruders seconds after they enter the room.

ALLIPS (2) **CR 3**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary 3 12*)



GOLADRYTH

F15. Burned Dormitory (CR 6)

A fire long ago immolated the contents of this dormitory, leaving the narrow cubbies black with soot.

Creatures: Many of the grioths that patrol the surrounding lands roost in this chamber. Six of them are here at any given point—the other dozen or so are out on patrol or lurking amid the trees in the Belhaim hinterlands.

GRIOTHs (6) **CR 1**

XP 400 each

hp 13 each (see page 62)

F16. The Saint's Library (CR 8)

The ceiling of this twenty-foot-high room is painted with a scene of scholars at study. A polished wooden statue of a woman sitting in the lotus position, eyes closed in meditation, hangs from the center of the ceiling on several lengths of thin twine so that it seems to levitate.

The spiral staircase goes down to the assembly hall (area **F9**) and continues up to the Lectern Library (area **F23**). The long storeroom to the north (area **F16a**) contains old supplies used for bookbinding and writing. The valuable books once stored here have been relocated to Aeteperax's lair.

Creature: Squatting amid dozens of tattered books at the center of the north wall is a hulking beast called Goladryth—a bloodthirsty, enormous grioth recently conjured by Aeteperax. This brutal creature was directed to prevent anyone from accessing the Lectern Library (area **F23**). As soon as anyone appears on the stair, the beast shrieks and attacks.

GOLADRYTH **CR 8**

XP 4,800

Male grioth fighter 6 (see page 62)

CE Large monstrous humanoid

Init +8; **Senses** blindsight 20 ft., see in darkness;

Perception +14

DEFENSE

AC 21, touch 13, flat-footed 17 (+6 armor, +4 Dex, +2 natural, -1 size)

hp 98 (8d10+54)

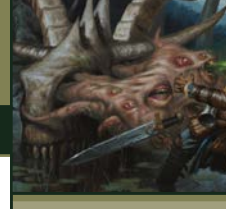
Fort +10, **Ref** +9, **Will** +10 (+2 vs. fear)

Defensive Abilities bravery +2; **Immune** poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., fly 40 ft. (average)



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Melee +1 *cruel*^{ME} *Medium voidglass falchion* +16/+11
(2d4+13/18–20 plus mindshock), bite +8 (1d8+3 plus poison)

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

Special Attacks weapon training (heavy blades +1),
poison (DC 16)

Spell-Like Abilities (CL 1st; concentration +1)

At will—*detect magic*, *mage hand*, *open/close*
1/day—*daze*, *id insinuation* (DC 12)

TACTICS

During Combat Goladryth begins combat by attempting to use *daze* and *id insinuation*, then moves to *melee*.

Morale Goladryth pursues foes throughout this floor, but not downstairs or upstairs. He fights to the death.

STATISTICS

Str 22, **Dex** 18, **Con** 20, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +8; **CMB** +15; **CMD** 29

Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Fly +8, Knowledge (geography) +2, Perception +14
(+18 in darkness), Sense Motive +5, Stealth +2

Languages Aklo, Grioth; telepathy 30 ft.

SQ no breath, armor training 1

Gear breastplate, +1 *cruel Medium voidglass falchion*

F17. Sleeping Chambers

This otherwise empty room contains three bedrolls and evidence of something like a campsite.

Originally, Azmur and the other humanoid minions shared this chamber as sleeping quarters. Now, just Pentosh (see area F28) uses it, and can be found here only from midnight to just before dawn.

F18. Chamber of Want

Metallic coffins with vents in their lids form a line along the southern wall of this room. Numerous large stones are heaped atop the westernmost coffin, and a foul smell of decay fills the air. The ceiling is low, making the space feel cramped.

This room was once used by aspirant monks engaged in a grueling ritual of fasting and sensory deprivation. They would spend days at a time meditating in these dark metal coffins, an obscure practice performed by monks of Irori that has mostly fallen from favor. A successful DC 22 Knowledge (religion) check reveals this information.

When Aeteperax was insulted by one of his minions—a half-orc rogue named Hapscot who dared address him by his original name—the dragon punished him by sealing him in the westernmost coffin. Hapscot expired a few days ago from thirst, but the PCs could question him using *Speak with Dead* to learn Aeteperax's original name: Szangi. Hapscot's Will save modifier is +2.

F19. Secret Door

Numerous statues of robed men and women occupy the niches in this curving hall.

These statues all depict various Iroran saints. The secret door into area F20 can be found with a successful DC 25 Perception check.

F20. The Hidden Vault (CR 6)

A recessed mesh of iron gridwork crisscrosses the northern end of this room. Hundreds of tiny blue runes have been painted inside of each of the small squares formed by the grid pattern. A long-dead figure lies slumped against the wall to the northeast.

The mesh was employed as an experiment when the monastery's monks and priests were attempting to bind the beast now imprisoned at area F24. To test it, the priests conjured hostile elemental beings to this chamber. The arcane writing on the grid can be recognized as runes to bolster conjuration magic with a successful DC 16 Knowledge (arcana) check. Any conjuration effect cast while standing on the grid functions at +1 caster level.

Creatures: The last thing conjured by the priests of the monastery before tragedy struck—a belker—remains bound in this room. The outsider has been trapped here for ages. It swiftly moves to attack anyone who enters the room, but can't leave the area.

BELKER **CR 6**
XP 2,400
hp 68 (*Pathfinder RPG Bestiary 2 45*)

Treasure: The withered and rent body to the northeast was one of the monastery's clerics, who came here to let the belker kill her once the yangethe began its slaughter, as penance for her role in conjuring the yangethes. The priest's robes are rotten, but a pouch at her side still contains a *scroll of cure critical wounds*, a *scroll of flame strike*, a *scroll of protection from energy*, and a *scroll of summon monster V*.

F21. Staircase

These stairs descend to the haunted dormitory (area F14) and ascend to the bell tower gallery (area F25).

F22. Kitchen

This space apparently served as the monastery's kitchen. It appears to have been used recently, though the strange stains and smells don't seem like they were created by preparing food. A cauldron of bubbling fluid sits atop a small fire burning in one of the fireplaces.

Treasure: Pentosh (area **F28**) sometimes uses this room as an improvised alchemical lab. The fluid in the cauldron is a strange alchemical catalyst she created as a side effect of another experiment. To her frustration, she's been unable to replicate the results. A successful DC 20 Craft (alchemy) check is enough to deduce what the substance does—a pint of the fluid can dissolve a single dragon scale in 1d4 rounds, creating a *potion of resist energy* against the type of energy associated with that dragon. The PCs can use the scales recovered from the kobold lair in this manner to make *potions of resist acid*, but there's only enough catalyst remaining in the cauldron to make five such potions.

F23. Lectern Library

Tall bookcases fill this impressive chamber. The elaborate fresco on the ceiling depicts devotees of Irori in meditation. Wisps of incense wind through the scene like a fanciful ribbon of smoke.

Most of the prized volumes that were once lovingly housed here have been removed to Aeteperax's lair. Only a few relatively valueless books now remain.

The secret door in the southwest can be found with a successful DC 30 Perception check. Any PC who has been tasked by Kanjougas (see area **F8**) with closing the Dark Window is guided by the abbot's spirit, and receives a +10 bonus on her Perception check to notice the secret door, whether or not she is actively looking.

F24. The Dark Window (CR 9)

The iron door to this chamber is covered in complex sigils and runes painted in delicate black lacquer—a message repeated over and over in several languages, including Common: "Beware! Dark Oblivion Lies Within!"

A drone, like the sound of a vast wind, fills this room, yet the air is cold and still. A fifteen-foot square of arcane symbols is inscribed on the floor. Two five-foot-square areas of similar writing sit to the northeast and southeast of the larger one.

Above the larger square hovers what appears to be a vertical hole in reality—a window that looks out into a night sky in which only a few tiny stars are visible. The window itself is fifteen feet square, running from the north and south points of the symbol below. It's suspended a foot off the ground, and comes within three feet of the ceiling above.

The door is locked with an incredibly complex lock (Disable Device DC 40), but can be opened with the key from area **F8**. Of course, enterprising PCs can also use the same method that Aeteperax uses to come and go from the room—*gaseous form*. This opening is the Dark Window, a link to the Dark Tapestry created centuries ago by the monastery's overly curious inhabitants. The

sound of rushing wind is merely a disconcerting side effect of the portal, which radiates strong conjuration magic. The window feels solid, like a cold pane of glass. Anyone who peers into the Dark Window and succeeds at a DC 20 Perception check sees strange shapes looming somewhere in the darkness looking back at him—shapes that are unsettling and alien in outline. Unless the character succeeds at a DC 20 Will save, he is shaken for 1 minute. This is a fear effect.

The two smaller squares of arcane symbols on the ground radiate strong transmutation magic. A successful DC 25 Spellcraft check reveals that they heighten magical effects focused on targets within the larger square. Any magical effect, such as a spell or a triggered magic item, generated by a creature standing in one of the smaller squares that targets anything within the larger arcane square (including the Dark Window) has any save DC associated with its effect increased by 2. The arcane squares have other, more subtle effects that aided the monks in the creation of the Dark Window, and can also aid in its destruction.

Creature: The closest and least dangerous shape glimpsed through the Dark Window is the same alien that slaughtered the monks over 200 years ago. This creature, a yangethe, quickly notices someone has arrived who isn't Aeteperax. It has formed something of an alliance with the dragon—it pleases the yangethe to see so many grioths pulled from their home and enslaved in a world where the sun is so bright. The yangethe uses *interplanetary teleport* to appear in the room a few rounds after the PCs enter. The hideous creature begins combat by using *demand* on one PC, suggesting that the PC defend it from all attacks, then attacks foes with its psychic blast before switching to melee attacks. The yangethe fights to the death.

YANGETHE

CR 9

XP 6,400

hp 115 (see page 63)

Development: The Dark Window is essentially an immobile magic effect that functions at CL 17th. By casting *dispel magic* on it successfully, a PC can deactivate it. This lasts only 1d4 rounds, but that's long enough to shut off the rift in Aeteperax's lair. Given time, he can rebuild the rift, but the short-term effect is the same as if the PCs had engineered a more permanent solution, such as destroying it. Treat the Dark Window as a *wall of force* (hardness 30, 340 hp) for the purposes of destroying it.

One sure way to close the Dark Window is hidden in the nature of the arcane symbols. A character who studies these symbols for at least 10 minutes and succeeds at a DC 20 Spellcraft check correctly deduces that the three squares are linked. The smaller squares serve to amplify magical effects that target points within the larger square, and destroying any of the squares doesn't affect the Dark



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS



Window. In fact, doing so can make destroying it even harder. If the result of the Spellcraft check exceeds the DC by 5 or more, the character also realizes that force effects in particular seem to be enhanced by the squares.

Anyone who stands upon one of the smaller squares can use any effect that causes force damage (such as a *magic missile*, *spiritual weapon*, or a *bead of force* like one of those found in area F34) to significantly damage the Dark Window. The squares enhance the damage so that not only does the force effect ignore the Dark Window's hardness, but it deals 10 times the normal amount of damage. In this manner, a single magic missile would deal 20 to 50 points of damage (1d4+1 × 10) to the Dark Window, bypassing its hardness, and a *bead of force* would do 50 to 300 points of damage. In addition, each time the Dark Window takes damage in this way, regardless of the amount of damage taken, there's a 25% chance the window simply shatters.

If the window is destroyed, it explodes in a brilliant but harmless flash of light.

Story Award: Grant the PCs 4,800 XP for permanently closing the Dark Window.

F25. Bell Tower Gallery

Scattered about this room are coils of thick rope and three large bells. There is no ceiling—merely the steeple of the monastery's bell tower high above, accessible via a spiral stair to the south. A long rope dangles down from above, attached to the great bell sixty feet overhead.

The spiral staircase here leads down to area F21 and up to the bell tower landing (area F28a). Pulling on the rope elicits a mighty ringing that echoes down the tower and alerts Pentosh in area F28 to the PCs' intrusion.

F26. Abbot's Atrium (CR 6)

A wooden veranda runs around the edges of this atrium. A large planter, overgrown with various shrubberies and plants, grows in the center of the area under the open sky.

Creature: Once a secluded atrium where the monastery's abbot could relax in peace, this area is now the favorite dwelling place of one of Aeteperax's oldest allies, a lunar naga named Thaena. The naga is slightly mad. The dragon contacted her when he first developed an interest in astronomy after hearing that the naga knew something on the subject. Thaena was immediately impressed by the dragon, and became infatuated with him. Though she's never revealed her feelings to Aeteperax, she's remained his loyal advisor and confidant for nearly a decade, following him wherever he goes. Aeteperax, at this point, sees the naga as

more of a nuisance than an aid, for his knowledge has far surpassed hers. Because of this, she's grown increasingly unpredictable and distraught at the increasing length of time between his visits to converse with her.

When the PCs first enter this room, Thaena is either asleep or lost in rapturous stargazing—in either case, she reacts to their presence with shock, saying in Common, "Oh! Pardon me, but have you heard word from Szangi? He's not emerged from his lair since his last visit to that little human village, and I worry for the dear!" If the PCs ask her who "Szangi" is, she gets an expression of shame and horror. "No! I mean Mighty Aeteperax! Don't tell him I said that!"

How the naga interacts with the PCs beyond this point depends on them—she's quite unstable, and if she gets the idea that the PCs are here to kill the dragon, don't seem willing to keep the name "Szangi" to themselves, or even are repeating it too many times, she shrieks, "You are here to hurt him! I'll kill you, and then he'll have to acknowledge me!" Because of her mental instability, Thaena is easily upset, and a PC engaging her in conversation must succeed at a DC 23 Bluff or Diplomacy check to avoid accidentally offending her. Attempting to enter area F27 also spurs her to attack.

If the PCs keep Thaena calm enough, you can use a discussion they have with her to answer questions about Aeteperax or the adventure's backstory as you see fit.



THAENA

THAENA

CR 6

XP 2,400

Lunar naga (*Pathfinder RPG Bestiary 3* 197)

hp 68

Treasure: Thaena wears a *necklace of adaptation* around her neck. This item was a gift from Aeteperax, given after the two had known one another only a few months and were still conversing daily about astronomical topics. She treasures this precious keepsake more than anything.

F27. Abbot's Bedchamber

This large bedroom is furnish with only a single large bed before a wall of empty bookshelves. A shallow bathing pool sits opposite the bed, its tile basin empty and dry.



PENTOSH

Treasure: A PC who succeeds at a DC 25 Perception check finds a dusty, plain-looking cap wedged between the headboard and mattress. This is the abbot's old *buffering cap*^{UE}.

F28. Belfry (CR 6)

The belfry is accessible via a 20-foot-tall spiral staircase that leads from area **F25** to area **F28a**, followed by wooden stairs that wind up the inside of the bell tower before reaching the belfry itself, 50 feet above (area **F28b**). The view from the belfry is majestic, allowing an occupant to watch the monastery grounds and its perimeter (except for two blind spots—one just past area **F2** and one past area **F5**). On a clear day, the town of Belhaim and Aeteperax's bones resting atop the Crypt of Tula are visible in the distance.

Creature: Aeteperax's other surviving human minion is not secretly disloyal like Azmur is. Pentosh of Manaket is a thoroughly venal and conniving woman who has been rewarded well for her service over the past 16 months with several potent magic items (her favorite being her *cloak of the bat*). As long as Aeteperax keeps paying her, she's content to serve as his alchemist, brewing potions for the dragon (he uses *potions of gaseous form* to access area **F24** at least once every few months).

Part of Pentosh's responsibility is to keep watch over the lands surrounding the monastery in case intruders approach. If she spots any visitors, she keeps an eye on them from this vantage point. The first time the PCs arrive, they're expected (she assumes they're delivering the ransom), but she still rings the bell to let the monastery know there are visitors.

If she sees combat break out, she watches the PCs' tactics but doesn't join the battle. She might decide to sneak down to look for the PCs so she can ambush them and earn extra accolades from Aeteperax for defeating the would-be dragonslayers.

During the night, Pentosh can instead be encountered in the kitchen (area **F22**) or resting in area **F17**.

PENTOSH

CR 6

XP 2,400

Female human alchemist 7

LE Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 dodge, +2 natural)

hp 70 (7d8+35)

Fort +8, **Ref** +7, **Will** +5; +4 vs. poison

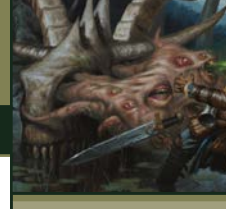
OFFENSE

Speed 30 ft.

Melee +1 flail +5 (1d8)

Ranged bomb +8 (4d6+4 fire)

Special Attacks bomb 11/day (DC 17)



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Alchemist Extracts Prepared (CL 7th)

- 3rd—*cure serious wounds, gaseous form*
- 2nd—*barkskin, darkvision, invisibility, vomit swarm*
- 1st—*bomber's eye, cure light wounds (3), shield*

TACTICS

Before Combat Pentosh drinks a Constitution-enhancing mutagen and an extract of *barkskin*.

During Combat Pentosh drinks an extract of *shield* on the first round of combat, then uses her bombs against foes, keeping her flail in one hand to make attacks of opportunity if she gets the chance. She uses *vomit swarm* if surrounded.

Morale Pentosh attempts to flee by using *gaseous form* to hide and recover if reduced to fewer than 15 hit points. If she flees, she sneaks out once she has healed to get revenge on the PCs.

STATISTICS

Str 8, **Dex** 14, **Con** 17, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +4; **CMD** 17

Feats Brew Potion, Dodge, Improved Iron Will, Iron Will, Martial Weapon Proficiency (flail), Throw Anything, Toughness

Skills Craft (alchemy) +14, Diplomacy +6, Fly +14, Knowledge (history) +8, Perception +11, Sleight of Hand +11, Spellcraft +14, Stealth +13, Survival +11, Use Magic Device +9

Languages Ancient Osiriani, Common, Draconic, Osiriani, Necril

SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4/-2, +2 natural, 70 minutes), discoveries (dispelling bomb, frost bomb, smoke bomb), poison use, swift alchemy, swift poisoning

Combat Gear *potions of gaseous form (2)*; **Other Gear** +1 chain shirt, +1 flail, *cloak of the bat*, 92 gp

F29. Aspirant's Path

A flight of stairs descends to a cellar room with alcove-lined walls. Each alcove hosts a statue of an athletic man or woman with a long braid, and each figure is in different pose of martial performance.

With a successful DC 15 Knowledge (religion) check (worshippers of Irori gain a +5 bonus on this check), a PC notes that the layout of this room is a common one in places sacred to Irori—this room is the start of the Aspirant's Path, a series of challenges that form a sort of obstacle course meant to train worshippers in the various physical traits and skills Irori demands on the road to self-perfection. This check also reveals that though the nature of the areas along any one Aspirant's Path can vary, the first task is always one of observation. The actual entrance to the path is invariably a secret door the aspirant must locate in order to even begin the trial. This secret door is to the west, and can be discovered with a successful DC 25 Perception check.

The PCs can attempt further DC 15 Knowledge (religion) checks in the other rooms that make up the

Aspirant's Path to determine what trials were meant to be performed in those rooms. Aeteperax forces most who want to visit him to walk at least part of the Aspirant's Path. The dragon enjoys putting them through this kind of trial, since it ensures that he's only interrupted when absolutely necessary.

F30. The Aspirant's Pit (CR 3)

This room has a fifteen-foot-high domed ceiling and no floor except a two-inch-wide ledge that skirts the edges of the room around a deep pit that drops away into darkness.

The pit here is 40 feet deep, and symbolized to the monks the darkness of chaos. Monks were expected to traverse this pit however they wished, via jumping, balancing along the ledges (Acrobatics DC 15), climbing down and back up (Climb DC 20), or using supernatural methods.

Story Award: The first time the PCs successfully cross the Aspirant's Pit, award them 800 XP.

F31. The Aspirant's Challenge

Sixteen five-foot-wide alcoves, each containing the crumpled remains of a sparring dummy, fill this room.

In this chamber, the aspirants were blindfolded to simulate the lightless conditions of the darkness between the stars, and then challenged to move quickly through the chamber and topple 16 separate dummies from their stands as quickly as possible. The chamber is now largely ignored by Aeteperax's minions. The secret door to the northeast can be spotted from this side with a successful DC 30 Perception check—it is obvious from the far side.

F32. The Aspirant's Pool (CR 6)

The majority of this long chamber is taken up by a large, deep pool of calm water. Irregularly shaped ledges and an artificial island of stone rise from the waters.

Creatures: As with area F30, this room challenged the aspirant's skill at navigating obstacles, but unlike the pit, the pond was often stocked with dangerous creatures meant to further challenge the aspirant. Three Medium water elementals still dwell in the 15-foot-deep artificial pond. They pay no attention to passersby until the surface of the water is disturbed in any way, at which point they surge out to attack, pursuing foes throughout this room but not beyond.

MEDIUM WATER ELEMENTALS (3) **CR 3**
XP 800 each
hp 30 each (*Pathfinder RPG Bestiary* 126)



Story Award: If the PCs navigate this room without angering the elementals the first time they pass through, award them XP as if they had defeated the elementals in combat. If they later deliberately attack the elementals, they earn no XP for fighting them.

F33. The Aspirant's False Triumph

Aspirants who reached this room were once met by a senior monk who congratulated them on succeeding at walking the path. The priest was a liar—aspirants who didn't catch the lie and press on to area F34 would later be told they had failed, but were not why, and they had to walk the path again to try to get it right. A successful DC 20 Perception check allows a PC to notice the secret door to area F34.

F34. The Aspirant's Focus (CR 7)

Three fifteen-foot-diameter platforms lie in this room, each rising three feet high. In the center of each platform, a globe-shaped container of murky liquid sits in the embrace of an octopus-shaped brass cradle. Each globe is about two feet across—the two westernmost globes are intact, and a dark, indistinct mass floats in the center of each. The eastern globe has been shattered, and a large stain has spread out around it on the floor. Along the wall near the eastern door sits a tiny wooden cabinet with a message scribbled on its front. A similar one sits beside the western door.

This chamber was the deadliest on the Aspirant's Path. Originally, the three globes each contained a dangerous

monster held in stasis in a strange alchemical brine—representatives of the alien life forms known as brain oozes, which the monks believed dwelled in the Dark Tapestry. Originally, the three trapped brain oozes were kept helpless in their globes, but the brine allowed their aura of psychic noise to permeate the glass even as they floated in stasis within. Aspirants had to navigate this long chamber in less than a minute, climbing up to touch each globe in turn as they went. An aspirant who could resist the dazing effects of the psychic noise could generally make the trip without a problem, but those who lost focus and became dazed had little chance to catch up before the minute ran out.

Creature: The eastern orb was smashed long ago and its brain ooze has since fled. The western orb's brine spoiled and the brain ooze inside died—its pickled remains float within. The brine in the central orb, though, is still barely functional. It's kept the ooze within alive for the past 200-some years in a state of near-consciousness. Unfortunately, the introduction of thinking creatures within 50 feet of the sphere is enough to jolt the brain ooze back to wakefulness, and the ooze is eager to escape. It stops to lash out at the PCs, eager for revenge against the humanoids it blames for its alchemically induced imprisonment. The ooze can't break out of its globe on its own, but the nature of the brine it's in allows its psychic noise ability to extend beyond the walls of its glass prison and allow it to ignore the glass when targeting creatures with its spell-like abilities. It attempts to use *dominate person* on a PC each round, forcing a dominated PC to smash the globe. Once released, the ooze attacks that PC in a vengeful wrath. If the brain ooze is reduced to fewer than 30 hit points, it realizes it's in danger and attempts to dominate the PCs one by one, starting with the most heavily armored. If it manages to dominate the party, it uses their resources to heal itself and then cruelly attacks them again, repeating these tactics until the PCs are slain or it is.

BRAIN OOZE

CR 7

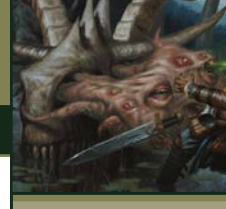
XP 3,200

hp 75 (*Pathfinder RPG Bestiary* 3 43)

Treasure: The message on the cabinet by the eastern door reads, in Common: "Herein lies safety—but know that to rely on such crutches is to fall from the Path." A second, similar cabinet sits near the western door, but its message reads "Return what is no longer needed here, lest it weigh you down." Originally, the monks kept a few *beads of force* in these cabinets for aspirants to use against a brain ooze if it happened to escape—a policy instituted after two deadly accidents. Nothing remains in the eastern cabinet but a few tiny silk cushions. In the western cabinet, three *beads of force* sit on another set of cushions.



BRAIN OOZE



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

F35. Meditation Pool (CR 6)

A tiled pool dominates this chamber, which has a fifteen-foot-high barrel-vault ceiling. The waters are clear and three feet deep. Three marble platforms featuring the same mosaic design found in the monastery above rise along the pool's center, protruding six inches above the water's surface. Four octagonal, domed alcoves in the corners each hold a marble pillar. Near the southeast alcove, a large hole has been dug in the wall.

There's a strange serenity in this room, and the sound of the pool's water gently lapping against stone echoes rhythmically. Tiles of blue and gold on the north wall form the message: "In the Midst of Chaos, a Disciplined Mind Imposes Order." This room once served as a place for the monks of the order to relax and meditate, and are still useful for those functions. The waters within the pool radiate faint transmutation magic and constantly replenish and purify themselves. Each character can, once per month, spend an hour relaxing in the pool to gain the benefits of *heroes' feast* and *restoration* (both at CL 11th).

The pillars in the alcoves are etched with the names of those who triumphed on the Aspirant's Path. The hole in the wall was excavated for Aeteperax by the Blood Vow kobolds, and the tunnel extends north for 750 feet before reaching area G1 of Aeteperax's lair.

Creatures: A pair of grioth priests of the Haunter in the Dark (an aspect of the Outer God Nyarlathotep—see *Pathfinder Adventure Path #46: Wake of the Watcher* for further details) have been posted here to watch over the underground entrance to Aeteperax's lair. Upon noticing intruders, one of the clerics immediately takes wing down the tunnel, hoping to reach the dragon to warn him of the intruders while the remaining grioth attacks the PCs.

GRIOTH CLERICS (2) CR 4

XP 1,200

Grioth cleric of Nyarlathotep 3 (see page 62)

CE Medium monstrous humanoid

Init +3; **Senses** blindsight 20 ft., see in darkness;

Perception +10

DEFENSE

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

hp 37 (5 HD; 2d10+3d8++13)

Fort +5, **Ref** +7, **Will** +11; +1 vs. mind-affecting

Immune poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee mwk voidglass dagger +6 (1d4+1/19–20 plus mindshock), bite +0 (1d6 plus poison)

Special Attacks channel negative energy 5/day (DC 13, 2d6), poison (DC 13)

Grioth Spell-Like Abilities (CL 1st; concentration +3)

At will—*detect magic*, *mage hand*, *open/close*

1/day—*daze* (DC 14), *id insinuation* (DC 14)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—touch of chaos, touch of darkness

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*blindness/deafness*^o (DC 15, only to cause

blindness), *cure moderate wounds*, *sound burst* (DC 15)

1st—*cure light wounds*, *doom* (DC 14), *lesser confusion*

(DC 14), *protection from law*^o

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *resistance*

D Domain spell; **Domains** Chaos, Darkness

TACTICS

During Combat The grioths open combat with their ranged spells, using flight to stay out of melee. Once they've used their ranged spells, they land and attempt to affect as many PCs with channeled negative energy as possible.

Melee combat is a last resort.

Morale The grioth clerics fight to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 18

Feats Blind-Fight, Combat Casting, Iron Will, Selective Channeling

Skills Fly +5, Knowledge (geography) +3, Knowledge (religion) +9, Perception +10 (+14 in darkness), Sense Motive +10, Stealth +5

Languages Aklo, Grioth; telepathy 30 ft.

SQ no breath

Combat Gear *scroll of deeper darkness*, *scroll of speak with dead*, *scroll of sound burst*; **Other Gear** mwk voidglass breastplate, mwk voidglass dagger

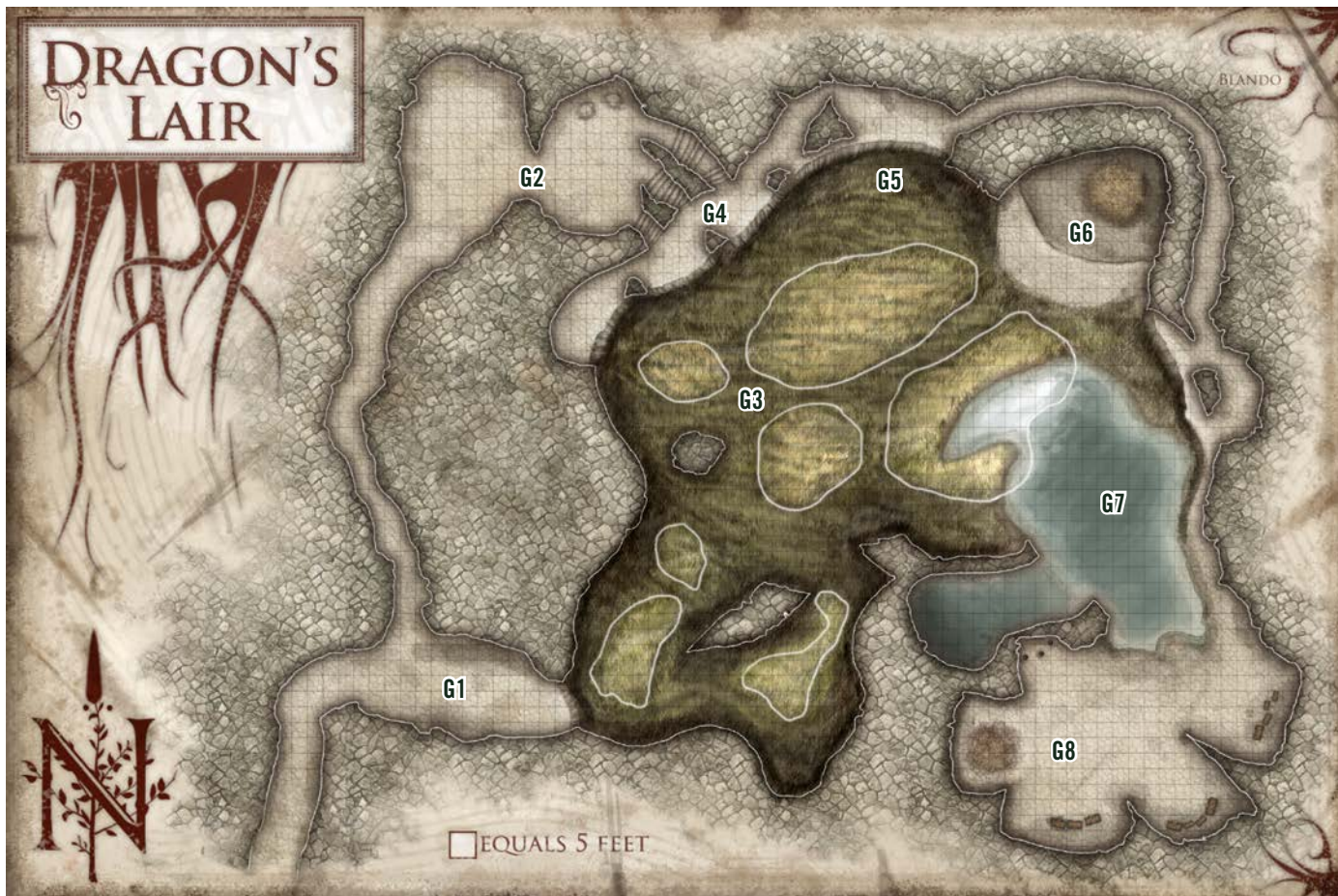
TO SLAY A DRAGON

Aeteperax chose a large cavern in Dragonfen near the peak of a low hill north of the Monastery as his lair. From above ground, dense undergrowth and steep slopes make approaching the cave difficult for landbound creatures (Climb DC 20 to make it up the last 300 feet)—much less finding the entrance. A PC who succeeds at a DC 10 Perception check notices numerous overgrown entrances that open in the roof of the cavern (remember to modify for distance).

The climax of this adventure takes place at this site. It's a single, complex encounter area where the PCs face a foe that would normally be overwhelming in its power, but with proper and careful preparation and planning—and a bit of luck—the heroes can prevail. Along with the treasure acquired earlier, the PCs can recruit allies to aid them in their fight, such as Nighttail, Maffei, and Azmur.

In addition, there are three steps the PCs can take to gain an advantage in this final battle.

Closing the Dark Window: When the Dark Window closes, the rift in area G5 implodes. All grioths become free of Aeteperax's control—those in the monastery remain in



their positions for 1d4 days, but the grioths in area **G2** are driven mad by their proximity to the collapsing rift and attack Aetepexax. The dragon slays them all, but takes 20 points damage in the process, and can't call on the grioths to aid him in the final battle.

Defeating Minions: If the PCs are forced to flee their first encounter with the dragon, or if he has enough warning, he gathers his remaining minions from the monastery, bringing them to his lair in order to aid its defense. The more of these that the PCs defeat before they attack the dragon, the smaller his pool of reinforcements becomes. If the PCs defeat or recruit all four lieutenants, their confidence makes them immune to Aetepexax's frightful presence.

Learning Aetepexax's Original Name: Aetepexax hates his given name, Szangi, with a passion—he feels it lacks the grandeur a dragon's name should have. If the PCs utter it during battle, Aetepexax loses control and focus, making the fight against him easier for the PCs.

THE DRAGON'S LAIR

Key sites of interest within Aetepexax's lair are briefly summarized below.

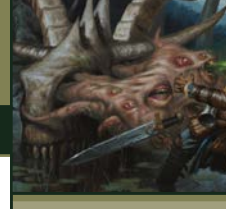
G1. Foyer: The southern tunnel leads 750 feet back to area **F35**. During daytime, sunlight reflects in from the east. The ceiling height here is 20 feet.

G2. Grioth Den: The ceiling here is 20 feet high. Unless the PCs closed the Dark Window back in the monastery, seven grioths (see page 62) led by a trio of grioth clerics (see page 53) wait to come to Aetepexax's aid. If they see intruders, they immediately fly east to alert the dragon and fight at his side.

G3. Main Cavern: The ceiling of this enormous cavern looms 50 feet overhead, pierced at many points by large openings to the surface (the outlines of these openings are represented by white lines on the map). Layers of earth cover the ground here, and grass, moss, and fungus grow on the floor in a thick, verdant layer.

G4. Gallery: A natural balcony wraps around the cavern, 20 feet off the ground. Aetepexax prefers his visitors to assemble on the northwestern balcony when they come. PCs can scale the walls between the balcony ledge and the cave below with a successful DC 20 Climb check.

G5. The Rift: As long as the Dark Window remains open, a twisting black vortex floats in the air here. Aetepexax managed to create this rift to the Dark Tapestry after much work and toil, and as long as it remains open he can summon more grioths to his aid. The spiral-shaped rift is about 20 feet in diameter, and hangs suspended in a vertical orientation. Its center is 15 feet off the ground, so its edge comes within 5 feet of the floor. Anyone who



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

comes in contact with the rift is pulled through (Reflex DC 20 avoids). Creatures that fail this save are exposed to outer space for an instant before they're spit back out, hurled 2d6x10 feet south from the rift. The brief exposure to the depths of outer space causes 3d6 points of damage from decompression and 3d6 points of cold damage (no save); being hurled across the room deals an additional 4d6 points of damage (Reflex DC 15 half).

G6. Aeteperax's Roost: This large, domed alcove has a 40-foot-high apex. Aeteperax's large nest of grasses, leaves, and evergreen boughs covers the ground.

G7. Pond: This pond of fresh water has an average depth of 20 feet. Aeteperax slakes his thirst here, and occasionally bathes.

G8. Hoard: The ceiling of this chamber is 20 feet high. This room is where Aeteperax keeps not only his prisoner, Rima Kell, but also his treasure—all of it sorted neatly into many different chests and containers. See Aeteperax's Hoard on page 57 for more details.

AETEPERAX THE CRUEL (CR 11)

The dragon Aeteperax measures 30 feet from horn to tail—a menacing figure indeed. The dragon is nocturnal, sleeping during the day so that he can stargaze or study his large library of books at night. He is unlikely to be expecting the PCs (since his minions in the monastery fear to report failures to him), unless the Dark Window has closed and he's been forced to kill the grioths in area **G2**. In that case, he is alert and watchful for 24 hours, after which he emerges to investigate things at the monastery. Once he realizes that Belhaim sent dragonslayers instead of a ransom, he flies over to attack the town before returning to his lair to kill Rima, gather his treasures, and relocate to somewhere distant.

This adventure assumes the PCs don't delay after they close the Dark Window, in which case they find the dragon waiting for them at area **G6**. As soon as he notices the party's presence in his lair, he speaks.

"What is this? Who are you? You dare come before the mighty Aeteperax uninvited and soil this lair with your abject disrespect? Name yourselves so that I might know whose blood will stain my cave!"

If the PCs make any reference to Belhaim, Aeteperax grows unnervingly pleasant, and asks if they have brought him the ransom. Any answer other than an affirmation brings the dragon's rage, and he attacks at once.

AETEPERAX **CR 11**
XP 12,800
 Male young adult green dragon (*Pathfinder RPG Bestiary* 96)
 LE Huge dragon
Init +4; **Senses** darkvision 120 ft., dragon senses; Perception +18
Aura frightful presence (150 ft., DC 20)

DEFENSE
AC 28, touch 8, flat-footed 28 (+4 armor, +16 natural, -2 size)
hp 149 (13d12+65)
Fort +12, **Ref** +8, **Will** +10
DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 22
Weaknesses shameful name

OFFENSE
Speed 40 ft., fly 200 ft. (poor), swim 40 ft.
Melee bite +18 (2d8+10/19-20), 2 claws +18 (2d6+7), tail slap +13 (2d6+10), 2 wings +13 (1d8+3)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, 10d6 acid, Reflex DC 20 half, usable every 1d4 rounds), crush (Small creatures, 2d8+10 damage, DC 20)
Spell-Like Abilities (CL 13th; concentration +15)
 At will—*charm person* (DC 13), *entangle* (DC 13)
 3/day—call grioth
Sorcerer Spells Known (CL 3rd; concentration +5)
 1st (6)—*grease*, *mage armor*, *ray of enfeeblement* (DC 13)
 0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *read magic*

TACTICS
Before Combat Aeteperax casts *mage armor*.
During Combat The dragon starts any battle with his breath weapon, swooping down to try to catch as many PCs in its area as possible. For the next few rounds, he moves back and forth between ledges, casting spells or using *entangle* on foes down below to soften them up. His *staff of illusion* has only 2 charges remaining after his use of *persistent image* and *mislead* during the auction, but before he enters melee combat he uses the staff to cast *mirror image*, then drops the staff somewhere safe so that he can swoop down and engage foes in melee. His first attack is an Improved Vital Strike bite, after which he makes full attacks if possible. He spreads his attacks out among multiple targets, but if a foe is particularly dangerous, he focuses all of his attacks on that opponent.
Morale If reduced to fewer than 40 hit points, Aeteperax suddenly realizes he's in significant danger, but his obsession with his treasure and books keeps him from fleeing immediately. Instead, he moves to area **G8** and starts to gather his belongings. Rima, by this point, has hidden herself in the cave, and the dragon roars in rage if she's nowhere to be seen. If the PCs take longer than 5 minutes to reach him, Aeteperax finds and kills Rima, then flees the region with the bulk of his treasure gathered up in the chimera skin clutched to his chest. If the PCs confront him before this point but after he's found Rima, he holds her hostage, telling the PCs he'll hand her over alive if they let him leave with his treasure. At this point, if the PCs wish to try to kill him before he can make good on his promise to kill her, roll initiative again—on his count, the dragon drops Rima and uses his breath weapon on the PCs, stubbornly fighting to the death thereafter.

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +22 (+24 bull rush); **CMD** 32 (34 vs. bull rush, 36 vs. trip)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike

Skills Bluff +18, Diplomacy +15, Fly +8, Knowledge (arcana) +15, Knowledge (geography) +18, Linguistics +8, Perception +18, Sense Motive +15, Spellcraft +18, Swim +24

Languages Aklo, Common, Draconic, Grioth, Sylvan

SQ water breathing, woodland stride

Combat Gear *staff of illusion* (2 charges currently remaining after use at auction)

SPECIAL ABILITIES

Call Grioth (Sp) This ability functions as long as the rift at area **G5** is open, and only within 60 feet of it. This functions as *planar ally*, but can be used only to conjure grioths. Aeteperax doesn't have to present called grioths with any offerings—as long as the rift exists, called grioths are bound to his will automatically.

Shameful Name (Ex) The first time a PC calls Aeteperax by his true name, Szangi, the dragon is visibly rattled—he becomes staggered for 1 round as he angrily roars and curses in Draconic. During this time, he can't focus his mind enough to cast spells. Each additional time his true name is spoken beyond the first, Aeteperax can resist being staggered if he succeeds at a DC 20 Will save—he gains a cumulative +2 bonus on this save each time beyond the second his true name is used. If he manages to drop a PC's hit points below 0 or kill a PC, he gains an additional +4 bonus on all future Will saves to avoid this effect. After the PCs have uttered his true name five times, it no longer has an effect on him (other than to make him even angrier).

RIMA KELL

Rima Kell, the pregnant wife of Azmur Kell, has been kept imprisoned here by a combination of fear and the dragon repeatedly using *charm person* on her. Of late, the dragon has let the *charm person* part of this control slip; he believes Rima's been intimidated enough that she won't attempt to escape. In truth, Rima's been biding her time, hoping for her chance. She's managed to steal a +2 *mithral dagger* from the dragon's hoard and intends to use it on Aeteperax if she gets an opening. If she hears combat in the cave, she hides and awaits either rescue or a chance to escape.

RIMA KELL

CR 3

XP 800

Female human rogue 4

NG Medium humanoid (human)

Init +4; **Senses** Perception +6

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 33 (4d8+12)

Fort +3, **Ref** +10, **Will** +0; +1 vs. traps

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +2 *mithral dagger* +9 (1d4+3/19–20)

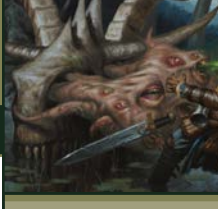
Special Attacks sneak attack +2d6

TACTICS

During Combat Rima's Reflex save bonus, Improved Lightning Reflexes, and evasion help her endure



AETEPERAX



INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

Aeteperax's breath weapon, but she remains in danger as long as the dragon lives—unless the PCs keep the dragon's attention focused elsewhere. As the combat continues, she attacks the dragon if she gets the chance. The first time she does so, treat Aeteperax as flat-footed against this unexpected attack—if she hits, she deals sneak attack damage. Even after Rima's strike, though, the dragon focuses his attacks on the PCs as long as they still live.

Morale Rima fights bravely, but if she's reduced to fewer than 15 hit points, she attempts to escape combat.

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +3; **CMB** +4; **CMD** 19

Feats Dodge, Improved Lightning Reflexes, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +8, Bluff +7, Diplomacy +7, Disable Device +8, Knowledge (local) +8, Knowledge (nature) +5, Perception +6, Sense Motive +6, Stealth +8, Survival +3

Languages Common, Sylvan

SQ pregnant, rogue talents (finesse rogue, resiliency), trapfinding +2

Gear +2 mithral dagger

SPECIAL ABILITIES

Pregnant (Ex) Rima's advanced pregnancy affects her encumbrance as if she were carrying a medium load.

AETEPERAX'S HOARD

Rima has spent much of her time of late resting on a large mound of furs, one of which is a finely-preserved chimera fur worth 900 gp.

Aeteperax keeps his large collection of books (roughly two-thirds of which were recently looted from the monastery's various libraries) in six 5-foot-wide wooden lockers. If the dragon is forced to flee, he abandons these chests as he loads the smaller chests holding his treasures into the chimera fur so he can carry them as a bundle. The hundreds of books in these chests (all with names like *Codex of the Ebon Depths*, *Grimoire of Impossible Secrets*, *Kargeth's Blackest Encyclopaedia*, and so on) are worth a total of 12,000 gp. Each chest weighs 250 pounds when full of books. In addition to granting a +6 competence bonus on all Knowledge (arcana, geography, history, planes, and religion) checks attempted while using them as resources, their pages detail additional magical rituals—including the one Aeteperax performed to open the rift he uses to access to the Dark Tapestry.

Five smaller chests hold the bulk of Aeteperax's more valuable treasures, including 8,940 cp, 5,100 sp, 2,300 gp, 93 pp, a small silver cauldron with carvings of wolverines on the side worth 120 gp, a gold scarab engraved with the symbol of Nethys worth 75 gp, a silver hand mirror with a darkwood frame worth 120 gp, a silver bowl worth

75 gp with six tiny jade statuettes of panthers inside (each statuette is worth 20 gp), a platinum holy symbol of Abadar worth 500 gp, a masterwork darkwood flute worth 300 gp, a painting of Queen Abrogail II on black velvet worth 1,500 gp, a pouch of a dozen flawed garnets worth 20 gp each, a 6-pound lump of voidglass worth 600 gp, a *potion of good hope*, a *potion of water breathing*, a *scroll of chaos hammer*, a suit of masterwork leather armor, a +1 *light fortification buckler*, a +1 *returning starknife*, a masterwork rapier, a +1 *flaming burst hand crossbow*, a +2 *light mace*, a pouch containing six *screaming bolts*, a *wand of longstrider* (44 charges), a *wand of remove paralysis* (38 charges), a *ring of animal friendship*, a *belt of physical might +2* (Strength and Constitution), a *cape of the mountebank*, a pair of *winged boots*, and a *circlet of persuasion*.

Story Award: If the PCs save Rima from the dragon, award them 1,600 XP.



RIMA KELL

CONCLUDING THE ADVENTURE

When the PCs return to Belhaim in triumph, the townsfolk lavish the party with adulation (especially if they're accompanied by the Kells). If some of the PCs were slain in the final battle against Aeteperax, the baroness volunteers to

pay for them to be brought back to life in Cassomir. Lady Origena knights the PCs as well, elevating them into the aristocracy of Taldor and granting each of them the title of Lady or Sir. Rima soon gives birth to twins, and Azmur (if he still lives) gives several of his magic items to the PCs in thanks for saving them.

If Aeteperax escaped, he seeks revenge, and the party likely wants to hunt him down. The dragon seeks out allies—likely more entities from the Dark Tapestry—before confronting the PCs.

Another avenue to pursue is further adventures related to the Dark Tapestry. The closing of the Dark Window and the disappearance of the neh-thalggu scout slain (and animated) by Hunclay might draw the attention of more brain-collecting entities from the Dominion of the Black to the region. Alternatively, the heroes could actually travel elsewhere within Golarion's solar system or the black spaces between worlds.

As word of the PCs' success as dragonslayers spreads, they might find their fame opens new doors. Of course, they could also attract the attention of criminals eager to help them part with their newly found treasure. To really make the PCs sweat, just let them hear of a rumor weeks or months later that the bones of the original Aeteperax have gone missing from Dragonfen. As strange sounds of titanic wings beating the midnight air or hungry hisses from the stars spread, the rumors spread as well—has the real Aeteperax risen from the dead?



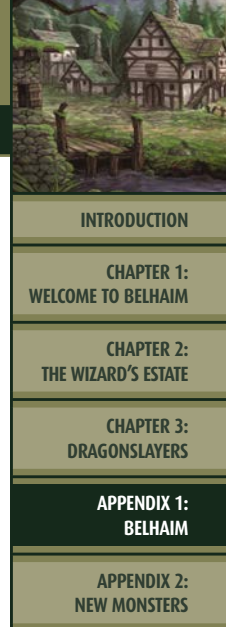
APPENDIX 1: BELHAIM

The Dragon Plague years were quite eventful for northern Taldor. During the years between 3660 and 3672 AR, the region endured an explosion of violent and bloody depredations by no fewer than three dozen different dragons. Among those affected by the attacks was a young woman named Tula Belhaim, who lost her family when a black dragon named Aeteperax destroyed her hometown of Nazilli on the southern edge of the Verduran Forest. She would go on to become a great hero, and the mercenary company she founded—the Slayers of Nazilli—defeated more dragons than any other group in those days. Her final triumph was slaying Aeteperax in the heart of a swampland deep in the part of the Verduran Forest known today as Dragonfen.

For her service, the Taldan emperor awarded Tula the title of Baroness and the stewardship of the Verduran Fork region, including all of Dragonfen. Her legions of admirers

soon founded a town bearing her name, its buildings built of limestone quarried nearby. In 3676 AR, as Belhaim was still finding its place in the world, a band of Iroran priests presented themselves before the Baroness of Belhaim and asked her permission to build a monastery east of the town, overlooking Dragonfen. Lady Tula graciously granted their wish, and soon thereafter, the monks built a fine monastery on the far side of the swamp.

The Iroran sect grew and prospered in this setting along with Belhaim, and over the years developed strong ties to the town. Lady Tula eventually married one of her fellow Slayers, Arturic Canteclure, and built a castle atop one of the town's hills. The couple had four children, but each one died of accident or misadventure before the age of 9, leaving the new barony with no heirs. Tula and Arturic's relationship grew strained as the baroness grew morbid and obsessed with building a grand tomb for herself and her family. As



she and her husband grew apart, Tula amended her will to have Arturic buried in a separate part of the tomb, rather than alongside her. *Then one rainy day, an argument became heated. After bitter words stung both their hearts, Tula fled the room crying. As she ran onto the balcony, hoping the rain would wash away her sadness, her feet slipped. She toppled over the railing and was impaled on the horns of a dragon statue below.*

Overcome with grief and guilt that his words caused this tragedy, Arturic mounted his horse and set out to find someone, anyone, who might help. But fate had other plans. Not a hundred feet from the castle, Arturic's horse reared at a thunderclap, throwing him off, and he broke his neck in the fall. The bodies were found by servants soon thereafter, and Belhaim mourned a tragedy they couldn't understand or comprehend. The bodies were quickly taken to Tula's crypt and buried according to her wishes, and the site was sealed. The shame burdening Arturic's spirit only festered, and in time he became a wraith.

Rule of Belhaim fell to distant relations of Arturic's, the Canteclures. In 4500 AR, Baron Sarvo Canteclure, a vicious lord who imprisoned subjects for the slightest infraction, joined an ill-advised rebellion against the Grand Prince, and his family and the castle were destroyed in retaliation. Upheaval was not limited to the town of Belhaim that year, though. A month prior to the razing of Castle Tula, afterward referred to superstitiously as the Witch Tower, the monks of the Monastery of Saint Kyerixus vanished mysteriously and their home fell into ruin.

The monks had been researching forbidden lore on the Dark Tapestry, under the heretical belief that knowledge of entropy and chaos would only further their understanding of the purity of order. Their abbot learned a method of contacting alien beings from distant worlds via a portal called the Dark Window, but the act of contacting a powerful alien being (known as a yangethe) backfired. The vile creature teleported across the universe into the monastery to attack the monks. A terrific fight ensued, and though the abbot managed to force the yangethe back through the Dark Window, the monks had all been slaughtered. After burying them, the abbot retreated to a hidden chamber in the temple where he ritually poisoned himself in an act of penance, transforming himself into an undead creature—an Iroran mummy—bound to remain at the monastery until Irori would see fit to send heroes to finish the job he could not.

Back in Belhaim, a man named Sir Arkold Devy was awarded the Barony of Belhaim for his role in helping to put down the seditious Canteclures. His descendants have ruled for the past 2 centuries. During this time, a few memorable events touched the region—most notably the earthquake that left the town relatively unharmed, but caused the town's quarry to flood. With access to the quarry's fine limestone lost, Belhaim's fortunes slowly receded.

Residents of Belhaim have repeatedly put forth plans to have Dragonfen drained in order to salvage the land for agricultural use and to reveal potential new quarry sites. Yet again and again, these notions were discarded

BELHAIM'S SECRETS

Parts of the history of Belhaim are unknown, even to the town's oldest citizen, the gnome Bassy (at 414 years old, she's managed to avoid the bleaching through a combination of frequent sightseeing trips throughout the Inner Sea region and her own hobby of writing historical fiction). Secret elements are presented in italics in the text on this page, and can only be learned via magic or specific events during the course of the adventure.

as being far too daunting and expensive. Belhaim seems destined to be nothing more than a sleepy backwater of the dying Taldan Empire.

BELHAIM

LN small town

Corruption +2; **Crime** -1; **Economy** +0; **Law** +4; **Lore** +2; **Society** -1

Qualities insular, rumormongering citizens

Danger 0

DEMOGRAPHICS

Government overlord (Baroness)

Population 388 (377 humans, 1 elf, 3 half-elves, 5 half-orcs, 1 halfling, 1 gnome)

NOTABLE NPCs

Lady Origena Devy, baroness of Belhaim (LN female middle-aged human aristocrat 5)

Arnholde Devy, son of Lady Origena, and future baron of Belhaim (LN male old human aristocrat 1/expert 2)

Balthus Hunclay, doomed scholar (N male human wizard 9—deceased)

Azmur Kell, druid of the Green Faith (N male human druid 8—missing)

Bassy, talkative Belhaim historian (CG female venerable gnome bard 3)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 5th

Specific Magic Items For Sale

House of Abadar +1 light crossbow, +2 longsword, scroll of restoration (3)*, wand of cure moderate wounds (39 charges)

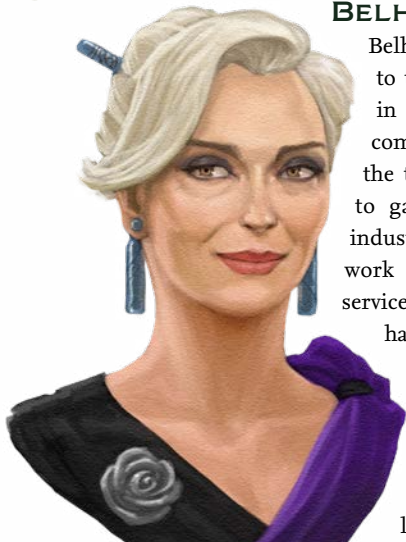
Shrine of the Seven Roses deep red sphere ioun stone, goggles of minute seeing, wand of lesser restoration (43 charges)

Sensina Hides +1 studded leather armor

Delbin's Devices +1 frost short sword, golembane scarab, ring of minor acid resistance

Chance Smithy +1 bashing heavy steel shield

* These items, if not purchased beforehand, will be given to the PCs as gifts once they accept the task of becoming dragonslayers in Chapter 3.



LADY ORIGENA

BELHAIM TODAY

Belhaim presents a sleepy, rustic facade to the wandering visitor. The town is in large part self-sufficient. Its main commodities are pottery and fish, but the town doesn't receive enough trade to garner much renown from these industries. Most of the town's inhabitants work for family businesses or provide services. Residents are fractious, and they have long memories. Minor squabbles are common among neighbors who have differing beliefs.

The town of Belhaim is shown on one side of the included poster map. A key to all of the numbered locations appears on page 61.

BELHAIM'S FACTIONS

The greatest political concerns in Belhaim are inexorably entwined with the residents' religious beliefs.

Abadar: The Abadarans hope to see Belhaim someday become a hub for trade and export again. Ever pragmatic, the Abadarans frequently come into conflict with the Shelynites, whom they regard as layabouts.

Green Faith: Green Faith NPCs are patient and hard working, and tend to be easily frustrated by politics.

Shelyn: Shelynites prefer Belhaim as it is—a cozy town that doesn't see much action. They see the Abadarans as greedy traditionalists who have forgotten how to take the time to enjoy life.

TALKING TO THE TOWNSFOLK

The PCs can discover important clues as well as quests by talking to the locals. The table on page 61 summarizes all of Belhaim's inhabitants, along with their personalities and their initial reactions to the PCs. The NPC listed as the "principal" for the location usually does the talking—unless otherwise noted, all principal NPCs are humans.

If a PC is obviously of the same faction as the NPC, that NPC's initial disposition improves by one step. If a PC is obviously a worshiper of an opposing religion, an NPC's initial reaction is decreased by one step. Successfully completing a quest for an NPC automatically raises that NPC's disposition to helpful, regardless of the PCs' faiths. If a PC attempts to use Diplomacy to increase an NPC's disposition, either assume the NPC has a Charisma score of 10 or assign a Charisma score as appropriate to determine the DC of the Diplomacy check.

Helpful: The NPC might invite the PCs into her home for dinner or offer room and board. The NPC shares two rumors with the PCs. If the NPC is a merchant, the PCs gets a 10% discount on all purchases.

Friendly: The NPC shares one rumor with the PCs.

Indifferent: The NPC won't share rumors with the PCs. A merchant NPC increases prices for goods and services by 10%.

Unfriendly: The NPC is actively insulting. A merchant NPC increases prices for goods and services by 50%.

Hostile: The NPC won't outright attack, but will spread slander about the PCs. A hostile NPC merchant won't sell them goods or services at all.

BELHAIM RUMORS

d12 Rumor

- 1 Our druid and his wife were due back by here more than two months ago, but no one's seen them. I think they took a wrong turn or came upon some nasty trouble—though what could be scary enough to give them trouble I'd rather not think about! (True)
- 2 Isadorer Malak still hasn't given up hope that her daughter Bophre might still be alive, but she's been missing for three months now! Just last week, Malak increased the award for Bophre's return to 200 gold pieces—that must be most of her life savings! (True)
- 3 There've always been wolves in the woods, but lately, there's a pack led by a beast of a wolf that's got a taste for livestock! Ol' Prake Abrassus saw it run off with a sheep in its mouth like a dog carries a bone! Guess that's why he put a bounty on it, hmm? (True)
- 4 Careful if you go wandering into the hills. There's old mine shafts and caves all over the place out there. A lot of them are infested with the ghosts of miners, I hear! (False)
- 5 They say Bassy's the oldest person in town, but how can that be? She looks like she's a child! They say her grandmother was a friend of Lady Belhaim. (True)
- 6 Swamps mean dragons—mark my words, there's a dragon still living in Dragonfen, and it's a big one! My cousin's kid says she saw one carrying a boar off into the swamp a few months ago, in fact! (True)
- 7 The stories say the Crypt of Tula's haunted by her husband's spirit, but no one's been in there for years, so how could anyone know for sure? (True)
- 8 The kobolds have always been trouble, but they're worse lately. I think they're preparing for war! (False)
- 9 That wizard Hunclay always spooked me. I heard he worships devils and collects evil books! (Partially true.)
- 10 The monks who lived in the old monastery didn't vanish—they just wandered into Dragonfen and died in some vile ritual. They're out there still, haunting the fen! (False.)
- 11 Found some strange footprints in my yard a week ago. Thought they were large wolf prints, but they can't be, 'cause I spotted several on my roof as well! (True—these are grioth prints.)
- 12 I've seen the strangest things on my hunting trips along Dragonfen's borders, including huge hairy men who howl like wolves and stand nearly ten feet tall! (False.)



BELHAIM LOCATIONS

	NAME	TYPE	RESIDENTS	FACTION	PRINCIPAL	DISPOSITION
1	Malak Farm	Dairy farm	9 humans	Green Faith	Isadorer Malak (NG f commoner 3)	Friendly (kindly)
2	Hardglow Farm	Grain farm	12 humans	Green Faith	Euphemi Hardglow (N f commoner 3)	Indifferent (morose)
3	Belhaim Garrison	Guards, jail	5 humans	Abadar	Deputy Gergis "Gorgeous" Bellett (LN m warrior 2)	Unfriendly (humorless)
4	The Wise Piper	Inn	6 humans	Shelyn	Talia Orem (NG f expert 3)	Friendly (welcoming)
5	Xemne's Tonics	Apothecary	1 human	Shelyn	Xemne of Demgazi (CG f alchemist 5)	Friendly (gregarious)
6	Nachis Sisters	Scribe	3 humans	Abadar	Ionna Nachis (NG f expert 3)	Friendly (elegant)
7	Akil's Meats	Butcher	6 humans	Abadar	Orrin Akil (LN m commoner 3)	Unfriendly (irritable)
8	Benhovv Home	House	3 humans	Abadar	Sir Pelle Benhovv (LN m aristocrat 3/ fighter 3)	Unfriendly (petty)
9	Tymek's	General store	6 humans	Abadar	Caspar Tymek (NG m commoner 3)	Friendly (chatty)
10	Belhaim Record Hall	Barrister	3 humans, 1 halfling	Abadar	Jacoba Kivris (LN f aristocrat 1/expert 3)	Indifferent (pedantic)
11	Soorey's Garments	Tailor	3 humans, 3 half-elves	Abadar	Dorcas Soorey (LN f expert 3)	Friendly (gossipy)
12	Belhaim Schoolhouse	School	2 humans	Abadar	Tivadar Admes (LN m expert 4)	Indifferent (patient)
13	Sensina Hides	Leatherworker	11 humans	Green Faith	Theon Sensina (NG m commoner 3)	Friendly (pranksters)
14	Belhaim Commons	Amphitheater	13 humans	Abadar	Otho Burr (LN m aristocrat 1/bard 3)	Indifferent (radical)
15	House of Abadar	Temple	4 humans	Abadar	Eupaphenia Targas (LN f aristocrat 1/ cleric of Abadar 4)	Indifferent (busy)
16	Baccus Smithy	Smithy	5 half-orcs	Green Faith	"Big Bull" Baccus (NG m half-orc warrior 3)	Friendly (even-tempered)
17	Dodgion Livery	Stable	12 humans	Green Faith	Lezara Dodgion (NG f cavalier 3)	Indifferent (gruff)
18	Belhaim Candleworks	Candlemaker	11 humans	Green Faith	Marla Varlis (N f commoner 3)	Indifferent (traditionalist)
19	Mason's Guildhall	Stonemason	7 humans	Abadar	Gregol Lenton (N m expert 3)	Indifferent (stubborn)
20	Gruev Home	House	5 humans	Abadar	Adjatte Gruev (LG f expert 3)	Indifferent (apathetic)
21	Melashi's	Barber	2 humans	Shelyn	Davin Melashi (NG m expert 3)	Indifferent (stoic)
22	Bassy's Home	House	1 gnome, 2 humans	Shelyn	Bassy (CG f gnome bard 3)	Friendly (modest)
23	Delbin's Devices	Tinker	5 humans	Abadar	Phedra Delbin (NG f expert 3)	Indifferent (timid)
24	Odayalle's Furs	Furrier	4 humans	Abadar	Pasara Odayalle (NG f commoner 3)	Indifferent (brazen)
25	The Sunset House	Undertaker	2 humans	Abadar	Calladastina Honas (N f expert 3)	Indifferent (despondent)
26	Devy Stables	Stable	4 humans	Abadar	Jace Timon (N f commoner 3)	Indifferent (loyal)
27	Devy Manor	Estate	10 humans	Abadar	Lady Origena Devy (LN f aristocrat 5)	Indifferent (melancholy)
28	Hunclay Manor	Estate	See Chapter 2	N/A	Balthus Hunclay (N m wizard 9—dead)	N/A
29	Belhaim Woodworks	Carpenter	8 humans	Shelyn	Selia Woldenar (N f expert 2/warrior 1)	Indifferent (confrontational)
30	Breads and Cakes	Bakery	6 humans	Abadar	Mirary Scalyn (LN f commoner 3)	Friendly (neighborly)
31	Fine Scents	Soapmaker	3 humans	Shelyn	Axelia Medus (NG f expert 3)	Friendly (thrifty)
32	Shrine of the Seven Roses	Temple	8 humans	Shelyn	Nilos Genser (NG m bard 1/cleric 3)	Friendly (flirtatious)
33	Woolen Goods	Feltmaker	1 human	None	Pelnas Magara (N m commoner 3)	Unfriendly (antisocial)
34	Grellen & Sons	Moneychanger	6 humans	Abadar	Chosk Grellen (LN m expert 5)	Indifferent (pragmatic)
35	Grayhands	Tavern	7 humans	Abadar	Swerlo Grayhands (N m rogue 3)	Indifferent (salacious)
36	Chance Smithy	Smithy	6 humans	None	Marcus Chance (NE m expert 1/warrior 3)	Unfriendly (brutish)
37	Willoway Orchard	Apple farm	1 elf, 9 humans	Shelyn	Emarthine Willoway (NG f elf druid 2)	Friendly (compassionate)
38	Biton Lodge	Hunting lodge	11 humans	Green Faith	Eudomas Biton (N m ranger 3)	Indifferent (crass)
39	Abrassus Ranch	Sheep farm	12 humans	Green Faith	Prake Abrassus (N m commoner 3)	Indifferent (pessimistic)
40	Brenlow Ranch	Cattle farm	13 humans	Abadar	Lenold Brenlow (CN m expert 3)	Indifferent (arrogant)
41	Potter's Row	Potter	20 humans	Abadar	Belko Adras (CN m expert 4)	Unfriendly (miserly)
42	Adras Manor	Estate	10 humans	Abadar	Melantha Adras (CN f rogue 3)	Unfriendly (standoffish)
43	Gorendel's Fine Footwear	Cobbler	4 humans	Abadar	Chavis Gorendel (LN m expert 3)	Indifferent (overworked)
44	Anagrit's Cottage	Herbalist	3 humans	Green Faith	Anagrit (CN f witch 2)	Unfriendly (distrustful)
45	Belhaim Cheeses	Cheesemaker	14 humans	Shelyn	Dendo Bendetto (N m expert 3)	Indifferent (proud)
46	Pascis Farm	Vegetable farm	10 humans	Green Faith	Marvon Pascis (N m commoner 3)	Indifferent (pensive)
47	Kandos Weavers	Clothier	8 humans	Shelyn	Lorna Kandos (N f expert 3)	Indifferent (stern)
48	Tints & Dyes	Dyer	6 humans	Shelyn	Mafellen Kandos (NG m expert 3)	Indifferent (disorganized)
49	Adula Farm	Tomato farm	7 humans	Green Faith	Etor Adula (NG m commoner 4)	Indifferent (hardworking)
50	Fisher's Row	Fishery	17 humans	Green Faith	Pero Govan (N m expert 3)	Indifferent (protective)
51	Karvely Mill	Grain mill	8 humans	Abadar	Raissa Karvely (N f commoner 3)	Indifferent (superstitious)
52	Monette Farm	Tobacco farm	10 humans	Abadar	Enrie Monette (LN m expert 1/warrior 2)	Indifferent (braggart)
53	Dymas Farm	Grain farm	13 humans	Green Faith	Zera Dymas (N f commoner 4)	Indifferent (meddlesome)

- INTRODUCTION
- CHAPTER 1:
WELCOME TO BELHAIM
- CHAPTER 2:
THE WIZARD'S ESTATE
- CHAPTER 3:
DRAGONSLAYERS
- APPENDIX 1:
BELHAIM
- APPENDIX 2:
NEW MONSTERS



APPENDIX 2: NEW MONSTERS

GRIOTH

This lanky, batlike humanoid has a long tail and four narrow eyes. The silent creature moves with an unnerving grace.

GRIOTH CR 1 

XP 400

CE Medium monstrous humanoid

Init +4; **Senses** blindsight 20 ft., see in darkness; Perception +6 (+10 in darkness)

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 13 (2d10+2)

Fort +1, **Ref** +7, **Will** +6

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee mwk voidglass kukri +3 (1d4+1/18–20 plus 1d4 nonlethal), bite –3 (1d6 plus poison)

Special Attacks mindshock

Spell-Like Abilities (CL 1st; concentration +1)

At will—*detect magic*, *mage hand*, *open/close*
1/day—*daze* (DC 10), *id insinuation* (DC 12)

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

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

Feats Iron Will

Skills Fly +9, Knowledge (geography) +3, Perception +6 (+10 in darkness), Sense Motive +3, Stealth +9; **Racial Modifiers** +4 Perception in darkness

Languages Aklo, Grioth; telepathy 30 ft.

SQ no breath

ECOLOGY

Environment any

Organization solitary, pair, gathering (3–6 plus 1 3rd-level cleric), or cult (7–20 plus 2–6 3rd-level clerics, 2–4 3rd-level barbarians, and 1 7th-level cleric)

Treasure NPC gear (masterwork voidglass kukri, other treasure)

SPECIAL ABILITIES

Id Insinuation (Sp) As a standard action once per day, a grioth can disrupt a creature's mind. The target must be within 30 feet, and can resist this effect with a successful DC 12 Will save—otherwise, the target becomes confused for as long as the grioth concentrates plus 1 additional round after it ceases concentrating, to a maximum number of rounds equal to 3 plus the Grioth's total HD (5 rounds for most grioths). This is a mind-affecting effect, and is equivalent to a 2nd-level spell. The save DC is Charisma-based.

Mindshock (Su) When a grioth damages a creature with a voidglass weapon, a surge of the grioth's violent psychic energy pulses through the weapon, causing an additional 1d4 points of nonlethal damage. On a critical hit, the creature struck must also succeed at a DC 12 Will save or be confused for 1d2 rounds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* shaken for 1 round; *cure* 1 save.

Grioths inhabit rogue planets that have been cast away from the stars. They often travel via portals to other worlds via that are undergoing eclipses to pillage resources that are rare on their frozen homeworlds. Many members of this evil race are known for their devotion to the Outer God Nyarlathotep (whom they worship in his guise as the Haunter of the Dark), and it isn't uncommon for colonies of grioths to be led by his clerics. Grioths' voices are raspy and dry. They favor weaponry crafted from a strange material known as voidglass (see page 35).

The grioth race is prone to mutations, their forms twisted by the eldritch forces within the Dark Tapestry into lumbering giants or deformed horrors. Some grioths grow unusually large and ferocious, and the elders of the race possess unusual and deadly psychic powers—abilities that aid them in ruling their dark spire cities and in their constant war against their hated foes, the entities of the Dominion of the Black.





INTRODUCTION

CHAPTER 1:
WELCOME TO BELHAIM

CHAPTER 2:
THE WIZARD'S ESTATE

CHAPTER 3:
DRAGONSLAYERS

APPENDIX 1:
BELHAIM

APPENDIX 2:
NEW MONSTERS

YANGETHE

This six-eyed horror looks something like a dead tree with claws, tentacles, spidery legs, and a mouth bulging with tentacles.

YANGETHE

CR 9



XP 6,400

CE Large aberration

Init +4; **Senses** darkvision 120 ft.; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 115 (11d8+66)

Fort +9, **Ref** +9, **Will** +12

DR 10/slashing or piercing; **Immune** cold, fear, mind-affecting effects; **SR** 20

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+7), 4 tentacles +13 (1d6+3 plus grab)

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

Special Attacks feeding tentacles

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*darkness*, *telekinesis* (DC 18), *tree shape*

3/day—*fear* (DC 17), quickened *true strike*

1/day—*demand* (DC 21), *psychic blast* (DC 18)

1/year—*interplanetary teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 17, **Wis** 21, **Cha** 17

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

Feats Combat Casting, Combat Expertise, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (*true strike*), Weapon Focus (tentacles)

Skills Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (engineering) +17, Perception +19, Sense Motive +16, Spellcraft +17, Use Magic Device +14

Languages Aklo; telepathy 60 ft.

SQ no breath

ECOLOGY

Environment outer space or cold forest

Organization solitary, pair, or cluster (3-8)

Treasure standard

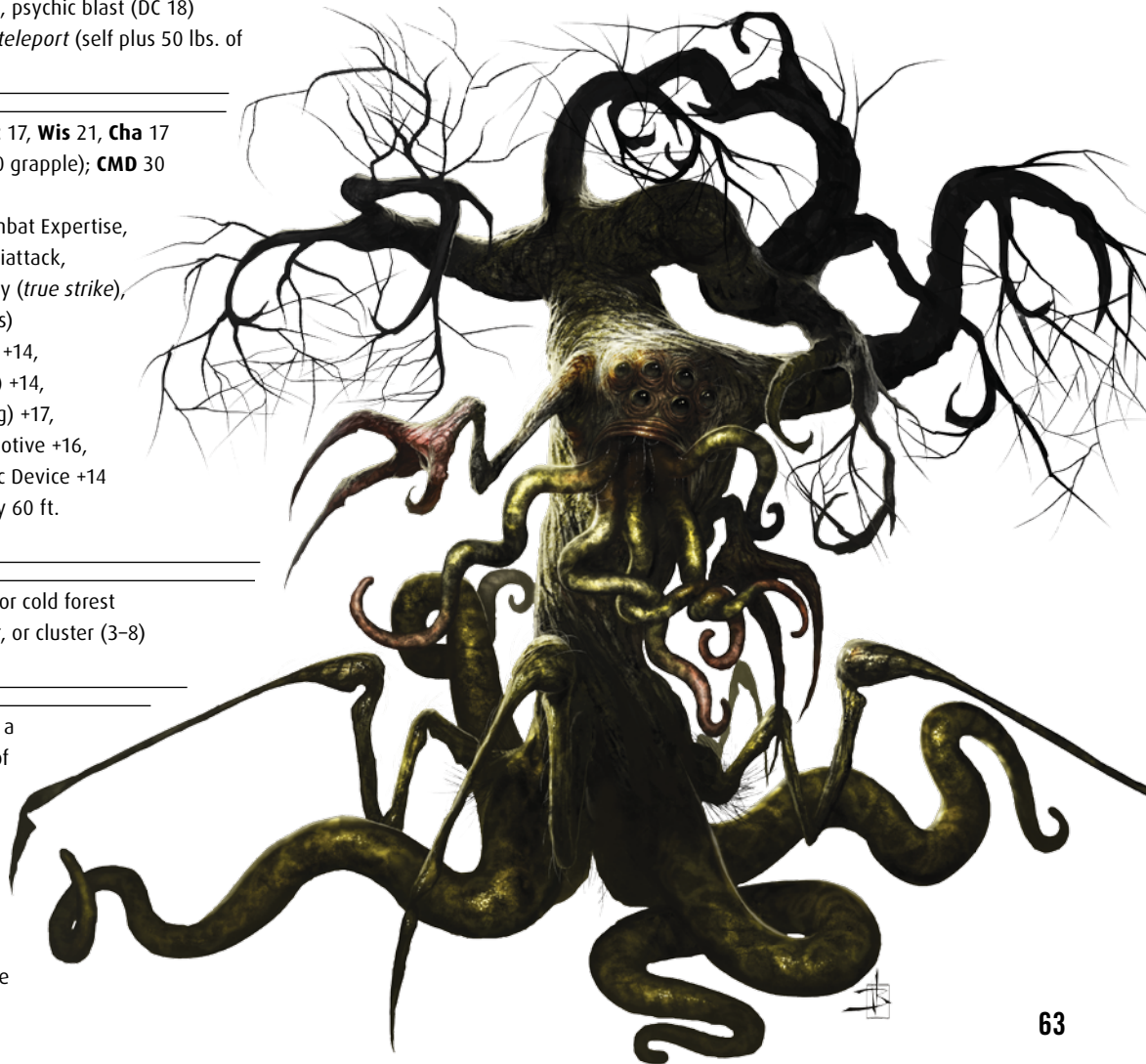
SPECIAL ABILITIES

Feeding Tentacles (Su) As a standard action as part of maintaining a grapple, a yangethe can use its mouth tentacles to feed on a helpless or grappled creature by making a +14 melee touch attack. If it hits, the

feeding tentacles siphon away the victim's emotions and deal 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer this Charisma drain, each time it attempts to sleep it is affected by a *nightmare* spell (CL 10th, DC 20), experiencing terrifying dreams in which it relives the feeling of being fed upon over and over. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Sp) This spell-like ability functions as *confusion*, and also deals 10d6 points of nonlethal damage when it first affects foes (Will DC 21 half). This ability is the equivalent of a 5th-level spell.

Bred by the Dominion of the Black, yangethes have, over the eons, developed keen intellects. On some planets, they've formed small, independent colonies that keep "farms" of victims on whose emotions they feed. The yangethes' ability to teleport across galaxies makes them remarkable as scouts or as the vanguards for an invasion. Unless slain violently, yangethes are immortal. They don't need to eat or drink to survive—though they will indulge in feeding for pleasure.



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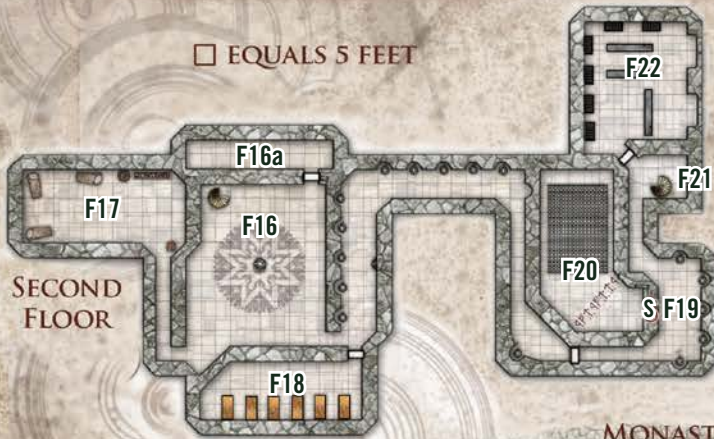
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THE MONASTERY OF SAINT KYERIXUS

GROUND LEVEL



□ EQUALS 5 FEET



SECOND FLOOR



THIRD FLOOR WEST



THIRD FLOOR EAST

BELL TOWER STAIRWELL



BELFRY

MONASTERY DUNGEONS





DRAGONSLAYERS WANTED!

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man—could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? *The Dragon's Demand* is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure—if they manage to survive the wrath of a dragon when his demands aren't met!



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