

A PATHFINDER RPG ADVENTURE FOR LEVEL 1

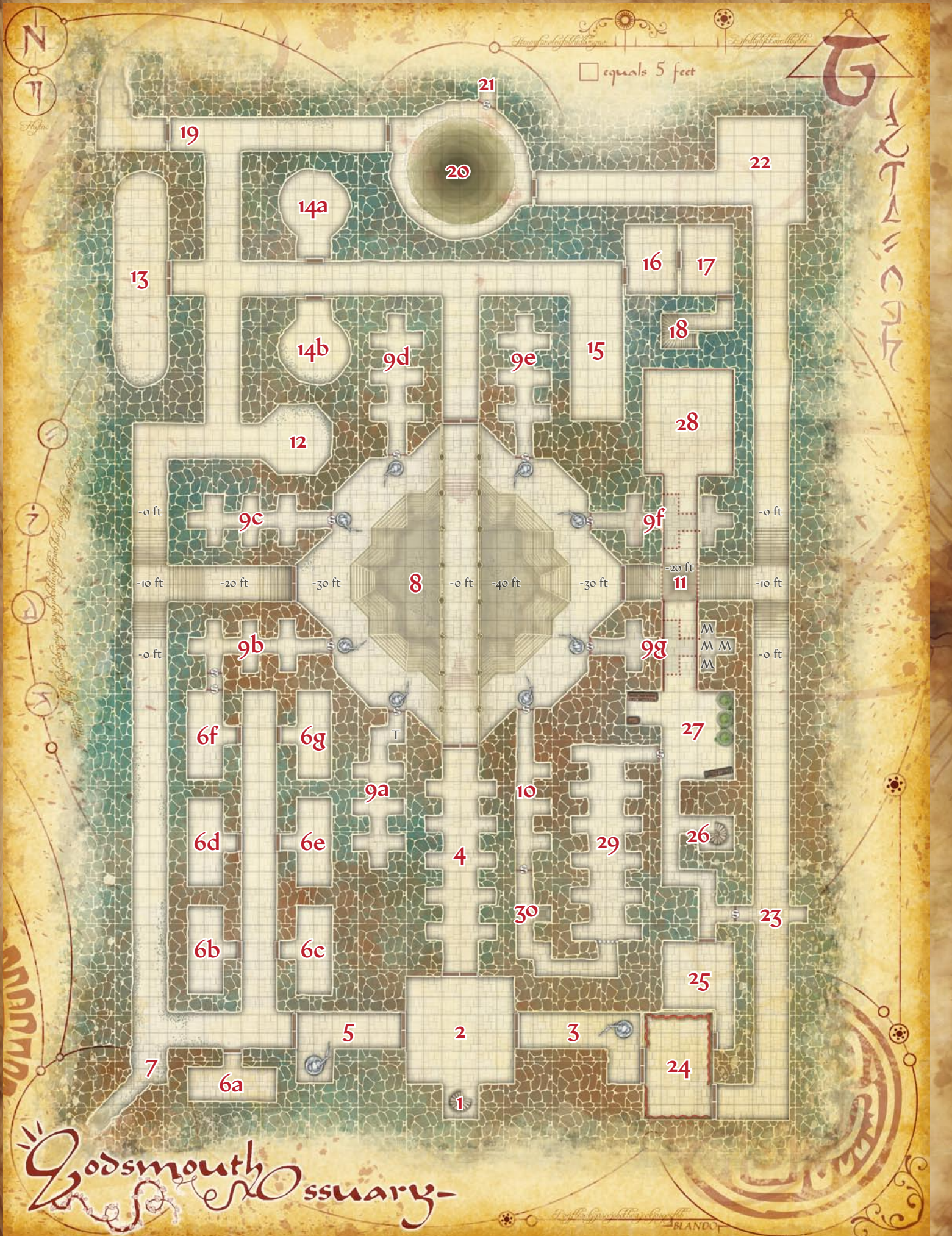
BY ROB MCCREARY

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THE Godsmouth HERESY



Hand-drawn architectural plan

□ equals 5 feet



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Godsmouth Mausoleum

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THE Godsmouth HERESY

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

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THE Godsmouth HERESY

NO ONE KNOWS WHO CARVED THE CYCLOPEAN FACES THAT PERCH ON THE CLIFFS BELOW THE CITY OF KAER MAGA, GAZING STERNLY UPON THE LANDS OF VARISIA BELOW. SOME SAY THESE VISAGES DEPICT THE LEGENDARY RUNELORDS OF THASSILON, WHILE OTHERS CLAIM THEY REPRESENT DEITIES FAR MORE ANCIENT THAN THE UPSTART GODS OF MODERN AVISTAN. THEIR DEPTHS ARE STILL UNPLUMBED, THEIR MYSTERY STILL UNSOLVED, FOR WHEN YOU VENTURE INSIDE THE MOUTH OF A GOD, WHO KNOWS WHAT YOU MIGHT FIND?



Adventure Background

The city of Kaer Maga sits in the heart of Varisia, a vast stone hexagon of unknown origin perched high atop the cliffs of the Storval Rise. This cyclopean structure predates even the Empire of Thassilon, which ruled these lands 10,000 years ago, and today it is a city of wonders, intrigue, and mysteries.

Carved on the cliff face below the city are numerous representations of gigantic bodies and faces, though who these titanic carvings actually represent is a matter of some conjecture—the vanished runelords of ancient Thassilon, forgotten kings, dead gods, or someone else. Some of these massive sculptures lead into the Undercity, a dizzying network of caverns, tunnels, and chambers, both natural and man-made, that riddle the cliffs beneath Kaer Maga.

One of the most famous entrances to the Undercity lies in the mouth of one of the giant faces known as the Unnamed King, and opens onto a series of ancient catacombs where the honored dead of Kaer Maga are interred. From their cathedral in the Bottoms district of the city above, the clergy of Pharasma oversee the Godsmouth Ossuary, the most prestigious place in Kaer Maga to be buried—and the Pharasmins charge a hefty fee for the honor. Unknown to any outside the church, the Ossuary is nearly full, and the priests need more space to continue these burials.

Recently, the Pharasmins have noticed that bodies are disappearing from the ossuary. At first only a few cadavers went missing, but the number has increased rapidly over the last few weeks. The source of the disappearing bodies is one man—a former priest of Pharasma named Svilennius Tripe. An acolyte of no great distinction in the church hierarchy, Svilennius stumbled upon a secret entrance to the sealed lower levels of the ossuary deep in a disused area of the catacombs. What he found there changed his life forever—in an ancient Thassilonian temple to Pharasma beneath the active levels of the ossuary, Svilennius discovered proscribed books from a heretical sect calling itself the Chymists of Life in Death. These tomes dealt with the creation of the undead through alchemical rather than magical means, which the sect believed provided a loophole around Pharasma's prohibition against undead creatures.

This forbidden lore captivated Svilennius, who had always had an unhealthy fascination with death, even for a priest of Pharasma. Delving deeper into his researches, he grew disaffected with the church hierarchy and Pharasmin dogma. Things came to a head when his superiors discovered one of the banned books in his quarters. Svilennius was brought before an ecclesiastical tribunal, where he presented his newfound heretical views—the church could use the undead to support its

WHERE ON GOLABION?

The *Godsmouth Heresy* takes place in the subterranean tunnels beneath the city of Kaer Maga, which is built high atop the Storval Rise in the lands of Varisia. For more information on Kaer Maga, its many competing factions, and the numerous dungeon levels beneath the city, check out *Pathfinder Campaign Setting: City of Strangers*, available from paizo.com and your local game store.



works, increasing its manpower and solving the problems of space within the ossuary at the same time. Needless to say, Svilennius's ideas fell on deaf ears. The shocked church elders stripped Svilennius of his ecclesiastical rank and excommunicated him, branding him a heretic.

Enraged, Svilennius vowed to put the Chymists' ideas into practice and lead an army of alchemical undead to conquer the Godsmouth Ossuary and overthrow the hidebound orthodoxy of the present church, ushering in a new age of living-unliving cooperation. Using the secret entrance he had discovered, Svilennius set up a full alchemical laboratory beneath the ossuary, where the stacked bodies above would provide an almost limitless source of raw materials for his blasphemous experiments.

Svilennius, along with his muse and lover—an undead necromancer named Esme Verisi—has toiled for weeks to perfect his methods of creating alchemical undead. But with the exception of Esme and a handful of skeletons and zombies, most of Svilennius's experiments have been failures, and he has grown increasingly frustrated and deranged.

Now the church of Pharasma has noticed the theft of bodies from the ossuary. Though they are unaware of Svilennius's involvement in the disappearances (indeed, the excommunicated priest has been all but forgotten by the church), increased reports of undead deep in the crypts has led them to believe that the source of the problem lies in the sealed levels below the main crypts. A heresy has taken root in the Godsmouth Ossuary and must be stopped.

Adventure Summary

At the behest of the church of Pharasma, the PCs descend into the sealed lower levels of the Godsmouth Ossuary. They must contend with ancient Thassilonian guardians and traps, undead creatures risen from the corpses buried there, as well as newer denizens that have entered the crypts on their own mysterious agendas. Making their way through the strange dungeon, the PCs eventually encounter the ex-Pharasmin Svilenius Tripe and his army of alchemically created skeletons and zombies. The PCs must defeat the heretical alchemist and his zombie bride to stop the theft of bodies from the Godsmouth Ossuary, and open up this new level of the crypts for the church of Pharasma.

But the PCs will also find entrances to other, deeper levels of dungeons beneath Kaer Maga. Perhaps they'll want to explore these other hidden chambers, fighting new monsters, discovering ancient treasures, and uncovering more secrets of the past.

Introduction

For generations, Kaer Maga's wealthy and powerful have been laid to rest in the Godsmouth Ossuary, and thus far, their rest seems to be peaceful. Furthermore, there seems to be no limit to the number of bodies that can be stored there—the ossuary has existed for thousands of years, before the founding of the current city, and it has yet to run out of room.

What few outside the church of Pharasma know is that the Godsmouth Ossuary occupies only a few of the many subterranean levels below the entrance—the lower reaches are mysteries even to the clergy. All entries to the lower levels have been sealed off, and the priests are forbidden from venturing deeper, lest they awaken greater evils slumbering beneath. What this means, however, is that the portions of the ossuary in use are almost full.

Those priests of a more practical bent might say the current problem of the missing bodies is an answer to their prayers, but the church leadership knows that something else is going on, and that it must be stopped. If word of the disappearances gets out, people will stop burying their deceased loved ones in the ossuary, and the church will lose perhaps its greatest source of income. At the same time, the church needs to expand its burial holdings. If both problems can be solved at the same time, then so much the better.

As a matter of religious doctrine, the church of Pharasma keeps the Godsmouth Ossuary forbidden to all but the clergy and the honored dead—mourners are restricted to the ossuary's entrance or the cathedral above, and not even the Duskwardens, the famed guides who safely lead visitors through the Undercity to the city

above via the legendary Halfflight Path, are allowed to enter the sacred vaults.

To solve their current problems, however, the leaders of the church have decided to relax their restrictions on outsiders entering the crypts. Rather than expose their priests to the unknown dangers of the ossuary's lower levels, the Pharasmins have decided to hire freelancers to find and stop the mysterious body thief. At the same time, the adventurers can survey the unexplored dungeon and clear out any dangerous inhabitants, thus allowing the church to expand the ossuary into the new level.

Getting Started

The PCs can hear about the job in a number of ways—they might hear rumors that the church of Pharasma is looking to hire adventurers for a secret mission and then apply for the job, or a representative of the church might directly approach them with a quiet offer. If one of the PCs happens to be a follower of Pharasma, that character is taken aside and given a holy mission to find and stop the heresy. If the PCs are affiliated with one of Kaer Maga's many factions, such as the Ardor brotherhood, the Commerce League, the Duskwardens, or the Tallow Boys, they might be sent by their superiors to aid the church in exchange for certain favors. Or they might simply be in the right place at the right time—perhaps they're in desperate need of healing they can't afford, and the church offers to help them if they'll take the job.

However they hear about the mission, the PCs are invited to the Godsmouth Cathedral in Kaer Maga's Bottoms district (see Appendix 2) for a midnight meeting with their contact, a Pharasmin priest named **Valanthe Nerissia** (LN female human cleric of Pharasma 5). In a side chapel dedicated to a martyred saint, she explains the problem—bodies are missing from the Godsmouth Ossuary. Valanthe offers the group a reward of 500 gp for successfully stopping whatever is behind the disappearing bodies, and an additional reward of 250 gp for clearing the level of all other monsters or threats, though she does not say why the church wants the dungeon cleared. In addition, any valuables the PCs find in the sealed crypts are theirs to keep, barring any obviously Pharasmin relics or treasure.

If the PCs accept the offer, they do not have to enter the ossuary immediately—they may leave to buy supplies or get their affairs in order before undertaking the mission. Valanthe impresses upon the PCs the need for absolute secrecy, and hints that the church can make life in Kaer Maga very difficult for them should they wag their tongues too much. In any case, the PCs should start their mission by the following day at the latest. Otherwise, the church will find other adventurers willing to brave the depths.



Into the Godsmouth

When the PCs are ready to begin, Valanthe meets them and leads them down the narrow, twisting cliffside path to the Godsmouth Ossuary. Once they pass through the mouth of the Unnamed King, they are in the ossuary proper, where robed and hooded Pharasmin priests silently tend to the deceased. Valanthe leads the PCs through luxuriously appointed catacombs packed with bodies and down several stairways before coming to an area that obviously sees little use—most of the burial niches are empty and dusty, the air is musty and close, and silence reigns supreme.

In this disused portion of the crypts, Valanthe stops before a locked door. She explains that this is the only known entrance to the sealed lower portions of the ossuary, and once the PCs enter, the door will be locked behind them. Because of this restriction, the PCs will be unable to leave the ossuary to rest and resupply between encounters. To help them accomplish their task, Valanthe gives each PC a *potion of cure light wounds* and a vial of holy water. The PCs may divide these up however they wish, but they should use these supplies wisely, as they will be unable to replace them.

Valanthe then hands the PCs a hollow mithral tube about 1 foot long—a *chime of opening* with 5 charges remaining. The PCs may use the chime to get through the Pharasmin seals below, but they should make sure they save at least 1 charge to get through this door again on their way out—the priests will not open the door for them if they don't have the chime, as they have no way of seeing through the locked door to recognize the PCs or determine whether something has turned them into mindless undead. If the PCs lose the chime or use up its magic, they must find their own way out of the ossuary. With this warning given, Valanthe draws a large iron key from beneath her robes and unlocks the door. The Godsmouth Ossuary awaits.

Features of the Ossuary

The upper levels of the Godsmouth Ossuary used by the church of Pharama are richly decorated burial chambers, well lit with *everburning torches* and regularly cleaned and maintained by the clergy. The bodies interred here are wrapped in the finest linens and reverently placed in countless stone niches lining the walls.

The sealed levels below are not so well maintained. While the runelords of Thassilon used powerful preservative magic to protect their work from the ravages of time, those catacombs have been abandoned for thousands of years. Dust lies in thick layers everywhere, and ancient cobwebs hang from the ceilings in gossamer curtains. Nevertheless, the lingering magic has preserved everything within extraordinarily well, even wooden objects that would normally have succumbed to age thousands of years ago.

Within the ossuary, walls and floors are of smooth, hewn stone, and ceilings average 10 feet tall. Unless otherwise noted, all rooms are unlit, and doors in the ossuary are made of strong wood bound in iron (hardness 5, hp 20).

Many of the creatures within the ossuary are bound to the rooms where they are found; the rest rarely leave their territories for fear of encountering more dangerous monsters of the dungeon. Because of this, it should be relatively easy for the PCs to find a room where they may safely rest between encounters in order to heal wounds, recover spells, and so on.

1. The Sealed Stair (CR 1)

The door grinds open despite long years of disuse. Within, a stone spiral staircase descends into the earth.

The spiral stairway descends 60 feet down a cramped vertical shaft to the second level of the Godsmouth Ossuary. There is a narrow gap between the stairs and the corners of the square shaft, but it is too small for a Medium character to fit and a tight space (see the Escape Artist skill) for a Small character. At the bottom of the stairs is a small landing leading to area 2.

Creatures: A lone darkmantle has recently moved into the stairway, clinging to the outside of the stairwell about 30 feet down. Unless the PCs search the gap between the stairs and the wall, they have no chance of spotting the monster. Its unusual body shape means it can fly in the space between the stairs and the shaft wall without making Escape Artist checks.

DARKMANTLE **CR 1**

XP 400

hp 15 (*Pathfinder RPG Bestiary 55*)

TACTICS

During Combat When the last PC passes beyond and underneath it, the darkmantle casts *darkness* and drops down on that PC to grapple and constrict.

Morale The darkmantle has nowhere to go in the tight confines of the stairway and fights to the death.

2. Chamber of Seals

Old carvings cover the walls of this square chamber, thick with dust and cobwebs. Three sets of stone double doors stand in the three facing walls. Heavy bronze seals emblazoned with the symbol of Pharama secure the doors against whatever lies beyond.

The carvings on the walls harken back to an earlier age, when Thassilon was at its height, but many have since been defaced. However, a DC 15 Knowledge (history) check made

while studying the engravings recognizes references to the seven runelords of ancient Thassilon. A DC 15 Perception check finds more recent (though still old) graffiti scrawled on the northern wall, which reads, “My heart beats on the wrong side of my chest, or is it right? Is left right, or is it wrong? I don’t know what it means, or why”—a reference to the mirror rooms (area 14) deeper in the dungeon.

The stone doors (hardness 8, hp 60, Break DC 38) are all sealed with *arcane lock* (caster level 15th), but the *chime of opening* given to the PCs easily dispels the seals if used.

3. Shrine of the Peacock Spirit

A large statue stands in the corner of this L-shaped room, depicting a tall feather emblazoned with a large open eye. Though apparently carved from stone, the statue gleams with a golden-green iridescence. A pair of stone doors stands in the east wall in the short leg of the L.

This room is a shrine to a mysterious and esoteric god of ancient Thassilon. A DC 20 Knowledge (religion) check identifies the obscure deity as the Peacock Spirit, a god of mind, body, and soul, whose worship ended with the empire’s fall.

Carved into the floor between the western doors and the statue is the following inscription: “Though veiled behind the plumage of the soul, the Eye still sees, unblinking, through all the ages, from the beginning to the end of time. When the Three are One, and the spirit becomes flesh, the Seal may be opened and the Sleepers awakened. And the glorious apocalypse shall consume us all.”

The “doors” to the east are featureless except for a strangely shaped depression where they meet—examining the doors reveals they’re actually one solid piece of stone carved with a seam to look like a pair of doors. The doors do not open, even with a *chime of opening*, as in their current form they are a stone wall rather than a door (a DC 10 Knowledge [arcana] check lets a PC know that the chime only works on actual doors and would have no effect on this obstacle). The door-wall has hardness 8, hp 540, and Break DC 50. A specific key in the Ancient Archives room (area 13) is required to open the doors.

Development: If the PCs have the key from area 13, they can attempt to open the doors. When the key is placed into the depression between the two doors, the stone changes to a rippling mass of flesh, as if affected by *stone to flesh*. Moments later, a bloody wound opens in the middle of the fleshy mass as the doors pull themselves apart to allow egress into the neighboring room. While in flesh form, the doors automatically open for any living creature on either side of the doors. The doors revert back to stone 5 minutes after their last opening, and the key vanishes, reappearing in area 13.

Treasure: A hidden compartment in the statue can be found with a DC 20 Perception check. Within is a single green feather that functions as a *feather token* (bird).

4. The Lower Catacombs (CR 1)

Bodies wrapped in age-yellowed linens lie in alcoves lining both sides of this wide corridor. Thick cobwebs hang from the ceiling and drape the walls of the crypt; everything is coated in a deep layer of dust.

These catacombs were used to house those deceased persons not sworn to one of the seven runelords or to Pharasma herself. Most of the bodies interred here were minor servants, prison guards, and foreign visitors to Kaer Maga; all are ancient beyond belief, and crumble into bone shards and dust if disturbed. A DC 15 Perception check finds strange symbols in the catacombs. A DC 15 Knowledge (religion) check identifies these symbols as representing Pharasma, but they are strangely and subtly different from those used today.

Creatures: Four skull spiders have taken up residence in the skulls of the deceased buried here, inhabiting the skulls in a manner similar to hermit crabs. The spiders scuttle out of the shadows, attempting to sting and poison any living creature in the catacombs.

SKULL SPIDERS (4)

CR 1/4

XP 100 each

N Tiny vermin (*Tome of Horrors Revised* 316)

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

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 4 each (1d8)

Fort +2, Ref +2, Will +0

Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 10 ft.

Melee sting +0 (1d2–4 plus poison)

STATISTICS

Str 3, Dex 15, Con 10, Int —, Wis 10, Cha 2

Base Atk +0; CMB +0; CMD 6 (18 vs. trip)

Skills Climb +14

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 10; frequency 1/round for 3 rounds; effect 1 Con; cure 1 save.

5. Shrine of Lissala (CR 1)

A strange statue of a half-snake, half-human creature stands in a wide alcove to the south of two large stone doors. Comprising the lower body of a coiling serpent and the



upper torso of a human woman, the statue has six wings and a disk containing a seven-pointed star in place of its head. Its crossed arms hold a quill and whip, and the entire statue is covered in verdigris. The faint outline of strange runes can be made out beneath the patina coating the statue.

Like the shrine to the east, this room is dedicated to another forgotten god. A DC 20 Knowledge (religion) check identifies this deity as Lissala, goddess of runes, fate, and the reward of service. Like the Peacock Spirit, her worship was common in old Thassilon, but has died out in modern times.

Trap: The statue of Lissala once granted powerful boons to her faithful and devastating curses to apostates, and though its ancient magic has largely faded, anyone who touches the statue can still be affected by its lingering enchantments.

TRAP OF WEAL OR WOE CR 1

Type magic; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch; **Reset** automatic (immediate)

Effect spell effect (roll 1d6: 1—*flare*, 2—*guidance*, 3—*lullaby*, 4—*resistance*, 5—*touch of fatigue*, 6—*virtue*, effect lasts until the end of the next combat, DC 10 Fortitude or Will save negates)

Development: Anyone granted a boon by the statue (*guidance*, *resistance*, or *virtue* effect) gains a +1 luck bonus on attack and weapon damage rolls against the rune guardian in area 13. He gains this bonus only for the duration of that combat, and only against that specific rune guardian.

Treasure: The feather in the statue's hand can be removed (though doing so triggers the trap, unless it is disabled first). It functions as a *feather token* (whip).

6. The Houses of Beauty

Areas 6a through 6g are embalming rooms known as the Houses of Beauty, where cadavers were prepared before being interred in the crypts (areas 9a through 9g) surrounding the Grand Cathedral (area 8). Each of these rooms was dedicated to one of the rewards of rule, or sins, embraced by the seven runelords. Unless otherwise noted, all of the Houses of Beauty have similar furnishings and decorations: several stone biers equipped with drainage troughs for the preparation of bodies, wooden cabinets containing embalming tools, and wall carvings dedicated to the rewards of rule and the afterlife. A DC 20 Knowledge (arcana) or Knowledge (history) check identifies the sin each room is dedicated to, and a subsequent DC 20 Knowledge (arcana) check can identify the school of magic associated with that sin.

THE SINS OF THASSILON

The ancient empire of Thassilon was built upon seven virtues that were later corrupted into the seven rewards of rule—envy, gluttony, greed, lust, pride, sloth, and wrath—which in turn became known as the seven great sins of the soul. Each sin was associated with a school of magic—envy with abjuration, gluttony with necromancy, greed with transmutation, lust with enchantment, pride with illusion, sloth with conjuration, and wrath with evocation. (Divination was not considered a separate school of magic). The seven runelords of Thassilon were masters of both their associated magical schools and powerful Thassilonian rune magic, and features within the Godsmouth Ossuary still hearken back to these seven sins and the magic they represented.

6a. House of Greed (CR 1)

Biers of solid gold encrusted with glittering gems lie against the walls of this chamber. Golden candelabras stand nearby, empty of candles, and the walls depict a glorious afterlife filled with riches and luxury, painted in bright pigments and gold leaf.

The strong wooden door to this room has been barred from the inside (hardness 5, hp 20, Break DC 15).

Creatures: Two tengus named Izzik and Skezza are currently holed up in this room. After tunneling in from another opening on the cliff face with a third companion named Fisk, they entered the ossuary through area 7, seeking to loot it of its ancient treasures. They did not get far in their explorations, however, before accidentally releasing the lustspawn in area 6d. When the ancient creature killed Fisk, Izzik and Skezza fled to this room and barricaded themselves inside. The tengus assume that anyone trying to break down the door from the other side is the lustspawn returned to kill them, and take up positions on either side of the door to take opponents by surprise and use sneak attacks on flanked enemies.

IZZIK AND SKEZZA (2) CR 1/2

XP 200 each

Male tengu rogue 1 (*Pathfinder RPG Bestiary* 263)

hp 9 each

Development: Izzik and Skezza might be reasoned with, but their fear gives them a starting attitude of hostile. If made friendly, the tengus can share what little knowledge of the ossuary they have—the strangely preserved bodies in area 6b, the lustspawn in area 6d, and the trapped statue in area 5. Though loath to abandon the possible treasures within the ossuary, Fisk's death

has made the tengus eager to find safer work, and they leave the way they came in (through area 7) at the earliest opportunity. At the GM's option, one of the tengus might join the PCs' party if made friendly and offered an equal share of the loot.

Treasure: Though the room's furnishings appear valuable almost beyond imagination, the gold is only a thin plating and the gems are only paste replicas or semiprecious stones. Scraping off the gold veneer and prying the stones from their fittings takes 10 hours of work and only nets 100 gp worth of valuables.

6b. House of Pride

Brightly painted carvings along the walls of this room vividly depict mighty dragons in flight over shining cities, while below, winged angels kneel and serve human masters. Peacock-feather motifs dominate throughout the chamber, and a faint, pleasant perfume drifts through the air. Several humans lie supine atop biers draped in rich cloth—if they are dead, the bodies are perfectly preserved and have the appearance of relaxed sleepers, showing no signs of corruption or decay.

Dedicated to the sin of pride, everything in this room is an illusion, the result of a *permanent image* (caster level 20th, DC 20 to disbelieve). Beneath the illusion, the room is completely empty save for the accumulated dust of the ages, and a single word carved into the stone floor: "Xavorax." A DC 20 Knowledge (local) check recognizes this as the name of the hidden city of the caulborn far below Kaer Maga, but there is no clue as to why it is written here. More information on Xavorax and the caulborn can be found on pages 57–58 and 62–63 of *City of Strangers*.

6c. House of Sloth

A large circle of tarnished silver powder, surrounded by arcane symbols, has been laid down on the floor in the center of this room. The center of the circle is empty.

This chamber was dedicated to the sin of sloth. A DC 23 Knowledge (arcana) check identifies the circle on the floor as a *magic circle against evil*, while a DC 10 Perception check notices that the circle of powdered silver has a gap in it. A bound outsider was once conjured to guard this chamber, but its binding circle was accidentally broken by tomb raiders centuries ago, releasing the guardian from its term of service. The room is otherwise empty.

Treasure: A DC 15 Perception check turns up a *scroll of remove paralysis* that has fallen behind one of the cabinets. The tarnished silver powder is worth 1 gp.

6d. House of Lust (CR 2)

Shockingly graphic depictions of orgies with all manner of creatures decorate the walls of this chamber. Five humanoid skeletons lie in state on biers—though the bodies appear human, their skulls are those of some monstrous creature. A pile of bloody bones and feathers is all that is left of a recently killed creature.

Creatures: The two tengus in area 6a accidentally released the strange guardian of the House of Lust when they began exploring the ossuary. After killing one of their number, the guardian pursued them back to the House of Greed, but it was unable to get through their barricade and came back here. The creature is a sinspawn, a mockery of flesh created from raw soul-stuff by the runelords as shock troops for use in their endless battles. This particular sinspawn is a lustspawn, crafted from the souls of lustful individuals to serve the runelord of lust.

Human-sized, the lustspawn has a perfectly formed and anatomically correct female human torso, but any resemblances end there. Its arms are unnaturally long and end in three wickedly curved talons. Its lower jaw splits into two monstrous halves lined with sharp teeth, below bulging red eyes. Originally, half a dozen lustspawn resided in this chamber, but over the ages, they squabbled and fought until just one remained, with the losers feeding the victors. The bones atop the biers are the remains of these dead lustspawn, and have been gnawed heavily.

While sinspawn normally feed on flesh, this chamber magically provides nourishment for the lustspawn, keeping it alive for the millennia since the fall of Thassilon. Hungry for fresh (hopefully still-living) meat, the lustspawn eagerly attacks any living creature entering the room. It pursues fleeing prey, but will not enter any of the other Houses of Beauty, nor will it venture into the Grand Cathedral (area 8) or past areas 5 or 12, instead returning to this chamber. The bloody feathered corpse is all that remains of the tengu Fisk (see area 6a for more information), eaten by the sinspawn.

LUSTSPAWN	CR 2
XP 600	
NE Medium aberration (<i>Pathfinder RPG Bestiary 2</i> 246)	
Init +5; Senses darkvision 60 ft., sin-scent; Perception +6	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+1 Dex, +1 dodge, +2 natural)	
hp 16 (3d8+3)	
Fort +2, Ref +2, Will +3	
Immune mind-affecting effects; SR 13	
OFFENSE	



Speed 40 ft.

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

TACTICS

During Combat Against a single foe, the lustspawn tries to take its enemy alive, bringing its victim back to the House of Lust to have its way with it before feeding on the still-living victim. Against multiple enemies, the lustspawn focuses its attacks on the character with the highest Charisma. Once an enemy falls, the lustspawn must make a DC 15 Will save or it immediately begins to feed on its fallen victim, automatically inflicting bite damage every round and ignoring other opponents for 1d4 rounds.

Morale The lustspawn flees back to the House of Lust if reduced to fewer than 8 hit points. If cornered there, it fights to the death.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 16

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

Feats Dodge, Improved Initiative

Skills Intimidate +9, Perception +6, Stealth +7, Survival +6

Languages Thassilonian

SQ martial proficiency

SPECIAL ABILITIES

Martial Proficiency (Ex) Sinspawn are proficient in all simple and martial weapons, armor, and shields (except tower shields).

Sin-Scent (Su) Sinspawn can smell the presence of creatures whose nature reflects the sinspawn's sin. For example, lustspawn can scent creatures that are especially desirous or lustful, at the GM's discretion.

Sinful Bite (Su) A creature bitten by a lustspawn is overwhelmed with lust (DC 14 Will save negates). These unfettered impulses and emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered if it fails its saving throw. Additional failed saves increase the duration of this effect but do not increase its severity. *Calm emotions*, *remove curse*, or *break enchantment* negates the effects of sinful bite. The save DC is Charisma-based.

Treasure: The sinspawn wears 400 gp worth of archaic jewelry. In addition, an *elixir of love* and a *potion of eagle's splendor* sit inside one of the room's cabinets.

6e. House of Gluttony (CR 1)

The priests of the House of Gluttony were skilled necromancers, and one of them was animated as an undead guardian of this chamber upon his death.

Creature: A grossly bloated zombie, its rotting skin stretched and straining as if pumped full of air, guards the House of Gluttony. Filled almost to bursting with poisonous ungol dust, the gasburst zombie attacks any creature that enters the room. If destroyed, the zombie "pops," exploding in a burst of toxic gas.

GASBURST ZOMBIE

CR 1

XP 400

hp 12 (*Classic Horrors Revisited* 55, *Pathfinder RPG Bestiary* 288)

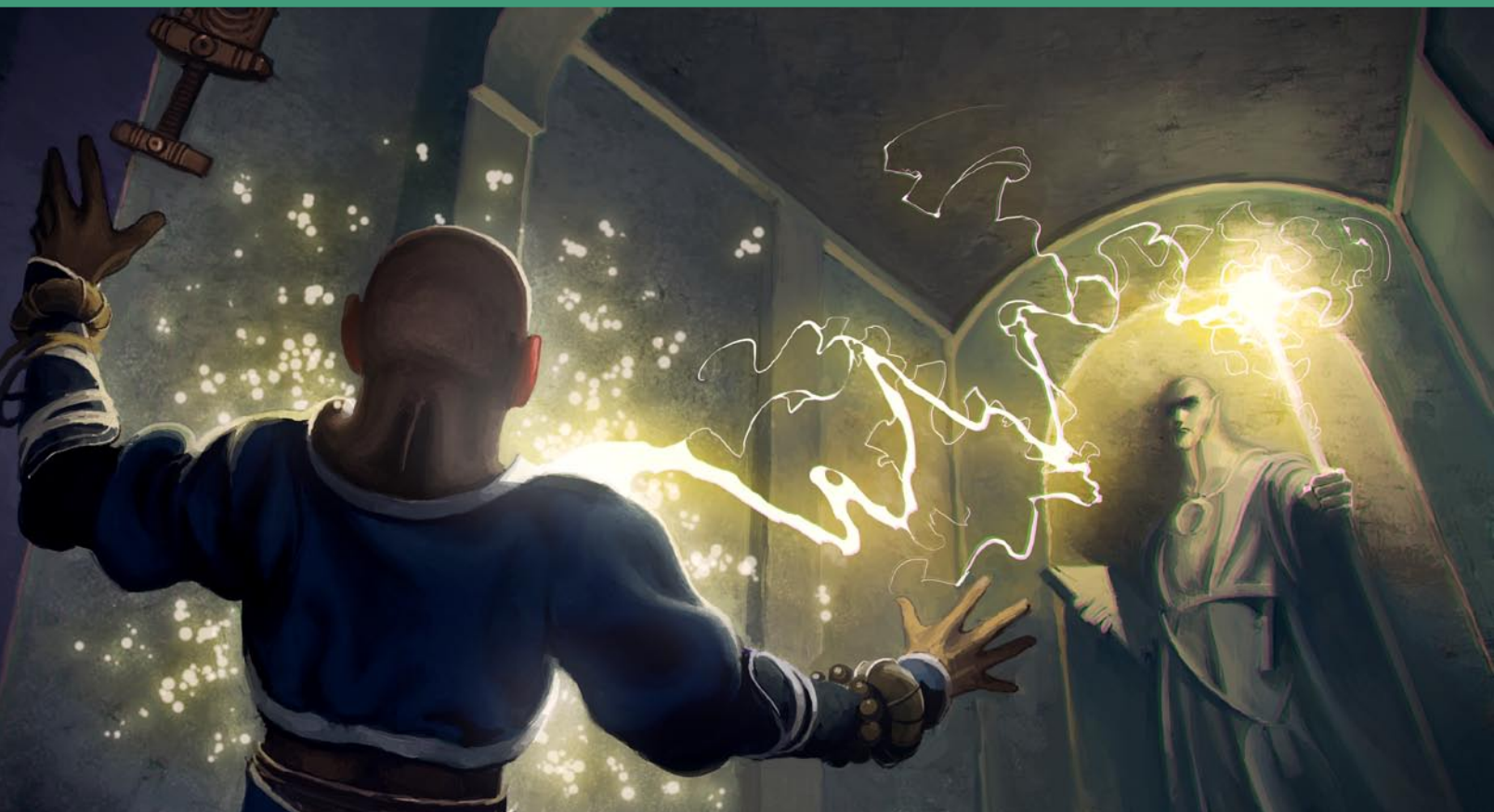
DR 5/piercing

SPECIAL ABILITIES

Death Burst (Ex) When a gasburst zombie dies, it explodes in a cloud of ungol dust (*Pathfinder RPG Core Rulebook* 560) that fills a 10-foot-cube surrounding the zombie. All creatures in the area are exposed to the poisonous dust and must make a DC 15 Fortitude save.

Treasure: Two black onyxes worth 50 gp each lie on top of a cabinet here.





6f. House of Wrath

This room's furnishings have all been destroyed beyond recognition, and ancient dried bloodstains still mar the floor and wall carvings. A secret door in the north wall may be found with a DC 20 Perception check; it leads through another door to the Crypt of Wrath (area 9b). The north side of the south door is not concealed in any way, nor is the south side of the north door.

6g. House of Envy

The door to this room is sealed with an *arcane lock* (caster level 20th) and a superior mundane lock (Disable Device DC 40). Though it's unlikely that the PCs will be able to breach the door, should they do so, the room beyond is empty of anything but its normal furnishings.

7. Hole in the Wall

Dirt and rubble surround a hole in the wall of this alcove. Within, a rough-hewn tunnel leads off into darkness. Two picks and a shovel lie on the floor in front of the hole.

This alcove is where the tengus Izzik, Skezza, and Fisk (see area 6a) broke through into the ossuary. In many places, the tunnel is less than 4 feet in diameter, requiring

Medium creatures to travel at half speed through it. It leads several hundred feet to the open mouth of one of the other titanic faces on the cliff face below Kaer Maga, though no way exists of exiting the mouth except by scaling the sheer cliffs above or below.

8. The Grand Cathedral (CR 2+)

The ceiling of this cavernous chamber vaults to a height of sixty feet, forming an architectural wonder unsupported by any visible columns or buttresses. Forty feet overhead, a wide stone bridge with an elaborately carved railing arches over the chamber from north to south, joining two sets of massive bronze doors at either end. The central portion of the chamber contains an inlaid spiral symbol and is recessed into the floor, with eight staircases leading up to a wide ledge that encircles the room ten feet above. On this ledge stand bronze doors to the east and west. Eight larger-than-life statues stand upon the ledge as well, evenly spaced around the room's circumference—seven carved from white stone, and the eighth carved from black stone.

This is the ossuary's Grand Cathedral, dedicated to Pharasma, though in an architectural style much different from the gothic Pharasmin cathedrals of



the modern day. A DC 15 Knowledge (religion) check identifies it as such, as well as her spiral symbol inlaid on the floor. Though not a major god in the Thassilonian pantheon, Pharasma was still worshiped primarily as the goddess of death (though also in her other aspects as goddess of birth, fate, and prophecy), and the ossuary and cathedral itself were dedicated to her. Of course, the runelords would not build such a grand temple to a single god without representations of their own nearly godlike power, so the temple and its crypts are also dedicated to the seven rewards of rule and the seven runelords themselves.

The north and south doors atop the bridge are level with the rest of the ossuary; beyond the east and west doors, three sets of stairs climb 40 feet until they reach that level.

Seven of the room's statues are carved from white marble with exquisite detail. Each statue portrays a different figure, though the figures all bear an imperious mien. A DC 15 Knowledge (history) check recognizes the statues as the seven runelords of ancient Thassilon; a subsequent DC 20 check identifies each of the runelords by name. Clockwise around the cathedral, starting with the southwestern statue (in front of area 9a), the statues depict: a tall man with gems set in his forehead, wielding a flaming glaive (Karzoug, Runelord of Greed); a beautiful woman with wild hair, holding a ranseur (Alaznist, Runelord of Wrath); a voluptuous, nude woman wielding a two-headed guisarme (Sorshen, Runelord of Lust); a short, smiling man holding a long spear (Krone, Runelord of Sloth); an obese man with rotting flesh, wielding a scythe (Zutha, Runelord of Gluttony); a handsome, bearded man in extravagant clothes, wielding a lucerne hammer (Xanderghul, Runelord of Pride); and an imperious, heavysset woman holding a mirror and a halberd (Belimarius, Runelord of Envy).

The eighth statue (in the south-southeast part of the room) is carved from dark diorite and is threefold in form, portraying a tall woman with three faces looking in three different directions. One side has a kind face and cradles a baby in its arms, while a second side displays a more stern expression and holds an hourglass. The third face has a crazed look; its hands are empty, but thornless roses twine up both arms. A DC 20 Knowledge (religion) check identifies the statue as an archaic representation of Pharasma in her three aspects: the midwife, the reaper, and the prophet.

Each statue stands in front of a secret door that leads to a crypt dedicated to the sin of the runelord depicted by that statue. Each of these doors can be found with a DC 20 Perception check, though opening a door requires the statue in front of it to be moved out of the way. The

statues easily slide out of the way, but each statue has a magical, touch-triggered trap.

Traps: Each of the seven runelord statues is trapped, sending a powerful jolt of electricity through anyone touching them. When a statue's trap is triggered, the magical energy briefly outlines the secret door behind the statue, requiring only a DC 10 Perception check to notice it for 1 round.

SHOCKING GRASP TRAPS (7)

CR 2

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger touch; Reset automatic (7 minutes)

Effect spell effect (*shocking grasp*, 2d6 electricity damage, DC 12 Reflex save for half)

Development: The eighth statue, that of Pharasma, is not trapped—instead, anyone touching this statue is granted the benefits of an *aid* spell (caster level 10th). A character cannot receive this benefit more than once per day—touching the statue more than once in a 24-hour period has no effect.

9. The Runecrypts

Areas 9a through 9g are the Runecrypts—burial vaults, each dedicated to one of the seven runelords and the corresponding reward of rule. Favored servants of the runelords were interred in these crypts, much as the church of Pharasma buries those with enough wealth or influence in the Godsmouth Ossuary today. After undergoing the embalming process in the Houses of Beauty (area 6), the bodies were brought to the Grand Cathedral for funeral ceremonies before being laid to rest in the crypt.

Unless otherwise noted, all of the Runecrypts have the same general layout of seven alcoves arranged along a 5-foot-wide corridor, with niches in the walls to hold the bodies of the deceased. The runelords' preservative magics did not extend to the corpses of their dead followers, so few complete bodies remain in the crypts. However, the servants buried here were often just as venal and corrupt as their masters, and more than one of the Runecrypts' occupants have arisen as undead guardians of these tombs.

Nothing identifies which sin each crypt is dedicated to, other than the statue of the runelord that stands inside, and a rune carved on the inner side of each door (facing into the crypt). Noticing this rune requires a DC 12 Perception check unless the character specifically looks at the back side of the door, in which case he automatically sees the rune. The runes (and their associated schools of magic) can be identified with a successful DC 20 Knowledge (arcana) check.

9a. Crypt of Greed (CR 1)

This crypt housed the favored servants of Runelord Karzoug, interred with all of the elaborate jewelry, fabulous gemstones, and golden accoutrements befitting their station. As a result, the priests of greed trapped the crypt to protect these valuable trade goods.

Trap: The first 10 feet of the corridor leading into the tomb are trapped. When someone steps in the second square past the crypt's entrance, a glaive swings down from the ceiling to slash intruders.

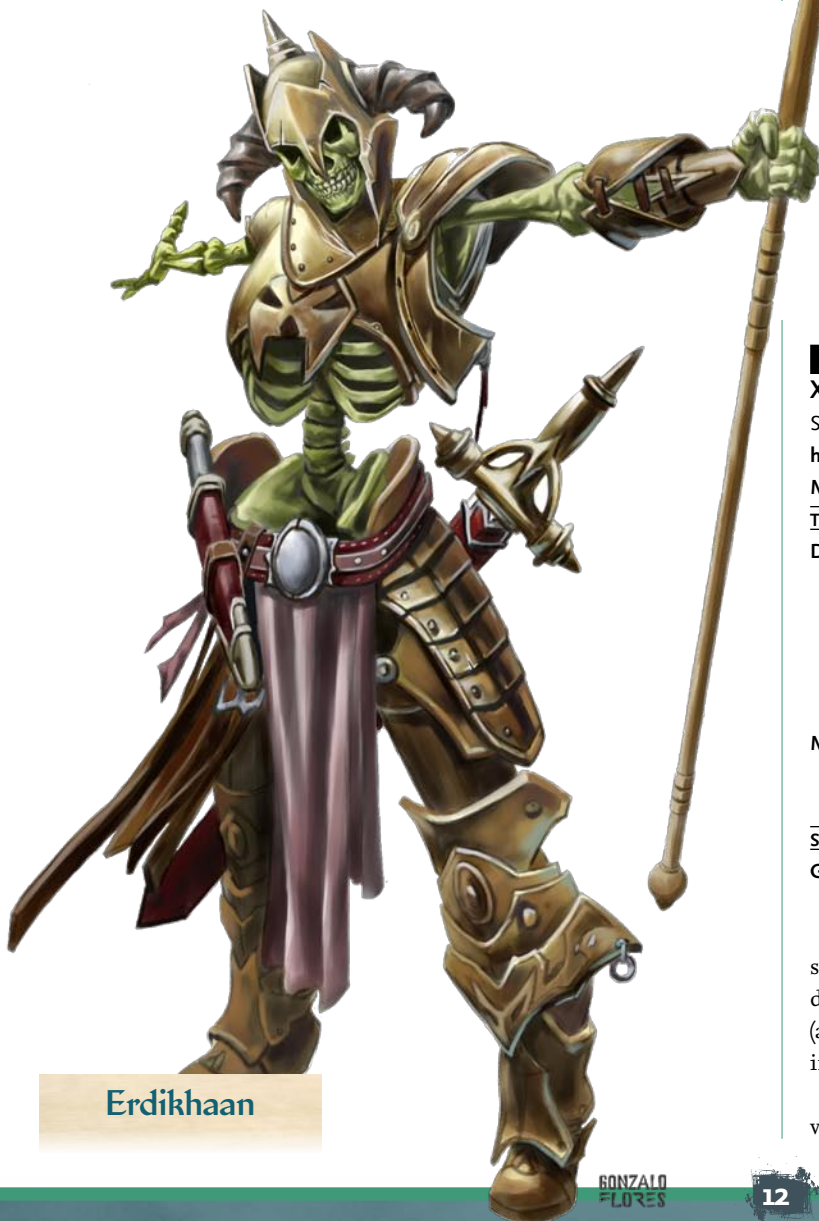
SWINGING GLAIVE TRAP CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic (1d4 rounds)

Effect Atk +10 melee (1d10+1/x3); multiple targets (all targets in a 10-ft. line)



Erdikhaan

Treasure: The priests of greed were not content to let the riches of their deceased charges lie idle in a dusty crypt, and subsequently appropriated most of the wealth once contained herein. A thorough search of the rotting burial shrouds and bone fragments turns up only 50 gp worth of valuable grave goods.

9b. Crypt of Wrath (CR 2)

The servants of the Runelord of Wrath were buried in this crypt, and a special guardian was chosen to watch over their remains.

Creature: One of Runelord Alaznist's palace guards, a man named Erdikhaan, was so loyal to his mistress that he volunteered to serve her even in death—as such, she had Erdikhaan animated as a skeletal champion and placed him in the Crypt of Wrath to guard her deceased followers interred here forever after. Erdikhaan appears as a tall skeleton wearing ancient half-plate armor engraved with runes of wrath and wielding an elaborate ceremonial ranseur. A cold blue light glows in his empty eye sockets. He stands motionless in the central northern alcove until someone opens the door to the crypt. After millennia of boredom, Erdikhaan is eager to taste the thrill of combat again, and attacks any entering the crypt as soon as they reach the first set of alcoves.

ERDIKHAAN CR 2

XP 600

Skeletal champion (*Pathfinder RPG Bestiary* 252)

hp 17

Melee mwk ranseur +7 (2d4+4/x3)

TACTICS

During Combat In the narrow confines of the crypt, Erdikhaan tries to disarm the first opponent in line, using his ranseur's reach to keep opponents at a distance or making attacks of opportunity if they try to close. If given a choice, he focuses his attacks on melee-oriented creatures, relishing the challenge of matching his skill at arms against theirs.

Morale Erdikhaan is more than willing to sacrifice his unlife for his long-dead liege, but does not pursue opponents out of the Grand Cathedral.

STATISTICS

Gear half-plate armor, masterwork ranseur

Development: PCs may discover a secret door in the southwest alcove by making a DC 20 Perception check; this door leads through another door to the House of Wrath (area 6f). The south side of the north door is not concealed in any way, nor is the north side of the south door.

Treasure: Besides Erdikhaan's gear, 90 gp worth of valuable grave goods can be recovered from the crypts.



9c. Crypt of Lust

While this crypt has the dusty, disused air of the ossuary's other catacombs, the bodies interred within it are remarkably free from the ravages of age and decay. Their burial garments have long since rotted away, but the cadavers look as if they could have been placed in their niches only yesterday. Unfortunately, this amazing effect is somewhat overshadowed by the lewd and graphic positions the bodies have been placed in.

Only the most attractive and lustful servants were considered worthy of burial in the Crypt of Lust, and so Runelord Sorshen went to the trouble of extending her preservative magics to protect the crypt and preserve its occupants for all time. The entire crypt is effectively under a permanent *gentle repose* effect, which has not only preserved the bodies buried here, but also prevented any of them from rising as undead. In fact, the remains of any dead creature placed in this crypt enjoy the same effect for as long as they remain within.

Treasure: Many of the bodies were buried with attractive jewelry—in all, 400 gp worth of various ornamental trinkets can be found.

9d. Crypt of Sloth (CR 1)

This crypt was for the servants of the runelord of sloth.

Creature: The ancient priests of sloth conjured and bound a lemure devil as a guardian for their tomb. Appearing as a lump of melted fat or a squat stalagmite in the middle of the tunnel, the lemure congeals into a vaguely humanoid shape when anyone enters the crypt, mindlessly attacking intruders in a wave of roiling flesh. The lemure fights to the death, returning to Hell in a burst of sulfurous smoke when slain.

LEMURE **CR 1**
XP 400
hp 13 (*Pathfinder RPG Bestiary* 79)

9e. Crypt of Gluttony (CR 2)

The reward of gluttony is the theme of this crypt and those buried within.

Creatures: Two of the servants buried here have risen as ravenous ghouls. Once obese from gorging themselves on the corpses laid to rest here, these undead gluttons have not fed in centuries, and their flesh hangs down in thick folds over their emaciated bodies. Desperate to dine on fresh flesh, one ghoul hides in the first western alcove, while the other waits in the northernmost alcove to the east. Once intruders have passed between them, the ghouls leap out to flank and slay a victim. Driven by their hunger, the ghouls pursue living prey anywhere in the ossuary.

GHOULS (2) **CR 1**

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

TACTICS

During Combat The ghouls each attack the closest foe. If one successfully paralyzes a victim, it immediately begins to feed, automatically inflicting bite damage every round. A feeding ghoul ignores other opponents, even if attacked, until it takes 4 hit points of damage, at which point it turns on its attacker with bloody teeth and claws.

Morale The ghouls fight until destroyed.

9f. Crypt of Pride (CR 3)

A plush red carpet runs down this narrow corridor between wood-paneled walls polished to a high sheen. Floating lanterns cast a gentle glow into each alcove flanking the corridor, where bodies wrapped in pristine linen are laid to rest in niches. Rather than the clammy chill of most underground rooms, this chamber is pleasantly warm, and the soothing sound of chimes tinkles softly in the distance.

Like the House of Pride (area 6b), this crypt is cloaked under another *permanent image* (caster level 20th, DC 20 to disbelieve). Beneath the illusion, the Crypt of Pride looks just like the other Runecrypts. This crypt extends under the corridor between areas 27 and 28, which is 30 feet above this area.

Trap: The priests of pride trapped their crypt with a magical trap that goes off whenever someone steps between the first pair of alcoves. A illusory cone of vivid, clashing colors fills the crypt's entrance, blinding and stunning intruders, and even knocking them unconscious.

COLOR SPRAY TRAP **CR 2**

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger location; **Reset** automatic (7 minutes)

Effect color spray (effect varies by Hit Dice, DC 12 Will save negates); multiple targets (all targets in a 15-ft. cone)

Creature: The priests also left a guardian to finish off any intruders who trigger the crypt's trap—a single gore-soaked skeleton lurking in the second alcove to the north. It emerges as soon as the trap goes off, attacking anyone in the crypt or within 15 feet of the entrance. The skeleton does not venture more than 15 feet from the Crypt of Pride in pursuit of foes.

BLOODY SKELETON **CR 1/2**

XP 200

hp 6; fast healing 1 (*Pathfinder RPG Bestiary* 251)

TACTICS

Morale The bloody skeleton fights until destroyed, but it reanimates 1 hour later to take up its duties once more.

9g. Crypt of Envy (CR 2)

This crypt is noticeably colder than the surrounding rooms, and a rime of ice crystals coats the walls and the remains of the dead interred here.

This crypt extends under the corridor between areas 27 and 28, which is 30 feet above this area.

Hazard: The Crypt of Envy has become infested with brown mold (*Pathfinder RPG Core Rulebook* 416), which

grows in four 5-foot-diameter patches in the alcoves in the far eastern portion of the catacombs (marked “M” on the map). The mold is covered in a thick layer of dust, and a DC 15 Perception check is required to spot it. Once detected, a DC 17 Knowledge (dungeoneering) check recognizes the danger.

BROWN MOLD

CR 2

XP 600

Pathfinder RPG Core Rulebook 416

Treasure: If the mold is destroyed, two *potions of hide from undead* can be discovered in one of the far alcoves. In addition, 75 gp worth of valuable grave goods may be recovered from the crypt.

10. Crypt of Pharamsa

These catacombs are similar to those of the Runecrypts, but were used to inter the Thassilonian clergy of Pharamsa, who were not sworn to one of the seven runelords. No undead guard these crypts—most of the bodies here have long since decayed into dust; those that remain crumble apart with a touch. A secret door in the southernmost alcove (DC 25 Perception check to find) leads into the Secret Catacombs (area 29).

Treasure: Several ancient silver holy symbols of Pharamsa were interred with the priests here—seven can be found in all, worth 25 gp each, but the church of Pharamsa will pay 50 gp apiece for these early relics of their faith. In addition, a DC 16 Perception check turns up a bone *wand of disrupt undead* (30 charges) hidden among the funerary wrappings.

11. The Disposal Pit (CR 2)

The ceiling opens up between two staircases in this wide corridor, creating a shaft above the hallway. Ten feet up, the shaft appears to connect to another passage above running north-south. A grisly heap of decaying body parts lies at the bottom of the shaft. The air is rank with the smell of rot, corruption, and pungent chemicals.

The shaft in the ceiling connects with Svilenius’s lair 10 feet above, opening into the corridor between areas 27 and 28 (which also runs above areas 9f and 9g). The mad alchemist uses the shaft as a convenient dumping ground for the pieces of his failed experiments—the alchemical concoctions infusing the gruesome parts are the source of the strange chemical smell. The PCs can climb up the shaft, bypassing many of the monsters and confront Svilenius early, but he may be too powerful for them. This shaft can also serve as a way for the PCs to escape from Svilenius if they feel they aren’t ready to face him.



GENZALO FLORES



Creatures: Three of the discarded body parts in the pile have developed murderous sentience, becoming undead monstrosities known as crawling hands. They attack any living creature approaching within 30 feet, scuttling quickly across the floor and along the walls in pursuit of their victims.

CRAWLING HANDS (3) CR 1/2

XP 200 each

NE Diminutive undead (*Pathfinder RPG Bestiary 2* 59)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 9 each (1d8+5)

Fort +2, **Ref** +0, **Will** +2

Immune undead traits

OFFENSE

Speed 40 ft., spider climb

Melee claw +5 (1d1+1 plus grab)

Space 1 ft.; **Reach** 0 ft.

Special Attacks grab (up to Medium), mark quarry, strangle

TACTICS

During Combat The crawling hands each pick a target and mark those victims as their quarry, trying to get a stranglehold. The hands pursue their quarry throughout the dungeon.

Morale The crawling hands fight until destroyed.

STATISTICS

Str 13, **Dex** 11, **Con** —, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** -4 (+0 grapple); **CMD** 7

Feats Toughness

Skills Climb +9, Perception +4, Stealth +12, Survival +4; **Racial Modifiers** +4 Survival

Languages Common (can't speak)

SQ spider climb

SPECIAL ABILITIES

Mark Quarry (Su) A crawling hand is designed to seek out and destroy a predetermined quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The quarry is treated as the hand's favored enemy, and the hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain or the hand's master changes the quarry (a standard action).

Spider Climb (Ex) A crawling hand can climb sheer surfaces as though under the effects of a *spider climb* spell.

Strangle (Su) Upon completion of a successful grab attack, a crawling hand locks on to the victim's throat and doesn't let go until it is destroyed or it has choked its victim to death. While grappling, a crawling hand ignores its size modifier to CMB (-4) for being a Diminutive creature. As long as it maintains the grapple, the hand's target must hold his breath

(*Pathfinder RPG Core Rulebook* 445). If the grapple ends, the target can breathe again.

Development: One of the crawling hands bears a tattoo on its back of a stylized owl—a DC 15 Knowledge (local) check identifies the symbol as that of the Council of Truth, a society of powerful wizards and sages who mysteriously disappeared from Kaer Maga years ago. More information on the Council of Truth can be found on pages 43–44 of *City of Strangers*.

Treasure: A discarded hand in the middle of the pile still wears a gold ring set with an emerald, worth 500 gp. It can be found with a DC 20 Perception check while searching the gruesome pile of dead flesh.

12. Abandoned Armor (CR 2)

A suit of elaborate lacquered armor stands sentinel against the far eastern wall of this octagonal chamber. Silver chains attached to the armor's neck and chest run across the floor of the room, their ends clutched in the bony hand of a skeleton sprawled on the floor ten feet away.

The intricate armor is in a style favored by the mysterious men of the Iridian Fold, identifiable with a DC 15 Knowledge (local) check. Enigmatic foreigners, the men of the Iridian Fold are believed to hail from the continent of Casmaron, and always travel in pairs—one in the strange armor, and the other swathed in veils (see pages 45–46 of *City of Strangers* for more information on the Iridian Fold). The skeleton on the floor is the remains of the other half of the pair.

Creatures: The armor is inhabited by a swarm of flesh-eating cockroaches. If the armor is disturbed, the cockroaches boil forth from the neck, wrists, and ankles of the armor, attacking any living creature within reach. It was this swarm of vermin that devoured both men.

FLESH-EATING COCKROACH SWARM CR 2

XP 600

N Diminutive vermin (swarm) (*Pathfinder RPG Bestiary 2* 58)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 26 (4d8+8)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities swarm traits, **Immune** weapon damage

Weaknesses light sensitivity, swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (poor)

Melee swarm (1d6)

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

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +10, Fly +4, Perception +4, Stealth +14; **Racial Modifiers** +4 Perception

SQ hold breath

SPECIAL ABILITIES

Hold Breath (Ex) A cockroach can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Development: Other than the roach swarm, the suit of armor is empty. Just what members of the Iridian Fold were doing in the ossuary, and what happened to the armored man's skeleton, remain a mystery.

Treasure: The elaborate armor is a suit of masterwork banded mail. In addition, an exotic masterwork bastard sword lies nearby, and two curved daggers lie beneath the skeleton.



13. Ancient Archives (CR 1)

Double doors open onto a long, oval-shaped room. Floating balls of fire illuminate walls covered with a bewildering array of runes, sigils, and glyphs. Beneath these carvings, stacks of engraved stone tablets rest in recessed niches in the walls.

This room served as an archive and library for the Thassilonian priests stationed at the ossuary. They carved their records in stone, rather than on parchment, so that they would be protected by the ossuary's preservative magics. All of the writing in the room (wall carvings and tablets) is in Thassilonian, requiring a DC 30 Linguistics check to translate it. A *comprehend language* spell or the like can also be used to decipher the carvings and tablets, but multiple castings will be needed to interpret all of the information stored here. Most of the writings deal with the mundane details of daily life, but there are also plenty of historical texts, religious treatises, and arcane grimoires that can shed light on the history and magic of ancient Thassilon.

Creature: The archivists also left behind something else to protect their library—an ancient Thassilonian construct called a rune guardian. Seven rounds after the PCs enter the room, one of the carved runes detaches itself from the wall and flies toward the PCs. It tries to

catch as many creatures as possible with its *burning hands* ability, and pursues foes throughout the ossuary. A DC 20 Knowledge (arcana) check recognizes the shape of the rune guardian as the Thassilonian rune of wrath.

RUNE GUARDIAN OF WRATH

CR 1

XP 400

hp 11 (see page 29)

Weaknesses school vulnerability (abjuration or conjuration)

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*burning hands* (DC 12)

Development: If the PCs are able to read and decipher the writings stored here, they may use the archives to help answer questions they may have about the ossuary or its makers. Researching a specific question takes 1d6 hours and provides a +5 circumstance bonus on Knowledge (arcana) or Knowledge (history) checks made about ancient Thassilon, the ossuary, or its inhabitants.

Treasure: A thorough search of the stone tablets finds three that function as magical scrolls, though they weigh 5

pounds apiece. One is an arcane *scroll of hold portal and identify*, and the other two are divine *scrolls of remove disease* and *shatter*.

In addition, a DC 15 Perception check notices one symbol on the wall that seems different from the rest. Closer inspection reveals that the glyph can be detached from the wall. The symbol matches the strangely shaped depressions in the “door” between areas 3 and 24. This emblem is in fact the key needed to open those doors, as described in area 3. When the doors revert back to stone, the key vanishes and reappears in its niche here.

14. Mirror, Mirror

Areas 14a and 14b are identical in appearance—the description for both rooms is the same.

The smooth floor and ceiling of this circular room have been polished to a glossy shine, and the curving walls appear to be made of a faintly silver reflective material as smooth and flawless as glass.

These paired chambers existed beneath the Storval Rise long before the Empire of Thassilon, and though the rooms were incorporated into the ossuary, not even the powerful magics of the runelords were able to explain the mystery of who built these rooms and why.



The walls of these rooms are crafted of an unknown substance, whose hardness is such that it is impervious to physical damage from anything other than diamond. Scratching the walls with a diamond creates a glittering scrape that gradually repairs itself over the course of a minute until the wall's surface is once more unmarked. Approaching within 1 foot of the walls causes the hair on one's body to stand on end. The walls create a tingling sensation in the limbs or body of any creature that comes within 1 inch of the walls. Anyone touching the walls feels a deep, thrumming vibration beneath the cold, glassy surface. Both rooms have auras of overwhelming conjuration for the purpose of *detect magic* spells and the like.

Four rounds after a creature enters one of these rooms, the deep vibration in the walls rises in a crescendo until an audible hum fills the entire room. At the same time, the curving walls seem to move, rotating faster and faster around the circumference of the room (this is simply a visual effect—the walls don't actually move). One round later, the hum dies down and the walls stop spinning, with no apparent aftereffect.

In actuality, the rooms function as permanent *teleportation circles* (caster level 20th), instantly transporting all creatures and objects in the room to the opposite room across the hall. Furthermore, these creatures and objects have been reversed—they now have the mirror image of the form they had in the original room. Right-handed characters are now left-handed, a birthmark on the left side of the body is now on the right, a sword worn on the right hip is now on the left hip—even the creature's organs are reversed, so a human's heart now beats in the right side of her chest, for example.

This "mirroring" has no real game effects—a formerly right-handed character is now just as proficient with her left hand as she was with her right. Indeed, most creatures will not immediately realize a change has occurred—the room they are now in is identical to the room they entered, and the characters themselves feel no different—as mirror images, their left hands *are* their proper hands. Only after exiting the room might the PCs realize that something has changed by making a DC 15 Perception check. Of course, if only some of the PCs entered the room, their companions outside can easily tell that they are now mirror images of themselves.

This effect is instantaneous. Once a creature or object has undergone the "mirroring," the effect is no longer

magical and so can't be dispelled with *dispel magic*, *break enchantment*, or similar spells. The only way to reverse the effect is to enter one of the rooms again and go through the process again to become a mirror image of the mirror image (in effect, back to normal). Unfortunately, the rooms only work once per day for any given creature or object—nothing happens if a creature reenters one of the rooms before 24 hours have passed. If a "mirrored" creature enters a room with "non-mirrored" creatures or objects, the rooms activate as normal, teleporting and reversing the new creatures, while the "mirrored" creature remains unchanged in the original room.



15. Vestry (CR 1)

This long chamber is decorated with large carvings of religious ceremonies and priests handing down judgments to the common people. Stone benches are lined up before a podium at the southern end of the room. A single door stands in the northeastern wall.

This room served as a council chamber for the clergy of the Grand Cathedral, where they could discuss ecclesiastical matters as well as the daily business of running the church. A DC 15 Knowledge (religion) check identifies the carvings on the walls as Pharasmin in nature, though the priests are shown wearing different vestments and accoutrements from those favored today.

Creature: A flapping head with bat wings haunts this room, having wandered up out of the Great Pit (area 20). This undead vargouille is but a shadow of its former self—it has lost its deadly kiss, shriek, and poison, and its wings are tattered ribbons, barely able to hold its rotting head aloft, but its teeth remain razor sharp. When the dark creeper Falk (see area 16) encountered the vargouille, the flapping head chased the dark creeper through the ossuary until Falk barricaded himself inside this room. Now the flapping head mindlessly batters itself against the closed door to area 16, but it turns to attack any new living creatures that enter the room, slamming into and biting its foes. The flapping head fights until destroyed.

FLAPPING HEAD CR 1
XP 400
 Fast zombie vargouille (*Pathfinder RPG Bestiary* 272, 289)
 NE Small undead (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 18 (4d8)

Fort +1, Ref +3, Will +4

Immune undead traits

OFFENSE

Speed fly 30 ft. (clumsy)

Melee bite +5 (1d4+1), slam +5 (1d4+1)

Special Attacks quick strikes

STATISTICS

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

Base Atk +3; CMB +3; CMD 15

Skills Fly –6, Stealth +6

16. Diaconicon (CR 2)

Religious carvings depicting the judgment of souls cover the walls of this room. A stone pedestal with a bowl-shaped depression on top stands in the northwest corner. Wooden cabinets and chests of drawers line the walls.

The strong wooden door to this room has been barricaded from the inside (hardness 5, hp 20, Break DC 15). This chamber was the diaconicon for the Grand Cathedral, a room where priests prepared for services. The cabinets and chests contain ancient Pharasmin religious vestments, hangings, altar cloths, and holy books, all kept in extraordinary condition by the ossuary's preservative magics. The basin atop the stone pedestal used to hold holy water, but it evaporated long ago.

Creature: A lone dark creeper named Falk has barricaded himself in this room to get away from the flapping head in area 15. Falk entered the ossuary through the Sihedron Door (area 19) in search of treasure to steal and offer to his dark stalker master in the Prison Levels below. Before he could loot much, however, Falk opened the door to the Great Pit (area 20) and freed the undead vargouille lurking there. The flapping head chased him into this room, and has remained outside the door, trapping Falk inside. When he went through the opposite door to try to escape, Falk encountered the goblin snake Yrix (see area 17). Unable to communicate with her (and a bit afraid of the strange, snake-like creature), Falk fell victim to her goblin breath and was forced to retreat back to this room. Now trapped between two hostile creatures, Falk has no idea what to do, but he seizes on the arrival of the PCs as an opportunity to escape.

FALK

CR 2

XP 600

Dark creeper (*Pathfinder RPG Bestiary* 53)

hp 19

TACTICS

Before Combat If he hears movement or combat outside one of the doors to this room, Falk readies an action to cast *darkness* as soon as someone opens the door.

During Combat Falk hides in the shadows of his *darkness* spell and tries to sneak attack the first person to enter. If the new arrivals have defeated the creature outside the door (either the flapping head or Yrix), Falk doesn't attack and instead tries to slip past them to escape, either via the stairs at area 18 or through the Sihedron Door at area 19.

Morale If cornered, Falk fights until reduced to 9 hit points or fewer, at which point he drops to the ground, babbling in the Dark Folk tongue, and offering all of the loot he has collected (see Treasure) if the PCs let him live.

Treasure: A *cloak of resistance +1* hangs in a cabinet of mundane priestly vestments, and two *scrolls of delay poison* may be found among the religious texts. The rest of the religious accoutrements stored here are all unexceptional, though the church of Pharamasma will pay a total of 100 gp for these historical artifacts. In addition, Falk managed to collect a few valuables before being trapped here. He carries an engraved ivory bracelet (worth 20 gp), three freshwater pearls (worth 10 gp each), 27 gp, and 32 sp.

17. Prothesis (CR 1)

The theme of judgment in the afterlife is continued in the carvings on the walls of this room. A wide table stands along the north wall, draped with a heavy black cloth. A single candle burns in a tall, iron candlestick in the southwest corner, but the rest of the room is cloaked in shadows.

This room was the Grand Cathedral's prothesis, where the sacred vessels and altar services of the church were kept.

Creature: The room's current occupant is Yrix, who claims to be one of the mysterious "wormfolk," as nagas are called in Kaer Maga, but is in fact a goblin snake—a cunning creature with a long snake's body topped with a fanged goblin's head. Yrix has masqueraded as a wormfolk for some time throughout Kaer Maga's Undercity, and as few people have actually seen one of the reclusive nagas, her deception has thus far gone unchallenged. Yrix claims to be a mystic, with powers of prophecy and great knowledge of the secrets of the Undercity, but in truth she has no more abilities than any other goblin snake. Yrix came here from deeper levels of the ossuary (see area 18) and set herself up as an information broker and "gatekeeper" between the levels, though customers have so far been few and far between. A coward at heart, Yrix has yet to venture very far into the ossuary, but claims loudly to have explored the entire dungeon.



Yrix hides under the table behind the cloth covering it, trying to ascertain how dangerous any visitors are. If she thinks she might be able to sell them information, she speaks in a sibilant whisper from beneath the table, claiming to be an oracle who can “draw back the veil of mystery that cloaks the Godsmouth Ossuary, and reveal all the secrets of the Ancients”—for a price, of course. Yrix offers tidbits of information for 1 gp apiece, but in truth is only familiar with areas 13 through 20 and area 22, and even then can only describe those rooms, having no idea of their function or secrets. She knows that a human and his undead followers live “beyond the Great Pit,” but has no other knowledge of Svilenius and his lab. She uses her Bluff skill to sound as knowledgeable as possible, inventing any details she needs to sound believable. Yrix also charges 5 gp per person trying to cross through this room to area 18, claiming that the door is trapped and only she knows the secret of opening it.

YRIX, “WORMFOLK” MYSTIC CR 1

XP 400

Female goblin snake (*Pathfinder Adventure Path #188*)

CE Small aberration (goblinoid)

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

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 30 ft., burrow 5 ft.

Melee bite +2 (1d6)

Special Attacks goblin breath

TACTICS

During Combat If attacked, Yrix uses her Lunge feat to attack an opponent normally out of her reach, followed by her goblin breath to sicken as many opponents as possible. After a successful bite attack, she tries to Bluff opponents into thinking her bite is poisonous, offering an “antidote” if they agree to cease hostilities.

Morale If reduced to 7 hit points or fewer, Yrix shrieks and tries to flee through the door to area 18 and thence down the stairs.

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 9, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 12 (can't be tripped)

Feats Lunge^B, Skill Focus (Bluff)

Skills Bluff +6, Intimidate +5, Knowledge (local) +3, Perception +5, Stealth +10

Languages Common, Goblin

SQ snake empathy +7

SPECIAL ABILITIES

Goblin Breath (Ex) Once every 1d4 rounds, a goblin snake can release a disgusting belch. Any creature within 5 feet of the goblin snake must succeed on a DC 13 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Snake Empathy (Ex) This ability functions similarly to a druid's wild empathy ability, but allows a goblin snake to verbally communicate with and be understood by snakes and similar serpentine reptiles. The base check equals the goblin snake's racial Hit Dice plus her Charisma modifier, and includes a +4 racial bonus.

Treasure: Yrix has collected the treasures in this room in a small hoard under the table. It consists of a *phylactery of faithfulness*, a gold chalice (worth 100 gp), a gold bowl and two gold plates (worth 50 gp each), and a large gold holy symbol of Pharasma (worth 50 gp), as well as 24 gp in coins.

The sacred vessels would no doubt be of interest to the church of Pharasma, who will pay full value for their recovery.

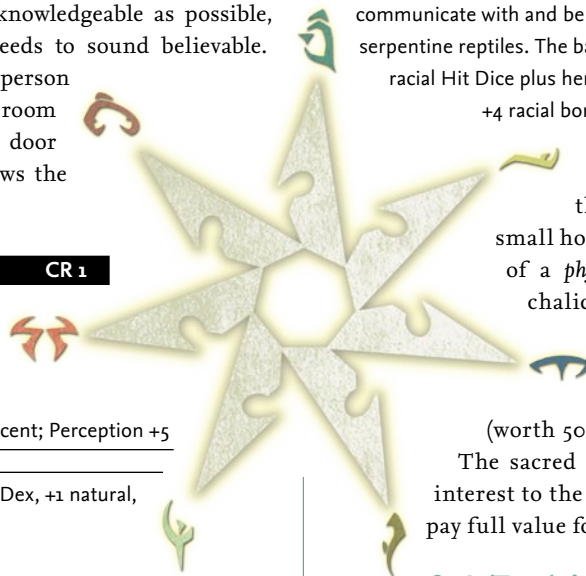
18. A Track in the Dust

This winding stone stairway is covered with a thick layer of dust, marred only by a single sinuous track (left by the goblin snake Yrix in area 17). These stairs lead to deeper levels of the Godsmouth Ossuary, which are left to the GM to develop for later adventures.

19. Sihedron Door

A door emblazoned with a strange seven-pointed star stands in the back of this alcove.

The stone door is locked (hardness 8, hp 60, Break DC 28). A DC 20 Knowledge (arcana) check recognizes the seven-pointed star as a Sihedron Rune, an ancient symbol representing the seven schools of Thassilonian magic. The door opens on a tunnel that leads to the subterranean levels of the ancient Thassilonian prison beneath Kaer Maga. The Prison Levels are described on pages 53–54 of *City of Strangers*, and are left to the GM to develop if the PCs want to further explore the deep dungeons beneath the Storval Rise.





20. The Great Pit (CR 3)

A thirty-foot-diameter pit fills this circular room, its bottom lost in darkness. The ceiling arches twenty feet above the pit, which is encircled by a narrow, five-foot-wide walkway. A door stands in the opposite wall of the room, across the pit.

The pit is a sheer drop hundreds of feet to the Still Place, a dungeon inhabited by undead mohrgs and zombies. The Still Place is described on page 56 of *City of Strangers*, and is left to the GM to develop if the PCs want to venture even deeper beneath Kaer Maga to explore. A DC 20 Climb check is needed to safely descend the walls of the pit. In addition to the visible door, a locked secret door stands in the north wall of the room—a DC 20 Perception check finds the door, which leads to area 21.

Creatures: If the PCs linger too long in this chamber, they attract the attention of a guardian from the lower levels. 1d4+1 rounds after the PCs enter, a necrophidius crawls up from a concealed ledge to attack any intruders. Made from the skeletal body of a constrictor snake capped with a fanged human skull, a necrophidius appears to be undead, but is in fact a construct.

NECROPHIDIUS

CR 3

XP 800

N Medium construct (*Pathfinder RPG Bestiary 2* 196)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

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

hp 36 (3d10+20)

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

DR 5/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee bite +6 (1d8+4 plus paralysis)

Special Attacks dance of death

TACTICS

Before Combat The necrophidius uses Stealth to sneak up on intruders as it crawls out of the pit.

During Combat The necrophidius uses its dance of death ability to daze opponents before attacking.

Morale The necrophidius fights until destroyed.

STATISTICS

Str 16, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 19 (can't be tripped)

Skills Stealth +15; **Racial Modifiers** +12 Stealth



SPECIAL ABILITIES

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth. Creatures within 30 feet who can see this must succeed on a DC 15 Will save or be dazed for 2d4 rounds. This is a mind-affecting compulsion effect. The save DC is Constitution-based and includes a +4 racial bonus.

Paralysis (Su) A living creature bitten by a necrophidius must succeed on a DC 13 Fortitude save or be paralyzed for 1d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

21. Secret Vault (CR 2)

The secret door from area 20 is locked—a DC 25 Disable Device check is required to open it. The door opens onto a small chamber only about 5 feet square, a hidden and secure vault in which to store valuables.

Creature: The ancients left a guardian, an iron cobra, in this vault to guard their treasures. The serpentine construct hides behind the sarcophagus until a creature steps foot in the vault, at which point it strikes.

IRON COBRA

CR 2

XP 600

hp 15 (*Pathfinder RPG Bestiary* 182)

Development: The vault was looted long ago, and contains only one thing—an ornately carved stone sarcophagus about a foot from the north wall. A DC 20 Knowledge (arcana) or (history) check recognizes runes and carvings of ancient Thassilon on the sarcophagus. The stone coffin holds an extraordinarily well-preserved human man with dark hair, a high forehead, and expressive brows. He wears robes of a deep emerald, and a medallion of a seven-pointed star around his neck. The body is preserved by a *gentle repose* effect from the medallion he wears—if the medallion is removed, the effect ends and the cadaver begins to decay normally.

Treasure: The body is wearing *bracers of armor +1* and an ancient Thassilonian magic item called a *Sihedron medallion* (see sidebar).

22. Kennels (CR 3)

This room is a charnel house of blood, bones, and scraps of rotten flesh. Strange runes have been sloppily drawn on the walls using some dark brown pigment. A moss-covered stone monolith stands in the center of the room, wreathed in gossamer wisps of gray mist that seem to congeal around the crumbling stone.

The symbols on the walls can be identified with a DC 20 Knowledge (arcana) check as ancient Thassilonian runes of gluttony and necromancy. The inhabitants of

SIHEDRON MEDALLION

Aura faint necromancy; CL 5th

Slot neck; Price 3,800 gp; Weight —

DESCRIPTION

This medallion hangs on a leather cord, a silver disc inscribed with a seven-pointed star. Although few know the actual significance of the star today, it was once a very important symbol in ancient Thassilon, for this star symbolized the seven rewards of rule and the seven schools of Thassilonian magic. These medallions were given to favored agents of the runelords; the medallions granted some minor benefits to the wearers, but also allowed the runelords to use those who wore them as proxies. By concentrating on a scrying device, a runelord could sense the world through the *Sihedron medallion* wearer's senses, and could speak through his voice.

While worn, a *Sihedron medallion* grants its wearer a +1 resistance bonus on all saving throws. Once per day, it may be commanded to bestow the effects of *false life* on the wearer—these effects end if the medallion is removed. Placed on the neck of a dead body, the *Sihedron medallion* preserves the body indefinitely with *gentle repose*.

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*, *gentle repose*, *resistance*; **Cost** 1,900 gp

this room painted them with blood. Anyone approaching the solitary monolith in the middle of the room can hear sibilant whispers, seemingly from out of the air, though no words can be understood. The strange gray mist lingers near the stone, and nothing short of a *gust of wind* spell can dissipate it. The mist feels cold and clammy, but has no other effect. If the monolith is actually touched, the creature touching the stone hears a voice in its head warning, “The Dark Rider is coming.” The entire stone radiates strong conjuration magic.

Creatures: Two foul, undead creatures called festrogs (also known as “dog-ghouls”) occupy this chamber, fighting with each other over discarded bones and scraps of rotten meat. They appear as hairless, malformed corpses with gray-green, pustule-covered skin and oversized jaws that make them seem more beast-like than humanoid, but they retain their human intelligence. Risen from corpses sworn to the sin of gluttony, the festrogs are consumed with ravenous hunger. Svilenius discovered two ancient undead in the ossuary and used his *wand of command undead* to befriend them and convince them to stay here to help guard his lair, though they give the stone pillar in the center of the room a wide berth. Svilenius regularly supplies the festrogs with (relatively) fresh corpses to satiate their ravenous hunger, but they gain no

nourishment from such fare, and their meals simply rot in their distended stomachs. Hungry for living flesh, the festrogs eagerly attack any living creature they catch the scent of, and relish in the thrill of the chase, sometimes allowing fleeing foes a few rounds' head start before dropping to all fours to run their prey down.

FESTROGS (2) **CR 1**

XP 400 each

NE Medium undead (*Hungry Are the Dead* 30)

Init +5; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 11 each (2d8+2)

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

Defensive Abilities diseased pustules; **Immune** undead traits

OFFENSE

Speed 30 ft. (50 ft. on all fours)

Melee 2 claws +2 (1d4+1), bite +2 (1d4+1 plus feed and trip)

TACTICS

During Combat The foul undead try to trip the nearest living creature so they can feed, focusing their attacks on one opponent at a time.

Morale The festrogs fight until destroyed.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Improved Initiative, Run^b

Skills Acrobatics +3, Perception +6, Stealth +6, Survival +3

Languages Thassilonian

SQ four-footed run

SPECIAL ABILITIES

Diseased Pustules (Su) A creature that damages a festrog with a slashing or piercing natural weapon, light weapon, or one-handed weapon is sprayed with foul, diseased pus from the creature's boils. The target must make a DC 12 Fortitude save or be sickened for 1d6 rounds from this effect. Anyone who becomes sickened from this effect is also exposed to filth fever (DC 12 Fortitude save negates). The save DC is Charisma-based.

Feed (Su) When a festrog inflicts bite damage on a living creature, the festrog feeds on the flesh and gains 5 temporary hit points.

Four-Footed Run (Ex) If a festrog doesn't hold or carry anything in its hands, it can run on all fours. This increases its speed to 50 feet.

Development: The menhir in the middle of the room is actually a magical portal to the Dark Forest, a vast and impossible cavern far beneath Kaer Maga (see pages 56–57 of *City of Strangers*). How this portal functions is left to the GM to devise—simply touching the monolith might be enough, or a complex magical

ritual might be required, or the portal may not even currently be active.

23. Guardpost (CR 2)

Two alcoves flank either side of the corridor here.

The western alcove contains a secret door that leads deeper into Svilennius's lair (DC 20 Perception check to find)—this is the heretical alchemist's main entrance whenever he goes forth.

Creatures: Svilennius has posted four skeletal archers to guard the hallway, two in each alcove. They open fire on any living creatures that approach within range of their darkvision (60 feet), switching to their scimitars when opponents enter melee range. The skeletons fight until destroyed.

SKELETAL ARCHERS (4) **CR 1/3**

XP 135 each

hp 4 each (*Classic Horrors Revisited* 55, *Pathfinder RPG Bestiary* 250)

Ranged shortbow +2 (1d6/x3)

Feats Improved Initiative, Point-Blank Shot, Precise Shot

Gear broken chain shirt, broken scimitar, shortbow and 20 arrows

24. Room of Curtains (CR 1)

Heavy black curtains drape the wall of this chamber, and a thick layer of dust carpets the floor. Two sets of stone double doors stand in the east and west walls.

This is the outermost room of Svilennius's lair, and he has decorated it to make it seem abandoned in hopes of discouraging intruders from venturing farther. He keeps the layer of dust on the floor undisturbed by using the secret door in area 23 if he needs to venture out of his lair, and has hung thick draperies on the wall to conceal the door to area 25 (a DC 15 Perception check to notice the door while the curtain is in place). The stone door to the west is one solid featureless piece except for a strangely shaped depression in the middle, and can only be opened with the key from area 13. See area 3 for details on opening these doors.

Trap: Svilennius has also placed a trap on the door to area 25 in case anyone should discover it. The trap goes off when the door is opened, firing a single arrow at the intruder's midsection.

ARROW TRAP **CR 1**

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

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +15 ranged (1d8+1/x3)



25. Guardroom (CR 2)

The original purpose of this plain stone room has been lost to history, but numerous footprints have disturbed the dust covering the floor.

Creatures: Two of Svilenius's alchemically created undead minions guard his lair from intruders. The alchemical treatments used in their creation makes them resistant to both physical damage and positive energy, granting them a higher natural armor bonus and channel resistance. They attack anything entering the room other than Svilenius or Esme.

ALCHEMICAL SKELETON CR 1/2

XP 200

Classic Horrors Revisited 54, Pathfinder RPG Bestiary 250

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 4

Defensive Abilities channel resistance +2

ALCHEMICAL ZOMBIE CR 1

XP 400

Classic Horrors Revisited 54, Pathfinder RPG Bestiary 288

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 12

Defensive Abilities channel resistance +2

26. Secret Stair

A stone staircase fills this small chamber, curving up in a spiral to disappear through the ceiling.

The stairs lead up 60 feet to a tiny chamber behind a secret door. While the door is easily visible from this side, a DC 30 Perception check is required to notice it from the other side. The door opens onto the upper, active level of the Godsmouth Ossuary. The Pharasma have never found the secret door, and Svilenius uses these stairs to access the ossuary and steal the cadavers he needs for his grotesque experiments.

27. Laboratory (CR 4)

The acrid stench of chemicals and reagents fills this chamber, and the walls are marred by strange stains and scorch marks. Several tables are scattered about the room, covered in a bewildering plethora of glassware, alembics, retorts, tubes, simmering cauldrons, and smoking beakers full of brightly colored liquids. Scattered pages of written notes in a crabbed hand lie strewn about the chamber. A large alcove in the northwest corner contains a bookshelf groaning under the weight of heavy, dusty tomes and scrolls.

Three large glass vats stand against the eastern wall, filled with bubbling green fluid. Floating within the vats are three grotesque objects—putrescent corpses, tubes and wires embedded in their rotting flesh, their skin discolored with decay and chemical stains.

The insane alchemist Svilenius Tripe uses this room as his laboratory, where he works frenziedly to perfect his process of creating alchemical undead minions. So far, most of his efforts have ended in failure—his few successes now guard the approaches to his lair, or are stored in the secret catacombs (area 29). Once created, his undead minions obey him for a few days before he must use magic (either his *wand of command undead* or an unreliable alchemical substance with similar effects) to reestablish control. Svilenius spends the vast majority of his time here, obsessively rereading his notes and adjusting his equipment to fine-tune his alchemical processes. He leaves the lab only to acquire fresh corpses from the crypts above for new experiments, or to catch a few hours of sleep when exhaustion finally takes its toll. He even eats his meals here, cobbling together simple fare in unused alchemical vessels, all the while cursing the necessity of pausing his work to “coddle” his messy, inefficient, parasitic living body.

Creatures: When the PCs first enter this room, there is a 90% chance that Svilenius is here slaving over his equipment. Otherwise, he is resting in the bedroom (area 28) with his zombie bride Esme. In the lab, Svilenius is always accompanied by his lab assistant, a zombie he calls “Mr. Marrow,” one of his early successes. Svilenius is a hunchbacked, haggard-looking man in his 30s, with black hair starting to turn gray.

Svilenius's crowning achievement is the magus zombie Esme (see area 28), but after having destroyed his notes in a fit of rage, Svilenius has been unable to duplicate his success in alchemically reanimating her. Svilenius has repeatedly tried and failed to reproduce the process, and the disposal pit near his lab is filled with the remnants of his failures. His continued lack of success has driven him to new heights of obsession and madness, and the deranged ex-cleric now believes that the priests of Pharasma in the ossuary above are secretly sabotaging his efforts. If disturbed, Svilenius orders Mr. Marrow to show intruders out of his lab. If the PCs refuse, Svilenius orders one of the vat zombies to attack; the creature bursts through the glass walls of its vat (a free action) in a flood of pungent alchemical compounds and charges the PCs. Svilenius then turns to face the PCs with a snarl, hurling curses as well as bombs at them for daring to interfere with his work.

MR. MARROW

CR 1/2

XP 200

Male human zombie (*Pathfinder RPG Bestiary* 288)

hp 12

VAT ZOMBIE

CR 1

XP 400

Human alchemical zombie (see page 23)

hp 12

SVILENNIUS TRIPE

CR 3

XP 800

Male human ex-cleric of Pharasma 4/alchemist 2 (*Advanced Player's Guide* 26)

NE Medium humanoid (human)

Init +7; Senses Perception +10

DEFENSE

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

hp 29 (6d8+2)

Fort +7, Ref +7, Will +5; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 spear +6 (1d8+2/x3)

Ranged bomb +8 (1d6+3 fire plus 4 splash or 1d6+3 cold plus 4 splash plus stagger, DC 14) or acid +8 (1d6 acid plus 4 splash) or alchemist's fire +8 (1d6 fire plus 4 splash) or tanglefoot bag +7 (entangle)

Special Attacks bomb 5/day (DC 14), mutagen (+4 Str, -2 Int, +2 natural armor, 20 minutes)

Alchemist Extracts Prepared (CL 2nd)

1st—*bomber's eye**, *expeditious retreat*, *shield*

TACTICS

Before Combat If he hears intruders approaching, Svilennius drinks his *shield* extract.

During Combat Svilennius orders Mr. Marrow to attack intruders before casting *bomber's eye* and throwing frost bombs. If forced into melee, Svilennius drinks his mutagen, increasing his Strength and natural armor at the expense of his intellect, then drinks one of his *potions of enlarge person*.

Morale If reduced to fewer than 10 hit points, Svilennius drinks his *expeditious retreat* extract and tries to flee through area 26 or one of the other exits (likely by jumping down the shaft to area 11) to escape the ossuary. He refuses to be captured and brought before the church of Pharasma for justice, so if cornered, he fights to the death.

STATISTICS

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

Base Atk +4; CMB +5; CMD 18

Feats Brew Potion, Improved Initiative, Point-Blank Shot, Precise Shot, Skill Focus (Use Magic Device), Throw Anything

Skills Craft (alchemy) +14, Disable Device +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +5, Knowledge (history) +8, Knowledge (religion) +12, Perception +10, Profession (mortician) +10, Spellcraft +8, Use Magic Device +11

Languages Common, Thassilonian, Undercommon, Varisian
SQ alchemy (alchemy crafting +2, identify potions), discovery (frost bomb [1d6+3 cold plus stagger]), poison use

Combat Gear *potions of cure light wounds* (2), *potions of enlarge person* (2), *wand of command undead* (13 charges), acid (2), alchemist's fire (2), smokesticks (2), tanglefoot bag, thunderstones (2); Other Gear masterwork studded leather, +1 spear, alchemist's kit*, masterwork embalming tools, formula book (contains the formulae for extracts prepared above plus *crafters' fortune**, *cure light wounds*, and *enlarge person*), thieves' tools, 83 gp

* Denotes an item or spell from the *Advanced Player's Guide*

SPECIAL ABILITIES

Ex-Cleric Having violated the tenets of Pharasma's faith, Svilennius has lost all his cleric spells and class features except for his proficiencies.



Svilennius Tripe



Development: The corridor between areas 27 and 28 is interrupted by a 10-foot-square pit over area 11. A DC 10 Perception check notices a narrow, 3-inch-wide ledge that runs along the western edge of the pit; a DC 15 Acrobatics check is required to cross it. Anyone falling into the pit falls 20 feet to the floor of area 11. Wooden boards that can be used to bridge the pit are stored in area 28.

A DC 20 Perception check finds a secret door in the western wall just south of the alcove. This door leads to area 29, where Svilenius is slowly building up his undead army.

Treasure: If removed from the ossuary, Svilenius's equipment counts as a full alchemist's lab. In addition, the alcove holds the books and notes of the Chymists of Life in Death. The entire collection is worth 500 gp to an alchemist or arcane scholar, but the church of Pharamasma considers the books heretical and attempts to confiscate the proscribed texts if they learn of their existence. If necessary, the church is willing to pay up to 250 gp to keep the books out of non-Pharasmin hands.

28. Bedroom (CR 3)

This large chamber has a vaulted ceiling, and unlike the rest of the ossuary, bears a distinct impression of habitation rather than abandonment. Lit candelabras reveal old tapestries hanging from the walls to ward off the subterranean chill, and a threadbare carpet covers the floor. Shabby furniture—a few chairs and tables, an armoire, and a dresser—flanks a large canopied bed in the center of the room, topped with satin sheets and a heap of lumpy pillows.

This is the chamber Svilenius and his lover Esme share as a bedroom, though Svilenius spends most of his time obsessively in his lab, leaving Esme to decorate their “living” quarters as she sees fit. Most of the furnishings here were scavenged from the trash heaps and from select tombs of the aristocracy, giving the room an air of faded, decaying ostentation. Two long wooden boards lean against the south wall to the right of the entranceway, used to bridge the shaft between this room and area 27.

Creatures: Svilenius's lover, a Varisian necromancer named Esme Verisi, lounges on the large bed in this chamber. But Esme is no normal woman—she is a magus zombie, a rare undead creature who has retained her intelligence and spellcasting abilities, even though her physical body has died and been animated as a putrid, rotting zombie.

A native of Korvosa, Esme was afflicted with a magical wasting disease that rotted her flesh and gave her the appearance of a decomposing corpse, even though she

yet lived. Doctors and priests alike were unable to cure the disease, and gave Esme less than a year to live.

At her wits' end, Esme turned to the study of necromancy in hopes of preserving her life, and traveled to Kaer Maga to consult with the necromancers of the Ankar-Te district. Unfortunately, upon her arrival there, Esme soon realized that she had neither the time to advance her studies to the point where she could save herself, nor the money to pay for some magical necromantic cure or solution. Unwilling to simply be reanimated as a mindless undead creature upon her death, Esme resigned herself to her fate, knowing all she could do was work in Ankar-Te's disturbing White Lady brothel until the disease finally claimed her life.

It was there that Esme met Svilenius Tripe, newly banished from the church of Pharamasma and eagerly throwing himself into both his obsession with the undead and his new alchemical work. In Esme he found both a muse and a project—her strange infection fascinated and inspired him, and her wasted body was a canvas upon which he could create his life's work. For weeks Svilenius worked feverishly to find a way to halt or cure Esme's disease, but ultimately he had to admit failure. However, Svilenius thought he had found a solution, if not a cure, in his researches—Esme was doomed to die, but Svilenius believed that he could alchemically reanimate her with her intelligence and personality intact. With no other choice, Esme agreed.

Svilenius prepared his concoctions and extracts, and when they were ready, he slit Esme's throat. As her blood flowed out of her body, Svilenius infused her veins with his profane chemicals, converting her living tissue into an alchemical mockery of life. The process complete, he sat back to wait. According to his research, it would only be hours before Esme awoke to her new unlife, but 3 days later her corpse still lay unmoving on his worktable. His masterpiece an apparent failure, Svilenius destroyed his chemicals and notes in a fit of rage, but was unable to bring himself to dispose of Esme's body. It was fortunate that he did not, however, for soon after, Esme's eyes opened, and she arose from the table a new creature—an undead, rotting zombie with her mind intact.

Unfortunately, with the destruction of Svilenius's notes, Esme remains a unique creation. Of late, Svilenius has begun to resent her, a constant reminder of his failure to replicate his own success. More often he ignores her, except for those periods of depression when he comes to seek comfort and inspiration in her arms. Forbidden from leaving the catacombs and mostly left to her own devices with only the companionship of her mindless undead handmaidens, Esme has grown increasingly bored, and is beginning to think she might be going insane. Though her relationship with Svilenius has not yet deteriorated to the

breaking point, Esme has begun thinking of finding a new (un)life for herself somewhere away from the attentions of the crazed alchemist.

Esme was once a beautiful young woman, but her skin is now rotting and putrid, and her once-lustrous blonde hair rank and lifeless. She does her best to conceal the decay beneath heavy makeup and cloying perfumes, but it's a lost cause. Her clothing and jewelry are formal dresses and accoutrements stolen from corpses by Svilennius—once fashionable, but seeming garish and vulgar on her decomposing body. Esme is accompanied by her handmaidens Lulu and Fiona, two clacking, mindless alchemical skeletons that Svilennius created for her (under her command due to her Command Undead feat), also dressed in tattered burial finery.

Though currently undead, Esme is not evil and won't necessarily attack the PCs at first sight. If unaware of intruders, she is considered indifferent. She can likely hear the sounds of combat in area 27, however, and her first impression is probably that the PCs are invaders in her home. Esme is considered unfriendly in this case, and unless they can convince her otherwise with a successful Diplomacy check, she responds appropriately, ordering her handmaidens to attack while she casts spells (see Tactics). Nevertheless, Esme can be reasoned with, so this does not have to be solely a combat encounter. See Development on page 27 should the PCs talk with Esme rather than fight her.

ESME VERISI

CR 2

XP 600

Female human magus zombie necromancer 1 (*Classic Horrors Revisited* 55)

N Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 21 (3 HD; 2d8+1d6+9)

Fort +2, **Ref** +3, **Will** +5

Defensive Abilities channel resistance +4; **DR** 5/slashing;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +4 (1d4+2/19–20), slam –2 (1d6+1)

Special Attacks channel negative energy (DC 12, 5/day, only to Command Undead)

Arcane School Spell-Like Abilities (CL 1st; concentration +3) 5/day—grave touch (1 round)

Spells Prepared (CL 1st; concentration +3)

1st—*burning hands* (DC 13), *cause fear* (DC 13), *color spray* (DC 13)

o (at will)—*acid splash* (DC 12), *bleed* (DC 12), *daze* (DC 12), *touch of fatigue* (DC 12)

Opposition Schools Abjuration, Divination

TACTICS

Before Combat If she hears the sounds of combat, Esme casts *mage armor* from her scroll.

During Combat Esme commands her skeletal handmaidens to attack, then casts *color spray*, trying to catch as many opponents as possible in the spell's effect. She casts *cause fear* on anyone attacking her from a distance (such as another spellcaster) and uses her *scroll of ghoul touch* against any foe who gets past her handmaidens.

Esme uses her spells as long as possible but if forced into melee combat, she screams curses at her attackers, swinging wildly with her dagger and fists.

Morale Esme fears death, or at least destruction, and begs for her (un)life if reduced to 11 hit points or fewer.

Esme Verisi

STATISTICS

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

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

Feats Combat Casting, Command Undead, Deceitful, Improved Initiative, Scribe Scroll, Silent Spell, Toughness

Skills Bluff +7, Craft (alchemy) +8, Disguise +12, Intimidate +8, Knowledge (arcana) +7, Knowledge (religion) +6, Spellcraft +8

Languages Common, Elven, Terran, Varisian

SQ arcane bond (ring)

Combat Gear *scroll of ghoul touch*, *scroll of mage armor*; **Other Gear** masterwork silver dagger, disguise kit, cheap perfume, ring (arcane bond), spell component pouch, spellbook (contains all prepared spells, all 0-level spells, plus 3 random 1st-level spells), stolen burial jewelry worth 100 gp





LULU AND FIONA, SKELETAL HANDMAIDENS (2) CR 1/2

XP 200 each

Human alchemical skeletons (see page 23)
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 4 each

TACTICS

During Combat Lulu and Fiona are unarmed and fight with their claws.

Morale The skeletal handmaidens fight until destroyed.

Development: If the PCs talk to Esme or if she surrenders, the PCs may have a moral quandary on their hands, as she is not evil and is not directly responsible for the missing bodies. She is undead, however, and the church of Pharasma would destroy her for that fact alone, evil or not. If given a choice, Esme begs to be allowed to escape, and even offers to help the PCs in return. If they have yet to finish exploring the ossuary, Esme can tell them something of the rooms, though she was seldom allowed out of the areas claimed by Svilennius as his lair. She is very familiar with areas 22–30, but has also been in areas 8, 11, 19, and 20, and she might be able to give some hints about what the PCs will encounter in those areas. For further repercussions of saving Esme, see Concluding the Adventure.

29. The Secret Catacombs (CR 3 and CR 1)

Repeated lines of footprints mark the dust on the floor of this crypt, all leading to an alcove in the northeast portion of the chamber. The burial niches lining the stone walls are empty save for ancient scraps of yellowed linen. At the far end of the chamber, a gate apparently crafted of bleached bone blocks an exit out of the tomb.

The Thassilonian priests of Pharasma used this hidden annex to their own crypt to conceal certain bodies from the eyes of the Runelords. The identities of those individuals secretly interred here have been lost to time, but their bodies were the first to fall victim to Svilennius's experiments, until the alchemist realized that fresher cadavers from the ossuary above yielded better results.

Creatures: Svilennius uses this crypt to house the vanguard of his nascent undead army—such as it is. He hopes to one day stock the tomb full of undead minions, but to date his experiments have seen more failures than successes, and only four alchemical skeletons stand here ready to do his bidding. The skeletons stand motionless in the four central alcoves until living creatures enter the catacombs, at which point they emerge to attack.

ALCHEMICAL SKELETONS (4) CR 1/2

XP 200 each

hp 4 each (see page 23)

Trap: A macabre gate made of bleached bones blocks the tunnel to the south. The gate has no obvious handles or hinges, and acts as a trap for anyone who does not know the secret of opening it. When touched, the gate forms a sharp bone spear that attacks that creature. The trap can be bypassed by channeling positive energy within 30 feet of the gate, which deactivates the trap for 1 minute and causes the gate to swing open of its own accord. Otherwise, the only way through the gate is to disarm the trap with Disable Device (which is how Svilennius got past it to the explore the tunnel beyond).

BONE GATE CR 1

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

EFFECTS

Trigger touch; **Reset** automatic (immediate); **Bypass** channel positive energy

Effect Atk +10 melee (1d8+2/x3)

30. Shaft into Darkness

A square shaft fills this alcove, dropping into darkness.

This narrow shaft drops straight down into the earth. It can lead to wherever the GM wants—a deeper level of the ossuary, another site beneath Kaer Maga, an exit in the cliff face, or even a new dungeon of the GM's creation. Just beyond the shaft to the north is a secret door connecting to the Crypt of Pharasma (area 10). It is well hidden, requiring a DC 25 Perception check to find. Svilennius is unaware of the existence of this door.

Concluding the Adventure

Once the PCs have defeated Svilennius Tripe and his undead minions, they can report their success to the church of Pharasma. If they haven't finished exploring the rest of this level, they may continue to do so, clearing the ossuary of its dangerous inhabitants so that the Pharasmins may occupy this level as well.

If Svilennius escapes, the PCs may finish their explorations, but will have to report failure to the church. They'll still get their reward, for the immediate danger to the ossuary is gone, but Svilennius Tripe remains a threat. The church may hire the PCs to track him down in the crowded streets of Kaer Maga to end his heretical plans once and for all—perhaps he's taken shelter among the necromancers of Ankar-Te, where the undead are free walk to the streets. Even if the PCs don't take on this task, Svilennius can remain a recurring

A KAER MAGA GLOSSARY

The *Godsmouth Heresy* references several creatures, factions, and locations within and beneath the city of Kaer Maga. Much more detail on these can be found in *Pathfinder Campaign Setting: City of Strangers*, but the following glossary provides a brief description of these terms.

Ankar-Te: A district of Kaer Maga known for its necromancers and the undead servants that openly walk the streets.

The Bottoms: Home to escaped slaves and abolitionists, the Bottoms is Kaer Maga's most democratic district.

Caulborn: A race of telepathic historians and prophets, the oldest known inhabitants of Kaer Maga.

Council of Truth: An organization of spellcasters, engineers, and sages who sought to unlock hidden truths and universal secrets, but mysteriously disappeared years ago.

The Dark Forest: A huge subterranean chamber holding a thick tangle of woods, inhabited by a diminutive people known as the Khaei, and home to the legendary dullahan called the Dark Rider.

Iridian Fold: A mysterious group of men who always travel in pairs—one swathed in veils, the other in elaborate lacquered armor and chained at the neck and chest, though apparently not quite a slave.

Runelord: One of the seven rulers of the ancient Thassilonian Empire.

Prison Levels: The subterranean dungeon that held dangerous and important prisoners when the entire city of Kaer Maga served as a Thassilonian prison.

The Still Place: A subterranean level of undead constructed to guard the sealed entrances to the underground city of Xavorax.

Thassilon: An ancient empire that once encompassed all of Varisia and was ruled by seven Runelords dedicated to the seven rewards of rule (now known as the seven great sins of the soul). Thassilon collapsed during Earthfall.

The Therassic Spire: With collections dating back to the Empire of Thassilon, the great library of Kaer Maga is believed to be the oldest repository of knowledge in Varisia.

Undercity: The shallowest underground level below Kaer Maga, often erroneously assumed to include all of the subterranean chambers hidden beneath the city.

Wormfolk: A somewhat derogatory Kaer Magan term for nagas, who have a strong, though low-key, presence in the city.

Xavorax: Known as the City of Silence, this is the stronghold of the caulborn and their vampire compatriots, situated far below Kaer Maga, where they sought sanctuary from the cataclysms of Earthfall.

villain, sending more undead minions after the PCs for evicting him from his laboratory.

Once the PCs have completed their job in the ossuary, there are several possibilities for further adventure—the PCs doubtless found entrances to lower levels of the ossuary, which they may explore on behalf of the church of Pharasma, or they might want to venture even deeper into the many subterranean regions beneath Kaer Maga.

The PCs could also follow up on any of the mysterious clues or inscriptions they discovered in the ossuary. If they survived, the tengus Izzik and Skezza might know of additional dungeons accessible from the cliff face. If the PCs spared the goblin snake Yrix or the dark creeper Falk, either might have information on other hidden catacombs to explore. The monastic librarians of the Therassic Spire (see page 18 of *City of Strangers*) would no doubt be very interested in the contents of the Ancient Archives (area 13) and might be willing to hire the PCs to find and explore more Thassilonian ruins beneath Kaer Maga.

If any of the PCs are alchemists themselves, they might be interested in using the ancient texts of the Chymists of Life in Death (see area 27) to create their own alchemical undead. Learning the secret formulae should take considerable time and effort, and would obviously be opposed by the church of Pharasma, should they get wind of it. If a PC is successful, it is left to the GM to detail the alchemical processes involved, as well as any repercussions that might result from using such forbidden knowledge.

Or perhaps they are interested in the preserved body found hidden in the secret vault (area 21). If the PCs left the *Sihedron medallion* around the man's neck, the body is still preserved, and if raised or resurrected, could provide a unique view of the region's history thousands of years ago. The identity of the dead man is left for the GM to develop—he could be a servant of one of the runelords, an ancient priest of Pharasma, or even an explorer from centuries ago who somehow got trapped in the crypts.

Lastly, if the PCs did not kill Esme Verisi, they could take it upon themselves to help her start a new life in the city. Though undead, Esme is not evil, and if allowed to live, she is contrite about her actions in helping Svilenius. Perhaps she can carry on his work in a place more suited to such researches, such as among the necromancers of Ankar-Te. Alternatively, she could seek revenge against the PCs for her lover's death, and become a recurring enemy for the PCs as they continue their adventuring careers. Kaer Maga may be the "city of strangers," but the PCs are strangers no more, and the possibilities for adventure within its hollow walls are limited only by your imagination.



Appendix I: Rune Guardian

A carved rune detaches itself from the wall and floats silently in midair, glowing with arcane energy.

RUNE GUARDIAN CR 1

XP 400

N Tiny construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 11 (2d10); fast healing 1

Fort +0, **Ref** +2, **Will** +2

Immune construct traits; **SR** 12

Weaknesses school vulnerability

OFFENSE

Speed fly 60 ft. (perfect)

Melee slam +2 (1d2–2)

Special Attacks sin magic

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*burning hands* (DC 12), *color spray* (DC 12), *hold portal*, *ray of enfeeblement* (DC 12), *reduce person* (DC 12), *sleep* (DC 12), *summon monster I*

STATISTICS

Str 6, **Dex** 15, **Con** —, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +2; **CMB** +2; **CMD** 10 (can't be tripped)

Feats Improved Initiative

Skills Fly +18, Perception +3, Stealth +12

Languages Thassilonian (does not speak)

ECOLOGY

Environment any (Thassilonian ruins)

Organization solitary, pair, or syllabary (7 rune guardians, 1 of each sin)

Treasure none

SPECIAL ABILITIES

School Vulnerability (Ex) A rune guardian's spell resistance does not apply against spells or effects from its opposition schools. Rune guardians of envy are vulnerable to evocation and necromancy spells, rune guardians of gluttony are vulnerable to abjuration and enchantment spells, rune guardians of greed are vulnerable to enchantment and illusion spells, rune guardians of lust are vulnerable to necromancy and transmutation spells, rune guardians of pride are vulnerable to conjuration and transmutation spells, rune guardians of sloth are vulnerable to evocation and illusion spells, and rune guardians of wrath are vulnerable to abjuration and conjuration spells.

Sin Magic (Sp) A rune guardian has a single spell-like ability, usable at will, from the school of magic associated with the reward of rule it represents. Rune guardians of envy cast *hold portal*, rune guardians of gluttony cast *ray of enfeeblement*, rune guardians of greed cast *reduce person*, rune guardians of lust cast *sleep*, rune guardians of pride cast *color spray*, rune guardians of sloth cast *summon monster I*, and rune guardians of wrath cast *burning hands*.

Rune guardians are animated constructs from ancient Thassilon, created by the runelords to guard laboratories, ossuaries, and repositories of lore. Each rune guardian is dedicated to one of the seven rewards of rule (now known as the seven sins of the soul), and empowered with that sin's associated school of magic. As such, there are seven varieties of rune guardian, each recognizable by its shape—that of the Thassilonian rune representing that specific sin and arcane school. (The Thassilonians did not consider divination a separate school). Unlike golems, rune guardians are intelligent, able to follow complex orders and pursue intruders. They were built to coordinate with other servants of the runelords—for example, an envy guardian's *hold portal* ability is more dangerous when used to lock someone in a room with a servitor monster.

A rune guardian is approximately 1 foot in diameter and weighs around 10 pounds.

Variant Rune Guardians

The statistics presented above represent only the least specimen created by the ancient runelords, with the power of a single 1st-level spell. Other variants exist, with different spell-like abilities or ones of increasing magical power. Rune guardians are always tied to one school of magic, and all of a rune guardian's spell-like abilities must come from that school. For example, a rune guardian of wrath might cast *magic missile* or *shocking grasp* instead of *burning hands*. In addition to the spell-like ability listed above, more powerful rune guardians of gluttony might possess the ability to cast *blindness/deafness* or *ray of exhaustion*.

Construction

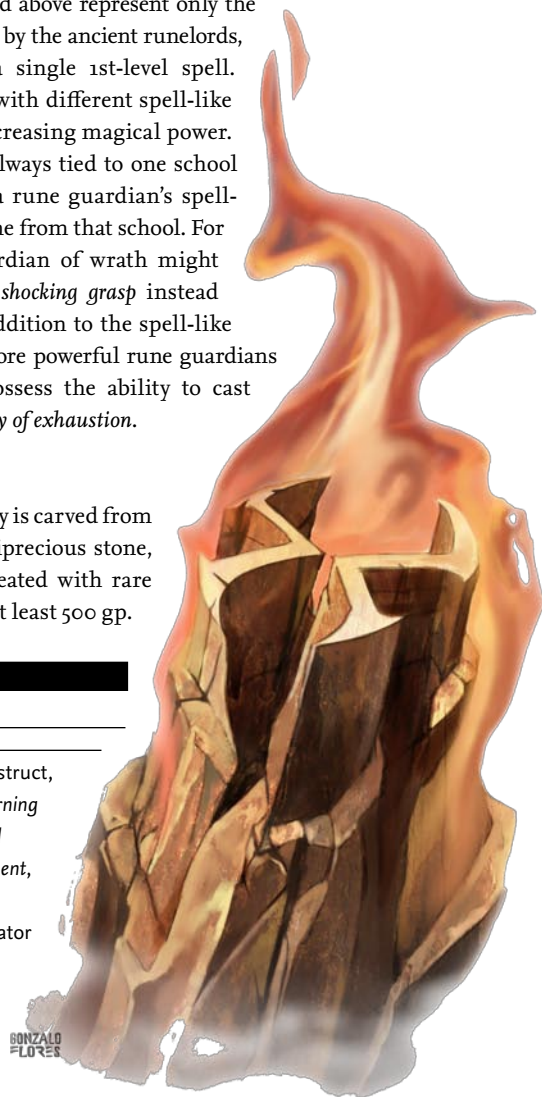
A rune guardian's body is carved from a single block of semiprecious stone, then polished and treated with rare dusts and oils worth at least 500 gp.

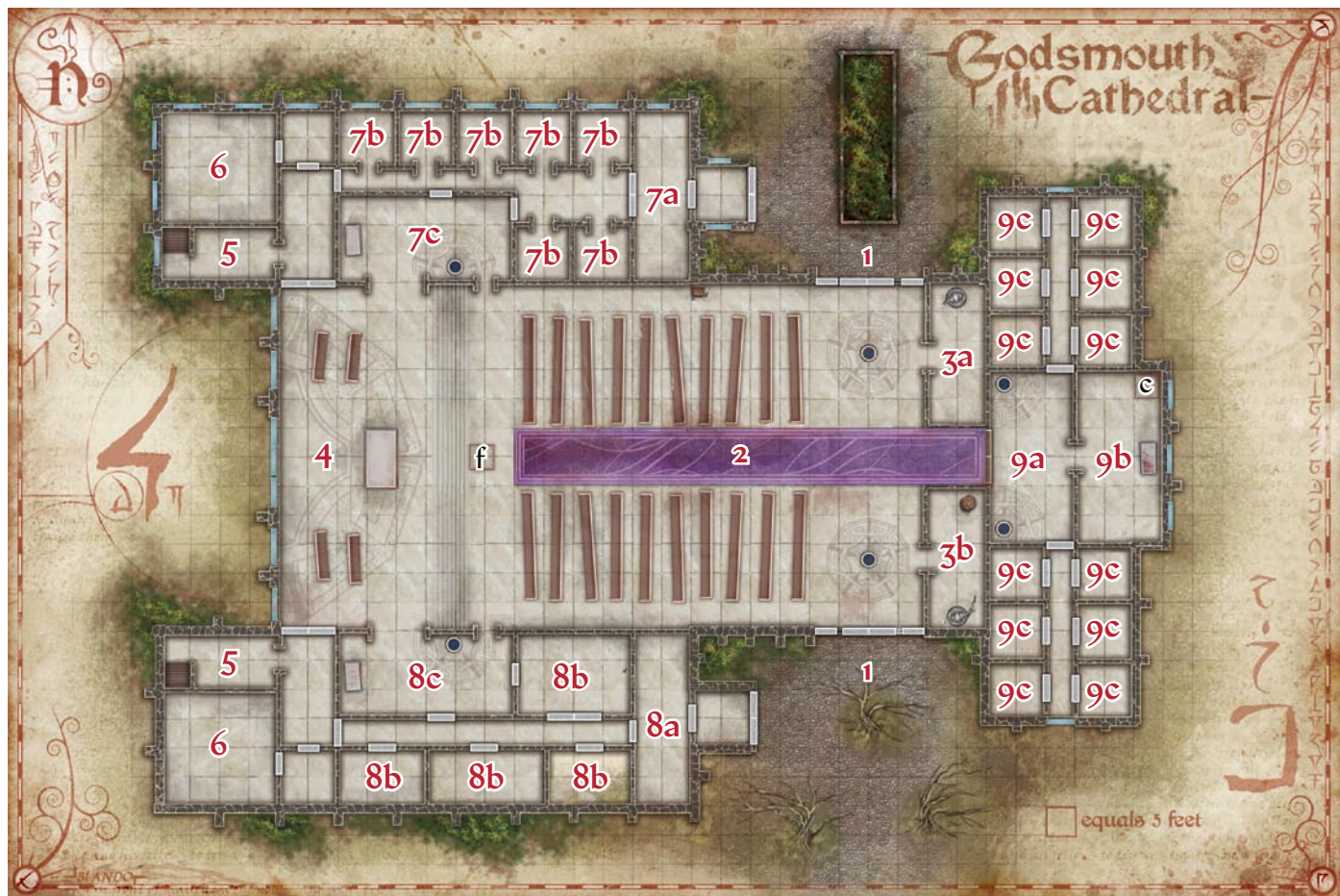
RUNE GUARDIAN

CL 11th; **Price** 6,500 gp

CONSTRUCTION

Requirements Craft Construct, *fly*, *geas/quest*, plus *burning hands*, *color spray*, *hold portal*, *ray of enfeeblement*, *reduce person*, *sleep*, or *summon monster I*, creator must be caster level 11th; **Skill** Craft (stonecarving) DC 16; **Cost** 3,500 gp





Appendix 2: The Godsmouth Cathedral

While the Godsmouth Ossuary is the most famous holy site of Pharasma in Kaer Maga, the actual center of the Pharasmin faith in the city is the Godsmouth Cathedral in the Bottoms district. Perched on the cliff's edge just above the gigantic face that leads into the ossuary, the Godsmouth Cathedral is a huge, gothic edifice dedicated to all three aspects of the Lady of Graves—the midwife, the reaper of the dead, and the mad prophet. In all, more than 300 clerics, midwives, morticians, guards (known as “graveguards”), and lay priests serve at the cathedral under the tripartite leadership of three high priests.

The Godsmouth Cathedral consists of a central nave surrounded by three separate wings, each dedicated to one of Pharasma's three roles. The cathedral's walls are of black granite, supported by flying buttresses, and rise 100 feet to the church's slate-shingled roof. A bell tower above each wing climbs 50 feet higher than the main structure. Each tower's bells are tuned to different tones, and are rung for different occasions—important births, deaths, and the revelation or fulfillment of prophecies. The cathedral's bells of prophecy have not rung since Aroden's death a century ago.

1. North and South Facades: Gravel paths lead to the triple portals providing entry to the cathedral. To the north, thornless black roses, thought to bring good luck, are planted in a bed in the center of the path, while to the south, rowan trees provide homes to sacred whippoorwills, believed to be psychopomps who guide departed souls to the Boneyard.

2. Nave: Large iron candelabras hung from the ceiling illuminate the central approach to the high altar. A plush purple carpet runs down the center aisle of the cathedral, flanked by rows of wooden pews. A trap door in the floor at the far end of the aisle leads down into the undercroft, where deceased members of the church's clergy are interred. The undercroft also contains the cathedral's treasury vaults, guarded at all times by six graveguards (LN human warrior 4).

3. Saints' Chapels: Each of these chapels contains an alabaster statue of a local saint, surrounded by lit candles. Room **3a** is dedicated to St. Illiska, a Varisian midwife who ran a hospice for unwed mothers and personally delivered over a thousand healthy babies. Room **3b** is dedicated to St. Feodric, a crusader of the faith who was martyred in an unsuccessful attempt to slay the Harlot Queen Arazni.



4. Chancel: A large hourglass containing red sand stands atop the cathedral's stone altar on this raised dais. Behind the altar, a large rose window depicts Pharama in her three aspects, flanked by smaller stained glass windows illustrating the judgment of souls in the Boneyard.

5. Vestry/Sacristy: These chambers contain the sacred vessels, vestments, and other church furnishings. They also hold thick ledgers recording the births and deaths of parishioners, and records of those interred in the Godsmouth Ossuary. Stairs lead up to the bell towers and living quarters for the clergy above the side wings.

6. High Priests' Quarters: Two of the cathedral's high priests, Delana and Maris, occupy these quarters. Attached offices provide space for meetings.

7. Sanctuary of Life: This wing of the cathedral is dedicated to Pharama as the goddess of birth. Pregnant women come here for advice or to give birth, and apprentice midwives to train under the tutelage of the clergy.

7a. Midwife's Narthex: Supplicants must perform a ritual ablution of washing their hands in this vestibule before entering the sanctuary.

7b. Birthing Rooms: Expectant mothers may reserve these rooms for childbirth, overseen by a priest. Each room contains a comfortable bed and a small shrine to Pharama's midwife aspect.

7c. Chapel of the Midwife: This chapel contains a font of holy water and a small altar dedicated to Pharama as the Midwife. Pregnant women come here to light candles and to pray for healthy births.

8. Sanctuary of Death: This wing of the cathedral is dedicated to Pharama as the goddess of death. Mortician-priests prepare bodies for burial here, undertakers come to practice and learn their trade, and white necromancers study the lore of the church.

8a. Reaper's Narthex: Visitors must perform a ritual ablution of washing their feet in this vestibule before entering the sanctuary.

8b. Embalming Rooms: The clergy prepare the honored dead for burial in the Godsmouth Ossuary in these utilitarian rooms.

8c. Chapel of the Reaper: This chapel contains a font of holy water and a small altar dedicated to Pharama as the Reaper of the Dead. Parishioners come here to light candles and to pray for their deceased relatives.

9. Sanctuary of Fate: This wing of the cathedral is dedicated to Pharama as the goddess of fate. With the unreliability of prophecy following Aroden's death, this aspect of Pharama's faith has declined. Terrible visions have driven most of the Godsmouth Cathedral's prophets insane, and this wing acts as a sort of asylum for the unfortunate priests. Two graveguards (LN human warrior 4) are posted in front of the double doors leading to this wing at all times. These doors are usually kept locked, but

are opened for the occasional diviner or supplicant who visits the temple. This wing has no exterior doors, and its windows are barred or boarded over.

9a. Prophet's Narthex: This lobby is dusty and disused, and many incoherent prophecies have been scrawled or scratched into the walls by the lunatic priests. Two fonts of holy water stand in the room for the use of supplicants, who must undergo a ritual ablution of washing their heads in both basins before entering the sanctuary.

9b. Chapel of the Mad Prophet: This chapel contains a small altar dedicated to Pharama as the Mad Prophet. In earlier years, supplicants would come here to pray for revelations. Now the chapel is used almost solely for the private services of the clergy confined to this wing. A trap door in the ceiling leads up to High Priest of Fate Mahajan Sandeep's living quarters, and the east bell tower, where Mahajan spends long hours obsessively studying the moon.

9c. Cells: Priests who have the "gift" of prophecy live (some might say are imprisoned) in these monastic cells. The dangerously insane are locked in their cells, while others have more freedom, at least within the Sanctuary of Fate itself. None of the clerics of prophecy are allowed in the church proper without supervision.

Notable NPCs

The following individuals are just a few of the more important people found in the Godsmouth Cathedral.

High Priestess of Death Delana Karaheis (LN female elf cleric of Pharama 9): A severe and imposing woman, Delana is the church's public face and de facto leader. She oversees the Godsmouth Ossuary, and refuses to let anything jeopardize the power and prestige of the church and the ossuary.

High Priestess of Birth Maris Jelasco (LN female human cleric of Pharama 7): A skilled midwife and nurse, Maris takes a secondary role behind Delana, and spends most her time in the Sanctuary of Life helping expectant mothers and delivering babies.

High Priestess of Fate Mahajan Sandeep (LN male elf cleric of Pharama 11): Mahajan was once a powerful cleric, but his visions eventually drove him mad, and he was sequestered in the Sanctuary of Fate with his charges. Mahajan takes no part in the daily operations of the church except during his more lucid moments, when his fellow high priests bring him those issues requiring the attentions of all three high priests.

Cryptsmistress Valanthe Nerissia (LN female human cleric of Pharama 5): A member of the mysterious Sepulcherine order and a favorite of High Priestess Delana, Valanthe has risen quickly through the church's hierarchy. Delana has tasked Valanthe with solving the mystery of the bodies disappearing from the Godsmouth Ossuary, and she is the PCs' primary contact for this adventure.

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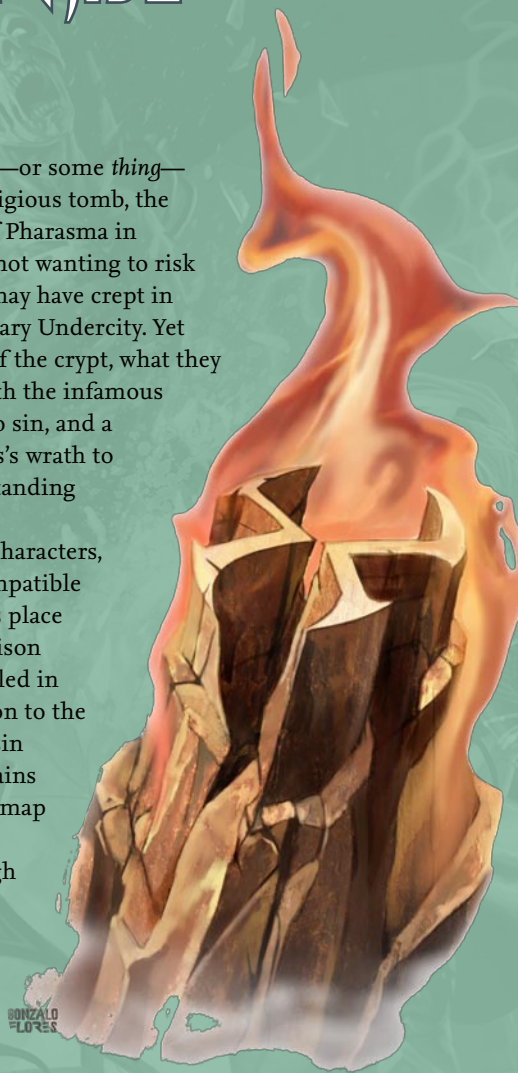
THE DEAD WILL RISE

Pathfinder Module THE GODSMOUTH HERESY

Deep below the anarchic city of Kaer Maga, someone—or some *thing*—has begun stealing corpses from the city’s most prestigious tomb, the Godsmouth Ossuary. Fearing the worst, the clerics of Pharasma in charge of maintaining the crypts quietly call for aid, not wanting to risk their own members in combating whatever horrors may have crept in from the tunnels and hidden chambers of the legendary Undercity. Yet when the PCs venture below the closed-off sections of the crypt, what they find may be more than they bargained for. For beneath the infamous crypt lies a temple from an ancient empire devoted to sin, and a former Pharasmin cleric who’s weathered his goddess’s wrath to create an army of undead minions, their dead flesh standing ready to support his heretical plans.

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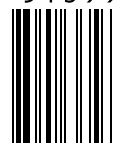
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