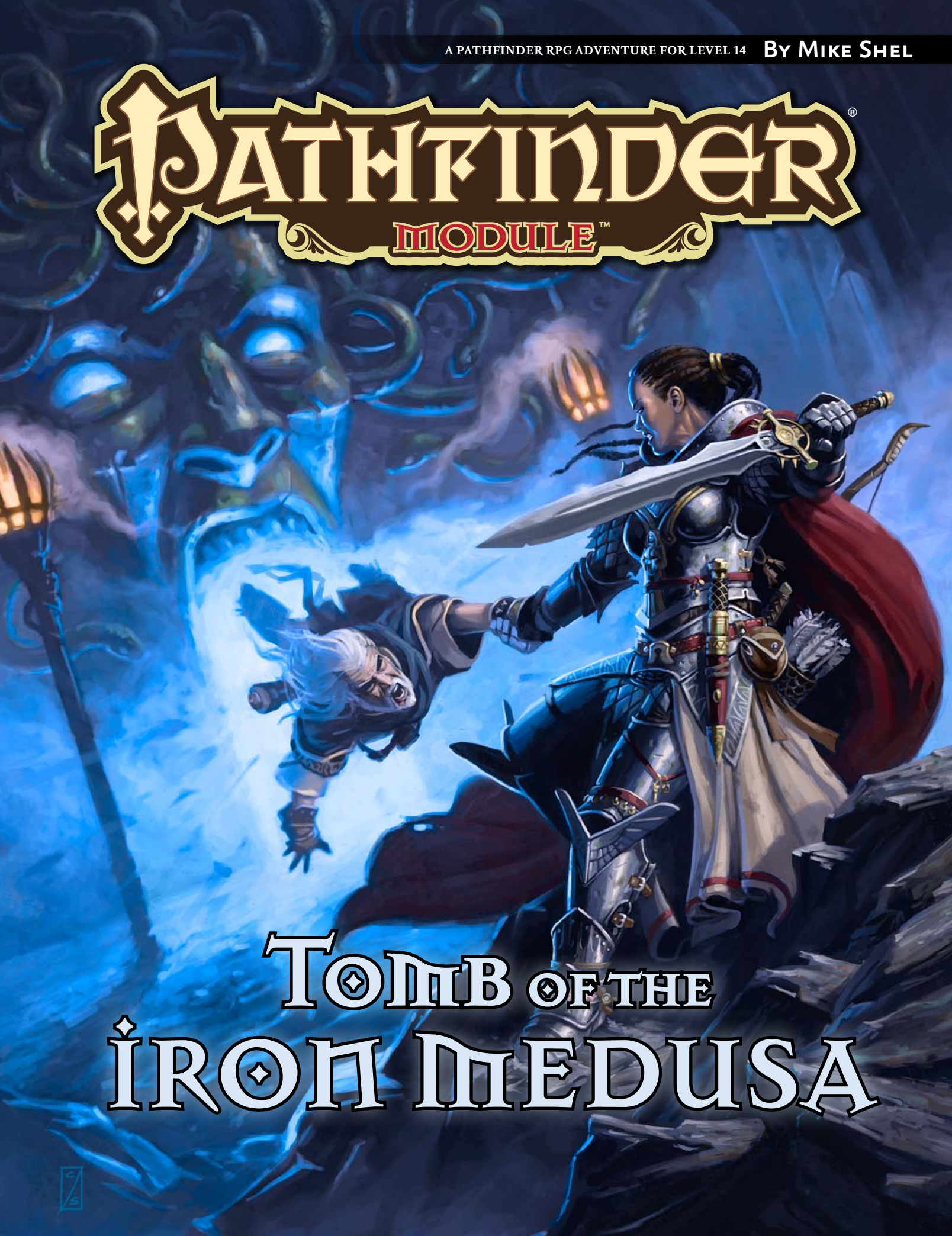


A PATHFINDER RPG ADVENTURE FOR LEVEL 14 BY MIKE SHEL

PATHFINDER[®]

MODULE[™]



TOMB OF THE IRON MEDUSA

LEVEL THREE

VAULT OF MEMORY



1 square = 5 feet

LEVEL FOUR

TOMB OF THE IRON MEDUSA



TOMB OF THE IRON MEDUSA

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

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TOMB OF THE IRON MEDUSA

The notorious Taldan aristocrats of House Adella died out nearly two hundred years ago. After rising to prominence during the crusade against the Whispering Tyrant, the Adellas were especially famous for their contributions to the Grand Campaign against despised Qadira. Known to produce scions with extraordinary talent for swordplay and sorcery, the house grew in influence, wealth, and notoriety before collapsing under the weight of its own arrogance in the 46th century AR. The Adellas were so despised by the time of their demise that all public record of the family was stricken from imperial annals, and anyone tainted by its blood was stripped of aristocratic status. All that now remains of the once-great house is the long-hidden tomb where the Adellas' greatest secrets have avoided plunder for generations.

TOMB OF THE IRON MEDUSA

ADVENTURE BACKGROUND

House Adella's great patriarch was Marcus Junius Adella, a common soldier who attained the estimable post of legionary high captain during the legendary campaign against the Whispering Tyrant. In 3758 AR, at the Battle of Istavala Vale, Marcus Junius's courage and self-sacrifice saved an entire legion, the emperor's son among them. Marcus's posthumous reward was the elevation of his family to the nation's aristocracy. Before two generations had passed, it was impossible to think of Taldan nobility without including the Adellas. As the clan grew, its members prospered, excelling in the arenas of entertainment, nautical skill, and tactics.

Unfortunately, this constant striving to enhance the family legacy, combined with the egotism it engendered, led the Adellas down a treacherous path. They increasingly turned to infernal sources for advice and aid, the leaders of the three Adella clans believing themselves the betters of the devils and fiends they secretly commanded in a display of hubris that would be repeated some years later in modern Cheliax.

Among the most talented of these infernal minions was the half-fiend medusa Suasandra, known in some circles as the Iron Medusa for her work in designing several relatively recent and striking additions to the infernal city of Dis. Said to be one of the archdevil Geryon's countless grandchildren, Suasandra herself was a priest of Asmodeus, a treachery her grandfather never forgave her for yet was never brazen enough to complain of openly. Suasandra's diabolical creativity shone through the most in her architectural talents, and when word of her skills at creating particularly secure structures and vaults came to the Adellas, they made sure to add her to their stable of infernal agents. The greatest of her works for the Adellas was the family necropolis. Located in the foothills of the World's Edge Mountains at a site where, it was said, the Adella dead could carry on the task of protecting Taldor from the Qadiran menace, the necropolis was well hidden from prying eyes, and well protected from greedy grave robbers. The Adellas spared no expense in protecting their dead, and in time, this necropolis would prove to be the only thing to prevent their name from fading into the gulf of history. For even as their fame grew, so did the seeds of their fall.

Within several generations, three distinct branches had emerged among the Adellas—the Sardisi, the Voxus, and the Daellum clans. But as the end drew near, critics commented on what appeared to be a race to self-destruction between the three clans. Certainly, the cancer of pride had worked its way into the Adellan psyche, polluting the noble house in ways both insidious and dramatic, and finally spelling the end for each of the three branches in succession.

WHERE ON GOLARION?

Tomb of the Iron Medusa takes place in the nation of Taldor, a once-mighty empire in decline after centuries of decadence and complacency. The Tomb of the Iron Medusa itself stands hidden in the foothills of the World's Edge Mountains, northeast of the Taldan city of Zimar. For more information on Taldor's geography, history, and society, be sure to check out the *Inner Sea World Guide* and *Pathfinder Player Companion: Taldor, Echoes of Glory*, available at your local hobby or book store, or online at paizo.com.



The Sardisi clan was the first to fall. The Sardisis became preoccupied with pleasure and self-indulgence. The last of the clan, Drusus Adella, was known more for the fanatical devotion of his five daughters than for any significant accomplishments. Indeed, his lack of achievement was so profound he eventually retreated in shame to a self-imposed exile. By this time his daughters had been married off to important aristocrats, who were acutely sensitive to public humiliation. Their husbands forbade them any contact or correspondence with their disgraced father. Soon after the lonely and destitute Drusus committed suicide, opening his veins in the bath of a seedy Absalom brothel, his five daughters became infamous for murdering their husbands in 4222 and then vanishing from society.

These five scandalous murders had no clear connection to the other two clans, yet they triggered a cascade of increasing bad luck and ill fortune upon the family nevertheless. The Voxus branch was next to fall. Known for their nautical prowess, members of the Voxus clan traced their lineage back to Pasco Adella, admiral of the Taldan Third Fleet during the 42nd century and veteran of over a hundred sea battles. Later generations would exploit their family's seafaring renown to become great import/export tycoons, controlling vast fleets of merchant ships plying the oceans of Golarion. But this branch of the Adella family withered during a literal civil war between twin brothers Vespacio and Vincenzo, who went so far as to

field armies against one another. The crimes of their five murderous cousins may or may not have directly led to the fratricidal feud that dealt utter ruin to the Voxus branch in a single generation.

The last surviving branch, the Daellum clan, at first seemed likely to weather the ignominious end of their cousins. The cunning and ruthless Bartolomae Adella, who led the Daellums, was an exemplary and highly successful commander in the Taldan military, and for some months it seemed that what had come to be known as the Adella curse had passed this final clan by. Yet Bartolomae went on to suffer a crushing military defeat on the fractious Qadiran frontier. Humiliated to the point of blasphemy (although some held that Bartolomae's blasphemies were nothing new), he fell on his powerful sword *Infensus Mucro* in contrition, yet even this act was hardly salve enough to atone for the family's military failure. Indeed, so appalled was Grand Prince Beldam II by the family's impressive descent into murder, hubris, and blasphemy that he proclaimed the entire family *damnatio*—their memory was to be wiped from every public record and monument, and all members stripped forever of noble status.

In the end, only two Adellas survived the shame and fall of the three clans—Bartolomae's younger brother Cadimus and his beautiful sister Lucretia, the secret mistress to a powerful nobleman named Micheaux. Times were hard upon the last Adellas, and while they tried mightily to atone for their kin's crimes, fate was not done with the family.

It was in Lucretia's illicit affair with Micheaux that the siblings saw a final chance at salvation, for just as the Adella star was crashing and burning, Micheaux's was on the rise. Rumors at court held that he was about to be named the new Crown Prince, as the current ruler of Taldor, Beldam II, was both childless and deathly ill. When Lucretia became pregnant, the siblings confronted Micheaux and threatened to go public with the affair unless he took in the son as his own.

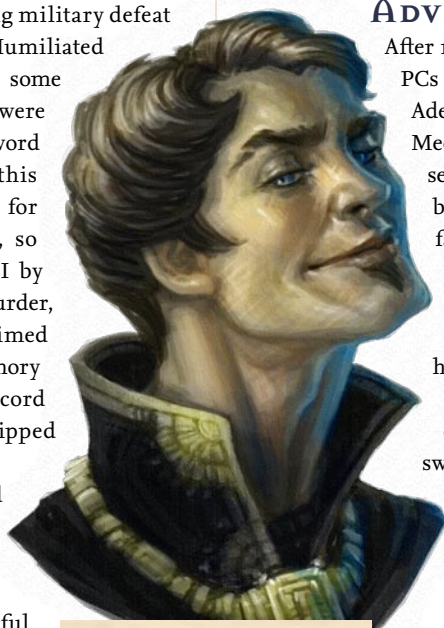
Micheaux initially agreed to the bargain, but then Lucretia died giving birth to her son at the Lion Sleeps Inn in southern Taldor not 1 week before Micheaux gained the Taldan crown. The nobleman took the child, Stavian I, and informed Cadimus that if he was still in Taldor by dawn, he would be executed as a traitor, the last treacherous scion of a disgraced family. With no options remaining, Cadimus loaded his sister in a coffin, and with his one remaining servant, fled south.

Even then, fickle fate had not finished with the family, for as they fled east, Cadimus realized that they were being pursued by assassins sent by Micheaux. In desperation, Cadimus called out to Asmodeus for aid—an ill-advised cry for help that resulted in the instantaneous transport of the entire carriage and all its passengers, living and dead, to the family necropolis.

The last Adellas vanished into the hidden necropolis, and in the decades to follow, their name would be all but forgotten, save for vague memories of their disgrace.

ADVENTURE SUMMARY

After meeting with a spurious merchant, the PCs head to the secret necropolis of House Adella in search of the Tomb of the Iron Medusa, said to lie somewhere within, in search of ancient secrets said to have been buried with the last of that disgraced family. Inside the necropolis, a number of undead and extraplanar guardians, curses, traps, and puzzles guard the lost family's immense wealth and most highly guarded secrets. By prevailing with both might and wit, the PCs may discover not only the powerful heirloom sword *Infensus Mucro*, but also the secret truth of the family's ignoble demise. They might even uncover a scandal that could rock the very foundation of Taldan government.



HANORIS DELLUM

INTRODUCTION

This adventure starts as the PCs' reputation in the Inner Sea catches the attention of a Taldan merchant named **Hanoris Dellum** (CN male human expert 4/rogue 6); he contacts them with a proposition he promises will make them incredibly wealthy and even more famous. Dellum proposes to meet the party at a remote roadside inn northeast of Zimar, called the Lion Sleeps Inn, insisting on absolute discretion. The Lion Sleeps Inn is detailed more thoroughly on pages 30–31.

Once the PCs arrive, Hanoris meets with them in a private meeting room (area N6 of the inn). He explains to the PCs that he's recently discovered that he might well be the last living scion of a disgraced Taldan family—the Adellas. His relation to the Adellas is minor, but when curiosity about the disgrace the family suffered years ago drove him to research his ancestry, he found that there really wasn't much to learn—the Adellas had been pronounced *damnatio* by the government, after all, and as such, all public and even most private records of the family had been destroyed.

But Hanoris did find something—mention of the family's secure and remote boneyard. So secret and well

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defended was this necropolis that it escaped the *damnatio* purge. Known today as the Tomb of the Iron Medusa (so named for its legendary architect, said to be a unique and talented medusa who served the Adellas), the necropolis has faded into relative obscurity.

Hanoris gets to the point: he tells the PCs he suspects that the Adellas were framed, that they were the victims of a conspiracy by powerful enemies to ruin their reputation. Yet proof of these suspicions has likely been lost, due to the *damnatio*—with the possible exception of whatever information might still lie in the old family burial grounds. Hanoris asks the PCs to travel to this necropolis and explore it—to seek out the secrets hidden within the Tomb of the Iron Medusa, and to find proof that the rumors about the Adellas' evil and disgrace were lies. In particular, he feels that the once-famous family sword, *Infensus Mucro* (said to have been an intelligent weapon), could be key in exonerating the family's name. Hanoris goes on to point out that the vast treasures no doubt contained within the Tomb of the Iron Medusa could make brave adventurers rich, and that aside from the family sword and any proof the PCs can find of falsehoods brought against the Adellas, he has no interest in those treasures—the PCs can keep whatever else they find in the ancient necropolis.

When the PCs agree to the task, Hanoris retrieves a white marble funerary baton from a pouch and places it on the table. He explains that this baton, the only physical object connected to the Adellas he managed to discover in his research, is a key of some sort to entering the necropolis. In fact, this very inn was once owned by the Adellas, and it was in a hidden panel behind a plaque on a wall here that he found the baton. Hanoris then twists the top of the baton, causing the tip to pop open and reveal a hollow inside containing a rolled parchment—the contents of this parchment are reprinted in the Handout above. He believes that in the Adellas' last days, one of their members wrote the lines on the parchment as a sort of guide or map, in the hope that they could guide future descendents through the wards and defenses of the tomb so that proof of the falsehoods could be found. He hasn't been able to find more information about the parchment, but he suspected that the "Slumbering Cat" mentioned in the first line refers to the Lion Sleeps Inn. Working from this assumption, Hanoris spent several weeks exploring the lands northeast of the inn, and after some time confirmed his hunch, finding the necropolis in the foothills of the World's Edge Mountains. He has not had the courage to explore the necropolis itself, but he suspects that both the poem and the baton itself are the keys to entering the ruins.

Hanoris says that he'll be staying here at the Lion Sleeps Inn, awaiting the PCs' return from the Tomb of

THE PARCHMENT

Set thee off from Slumbering Cat
Seeking where the Dead are at
Journey north and east apace
To find Medusa's iron embrace,
Follow now the Spider Star
Behind the Wall that hides its Face
To our Sad, Abandoned Place
If visit ye the Long Deceased
Find the Will to Feed the Beast
Then Begin where all Men End
Light go out and Breath Suspend
Egress through the Stony Door
After turning Face to Floor
Each Adellan Branch has Room
In its Silent, Musty Tomb
For at least one Careless Soul
Wouldst thou fill that Empty Hole?

HANDOUT

the Iron Medusa, then wishes them luck on their coming adventures. If the PCs have questions for him regarding the Adellas, consult About the Adellas, below.

Of course, as the PCs will soon learn, the situation is more complex than they have been told. House Adella was every bit as venal and corrupt as legend avers, but in addition to the dangers these isolated sepulchers hold, they also hide a scandalous secret that could rock the pathologically prestige-conscious throne of Taldor: Grand Prince Stavian I, scourge of the Dawnflower Cult and ancestor of the present Taldan emperor, was born a bastard, his mother not the wife of Grand Prince Micheaux as history maintains, but the disgraced Lucretia Adella. Should proof of this be made public, the impact on Stavian III's prestige is incalculable. See Concluding the Adventure for advice.

ABOUT THE ADELLAS

If the PCs wish to learn more about the Adellas, they can make a Knowledge (history or nobility) check to determine what they know about the disgraced family. Alternatively, if they press Hanoris for more information, he can relate all of the information below as well.

DC 10: The Adellas were an old Taldan noble family who disgraced themselves and were stripped of their title many years ago.

DC 20: The Adella house symbol was the medusa, said to have been derived from the family's patriarch, Marcus Junius, who according to stories was so feared by his military subordinates that a mere glance from him would turn an unruly recruit to stone. The three branches of the clan each developed their own variation of this emblem: the howling medusa (Sardisi), the mocking medusa (Voxus), and the cross-eyed medusa (Daellum).

THE ADELLA CURSE

The instances where this curse is a danger are called out in the adventure text as they occur.

ADELLA CURSE

Type curse; **Save** Will DC 16

Effect The Adella curse has variable effects—when it is triggered occur, roll 1d20 on the table below. All effects are permanent until removed via effects like *remove curse*, but multiple effects do not stack—if a creature rolls a duplicate effect, simply reroll.

Roll (d20)	Curse Effect
1	–2 penalty on Fort saves
2	–2 penalty on Ref saves
3	–2 penalty on Will saves
4	–4 penalty on Fort saves
5	–4 penalty on Ref saves
6	–4 penalty on Will saves
7	–6 penalty on Fort saves
8	–6 penalty on Ref saves
9	–6 penalty on Will saves
10	–2 penalty on all skill/ability checks
11	–4 penalty on all skill/ability checks
12	–6 penalty on all skill/ability checks
13	–4 Strength penalty
14	–4 Dexterity penalty
15	–4 Constitution penalty
16	–4 Intelligence penalty
17	–4 Wisdom penalty
18	–4 Charisma penalty
19	Madness: The curse imparts a random insanity (see pages 250–251 of the <i>GameMastery Guide</i>).
20	Petrification: The victim turns to stone. A victim restored to flesh remains cursed, and must make a new saving throw every 24 hours to avoid becoming petrified again until the curse is lifted.

DC 30: This allows the PCs to learn basic details of the shame and disgrace of the Adellas, as summarized in the Adventure Background—the Sardisi sisters' murder of their husbands, the brothers' war between the Voxuses, and the Daellums' blasphemy against Aroden and the failure against the Qadirans that followed.

TWO EXTRA WRINKLES

The following two elements add complexity to the adventure—you can ignore them if you feel that they overcomplicate things, but if you do decide to use them, they can greatly enhance your players' enjoyment of *Tomb of the Iron Medusa*.

A Qadiran Spy: Hanoris Dellum is far more than a prominent merchant of Zimar. In truth, he is a surreptitious Qadiran agent with no familial connection to House Adella—he is coordinating this endeavor upon the orders of his masters in Katheer in order to embarrass the Taldan crown. After much research, he has come to suspect that the mystery-shrouded Adellan crypts may hold information that would prove useful in the ongoing cold war against Taldor, and hopes to recover this information for his own purposes. Keen to revive a smuggling operation on the border, Dellum hopes that his involvement in this dangerous information-gathering expedition may lead to strengthened ties with Qadira and enormous profit.

If you use this element, you should keep in mind that the PCs might discover the truth about Hanoris early. In this case, you'll need to improvise a little. Perhaps Hanoris escapes the PCs and decides to make his own way to the necropolis, in which case the PCs could encounter him again at a later point. Or even if the PCs find out the truth and defeat him or have him arrested, the lure of the Tomb's riches and secrets remain—Taldan agents might even contact the PCs with a request to explore the necropolis just to make sure that nothing within its walls could damage Taldor, should that information fall into enemy hands.

In any event, if you use this plot wrinkle, you'll probably need statistics for Hanoris Dellum. You can build his stats to fit your campaign's needs, or you can simply use the stats for the Merchant Prince found on page 285 of the *Pathfinder RPG GameMastery Guide*.

The Missing Daughters: With this wrinkle, have the PCs encounter a trio of shepherds at the Lion Sleeps Inn after their meeting with Hanoris. Two of these are Besco and Fernus, and they regale the PCs with tall tales of their exploits, doing their best to pull the party's collective leg. However, the third shepherd, Lucius Manvale, is distant and morose. He quickly grows tired of Besco and Fernus and interrupts their absurd banter. He gruffly reports that his daughters Cinda and Genelle disappeared 2 months ago, like others have in these parts from time to time. Muttering about something foul in the countryside, Lucius's gloomy talk takes the wind out of the shepherds' sails, and they withdraw from the interactions. Lucius himself has little else to offer, other than the fact that his daughters were good girls and would never run off with travelers as some have suggested, casting an angry eye at the innkeeper as he mentions this.

THE ADELLA NECROPOLIS

The old Adella Necropolis, known to scholars of obscure history as the Tomb of the Iron Medusa (even though the actual tomb exists under the necropolis itself), is located roughly 35 miles to the northeast of the Lion Sleeps Inn.

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Powerful magic went into the site's construction, both to protect it from grave robbers and to hide it from the Adella's enemies—at the time, the war against the Whispering Tyrant had many Taldan families investing fortunes in the protection of their dead.

The necropolis itself sits in a hidden dale in the foothills of the World's Edge Mountains, surrounded by a 15-foot-high wall made of tightly fitted gray stone blocks. Wider sections resembling castle watchtowers are spaced along the wall.

Spaced equally around the wall between these towers are 10-foot-diameter iron discs decorated with the leering medusa face of the Adella family crest. Sturdy vines make for easy climbing (DC 5 Climb check), but no matter where the wall is scaled, the interior appears to be in ruins. Exploration of the necropolis is possible, but none of the buildings shown on the map contain any encounters, and there is no entrance to their interiors or the chambers below—for these rooms do not actually exist.

The actual necropolis and tomb exist slightly out of time and space with the surrounding area. As a result, the entire complex radiates strong transmutation magic. Creatures and locations within the necropolis are automatically warded from scrying and magical observation effects as if via a *screen* (CL 20th) effect that shows the target of the divination to be dead or in ruins, sprawled amid the graves and trees of the necropolis's real-world analogue.

The key to entering the necropolis lies in the iron medusa decorations that appear on its outer walls—see area A.

NECROPOLIS STANDARD FEATURES

Unless noted otherwise in the text, the following standard features are true throughout the necropolis and the Tomb of the Iron Medusa.

Adella Curse: Most of the actual bodies, as well as several other aspects of the necropolis (as indicated in the text) are warded by a powerful curse—see the sidebar on page 6 for details of this curse.

Stone Doors: All doors in the necropolis consist of large rectangular stones that bear no obvious method of opening. Each side of the doors bears a carved medusa head of varying design. If an open palm is placed against such a carving, the stone block descends into the ground over

the course of a full round, after which passage through the portal is possible. These doors remain open for 5 minutes, after which the door slides shut in a single round. A character who attempts to leap through a closing doorway must make a DC 15 Reflex save to do so successfully as part of a move action. A creature or object crushed by a door takes 10d6 points of bludgeoning damage—if this damage fails to kill or destroy the blockage, the door is propped open an appropriate amount. These doors have hardness 8, 300 hp, and can be broken down or forced open with a DC 40 Strength check.

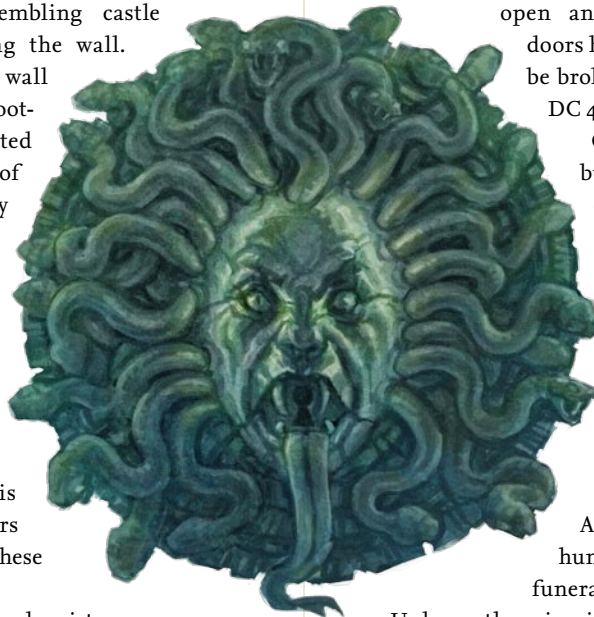
Graves: Not all of the dead are buried in vaults or urns—many of the lesser servants or allies of the Adellas were instead buried in the hundreds of graves that lie between the mausoleum buildings themselves. Most of these graves are marked by crumbling limestone or rotting wood—little can be gleaned from them.

The Dead: The bodies of the Adellas and their servants fill the hundreds of stone sarcophagi or funeral urns found in the necropolis.

Unless otherwise indicated, tampering with any of these bodies exposes the would-be grave-robber to the Adella curse. Sarcophagus lids are mortared in place, and must be chiseled open (this takes 2d6 rounds of work with the proper tools). The sarcophagi contain skeletal remains, with a 20% chance of 4d20 gp worth of jewelry or other treasure. Funeral urns contain ashes and pulverized bones, but do not contain any objects of value.

Illumination: Inside the actual necropolis (not simply the ruined echo of the site that exists in the real world), it is eternally night; a full moon in a cloudless, star-flooded sky provides the only illumination. Time still flows normally inside the necropolis—the sun simply never rises over this haunted realm.

Exiting the Necropolis: While entry into the necropolis is difficult, requiring interaction with one of the medusa carvings at area A, exiting is a simple matter of either climbing over the walls or otherwise physically leaving the compound. Doing so during the day results in a momentarily disorienting shift from nighttime to day, but otherwise has no ill effects. Teleportation effects function normally within the necropolis (unless otherwise stated in certain encounter areas), but attempts to teleport into the necropolis or the tomb from outside automatically fail, placing the traveler in the real-world version of the location (either among the ruins above or in solid rock



below, resulting in 1d10 points of damage and being shunted upward to the surface). Teleportation out of the necropolis functions as normal. A creature or effect already inside the necropolis that serves to call, conjure, teleport, or otherwise transport something to that location does so normally as well, as long as the source of the magic is inside of the necropolis itself.

A. IRON MEDUSA HEAD

A masterfully wrought iron relief of a medusa's head, ten feet in diameter, decorates the stone wall between the two nearest towers. A circular hole about an inch and a half in diameter sits at the back of the sculpture's open mouth.

An examination of the hole in the medusa's mouth reveals that it seems to match the tip of the funerary baton given to the PCs by Hanoris. The iron carving radiates strong transmutation magic. If the PCs insert the funerary baton into the hole, a loud metallic "click" sounds and the metal covering the medusa's eyes slides back, exposing eyes made of polished white marble, with painted black pupils glaring menacingly. By rotating the funerary baton, the PCs turn the eyes in their metal sockets. When the eyes are crossed (mimicking the emblem of the Daellum branch), the medusa's jaws gape open and a cold blue light shines forth. The creature that turned the baton and all other creatures within a 5-foot spread are lifted off their feet and sucked into the yawning mouth, shrinking and spiraling down to nothingness as the iron face seems to swallow the targets whole. Despite the dramatic appearance, this is a teleportation effect that can be resisted with a DC 25 Will save. Those who fail (or choose to make no save) are teleported into area B of the actual necropolis.

Without a funerary baton, a character can activate one of these medusa heads with a DC 25 Use Magic Device check made as a full-round action.

B. WELCOME MAUSOLEUM

When a creature is teleported to this room from area A, it appears inside of one of the 12 sarcophagi arrayed around this room. As long as a creature remains within a sarcophagus, it seems to fit within the sarcophagus's dimensions perfectly, regardless of the creature's actual size. There is no natural illumination inside the sarcophagus, so if the creature wasn't carrying a light source when it teleported, it arrives in darkness. Opening a sarcophagus requires a DC 15 Strength check, whether lifting from outside or pushing the lid open from within. As the creature within emerges into area B, it resumes its normal size automatically if it was altered to fit within the sarcophagus during teleportation.

When the PCs escape their sarcophagi, they can look around the chamber they find themselves in.

This octagonal chamber is made of fine, polished white marble. The domed ceiling peaks twenty-five feet overhead, decorated with frescoes of people in billowing robes, hands joined, looking down with pity on those below. Braziers along the base of the dome filled with flickering flames faintly illuminate the chamber. Twelve carved stone sarcophagi lie beneath the dome, surrounding a large carving on the floor of a leering medusa's face.

If any trapped PCs are unable to free themselves or be freed by peers within 10 minutes, consult the guidelines for suffocation on page 445 of the *Pathfinder RPG Core Rulebook*. Freed PCs can hear trapped peers through the thick stone, and the lid of each occupied sarcophagus is carved with the enclosed PC's name, year of birth, and the current year (as in the year of "death"). At the foot of each occupied sarcophagus is a 9-inch-long funerary baton, similar to that provided by Hanoris, but made of polished brown stone.

The recessed floor in the center of the mausoleum is an earth-tone mosaic of complex geometric designs reminiscent of Qadiran artwork, with a scowling medusa's head in relief at the hub, 15 feet wide and made of iron, a larger version of the vertical head at the entry wall. On the edges of the iron disc, at each of the four compass points, is a circular hole. Funerary batons may be inserted in these holes, fitting snugly and clicking in place. Using three or more batons as handholds, PCs must succeed on simultaneous DC 12 Strength checks in order to rotate the iron medusa 45 degrees clockwise. Doing so elicits a loud bang from the hallway—this action releases the stone block at the northern end of the hallway. Turning the medusa crest back to its original position closes the crypt entrance. If not using this method, the PCs must use force or magic to exit the building.

C. CRASHED HEARSE (CR 15)

Several tombstones on the western side of the path here have been crushed and shattered in a wide swath. The back of an ancient carriage is visible through the overgrown weeds and shrubs at the far end of the array of destruction.

Even a cursory examination of this crashed carriage makes it obvious that this open carriage hearse was once a very fine conveyance. However, time and the elements have taken their toll, and the once-rich wood is soft with decay. A crumbling coffin lies in the bed of the carriage, with the rotted leather straps that once held it fast lying beside it. The driver's bench has two arrows embedded in its seatback.

TOMB OF THE IRON MEDUSA

It was in this carriage that Cadimus Adella fled with his sister's still-warm corpse after the birth of Stavian I, and from this carriage that his panicked plea to Asmodeus sealed his fate. The site is infused with spiritual energies as a result, and as soon as anyone approaches the hearse, a sudden and eerie vision overwhelms all of the PCs in the immediate area. When this vision occurs, read or paraphrase the following to the PCs—they experience the vision as if they were, in fact, Cadimus Adella, living out his final few moments of life many years ago.

The carriage hearse barrels along a hard dirt road, drawn by four frothing, maddened horses driven forward by your frantic whipping. A quick glance over your shoulder tells you that your mounted pursuers are gaining ground in the hazy moonlight.

"Aroden save us!" shouts a beardless old man sitting beside you as he desperately clings to the wooden seat.

"We no longer serve fools, Parsimus," you growl with irritation. "Best get that through your thick skull."

You glance behind again, this time to the bed of the hearse, where the fine silver coffin lurches dangerously, despite the five straps of stout leather securing it in place.

"Forgive me, sister," you think. "It was I who was the true fool."

You hear a dull thud as an arrow strikes the seatback. Another arrow sinks into Parsimus's shoulder, knocking him from his seat to the hard ground below with a cry of pain. As a third projectile thuds into the carriage, you cry out to the starlit sky.

"Asmodeus! Have you abandoned me?"

With the cry still in your throat, a strange shimmer surrounds the hearse and the scene about you flickers and fades. The dirt road is suddenly replaced by a paved walkway, and the surrounding woodland by a graveyard. Startled by the sudden change, the horses shriek and careen to the left. As the carriage leaves the road, the shimmering bubble of energy that encompasses it crushes the tombstones in its path. Suddenly, the horses seem to smash into an invisible wall, and their cries of terror abruptly cease. You are propelled from your seat, hurtled through the air as you and the carriage crash to the ground. You feel bones break, and as your neck snaps with a nauseating crunch, you hear a sinister voice behind your ear, whispering with an intimacy that terrifies.

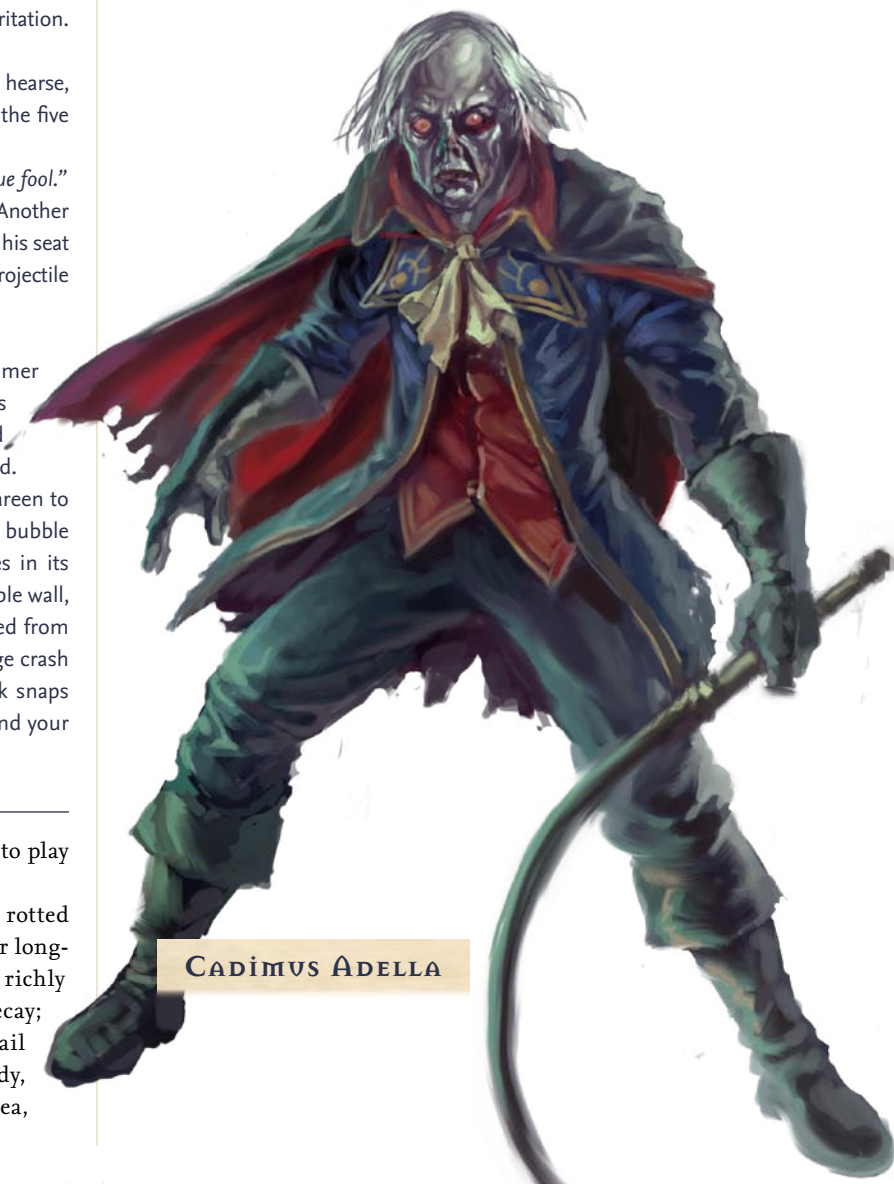
"No, my puppet. I never forget a bargain."

The vision itself seems to take at least a minute to play out, when in fact only a few seconds pass.

Northwest of the hearse, scattered along with rotted harnesses and tack, are the shattered bones of four long-dead horses. Opening the coffin reveals an empty, richly pillowed interior smelling vaguely of roses and decay; the cushions bear the impression of a slight, frail body. This box once housed Lucretia Adella's body, but as a final result of her brother's desperate plea, she exists as an undead monster (see area K5).

Creature: Lying face down on the hillside near the tree is the strangely mummified body of Cadimus Adella, dressed in a carriage driver's livery. His right index finger bears a gold ring etched with the cross-eyed medusa emblem. Clutched in the corpse's left hand is a horsewhip. When Asmodeus intervened to whisk him and his sister's body away to safety in the necropolis, Cadimus perished. He now exists as a ghost. If the PCs remove any of the items from his corpse or damage his remains in any way, Cadimus appears and confronts them. He also rises from his remains to seek out the PCs for a confrontation if they attack or otherwise interact with his sister in area K5.

Wherever he's encountered, Cadimus doesn't attack immediately. Instead, he asks the party what business they have here, giving them the opportunity to part with any



CADIMUS ADELLA

stolen treasure (any items taken from areas other than **H** or **J** are not his concern) and leave in peace. If they refuse, he informs the party that they must part with their lives instead. If they do acquiesce to his demand, he inquires about his sister, Lucretia, describing her if necessary. If Cadimus discerns that the party has harmed her in any way, he attacks ferociously. Should the PCs come upon the undead Cadimus with Lucretia accompanying them, Cadimus believes they have taken advantage of his sister and attacks them immediately.

CADIMUS DAELLUM ADELLA **CR 15**

XP 51,200

Male human ghost aristocrat 8/fighter 6 (*Pathfinder RPG Bestiary* 144)

NE Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 20, flat-footed 21 (+2 armor, +7 deflection, +2 Dex, +1 dodge, +2 shield)

hp 192 (6d10+8d8+120)

Fort +18, **Ref** +8, **Will** +13; +2 vs. fear

Defensive Abilities bravery +2, channel resistance +4, fade, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +12 (14d6, Fort DC 22 half)

Space 5 ft.; **Reach** 15 ft. (5 ft. if whip isn't available)

Special Attacks corrupting gaze (DC 22), hellfire burst (DC 24), teleporting touch (DC 22), weapon training (light blades +1)

TACTICS

During Combat Cadimus begins combat by unleashing a hellfire burst, then follows with corrupting touch attacks. As long as his body hasn't been looted of his whip, Cadimus can make his corrupting touch attacks via this whip to a reach of 15 feet—this attack does not provoke attacks of opportunity as a normal whip does. He pursues foes throughout the necropolis, but cannot do so beyond its walls.

Morale Cadimus fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 13, **Cha** 24

Base Atk +12; **CMB** +14; **CMD** 32

Feats Ability Focus (hellfire burst), Agile Maneuvers, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lunge, Skill Focus (Bluff), Toughness, Vital Strike, Weapon Finesse

Skills Bluff +21, Diplomacy +18, Fly +10, Intimidate +24, Knowledge (history) +11, Knowledge (nobility) +12, Perception +26, Ride +10, Sense Motive +12, Stealth +10

Languages Common, Infernal, Kelish

SQ armor training 1

Gear whip, *ghost touch bracers of armor* +2, *cloak of resistance* +2, *ring of force shield*

SPECIAL ABILITIES

Fade (Su) Cadimus irregularly fades in and out of existence—attacks against him take a 50% miss chance as a result, as if he were under the effects of *displacement*.

Hellfire Burst (Su) Cadimus may release a wave of brimstone-reeking hellfire in a 30-foot-radius burst five times per day dealing 14d6 points of damage, half of which is fire and half of which is raw unholy power (Reflex DC 24 half).

Teleporting Touch (Su) Once every 1d4 rounds, as part of his corrupting touch attack, Cadimus may teleport a creature in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass directions going clockwise) and to a random distance (1d10 × 100 feet). A teleported creature arrives in the closest open space to the determined destination. Creatures may not be teleported in this way beyond the necropolis walls. A successful DC 22 Will save negates this effect.

Treasure: Cadimus had little time to gather up his possessions before fleeing his pursuers. In addition to the items listed in his stats (which may be found on his corpse), PCs may also locate a decomposing leather purse beneath his body that contains 28 gp and two tourmalines worth 50 gp each. Cadimus's cross-eyed medusa ring is worth 125 gp.

D1. CREMATORIUM ENTRY

This dull gray granite building looms in the center of the necropolis. Its entrance has a domed ceiling that rises to a height of twenty feet, and is decorated with intricate geometric designs. In the center of the chamber's floor, a carved medusa crest stares endlessly upward. To the north, a pair of stained-glass windows depicting a handsome man and a beautiful woman look on.

A motto engraved around the circumference of the medusa engraving on the floor reads, "A Blade Answers Even the Most Vexing Question." The antechamber to the north is empty—the stained-glass windows depict Aroden and Arazni as they appeared while they were human.

D2. CREMATORIUM (CR 15)

The walls of this domed and oval-shaped formal chamber are covered in complex geometric patterns of green and gold. It appears to be used for funerary rites, with marble tables to the north and south and two elaborate wheeled wooden biers at the center. To the east, the wall is made up of a huge iron oven with a closed door three feet square and two feet off the floor, with a shelf sticking out beneath it like the tongue of a huge, taunting beast.

This room was used to cremate the bodies of servants and others destined for interment in urns within the walls of a crypt.

TOMB OF THE IRON MEDUSA

Creatures: The Adellas imprisoned several elemental creatures within the crematorium oven, partially out of a desire for a perpetually burning flame, but in the case of one of the imprisoned creatures, out of spite. After the passage of so many years, the wards that once contained these elemental creatures have weakened to the extent that as soon as the beings imprisoned within notice movement in area D2 (they can see through the slats of the oven's door, and can hear clearly), they smash against the door, roused to anger by the arrival of the first visitors in ages. To the elementals' surprise, the door immediately gives way.

Three of the creatures that have been imprisoned in here are elder fire elementals, but the fourth is a noble efreeti named Bebulec, who angered the Adellas long ago. Tired of their centuries of imprisonment, the elementals fight to the death unless they are permitted to freely exit the claustrophobic structure, in which case they flee to freedom instead of risking their lives needlessly. Bebulec, on the other hand, has been driven mad by his long imprisonment—the concept of escape never enters his mind as a result.

BEBULEC

CR 10

XP 9,600

Male noble efreeti (*Pathfinder RPG Bestiary* 140)

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic;

Perception +18

DEFENSE

AC 28, touch 13, flat-footed 24 (+7 armor, +3 Dex, +1 dodge, +8 natural, -1 size)

hp 136 (13d10+65)

Fort +8, **Ref** +11, **Will** +10

Immune fire

Weaknesses vulnerability to cold

OFFENSE

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

Melee 2 slams +18 (1d8+6 plus 1d6 fire)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 15th;

concentration +17)

Constant—*detect magic*

At will—*plane shift*

(wills targets to elemental planes, Astral Plane, or Material Plane only),
produce flame, *pyrotechnics* (DC 14),
scorching ray

3/day—*fireball* (DC 15), *heat metal*, *invisibility*,
quicken *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only),
gaseous form, *greater invisibility*, *permanent image*
(DC 18), *pyroclastic storm* (as *ice storm*, with fire
instead of cold damage)

TACTICS

During Combat Bebulec casts *greater invisibility* on himself on the first round of combat, then casts *pyroclastic storm*, *fireball*, and *wall of fire*, along with quickened *scorching rays* until he has exhausted their use. He only resorts to melee attacks if it's obvious his foes are resistant to fire attacks.

Morale Bebulec fights to the death. If killed, he temporarily becomes an undead spirit—see Development, below.

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

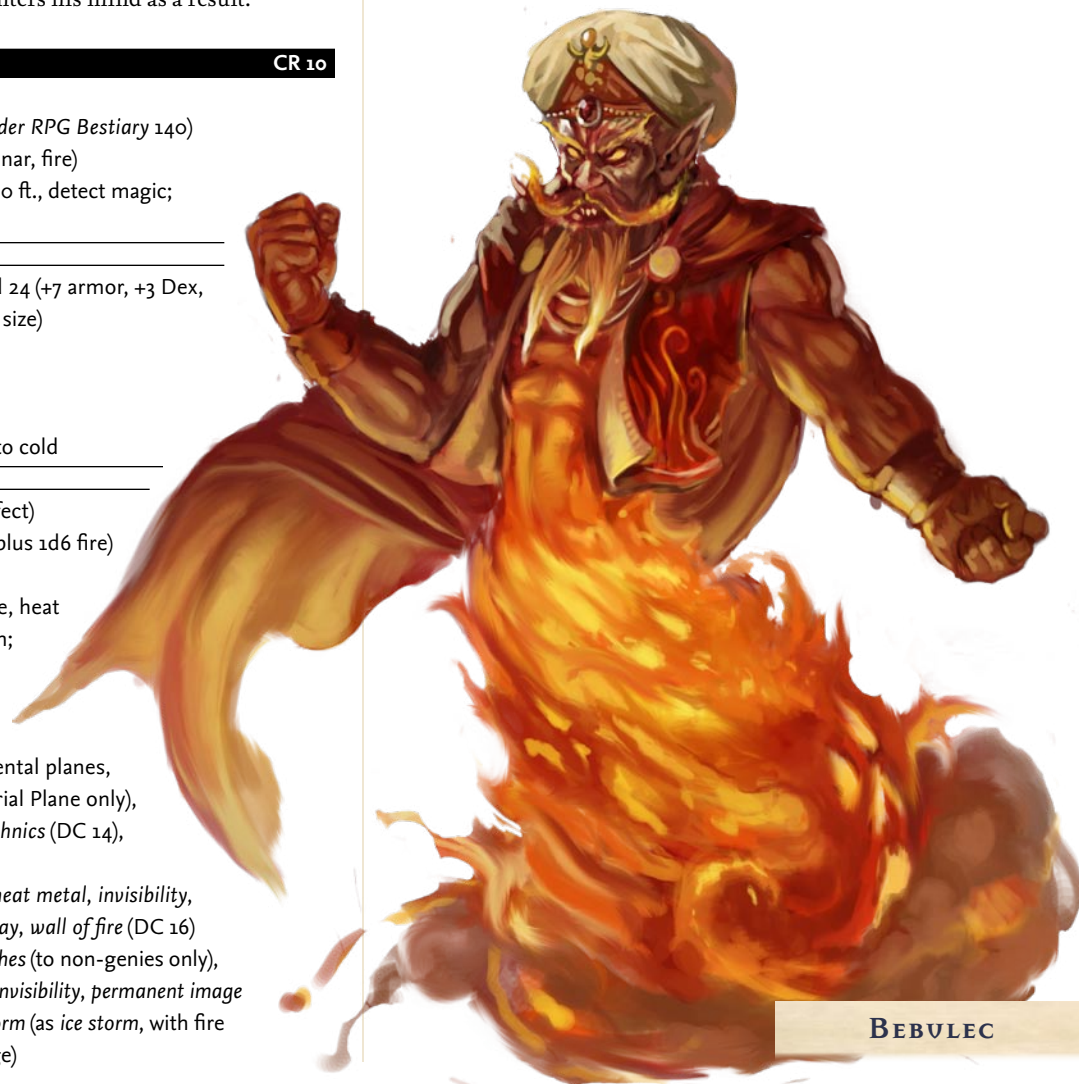
Base Atk +13; **CMB** +20; **CMD** 34

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Toughness

Skills Bluff +22, Craft (armor) +17, Disguise +13, Fly +10, Intimidate +15, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +8

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)



BEBULEC

Gear +3 chain shirt, dimensional shackles, iron key radiating a faint transmutation aura and engraved with a cross-eyed medusa head (needed in area H1)

ELDER FIRE ELEMENTALS (3) CR 11

XP 12,800 each

hp 200 each (*Pathfinder RPG Bestiary* 125)

Treasure: A hidden panel in the north wall (DC 30 Perception check to locate) contains a small locked chest (DC 35 Disable Device to open) that holds a *wand of fireball* (CL 10, 18 charges), a *tome of clear thought +1*, a silver necklace worth 2,250 gp, and an iron key that radiates faint transmutation. This key, which is engraved with a cross-eyed medusa face, is one of the items needed to enter Bartolomae's crypt (area L) via the teleporter in area H1.

Development: When the efreeti Bebulec is slain, his body rots away with shocking speed, leaving behind a ghostly duplicate. Yet though the living Bebulec was violently insane, this spectral Bebulec is calm and serene. The efreeti takes on an almost regretful appearance, thanking the PCs for releasing him not only from the prison of iron that held his body, but from the prison of madness that held his mind. In thanks for this service, he tells the PCs about the hidden panel in the north wall. He also tells them that even greater treasures than those in the hidden panel await them elsewhere in the Tomb of the Iron Medusa. While he has never seen these vaults, he learned much listening to the long-gone caretakers of the crematorium. He tells the PCs that the inmost vault, the crypt of Bartolomae Adella, the last head of the Daellum branch, can be reached by a teleporter, and that four objects are needed to unlock that teleporter. The key found in the hidden chest in this room is one of those four objects. He only knows vague descriptions of the other three objects—"a dagger befouled, Thrasillus's voice, and a sister's keepsake," but not where they may be found (although he does know that all three are somewhere in the necropolis or the tombs below). After imparting this advice imparted, Bebulec's spirit sighs in relief, then fades away, finally at peace.

D3. DEFILED SHRINE (CR 14)

Once an elegant domed shrine, this place of reverence has been foully and thoroughly defiled: statues lie broken on the floor, and the mosaic symbol of Aroden under the great dome is smeared with all manner of filth. The walls, bearing once-beautiful frescoes of deeds of the god, are soiled with ordure. Pools of red-tinged water stand to the north and south, while a scorched curtain that once sheltered the altar to the west hangs in tatters.

A DC 15 Knowledge (religion) check correctly identifies this shrine as having once been dedicated to Aroden.

Careful examination of the mosaic symbol in the center of the floor reveals a single word written in dried blood: "Abandoned." The western curtain has been slashed and partially burned; beyond it is a begrimed altar, the ritual objects atop it shattered. The statue behind the altar has also been smashed to pieces.

Trap: The blood-tinged waters of both fountains have become corrupted over the years by the twisted magics of the necropolis. They now pose a dire threat to anyone who touches the water—those who succumb to the trap's effects immediately and horrifically melt away into foul pools of blood.

FOULED FONT CR 14

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (*harm*, 130 damage, DC 19 Will save for half, cannot be reduced to fewer than 1 hit point)

Treasure: A +1 *mithral dagger* with bits of gore still clinging to the blade sits in the pool of corrupted water in the northern fountain; this is one of the items needed to enter Bartolomae's crypt.

Development: If the PCs make a substantial effort to repair this defiled holy space (cleaning the altar or mosaic, purifying the water in the fountain, and casting *consecrate* or *hallow*, for example), Iomedae takes note of their kindness and blesses every creature in the room—this blessing immediately affects everyone involved in the clean-up effort with a *heal* spell (CL 20th) and automatically removes any curse effects they may be enduring. This boon is granted only once.

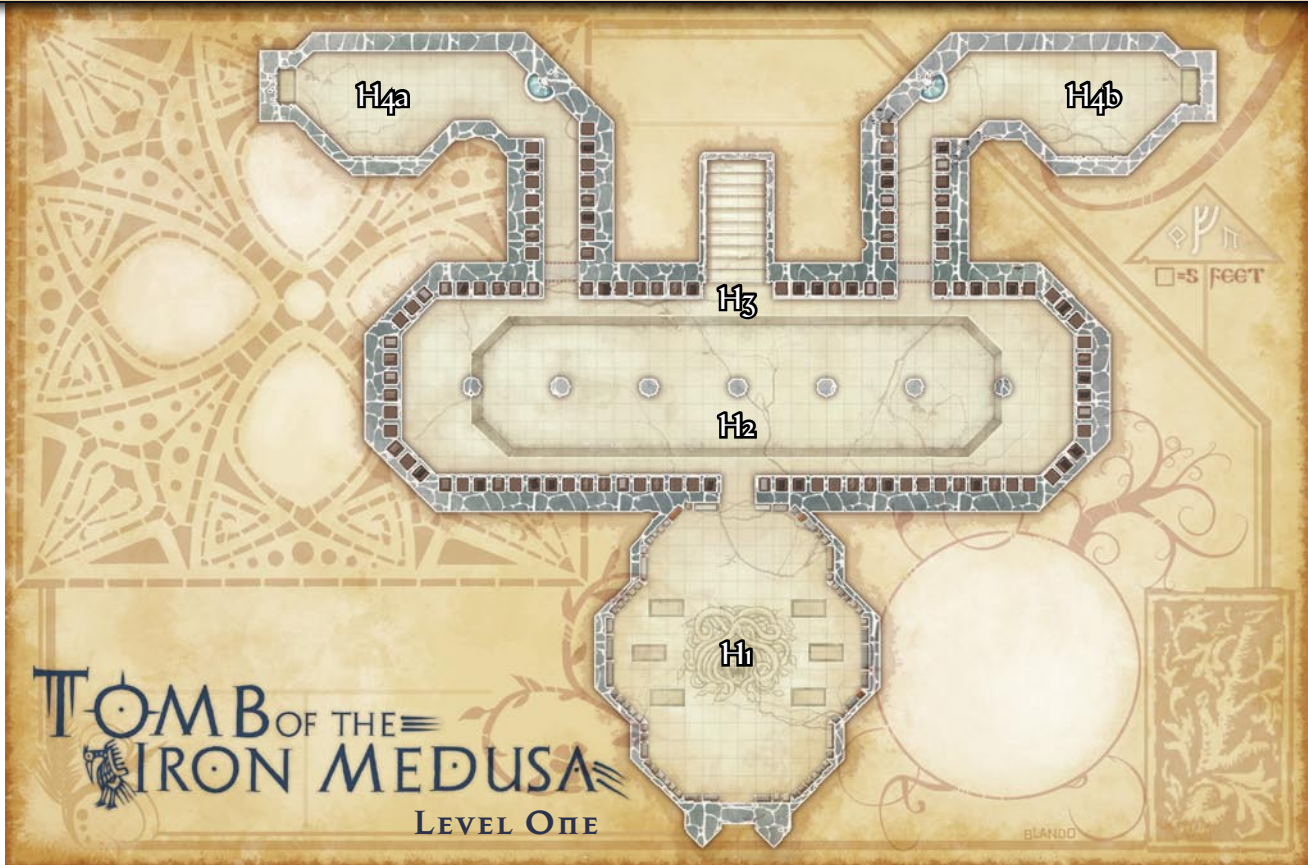
E. SMALL SEPULCHERS

These six structures are small mausoleums from an earlier age, when House Adella was just establishing itself in the aristocracy and the family was not yet divided into branches. These sepulchers are identical save for their orientation; the doorway to each always faces the center of the necropolis. Rough, black iron gates bar the arched entryways (hardness 10, hp 30, Break DC 30, Disable Device DC 30 to unlock).

Each internal wall has nine stacked interment vaults, a total of twenty-seven in all. The dates of death on these vaults fall between 3754 and 4050. None bear full names, only first initials (such as P. Adella, A.G. Adella, etc.).

The limestone sarcophagus at the center of each crypt bears an epitaph in its surface, but the effects of time have rendered these illegible. Within each is a mummified body wrapped in ancient linens, the stench of putrefaction strangely powerful. All of these sarcophagi are protected by the Adella curse, but in addition, the bodies within

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carry a virulent supernatural disease. Anyone who enters one of these chambers is automatically exposed to this malady—crypt fever.

CRYPT FEVER

Type curse, disease, contact or inhaled; **Save** Fortitude DC 22

Onset 1 minute; **Frequency** 1/day

Effect 1d6 Str damage, 1d6 Cha damage, and victim is exhausted; **Cure** crypt fever can only be cured by successfully casting *remove curse* and *remove disease* within 1 minute of each other.

Treasure: Each sarcophagus opened contains various items of jewelry (rings, amulets, earrings of precious metal, etc.) valued at $1d10 \times 100$ gp as well as a broken, mundane weapon of the GM's choice, decayed with age.

F. FALSE SEPULCHER

Apparently identical to the other small sepulchers (area E), this structure's entrance faces south. However, the epitaph on the lid of its central sarcophagus reads: "Marcus Iulius Adella, 3711–3758, Great Patriarch of Our Clan, Died Valiantly at the Battle of Istavala Vale Saving Prince Abelard from the Undead Hordes of the Whispering Tyrant, Earning the King's Gratitude. Herein Lies Our Claim to Nobility. May Great Woe Befall Any Who Would Violate His Most Sacred Rest."

A DC 30 Knowledge (history or nobility) check recalls that the person normally considered the "great patriarch" was Marcus Junius Adella—this slightly differing name serves as a clue that something is amiss. The sarcophagus itself, if opened, is revealed to contain a flight of stairs leading down to a long, winding tunnel that eventually leads to area M1 of the Tomb of the Iron Medusa.

G. ADELLAN MAUSOLEUMS

The three branches of the Adella family are represented by three similar mausoleums in the northern end of the necropolis. Each of these buildings is similar, and each is essentially empty, for they are but a doorway to the upper level of the actual Tomb of the Iron Medusa. At the center of each of these mausoleums is a 10-foot-diameter medusa's face, one of the three family seals. This carving is actually a permanent *teleportation circle* that transports any creature standing upon it to area H1 of the tomb itself. Specific details concerning each of the three mausoleums appear below.

G1. Mausoleum Sardisi: This building is crafted of green marble, the entrance carved to mimic the maw of a ravenous lion. Its *teleportation circle* depicts the howling medusa crest of the Sardisi clan.

G2. Mausoleum Voxus: This building is constructed of pale granite and decorated with numerous bas-relief carvings of nautical scenes from the Grand Campaign.

Its *teleportation circle* depicts the mocking medusa, its forked tongue extended.

G3. Mausoleum Daellum: This building is of gray basalt, and unlike its sister buildings is plain and functional in design. Chiseled above the entry arch is the phrase, “The Living Make Their Plans; the Dead Watch, Amused.” This building’s *teleportation circle* depicts the cross-eyed medusa.

H1. COLUMBARIUM

This great, domed chamber is home to hundreds of funerary urns of every description, housed in niches along the walls. The domed ceiling thirty feet above is decorated with images of Taldan aristocrats engaged in passionate debate, locked in duels, or poring over great tomes together. A carving of a medusa’s face decorates the floor in the room’s center, flanked to the sides by two trios of stone sarcophagi. An archway to the north opens into a large pillared hall.

The six sarcophagi in this room are ceremonial—they aren’t even hollow. Such is not the case for the urns displayed on the walls. These contain the cremated remains of favorite servants, and all bear the Adella curse.

Characters who appear in this room after teleporting from one of the mausoleums at area **G** arrive on a medusa carving in the center of the floor. In order to return to the surface, one need only stand on the carving and concentrate on the destination—simply walking onto the carving is not enough to activate the teleporter.

An examination of the medusa carving reveals the following unusual aspects of the medusa seal: a keyhole in its right eye (for the key from area **D2**); a starburst indentation in the left eye (for the amulet found worn by Lucretia in area **K5**); a thin slot in the mouth (for the dagger found in area **D3**); and an oval indentation in the chin (for the gem found in area **K3**). If all of these items are placed in the proper positions, the crest instead automatically teleports those who step onto it to the third level of the tomb (area **L1**).

H2. GRAND HALL OF PASCO (CR 14)

This massive hall hosts a vaulted ceiling fifty feet above, supported by huge pillars of marble running down its center. The walls are lined with vaults, stacked in columns of eight, twenty feet high. Lavish murals occupy the thirty-foot stretch of wall above the vaults, depicting naval confrontations between Taldan and Qadiran ships to the east, and Taldan ships and what appear to be ghost ships to the west. The dominant ship in the painting appears in both battle scenes, its mainsail proudly flaunting the mocking medusa; a handsome figure clad in archaic captain’s uniform grips the rigging in

one hand while he rallies his sailors by waving a falcata over his head. The man has thick white hair and a long beard divided into three braids.

This chamber serves as the entrance for all three of the separate crypts for the three Adella clans—the three crypts are accessed by the stairs in the north wall (see area **H3**). The decorations in this chamber are focused primarily upon the Adellas’ naval roles in defending Taldor during conflicts against Qadira (to the east) and the Whispering Tyrant (to the west).

The ship so prominently depicted in the murals is the *Harlot*, the ship captained by Pasco Voxus Adella (a DC 30 Knowledge [history or nobility] check reveals this).

An inspection of the many interment vaults reveal that the bodies buried in this hall consist of Adellas from all three clans. The pillars themselves bear inscriptions as well—memorials to Adellas whose bodies were lost at sea or on the battlefield, or were otherwise unavailable for burial here in the tomb.

A round after the PCs enter this room, a shimmering, ghostly figure drifts down from the western representation of Pasco Adella. This figure is in fact Pasco’s restless spirit. He drifts down to float just a few inches above the ground before the stairs at **H3**, and addresses the PCs in a deep, commanding voice.

“It is apparent that none of your assembly is of the blood, so I must conclude you are thieves. To avert my righteous vengeance and leave in peace, answer me these three questions. First, what was the name of my flagship? Second, how did my first darling wife die? And third, why is my eldest son’s body not here with us? All the information you need is within this chamber. I give you ten minutes.”

Pasco’s spirit is not quite a ghost, but it’s certainly more than a harmless phantom. Although his remains lie deeper in the Voxus crypt, his pride keeps his spirit within this chamber, and the concept that those who enter this most sacred place might not be true appreciators of his legacy gnaw at his pride. If intruders can answer his questions accurately, he sighs in delight and fades away—his spirit does not confront the PCs again. If, on the other hand, they fail to answer correctly, he retaliates as detailed below. Clever or observant players can glean answers from the available information in the room.

The Flagship: Pasco’s flagship was the *Harlot*, which the PCs may discover by checking the name of the ship painted on the mural (this requires a DC 30 Perception check if attempted from the ground).

Pasco’s Wife: Pasco’s first wife, Annavale, died in childbirth, which PCs may deduce from the date of her death and the date of her son’s birth (see *Eldest Son*, below).

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Her remains are in the easternmost side of the room, along with those of Pasco himself. The inscriptions can be found with a DC 30 Perception check (each attempt takes 1 minute of searching names), and read as follows: “Pasco Voxus Adella, 4112–4171” and “Annvale, Beloved Wife, 4120–4138.” Pasco’s second wife is buried here as well—“Eudocia, Beloved Wife, 4130–4192.”

Eldest Son: Pasco’s eldest son died at sea—his name is recorded on the westernmost pillar with the austere words, “Pasco Voxus Adella II, 4138–4156, The Sea Reclaims Its Own.” It’s a DC 30 Perception check to find this inscription—each attempt takes 1 minute of searching the names on the pillars.

If the party successfully answers Pasco’s questions, the spirit intones, “Good! One should know of those who came before, and tread reverently. Disturb not these three tombs before you and I shall not vex you further,” before fading away into nothingness.

Creatures: If the PCs attack Pasco’s spirit or fail to answer his questions correctly, he roars in rage and raises his hands to the ceiling, bellowing, “Stupidity is almost as vile a crime as grave robbing. May the sea swallow you!”

As he does so, his spirit rises up into the ceiling even as the waters of the murals around the room suddenly seem to pour into the room. Strange shapes splash in these waters, and 1 round later, the room’s guardians—hideous fiends that look like a vaguely humanoid mix of crustacean and mollusk, with octopoid heads and crablike arms—move to attack the PCs. These monsters are piscodaemons, but they are not the only guardians—the waters themselves rise up into an elder water elemental to attack as well. These guardians fight to the death, but do not pursue foes from this room. They do, on the other hand, remain in this room from this point on until slain.

ELDER WATER ELEMENTAL CR 11

XP 12,800

hp 152 (*Pathfinder RPG Bestiary* 127)

PISCODAEMONS (3) CR 10

XP 9,600 each

hp 137 each (*Pathfinder RPG Bestiary* 272)

Treasure: The majority of the bodies buried here are typical examples of the Adella dead (see page 7), but Pasco himself was buried with more treasures than most. His body is well preserved, and his three beard braids are each secured with a platinum ring set with a blue sapphire (worth 1,500 gp each). He still clutches his +3 *mighty cleaving falcata* to his chest.

H3. CRYPT STAIRS

A wide flight of stairs descends down into the earth here. After a few steps, thick white mist fills the stairwell, obscuring further vision. Three circular tiles are set into the floor inside of the archway at the head of the stairs; each tile depicts a different medusa’s face—one howling in rage, one mocking with a forked tongue, and one with crossed eyes.

Three separate crypts, one for each of the Adella clans, exist on the second level of the Tomb of the Iron Medusa. Entrance to these three crypts is controlled by this flight of stairs. The three tiles at the head of the stairs are in fact magical triggers—only one can be pressed at any one time, and the one that’s pressed determines which crypt the stairs lead to. Pressing the howling medusa leads to the Sardisi crypt (area I—this is the destination to which the stairs are currently set). The mocking medusa attunes



PASCO ADELLA

the stairs to the Voxus crypt (area J). And finally, the cross-eyed medusa tile sends the stairs down to the Daellum crypt (area K). The transition between destinations does not create any noticeable sensations apart from a sudden but brief roiling of the mists that constantly fill the stairs. Regardless of which crypt these stairs are attuned to, climbing up from any of the three crypts returns the character to this area.

The first time the PCs approach these stairs, the disembodied spirits of four of the last Sardisi daughters materialize and swoop up from the mists, swirling about the PCs, disconcertingly whispering a few repeated phrases in their ears: “Are you of the blood?” “Have you come to pay your respects, cousin?” “Is his name still spoken?”

At this juncture, these bewitching, beautiful spirits are a harmless but unnerving annoyance. They follow the PCs about this floor of the tomb, continuing with their inane chatter, oblivious to the PCs’ questions or any responses to their own queries. They do not follow the PCs out of the tomb unless the PCs descend to the Sardisi crypt, in which case, they follow. The spirits can be dispelled automatically via a channel positive energy use, or via a *dispel evil* or *dispel chaos* spell, but manifest again the next time anyone approaches these stairs.

H4. THE FEUDING TWINS

A marble fountain, the basin of which resembles a huge shell, sits near the entrance to this room, its waters cascading from between the fingers of reclining mermaids. The chamber beyond is empty, save for a single sarcophagus at the far end of the room.

The feuding twins Vincenzo and Vespacio Voxus Adella continued their antagonism even beyond death, making the interment of their remains together in the Voxus crypt a problem. In the end, these two smaller crypts were built to house their remains on this level of the tomb. Both chambers are almost identical, save for the inscriptions carved into each fountain’s bowl and each sarcophagus. The fountain in **H4a** bears the inscription “Brotherhood,” while the one in **H4b** is marked “Fellowship.” The sarcophagus in area **H4a** has an inscription that reads, “Commerce Is King and Courage His Queen,” while the one in **H4b** reads, “Courage Is King and Commerce His Queen.”

Area **H4a** is Vespacio’s tomb, while area **H4b** is Vincenzo’s tomb. Their final conflict destroyed much of their bodies, so the contents of their respective sarcophagi contain only a few grisly relics, not complete remains. It is through these relics that their war continues even after their death.

Treasure: Both brothers’ remains reside in reliquaries that are, in turn, kept in their respective sarcophagi.

Area **H4a** contains the *reliquary of Vespacio*, a necklace of gold with a small globe of crystal suspended from it. Within the crystal is a human finger bone. A bronze plaque on the sarcophagus reads, “Vespacio Voxus Adella, 4349–4401.” Vespacio’s relic functions as a *greater ring of energy resistance (cold)* that takes up the neck magic item slot.

Area **H4b** contains the *reliquary of Vincenzo*, a necklace of gold with a small globe of crystal suspended from it. Within the crystal are three human teeth. A bronze plaque on the sarcophagus reads, “Vincenzo Voxus Adella, 4349–4401.” Vincenzo’s relic functions as a *greater ring of energy resistance (cold)* that takes up the neck magic item slot.

Any PC who carries the *reliquary of Vespacio* becomes nauseated as long as she is in area **H4b**. Likewise, a PC who carries the *reliquary of Vincenzo* is nauseated as long as she remains in area **H4a**. Drinking water from either fountain suppresses this nausea for 15 minutes. Each round a PC is nauseated in this fashion, a pulse of negative energy originating from the reliquary she carries deals 3d6 points of damage to her (DC 25 Fortitude save for half damage).

Should the holder of a *reliquary* lay eyes on its opposite, she fills with anger and revulsion, believing it to be evil and cursed—the very idea of touching the other *reliquary* is repulsive. Should a PC who carries one reliquary come into contact with its opposite, she must make a DC 25 Fortitude save to resist taking 2d6 points of Constitution damage (on a successful save she merely takes 3d6 points of negative energy damage).

Once both items have left their respective chambers, the possessors of the *reliquaries* must make DC 25 Will saves every minute they possess the items. Failure on any save means that the spirit of the respective twin has successfully possessed the holder and immediately seeks to kill the carrier of the opposite *reliquary*. *Protection from evil* or a similar spell effect prevents this effect, but otherwise, there is no reasoning with a person so possessed, and only after the holder of the opposed item is dead or has the item taken from her will the spirit leave. Unaffected PCs must subdue their deranged colleagues and take the items from them, but whoever now holds an item has but a single round to drop the *reliquary* before being required to save against possession himself. Washing a *reliquary* in the fountain of the opposed brother’s tomb renders the item dormant for 15 minutes.

A creature possessed by one of the reliquaries possesses, upon liberation from mental bondage, the knowledge of the inner workings of the reliquaries, their origins, and the means of negating their effects.

Note that these effects do not require that the PC actually wear a *reliquary*—merely having it in her possession (including storing it in a portable extradimensional space such as a *bag of holding*) is enough to cause the above effects. Though these effects may be avoided by leaving one of the

TOMB OF THE IRON MEDUSA



reliquaries behind, both are helpful in opening the treasure vault in area J2.

I1. BURIAL VAULT OF DRUSUS (CR 15)

Flickering light dances on the walls of this room, thrown from fat, black candles in silver fixtures wrapped around supporting pillars that rise twenty feet to the ceiling. Frescoes cover the walls, all depicting a handsome, red-haired man of noble mien engaged in acts of heroic prowess: single-handedly dispatching a cohort of fearsome demons, speaking movingly to an adoring throng, and leading a column of Taldan soldiers toward an enormous mob of Qadiran infantry. On a raised dais in an alcove on the northern wall, an elaborately carved mahogany coffin, decorated with motifs of vines and eyes, sits on a stone base.

The vibrant images here reflect the delusional worship showered upon Drusus by his five daughters. Truth be told, he was a middling general and second-rate diplomat until his disgrace and self-imposed exile.

Sitting on a 3-foot-tall stone base in the northernmost corner of the alcove is a sarcophagus of mahogany, carved with intricate designs of intertwining vines and probing eyes. The lid is hinged on the left, with three average locks (hardness 5, hp 30, Break DC 23 or Disable Device

DC 25) built into the wood on the right. Within lie the remains of Drusus Sardisi Adella.

At the southern edge of the raised dais, a rough stone pillar rises 10 feet, halfway to the ceiling. The pillar is painted white, obscuring the carvings on its surface. Carved at the base of its north face (found with a successful a DC 24 Perception check) is “Ursula, 4191–4222.” Within this hollow pillar is the corpse of Drusus’s eldest daughter, encased in stone while still alive as part of the ritual to make her an undead guardian known as a nemhain.

Creature: Although their bodies are interred in area H2, Drusus’s five loving daughters spend much of their time here. Four of them may have already attached themselves to the party at area H3, but while they are relatively harmless on their own, the eldest daughter, Ursula, is anything but. She now exists as a powerful undead guardian called a nemhain, with the spirits of her four sisters bound to her soul in the form of a vortex of ghosts that surrounds her. Ursula emerges from her pillar as soon as anyone touches or otherwise desecrates her father’s remains or his sarcophagus, fighting to the death.

The PCs must destroy the pillar (hardness 8, 120 hp) and then destroy the corpse found within in order to permanently destroy the nemhain. Otherwise, the undead Ursula rejuvenates and seeks out the PCs again wherever they may be in the Tomb of the Iron Medusa.

URSULA SARDISI ADELLA

CR 15

XP 51,200

Nemhain (see page 29)

hp 222

Treasure: Inside the coffin lie the mummified remains of Drusus Sardisi Adella, clad in fancy masterwork plate armor with the howling medusa etched on the chest. His hands grip the hilt of a flamboyant +2 *cold iron greatsword* with a large ruby set in the pommel (worth 3,800 gp intact; the ruby is worth 1,000 gp on its own). His once-handsome beard is ragged, but still shows its red coloring; his teeth are clenched in an uneven rictus mocking the opulence of his burial. On his right hand is a *ring of evasion* that bears the sigil of the howling medusa.

Development: A PC may discover the descending secret door to **I2** with a DC 24 Perception check.

I2. HIDDEN SARDISI VAULT (CR 16)

Beyond the secret door is an octagonal chamber. Five white marble pedestals, each four feet high, line the walls. A single mundane item sits atop each pedestal, identified by bronze plaques that read (north to south), “His Shaving Razor,” “His Comb,” “His Favorite Goblet,” “His Pipe,” and “His Gaming Dice.”

Trap: A 3-foot-square metallic plate occupies the center of the chamber floor. Four locking devices of particularly cunning design (hardness 10, hp 25, Disable Device DC 30) secure the plate along its four edges. Only after all four locks are open can the panel be removed, but doing so triggers a deadly trap.

CHAIN LIGHTNING TRAP

CR 16

Type magic; **Perception** DC 28 (possible only after all four locks are disabled); **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** none

Effect Spell effect (*chain lightning*, 15d6 electricity damage, Reflex DC 24 save for half; up to three secondary targets, must be standing within 30 ft., same damage, Reflex DC 22 save for half)

Treasure: The five items on the pedestals are all of exquisite manufacture—each is worth 100 gp. The true treasure in the room, however, is found in the 2-foot-deep compartment below the metal plate. Within are 12 ingots of platinum (worth 800 gp each) covered by a folded tapestry depicting a woodland scene of satyrs and nymphs (8 feet by 12 feet when unfurled, worth 1,200 gp). Beneath the ingots is a thin, unlocked wooden box containing a *portable hole*, folded into quarters and wrapped in a blue

silk kerchief. The chamber inside the portable hole is furnished as a cozy study, complete with large overstuffed chair, a lantern containing a *continual flame*, and shelves of trashy, relatively worthless books of poetry. A *bottle of air* sits on the arm of the chair.

J1. SARCOPHAGUS ALCOVES (CR 15)

The corridor splits into forks heading east and west. Broken marble fragments lie strewn across the east and west alcoves. The fragments suggest rather beautiful sarcophagi once stood in these areas, apparently obliterated by a powerful and malignant force. A magnificent marble sarcophagus, carved with all manner of sea creatures—dolphins, squid, sharks, shellfish, and merfolk—remains in the northern alcove.

Chiseled in delicate script on the lid of the one remaining sarcophagi are three names and sets of dates: “Malachi Voxus Adella, 4372–4422,” “Trepso Voxus Adella, 4374–4438,” and “Lexana Voxus Adella, 4378–4449,” along with the phrase, “We Shall Not Be Mocked.”

Trap: Opposite the northern alcove stands the Voxus mocking medusa in bas-relief on a massive stone block that fills the entire wall—a door to the family’s vault. Opening the door normally triggers the trap. By simultaneously placing the crystal globes of the *reliquaries* (located in areas **H4a** and **H4b**) in the hollow, spherical indentations where the medusa’s eyes should be, the trap can be bypassed.

NEGATIVE ENERGY TRAP

CR 15

Type magic; **Perception** 35; **Disable Device** 35

EFFECTS

Trigger touch; **Reset** automatic

Effect 30-foot spread of negative energy emanates from the center of the door (14d8 damage, DC 25 Will save for half)

Treasure: Within the remaining sarcophagus are three mummified corpses—two men and one woman—stacked one atop another, as the interior was designed for a single occupant. The only items of value are platinum rings bearing the mocking medusa crest on each body’s left hand (worth 350 gp each).

J2. TREASURE VAULT

Lining the walls of this vault are six large, padlocked iron chests, each securely fastened to the floor.

Treasure: The six chests are all securely locked (hardness 10, hp 60, Disable Device DC 28). Within the chests are a total of eight platinum ingots (8,000 gp each); 24 gold ingots (1,000 gp each); three bags each containing an assortment of 150 medium-quality gemstones worth 15,000 gp in total

and a fourth bag with 50 high-quality gemstones worth 25,000 gp in total; a leather sack containing a *peript* of wound closure, six *potions of cure serious wounds*, and three *potions of water breathing*; a leather bucket containing four *scrolls of cure serious wounds* (CL 12th), a *scroll of irresistible dance*, a *scroll of transformation* (CL 15th), and three centuries-old maps of the Taldor/Qadira frontier (worth 200 gp each to a collector); *bracers of armor +4*; a *luck blade* with one *wish* (longsword rather than short); a *gem of brightness* (38 charges); *gloves of dueling* (*Advanced Player's Guide* 305); and six worthless marble figurines of merfolk with *magic aura* cast on them.

K1. CHILDREN'S VAULT

This sad vault stands as testimony to the alarming mortality of Adellan offspring during the last thirty years of the House's existence. A flight of stairs shrouded in fog leads up to the south, while opposite these stairs is a large stone door.

While there are over two dozen small sarcophagi in this room, some hold more than a single occupant, as indicated on the lids. From the carved dates, it is obvious no occupant made it past the age of six—many were actually infants. They contain nothing of value, so these mortared lids are easier to lift than the standard variety (DC 18 Strength check). However, disturbing any of these sarcophagi causes a silent spiritual alarm that alerts the two ice devils in areas **K2b** and **K2c**, allowing them to set an ambush for the party when they enter the next chamber.

The door to the north is a descending stone block that remains open permanently once lowered.

K2. GUARDIAN CHAMBER (CR 15)

A large rug of Qadiran design features prominently in the center of this room. The chamber's ceiling rises to a height of twenty-five feet. Ice cakes the stone doors to the east and west, unlike the doors to the north and south.

Creatures: The temperature in this room is cool, but not cold enough to cause any damage. The ice-caked doors open into smaller guard chambers—bound in each of these chambers is an ice devil guardian. Normally, the ice devils don't react to intruders until they enter **K2**, but if they've been alerted by the PCs' actions in area **K1**, they immediately try to summon bone devils to augment their numbers. Any bone devils they successfully summon become invisible before teleporting into area **K2** to wait for the chance to attack.

The ice devils can cause the doors to their chambers to lower instantly as a swift action by merely touching the door. Their chambers are filled with incredibly cold air—

when the doors open, this air fills all of **K2**, causing 1d10 points of cold damage per round to all creatures within this area for 1 minute, after which the supernatural cold dissipates forever. The ice devils begin combat by using *persistent image* to apparently summon a pair of bone devils each, hoping that the PCs will be distracted by these four illusions while any actual bone devils they've summoned move into position to surround the PCs. The devils are fond of using walls of ice to separate the PCs from each other. The devils fight to the death, but do not pursue foes out of this crypt.

ICE DEVILS (2)

CR 13

XP 25,600 each

hp 161 each (*Pathfinder RPG Bestiary* 77)

K3. CHARNEL HOUSE

The ceiling of this room is fifteen feet high. Large arched niches fill the east and west walls; various bones are mortared into the niches in artfully arranged patterns, and each is packed with the jawless skulls of countless humans. Each skull has a name painted on its surface, along with dates of birth and death. A ragged hole in the ground to the northeast drops into what appears to be an even deeper cavern.

The hole in the floor drops 10 feet to area **K4**.

Removing a skull from its niche requires a DC 18 Dexterity check, or the whole stack tumbles to the floor in a ghastly cascade. Anyone causing such a desecration is subject to the Adellan curse and takes a –2 penalty on his save (see page 6).

In the northwest corner of the room, a skull bearing the words "Thrasillus Daellum Adella, 4321–4418" still has its jawbone attached, noticeable with a DC 24 Perception check. Removing the skull from its niche reveals that it has an exquisite oval ruby etched with the symbol of the cross-eyed medusa clenched between its teeth, radiating transmutation magic. This ruby is one of the items needed to activate the entrance to the third level of the Tomb of the Iron Medusa (see area **H1**).

K4. ROUGH-HEWN CHAMBER

The ceiling of this crudely formed chamber stands only eight feet above the floor. The floor here is strewn with dust and gravel, and a hole in the ceiling leads up to another chamber.

The hole in the ceiling leads up to area **K3**.

K5. LUCRETIA'S CAVE (CR 15)

This series of low-ceilinged caves were dug in preparation for an expansion to the Daellum crypt, but the family fell to ruin before the expansion could be completed.

Creature: Today, the chambers serve as the den of the infernal vampire Lucretia Adella. The central cavern (area **K5a**) is generally empty, while the cavern farthest from the entrance to this sub-level (area **K5b**) is where Lucretia keeps her current victims. Area **K5c** is used to store the bloodless bodies of other shepherds, travelers, and unfortunates she's abducted, brought back here (using her funerary baton to reenter the tomb), and eventually killed—there's a mound of nearly four dozen bodies in here, filling most of the room. The final chamber (area **K5d**) is where Lucretia herself spends most of her time, bemoaning her fate and the death of her son.

When the PCs first arrive in this area, Lucretia approaches them as soon as she notices them. She appears as a frightfully pale, dark-haired woman, wearing a soiled, old-fashioned gown and with what look like tears of dried blood caked on her cheeks. She does not immediately attack the PCs, instead asking them in a tremulous voice, "Are my daughters unharmed? Have you come to rescue us?"

Lucretia Daellum Adella was given new "life" by Asmodeus upon her corpse's arrival in the necropolis. Her years of isolation have left her quite mad, though, and she believes she is the mother of Cinda and Genelle (see Development, below). If those women are not already in the party's company, Lucretia insists they proceed to area **K5b** to gather her children. Lucretia has an absent, otherworldly manner, speaking in hushed tones, asserting that she has been here for "what seems like months," though her daughters "only recently arrived." She expresses gratitude for the party's rescue and asks that they escort her and her children "out of this place of death." She asks the PCs to lead the three of them out of the tomb, up into the necropolis above.

Note that Lucretia is not lying, per se, and doesn't need to make Bluff checks when interacting with the PCs. She seems not to hear questions she does not wish to answer (this includes most questions, especially any inquiries about her name), responding with various nonsequiturs ("I have had children taken from me before," or "I was all but betrothed to a king," for example) or unimportant questions about the PCs' appearance or attire,

or by pressing the party to get her and her "daughters" out of the necropolis.

If the PCs follow her route, she and the PCs eventually arrive at area **C**, where she says her brother might be found. But if she is reunited with Cadimus, the undead siblings suddenly realize that the PCs are intruders—they shriek, then attack the party in earnest. Likewise, if the PCs refuse to lead her and her "daughters" out of this crypt (or if they simply attack her or try to rescue her "daughters" without allowing her to accompany them), she attacks at once.

LUCRETIA DAELLUM ADELLA **CR 15**

XP 51,200

Female variant vampire human aristocrat 15 (*Bestiary* 270)

LE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 25, touch 18, flat-footed 20 (+3 deflection, +4 Dex, +1 dodge, +7 natural)

hp 191 (15d8+120); fast healing 5

Fort +15, **Ref** +15, **Will** +17

Defensive Abilities

channel resistance +4, DR 10/magic and silver; **Immune** fire, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +15 (1d4+6 plus energy drain)

Spell-Like Abilities (CL 15th; concentration +21)

3/day—*slay living* (DC 21)

1/day—*summon* (level 7, 2 barbed devils)

Special Attacks blood drain, dominate (DC 25), energy drain (2 levels, DC 23)

TACTICS

During Combat Once she attacks, Lucretia uses her infernally granted spell-like abilities, first attempting to summon devils and then using *slay living* on any targets that don't look hearty. She attempts to dominate healers, resorting to her melee attacks only once these other options are exhausted.

Morale Lucretia fights until destroyed, at which point she becomes gaseous and



LUCRETIA ADELLA

retreats to her coffin at area C. If her coffin has been destroyed, she perishes soon thereafter.

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 14, **Wis** 15, **Cha** 22

Base Atk +11; **CMB** +15; **CMD** 33

Feats Ability Focus (dominate), Alertness, Combat Reflexes, Deflect Arrows, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Improved Natural Armor, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy), Toughness

Skills Acrobatics +19, Bluff +32, Diplomacy +30, Intimidate +24, Knowledge (nobility) +20, Perception +32, Sense Motive +12, Stealth +27

Languages Common, Infernal

SQ gaseous form, infernal origin, shadowless, spider climb

Gear *gown of resistance* +4 (functions as a cloak of resistance +4 that takes the body item slot), *ring of protection* +3, medusa head amulet (this amulet is one of the items needed to attune the teleporter at area H1), funerary baton

SPECIAL ABILITIES

Infernal Origin (Ex) Lucretia was given unlife by Asmodeus himself as part of Cadimus's desperate plea to "save his sister." She is not required to return to her coffin unless she's reduced to 0 hit points. She loses the children of the night, change self, and create spawn abilities, but gains *slay living* as a spell-like ability and the ability to summon barbed devils to aid her, along with immunity to fire.

Development: Cowering in area K5b, too frightened to make a sound, are two brown-haired women in their early twenties. They wear filthy peasant dresses and clutch one another in terror. Beside them is a pallet of soiled blankets, chunks of doubtful-looking meat, and a plain clay jug. A lone candle sputters fitfully next to them.

These women are **Cinda** and **Genelle Manvale** (both NG human female commoners 2), the daughters of the shepherd Lucius Manvale, kidnapped 2 months ago and held against their will in this horrible place under Lucretia's domination. Their necks bear fang wounds, as Lucretia has fed on them periodically, though with enough caution to preserve their lives—although only just.

If the PCs approach without Lucretia present, the Manvale sisters are mute and uncommunicative at first, traumatized by their ordeal and frightened of the party. If the PCs minister to their wounds and weakness, the women initially shy away, but slowly acquiesce as the party's intentions become clearer. They offer no guidance, chewing on fingernails or the ragged end of a sleeve, unresponsive to the PCs' queries. If Lucretia is present (or when she arrives), the women run to her and cling to her dress, muttering words of endearment ("momma" being the most common). Lucretia gently comforts the traumatized women, speaking to them as though they were her children.

Story Award: If the PCs successfully rescue the Manvale sisters and escort them safely back to their father at the Lion Sleeps Inn, award them the XP for a CR 14 encounter.

L1. ARODEN'S SHAME

This chamber, the entrance to the third level of the Tomb of the Iron Medusa, lies over a hundred feet below the surface of the necropolis above. It can be reached most easily via H1 once it's correctly attuned. Teleported PCs arrive in this great, domed chamber standing atop a mosaic of the cross-eyed medusa in the center of the floor.

The ceiling of this grand chamber peaks forty feet overhead, and is covered with frescoes depicting the prophecy of Aroden's return. In mockery of this, however, a massive fresco on the northeast wall depicts an infernal figure, black as soot, with the head of a goat and hairy bat wings. The devil holds a wicked-looking scythe in one hand and with the other feeds a brazier fire with pages from a book entitled *The Prophecies of Aroden*. A huge, defiled symbol of Aroden, its wings clipped bloodily, occupies the southeastern wall.

A 25-foot-tall iron statue of the Medusa Triumphant dominates the west end of the chamber. It depicts a naked medusa standing over a decapitated corpse, holding a sword in her right hand, blade parallel to the ground. The other arm is extended, grasping her grisly trophy by the curls, gore dripping from where the head was severed from its body.

The medusa carving on the floor is a teleportation circle that sends those who step on it back to area H1.

L2. POOLS AND STATUES (CR 14)

Four shimmering pools occupy this barrel-vaulted chamber, each about a foot deep and displaying a highly detailed mosaic of a cockatrice at its center, composed of fake precious stones.

False descending doors to the north and south resemble their ordinary counterparts but remain fast no matter what methods are employed. The secret door in the east wall may be located with a DC 35 Perception check.

Traps: Examining any of the cockatrice mosaics more closely or touching them triggers a *flesh to stone* trap targeting that PC. Disabling any of the mosaics neutralizes the threat of all four.

FLESH TO STONE TRAP

CR 14

Type spell; **Perception** DC 31; **Disable Device** 31

EFFECTS

Trigger visual (direct eye contact with mosaic) or touch; **Reset** automatic

Effect spell effect (*flesh to stone*, Fortitude DC 22 negates)

L3. BARTOLOMAE'S BURIAL CHAMBER (CR 15)

This chamber's twenty-foot-high ceiling is held aloft by pristine granite pillars. The walls are covered in murals depicting battle scenes, while a twelve-foot-tall aquarium occupies the west end of the room, framed in iron and with thick glass. Four elaborate chairs of carved mahogany sit before this water-filled tank. A great Qadiran rug of intricate geometric designs covers the floor.

This strange chamber serves as the burial crypt of the Adella who brought final ruin on the entire House. The only ingress into the tank is a 3-foot-diameter iron entry hatch atop its northeast corner. Turning the locking wheel to open the hatch, hinged on its west side, requires a DC 18 Strength check.

Front and center in the aquarium floats a bloated, unusually preserved corpse, its arms and legs shackled with chains attached to floor and ceiling, clad in an extraordinarily wrought breastplate emblazoned with the cross-eyed medusa, and bobbing in the green-hued water. The pommel of a sword protrudes from the body's belly. The floating cadaver's dead eyes are wide open, and its black hair wafts back and forth, as though cast about by a gentle breeze. A bronze plaque, green with age, mounted on the glass above, reads: "Then Let Them Drink"—Bartolomae Adella, 4496–4542." A gilded bathtub stands to the corpse's left, its legs great lion's paws. Thick seaweed grows at the back of the tank, obscuring whatever might lie at the rear of this grisly aquatic display.

Creatures: The blade protruding from the corpse's abdomen can be easily drawn from the ancient wound, but when this is done, the northern pillars instantly melt into foul-smelling filth, transforming into slithering, semi-humanoid forms made of sludge and ooze, but with hideous gaping mouths—omox demons. If one of the PCs is in the tank, the westernmost omox focuses its attacks on the PC in the tank, while the others engage PCs outside the water.

OMOX DEMONS (3) **CR 12**
XP 19,200 each
 hp 162 each (*Pathfinder RPG Bestiary 2* 79)

Treasure: A sealed, water-tight chest of iron sits at the back of the aquarium, hidden by seaweed. The chest is locked (hardness 10, hp 25, Break DC 23, Disable Device DC 28) and contains the following: eight pieces of jewelry (6,500 gp each); a small locked jewelry box (hardness 5, hp 20, Break DC 18, Disable Device DC 22) containing two dozen black pearls (500 gp each) and a 4th-level *pearl of power*, indistinguishable from the others until *detect magic* is employed; a *staff of souls**; four *candles of invocation* (LN); a *manual of gainful exercise* +3 and six other tomes on Taldan

history worth 400 gp apiece; and a *lord's banner (terror)** bearing the cross-eyed medusa. Items marked with an asterisk (*) are from the *Advanced Player's Guide*.

The sword in Bartolomae's corpse is *Infensus Mucro*, the ancestral blade the PCs have been tasked with retrieving. The sword is currently dormant. The pommel of the blade bears its name, and the blade itself is engraved along its length with a phrase in Azlanti: "This Is Our Answer." The armor on Bartolomae's corpse functions as a +1 *breastplate*, but otherwise acts as *armor of rage*.

L4. THE VAULT OF MEMORY (CR 10)

This massive domed chamber, peaking at seventy feet above, is painted with knotted geometric designs in muted reds and golds. Another Medusa Triumphant statue dominates the alcove at the room's western end. An inscription decorates the statue's base.

The inscription at the statue's base reads as follows:
 "Come out further on our Ledge
 Sheathe in me the Family's Edge
 Take the Soot inside my Core
 Scatter Ash past Stony Door
 Walk into the Scarlet Light
 Witness when the Dead had Sight
 Two Sad Tales are both revealed
 Truth and Fraud, No more concealed
 Newfound Wisdom tastes of Bile
 And never shall We reconcile"

Further investigation of the iron medusa statue reveals a narrow slot in its chest—the slot is wide enough to accept a longsword blade.

Creatures: If a PC inserts *Infensus Mucro* into the statue's chest, it slides in easily, a sharp click reverberating about the chamber as it locks in place. At this time, the stone block at the chamber's eastern end descends to reveal an alcove wherein stands a second medusa statue. An instant later, the first medusa statue animates and attacks.

The animated statue should present little challenge to the party, even if their resources are already depleted, but the players don't need to know this. You should play the scene as a potentially deadly encounter that goes pathetically in the PCs' favor, as though the statue should be more of a threat to them than it is. After the statue's defeat, the PCs find among the debris the now-awakened *Infensus Mucro*, as well as a fair amount of sooty ash that radiates strong transmutation magic.

MEDUSA TRIUMPHANT **CR 10**
XP 9,600
 Animated object (*Pathfinder RPG Bestiary 14*)
 N Huge construct

TOMB OF THE IRON MEDUSA

Init –2; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

DEFENSE

AC 12, touch 6, flat-footed 12 (–2 Dex, +6 natural, –2 size)

hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** –3

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +15 (2d6+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks eye ray, gaze

TACTICS

During Combat The Medusa Triumphant focuses its wrath upon the character who placed the sword in its chest, moving on to other targets at random only once this character is either slain or beyond the statue's ability to attack.

Morale The Medusa Triumphant fights until destroyed.

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27

SQ construction points (additional attack, eye ray, faster, metal, self destruct)

SPECIAL ABILITIES

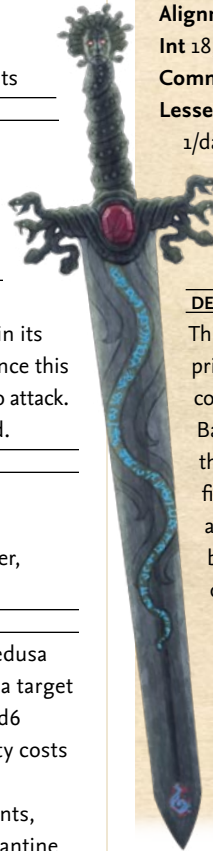
Eye Ray (Ex) Once per round, as a swift action, the Medusa Triumphant may shoot a ray of fire from its eyes at a target within 30 feet as a ranged touch attack that deals 4d6 points of fire damage on a successful hit. This ability costs 2 Construction Points.

Self Destruct (Ex) When reduced to 0 or fewer hit points, the Medusa Triumphant explodes in a rain of adamantine shrapnel, dealing 4d8 slashing damage to all within a 20-foot radius (DC 13 Reflex save for half). This ability costs 2 Construction Points.

Development: If a handful of the strange ash from the destroyed statue is scattered onto the floor of the alcove, the air in that area shimmers and glows with a crimson radiance. One round later, blasts of light radiate outward, striking every creature in the chamber.

Creatures struck by this light experience two incredibly realistic visions—while the events of these visions may seem like they take quite some time to play out, they, in fact, take less than a second of real time to resolve. You should present the two visions caused by this light as full-fledged encounters, not revealing to the PCs that no time actually passed until the end of the second vision.

As the PCs experience these visions, present the players with the appropriate maps, indicating where items are and actions occur. The PCs can see each other as ghostly forms, but the people in the visions themselves cannot—nor can the PCs do anything to interact with the vision. As the visions progress, the PCs periodically have the chance to make skill checks to interpret what they're seeing, as



INFENSUS MUCRO (MAJOR ARTIFACT)

Aura moderate transmutation; **CL** 20th

CONSTRUCTION

Alignment LE; **Ego** 33

Int 18, **Wis** 19, **Cha** 20

Communication empathy

Lesser Powers *bestow curse* 3/day (DC 19), *spell immunity* 1/day (CL 17th)

Special Purpose defend the servants and interests of Asmodeus; **Dedicated Power** wielder gains fire immunity and the ability to cast *repulsion* 1/day (CL 17th)

DESCRIPTION

This elegantly wrought +3 *speed* *longsword* remains pristine despite having been sheathed in a submerged corpse's chest cavity for over 200 years. Given to Bartolomae by an agent of Asmodeus in return for the warlord's (initially) secret allegiance to the arch fiend, this weapon carries within it the cruel soul of a long-dead high priest of Asmodeus. The weapon begins in a state of dormancy, at which point all of its intelligent weapon powers are unavailable, and it functions as nothing more than a +3 *speed* *longsword*. See the description of area L4 for details on how the sword can be awakened.

DESTRUCTION

To destroy the weapon, you must immerse it in a bath of Asmodeus's tears.

indicated in the visions themselves. These visions each provide context for many elements of the necropolis PCs may have already encountered, but full understanding is not necessary for PCs to complete the adventure.

L4A. VISION: SACRILEGE AND SUICIDE

This vision takes place in area L4a.

Braziers light a general's command tent. The general himself—a towering man with handsome features, clad in elaborate breastplate armor—stands on the edge of an elegant Qadiran rug. A gaggle of junior officers, priests, and aristocrats stand before the tent flap and an armor mannequin.

DC 20 Knowledge (history): Judging by the attire and furnishings of the chamber, this vision is of a time during Taldor's campaign against Qadira.

DC 30 Knowledge (nobility): The general is the head of the Daellum line, Bartolomae Adella. Characters who correctly identified his body in area L3 automatically make this check.

"Well, let's get it over with," the general intones haughtily, gesturing to an Arodenite priest carrying a fancy cage containing

two fine roosters. The general casts several types of honeyed grain on the ground to the waiting fowl, but to everyone's chagrin, and the general's fury, the sacred birds do nothing. After an impossible silence, one of the nobles mutters in an awkward tone, "They... do not eat."

To everyone's horror, the general grabs the sacred animals by their feathered necks, storms over to an elegant bathtub and holds them under the soapy water, hissing, "Then by Aroden's damned eyes, let them drink!"

The shocked gathering is paralyzed by the general's hideous blasphemy. He stands seething at the edge of his tub, the limp, dripping carcasses gripped tightly in either hand, glowering at the witnesses to his monstrous sacrilege. Finally, a junior tribune blurts out, "Brother, I will fetch your warhorse!"

DC 25 Knowledge (history or religion): Using fowl to seek good omens by observing what types of grain they eat was a Taldan tradition until General Bartolomae's outburst saw the practice fall from favor.

DC 30 Knowledge (nobility): The junior tribune is recognizable as Cadimus Adella—if the PCs have already encountered Cadimus's ghost or body at area C, they recognize him as the same person here, even if they don't remember his name.

The general rouses from his rage and drops the ruined birds on the rug, striding to the tent's entrance.

"Tribune!" he shouts to the nearest lieutenant, indicating the long map-covered table. "Gather my battle plans! We march on this Qadiran rabble at once!"

The military tribunes scatter to their duties. When the general attempts to plow past the collection of onlookers at the tent entrance, a red-haired prelate grabs him by his rich cape and speaks in a cold, furious tone:

"I know not what will happen this day, Bartolomae, but be assured of this: the tree of thy family shall wither and bear fruit no more. This is the last of your blasphemies in Taldor's name. From this day forward your name will be cursed along with that of your whole arrogant brood!"

The general shoves the indignant cleric to the ground, and shaking his blade hisses, "You may thank your damnable Aroden that I have other blood to spill today, lackey; otherwise I would take *Infensus Mucro* and run you through!"

At this point, if the PCs have not already made the connection, they should realize the sword the general wields and the sword they found in area L3 are the same. The vision itself blurs, as if several hours of time pass in the span of a few seconds, before resuming.

The general's tent is now empty. The mannequin lies on its side, the dead birds still heaped on the floor. The brutal cacophony of battle can be heard in the distance. Suddenly, the general bursts

through the tent flap, gore-caked sword in hand, face smeared with dirt, blood spattered over his flamboyant breastplate. The military tribune who broke the silence earlier follows him, also splashed with the filth of battle.

"All is lost, Cadimus," he pants to the younger man. "Those damned dervishes rolled up my left flank as though it were made of paper!" Cadimus's silence is his assent.

The general shakes his sword before his own face, cursing, "You! You have done this to me! All of it! You have murdered us all!"

He turns to Cadimus, nodding as though finishing a conversation. "'Sheathe me in my master's blood' was the line, no? To put the damned thing back to sleep?"

Cadimus nods back, still speechless. Staring into space, trancelike, the general whispers hoarsely to him.

"Do what you can to salvage this, my brother. Beldam would have our heads. Pressure Micheaux to aid us—he will be king before long and we must use what leverage we have. Perhaps you could prevail upon our dear sister to utilize her... relationship, with him? If not... ha! Maybe Asmodeus will assist. I go to face the gods' wrath. You are the head of our House now, brother. Bury me with sufficient irony."

A strange look of calm comes over the general's face as he gets to his knees at the corner of the rug. He plants the pommel of *Infensus Mucro* and lifts his armor at the waist, allowing the blade's point to taste his bare abdomen. With a suddenness that makes Cadimus gasp, Bartolomae springs forward, forcing the blade up into his chest—a torrent of blood splashes out onto the Qadiran rug, the florid stain spreading as he collapses to the ground. A moment later, a vertiginous blackness sweeps everything away.

L4B. VISION: BIRTH AND A BARGAIN (CR 17)

This vision takes place in area L4b after a momentary period of vertigo following the end of the previous vision.

A fire burns in the hearth of this well-appointed room. Three men stand about a bed—a handsome man with rolled-up sleeves holding a crying newborn, and two others. In the bed lies a frightfully pale, sweat-drenched woman, her dark hair cascading over damp pillows. Her bedclothes are soaked with blood, and her eyes stare into space; she is not breathing.

The PCs should recognize one of the men as Cadimus from the first vision. Characters who experienced the vision at area C recognize the third man as the same man who Cadimus called Parsimus in that vision.

DC 15 Knowledge (nobility): The man holding the newborn child is a relatively famous person—none other than Grand Prince Micheaux, one of Taldor's former rulers and the father of Stavian I. He appears much younger in this vision than he does in the majority of the art that depicts him in the modern day.

DC 30 Knowledge (nobility): The woman on the bed is recognizable as Lucretia Adella—if the PCs have already

encountered her as a vampire, they recognize her as the same person here, even if they don't recall her name.

"Just as well," the handsome man says, a single tear running down a cheek, "with all her ranting about seeing the boy grow up. She knew she could never have been a part of his life."

His attention turns to the child he holds. He nods approvingly, wipes the tear from his cheek, then lays three fingers on the squealing infant's forehead.

"Stavian," he croons. "You, too, shall be king in your turn."

"Our bargain, Micheaux," stammers Cadimus, almost absently.

The other man's eyes flash with grief, and then fill with anger as he whirls upon Cadimus. When he speaks, his voice is cold and grim.

"Our 'bargain' died with your sister, Cadimus. You are the last of your damned line, and even that is too much. But I shall grant you one last mercy nonetheless—leave Taldor by dawn, and I'll not send my army after you. The next time I see an Adella face in my empire, it had best be in a grave."

He turns with the baby in his arm, walking regally for the door, oblivious to Cadimus's trembling fury.

"We go to meet our destiny," he coos to the squealing infant.

DC 20 Sense Motive: Micheaux's assurance to Cadimus seems very insincere, and judging from Cadimus's expression, he noticed this insincerity as well.

In the same bedchamber, now oppressively hot, the same woman lies lifeless in the bed, though someone has mercifully closed her eyes. Micheaux and the infant are gone and Cadimus hands a baton to the apron-clad man.

"Hide this downstairs before we leave, Parsimus. I know you saw it in the bastard's eyes. He has no intention of honoring even his last promise—he'll have his thugs on us within the hour. We must seek the only safe place left to us—the Tomb of the Iron Medusa. There we can rest and regroup and make plans for the future. The baton contains the key to finding the tomb—if I die before you, ensure that someone you trust knows where you've hidden it. Someday, someone will need to know the truth."

He looks over at his sister's dead body. "And secure a coffin for my sister. I am not going to leave her here. She comes with us." He turns to face the other man, who still seems frozen in shock.

"Go, damn you!" Cadimus spits, and finally the other man turns and leaves the room.

DC 35 Knowledge (engineering): At this point, the PCs have had enough time to study the room's architecture to note how very similar it is to that of the Lion Sleeps Inn. If the PCs have visited one of that inn's private bedrooms, they gain a +15 bonus on this check.

"The Adellas are truly abandoned by Aroden," Cadimus says with dismal certitude to an empty room. "The gods laugh

at us... but perhaps my brother was right after all... perhaps there is one left who might listen..."

He pauses, a look of dread and determination washing over his countenance. He takes up his dead sister's hand in his own, holds it to his brow, and then utters a prayer of blasphemy.

"Asmodeus! Asmodeus, I call on thee! Blood and my everlasting soul if you would but allow me to protect my family and bring my dear sister back to me!"

A sudden light flickers in air, shimmering as if heated by fire. Then the shimmer grows more substantial, becoming a shapeless mass of tangible evil and immense power. A voice sweet as honey and sharper than any razor emanates from the malevolent presence.

"A bargain? You would seek to bargain with me, mortal?"

With this final development, the vision suddenly ends and the PCs return to area L4, whereupon each PC must make a DC 20 Fortitude save to avoid being staggered for 1d4 rounds. At the same moment, the conviction that, somehow, Asmodeus noticed the PCs observing these secret events fills each character's mind. With a flash of noxious smoke, four vile shapes manifest in the room. These are vengeful ashmede devils tasked with preventing the secret of Stavian I's illegitimate birth from escaping the necropolis. These devils vaguely resemble 12-foot-tall human women with large clawed wings, hideous fanged faces, and bodies clad in strips of metal and leather that seem almost to be growing from angry wounds in their flesh, and each wields a grisly metal scythe that seems almost to have grown from its arms.

ASHMEDE DEVILS (4)

CR 13

XP 25,600 each

Book of Fiends 146

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

Init +3; **Senses** darkvision 60 ft., detect alignment spells, *detect magic*, see in darkness; **Perception** +18

Aura fear aura (20 ft., DC 19)

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 126 each (12d10+60); fast healing 3

Fort +13, **Ref** +11, **Will** +9

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee +1 *unholy scythe* +20/+15/+10 (2d6+11/19-20/x4), 2 wings +13 (1d6+3)

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

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*charm person* (DC 14), *greater invisibility*, *greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *prying eyes*

1/day—*chain lightning* (DC 19), *discern location*, *forcecage*, *horrid wilting* (DC 21)

TACTICS

During Combat As the devils move to attack, they speak in unison: “Some secrets are not yet ready for the world. And thus, you must die!” They work together to defeat the PCs, focusing on one character at a time with two of their number flanking and the other two using their spell-like abilities against that target, using *forcecage* against other targets to help them focus on one foe at a time. These devils are themselves summoned, and thus cannot use their own summon power.

Morale The ashmede devils fight to the death.

STATISTICS

Str 24, **Dex** 16, **Con** 20, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +20; **CMD** 33

Feats Blind-Fight, Combat Expertise, Flyby Attack, Improved Critical (scythe), Iron Will, Weapon Focus (scythe)

Skills Acrobatics +18 (+22 jump), Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (planes) +17, Perception +18, Stealth +14, Survival +18

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear +1 *unholy scythe*

M1. CATACOMB ENTRANCE

The lowest level of the Tomb of the Iron Medusa cannot be directly accessed by the upper levels—its entrance is hidden in the false sepulcher at area F. That entrance leads to this chamber, nearly a hundred feet below the rest of the necropolis but still within the area whose time is offset from the rest of reality.

This level of the necropolis was the first designed by the entire location’s fiendish architect, and thus the first built by Adella laborers. These catacombs are composed primarily of narrow, low-ceilinged (8 feet) corridors riddled with burial niches. Some host one or two full skeletons in tattered rags; others are packed with bones stacked in an artful, if grisly, manner—one niche may hold nothing but thigh bones, another jawbones, another an array of vertebrae. Some of the walls feature decorative brickwork, others are adorned with frescoes, and still others have bones and skulls mortared into place as though they were the most convenient and mundane building materials. The air is stale, and all areas are lit as though by flickering torchlight, though no such illumination can be found.

M2. CRYPT OF MARCUS JUNIUS

The walls of this room are brick. The ceiling is twenty-five feet above, and from its center hangs a ghastly chandelier, made entirely of skulls and bones. A pair of tapestries flanks a corridor that exits to the east, so ancient that the fabric retains only hints of the original color and the scenes they depict are insubstantial.

Written on the stone above the archway seems to be some sort of phrase, although letters seem to be all strung together.

The phrase written above the exit from this room reads: “SOONENOUGHYETOOSHALLSLEEP.” The room’s lone sarcophagus is made of plain limestone and the fitted lid is without mortar and somewhat askew, as though replaced in haste. Carved in its surface is: “Marcus Junius Adella, 3711–3758, Hero of Taldor, Patriarch.” Along the lid’s edge are the words, “While my bones rest peacefully here, the guardians need not protect me.” Within is an empty burial shroud—the body is missing.

M3. BUILDERS’ CATACOMBS (CR 14)

Arranged in various raised niches in the ornately-bricked walls are several dozen mummified corpses, attired in clothing of bygone eras, standing in lifelike poses as though engaged in conversation. Four oval niches in the north wall are obvious places of honor, as each holds but a single mummy bearing valuable-looking treasures. The room itself is lit brilliantly by two spheres of bright light floating near the center of the thirty-foot-high ceiling above.

The honored dead here were the talented carpenters, stonemasons, sculptors, and spellcasters who worked under the Iron Medusa’s direction to build the necropolis and the tomb itself—their reward for this service was the guarantee of being put to rest here in one of the first rooms constructed in the tomb.

Creatures: Although the numerous mummified corpses in this room might look like an obvious threat, the true guardians of this room are not undead, but rather bound outsiders that wait patiently in the spheres of light above. Each of these spheres contains a single shining child—a humanoid entity with an emaciated body, four-taloned hands, and an almost rudimentary face consisting of two eyes and a single gaping mouth, all three of which seem to spew light from within. The shining children swiftly move to attack any who enter the room, shedding blinding light and using their searing ray attacks from a point near the ceiling above. They fight to the death.

SHINING CHILDREN (2)

CR 12

XP 19,200 each

hp 152 each (*Pathfinder RPG Bestiary 2 245*)

Treasure: The four mummies seated on the northern wall were the leaders of the builders, and they have been buried with several significant treasures, including a +2 *axiomatic short bow*, a *scroll of forcecage* and a *scroll of mage’s sword* (both CL 18), a *lyre of building*, and a *violin of blasting* (functions as *horn of blasting*; the wielder must be adept at stringed instruments and use requires both hands).

TOMB OF THE IRON MEDUSA

M4. TREASURE VAULT

The secret door to this vault was once hidden by a painted fresco, but much of the plaster has crumbled and only fragments of the original pigmented artwork cling to the underlying brick surface. As a result, the secret door is relatively easy to spot (DC 20 Perception check).

Treasure: Raided long ago by the Adellas themselves, desperate for cash after their family had fallen from grace, this vault is relatively empty save for numerous empty treasure chests, barren weapons racks, and unadorned armor stands. Three squat urns of fired clay painted with funeral scenes sit on the floor against the southern wall. The original ransackers overlooked these containers, thinking they were funerary urns that held nothing but ashes. However, each contains 3,500 gp. In addition, the jar on the left contains *incandescent blue, iridescent and orange ioun stones*; the middle jar contains five 1,000 gp fire opals; and the jar on the right contains an *amulet of mighty fists +2*.

M5. MISPLACED CORPSE

The secret door to this chamber can be found with a DC 25 Perception check. Lying on the floor of this otherwise empty chamber is the mummified corpse of Marcus Junius, moved from his proper burial place long ago by unknown miscreants.

Development: If the PCs return Marcus Junius to his rightful place in area M2, his grateful spirit appears before them and thanks them for the kindness. Although he died long before his family fell from grace, he has learned much of their tragic fall by listening to the spirits here in the tomb. You can use Marcus's spirit to answer any final questions the PCs may have about the family, to provide advice, or otherwise aid the PCs as you wish if they're having trouble with some part of this complex.

M6. SUASANDRA'S PRISON (CR 17)

This room appears to be a beautifully decorated bathhouse, complete with a large pool of crystal-clear water that dominates the center of the room. A pair of stone statues depicting reclining medusas decorate niches to the east and the west, while a large caption along the southern wall reads, in the common tongue, "Have you ever beheld a smiling face and not named it beautiful?"

Creature: The medusa Suasandra, the architect of this entire complex and one of the most powerful of the Adellas' infernal allies, languishes in this chamber. Despite its beauty, it is little more than a prison, for when the primary construction of the tomb was completed, the Adellas used a *binding* spell

to trap the tomb's architect within its walls in order to prevent word of the site's layout from spreading. Suasandra has long raged at and cursed her onetime allies for this treachery, but has remained faithful to Asmodeus over the years, knowing that, someday, she would be delivered from this prison. For as part of the *binding* spell, there is an escape clause—once the Adella family name has ended, all she needs to do is offer a single good creature to Asmodeus in sacrifice in order to escape. She knows that the Adella family name essentially ended with Cadimus's death, but she has yet to have the fortune of meeting a good-aligned creature to sacrifice. In all likelihood, the PCs represent her first chance to escape in many years. Even if none of the PCs are good-aligned, she sees them as a convenient target to vent her rage upon.

As the granddaughter of the arch-devil Geryon, Suasandra is far more than a mere medusa—she's a half-fiend. Unlike most half-fiends, though, she lacks wings—



SUASANDRA

instead, she inherited her grandfather's serpentine lower body and a swim speed, in addition to a slightly different set of spell-like abilities than most half-fiends gain. When the PCs arrive, Suasandra is relaxing in the waters of her pool, as she does much of the time. She reacts to the arrival of "visitors" with delight, attacking at once.

SUASANDRA **CR 17**

XP 102,400

Female half-fiend medusa cleric of Asmodeus 11 (*Pathfinder RPG Bestiary* 171, 201)

LE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 33 touch 22, flat-footed 25 (+7 armor, +4 deflection, +6 Dex, +2 dodge, +4 natural)

hp 256 (19 HD; 8d10+11d8+163)

Fort +16, **Ref** +15, **Will** +19

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +22 (1d6+1), claws +22 (1d4+1), snake bite +22 (1d4+1 plus poison)

Ranged +3 *axiomatic longbow* +25/+20/+15/+10 (1d8+3/19–20/x3)

Special Attacks channel negative energy 8/day (DC 20, 6d6), petrifying gaze (DC 21), smite good 1/day (as 19th level paladin, but vs. good targets)

Half-Fiend Spell-Like Abilities (CL 19th; concentration +24)
 3/day—*darkness*, *poison* (DC 19), *unholy aura* (DC 21)
 1/day—*desecrate*, *destruction* (DC 22), *displacement* (DC 19), *horrid wilting* (DC 23), *phantasmal killer* (DC 19), *scintillating pattern* (DC 23), *summon monster IX* (fiends only), *unhallow*

Domain Spell-Like Abilities (CL 14th; concentration +20)
 At will—*master's illusion* (11 rounds/day)
 9/day—*copycat*, *touch of evil*
 1/day—*scythe of evil*

Cleric Spells Prepared (CL 14th; concentration +20)
 6th—*blade barrier* (DC 22), *heal*, *mislead*^o
 5th—*dispel good*^o, *flame strike* (2, DC 21), *slay living* (DC 21)
 4th—*air walk*, *cure serious wounds* (2), *spell immunity*, *unholy blight*^o (DC 20)
 3rd—*bestow curse* (DC 19), *create food and water*, *cure serious wounds*, *nondetection*^o, *stone shape*, *water breathing*
 2nd—*cure moderate wounds* (5), *darkness*, *invisibility*^o
 1st—*bane*, *cure light wounds* (3), *divine favor*, *protection from good*^o, *sanctuary* (DC 17)
 o (at will)—*bleed* (DC 16), *guidance*, *read magic*, *resistance*
D Domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat If she has time to prepare, Suasandra casts *air walk*, *spell immunity* (*confusion* and *charm monster*), and *invisibility* on herself.

During Combat Suasandra casts *unholy aura* on herself on the first round of combat, then uses *summon monster IX* to summon 1d3 barbed devils to attack the PCs. After this, she uses *air walk* or her swim speed to stay out of melee while she uses her spells and arrows.

Morale Suasandra fights to the death.

STATISTICS

Str 12, **Dex** 22, **Con** 24, **Int** 12, **Wis** 22, **Cha** 21

Base Atk +16; **CMB** +17; **CMD** 38 (can't be tripped)

Feats Combat Casting, Deadly Aim, Dodge, Improved Critical (longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills Knowledge (engineering) +20, Knowledge (religion) +15, Perception +32, Profession (architect) +28, Spellcraft +17, Swim +20

Languages Common, Infernal

Gear +5 *leather armor*, +3 *axiomatic longbow* with 20 arrows, *ring of protection* +4

Treasure: A secret door to the northwest (DC 30 Perception check to discover) hides a small room that contains a large circular bed, five fine silk dresses (worth 200 gp each), and six *potions of cure critical wounds*. A small shrine to Asmodeus sits in the northeast corner, on top of the shrine lies a single piece of parchment upon which is inscribed Stavian I's record of birth—a simple but powerful document that Asmodeus saw was delivered to Suasandra not long after Cadimus's final ride.

CONCLUDING THE ADVENTURE

Because of the structure of the necropolis, there may not be an obvious climax to the adventure, though **L3** serves as the culmination of the PCs' initial mission. Hanoris Dellum wants *Infensus Mucro*, but while the information regarding Stavian's pedigree is tantalizing, without proof, it is of questionable propaganda value.

How Dellum and the Qadirans employ this scandalous information depends upon the direction in which you wish your campaign to develop, but the response of the Taldan crown is predictable: Stavian III calls the story a malicious falsehood and any offered "proof" clever forgeries, and brings the power of the throne down on the heads of any implicated in its dissemination. This could include the PCs, who may discover themselves declared *damnatio* like the Adellas before them, having raised the ire of a vast host of very powerful enemies.

Should the party renege on their contract and fail to turn *Infensus Mucro* over to Dellum, or if they withhold their knowledge of Stavian's bloodline, Dellum may serve as a recurring villain. His revenge might set the stage for the PCs' next adventure—he has influential contacts in Katheer from whom he may elicit aid before pursuing any vendetta.

APPENDIX I: NEW MONSTER

This floating, ghostly figure's visage constantly shifts between that of a comely, smiling human and a desiccated corpse. Around it swirl less substantial humanoid forms.

NEMHAIN CR 15

XP 51,200

NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)

hp 225 (18d8+144); **regeneration** 5 (electricity or good)

Fort +13, **Ref** +14, **Will** +20

Defensive Abilities channel resistance +4, incorporeal;

Immune cold, undead traits, **Resist** acid 10, fire 10

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)

Special Attack bound spirits

Spell-Like Abilities (CL 15th; concentration +22)

3/day—*harm* (DC 23), *slay living* (DC 22), *telekinesis*

1/day—*antilife shell* (DC 23), *wall of force*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 21, **Wis** 25, **Cha** 25

Base Atk +13; **CMB** +21; **CMD** 39

Feats Agile Maneuvers, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +26, Knowledge (religion) +26, Sense Motive +28, Spellcraft +26, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

ECOLOGY

Environment any

Organization solitary (+1d4 bound spirits)

Treasure standard

SPECIAL ABILITIES

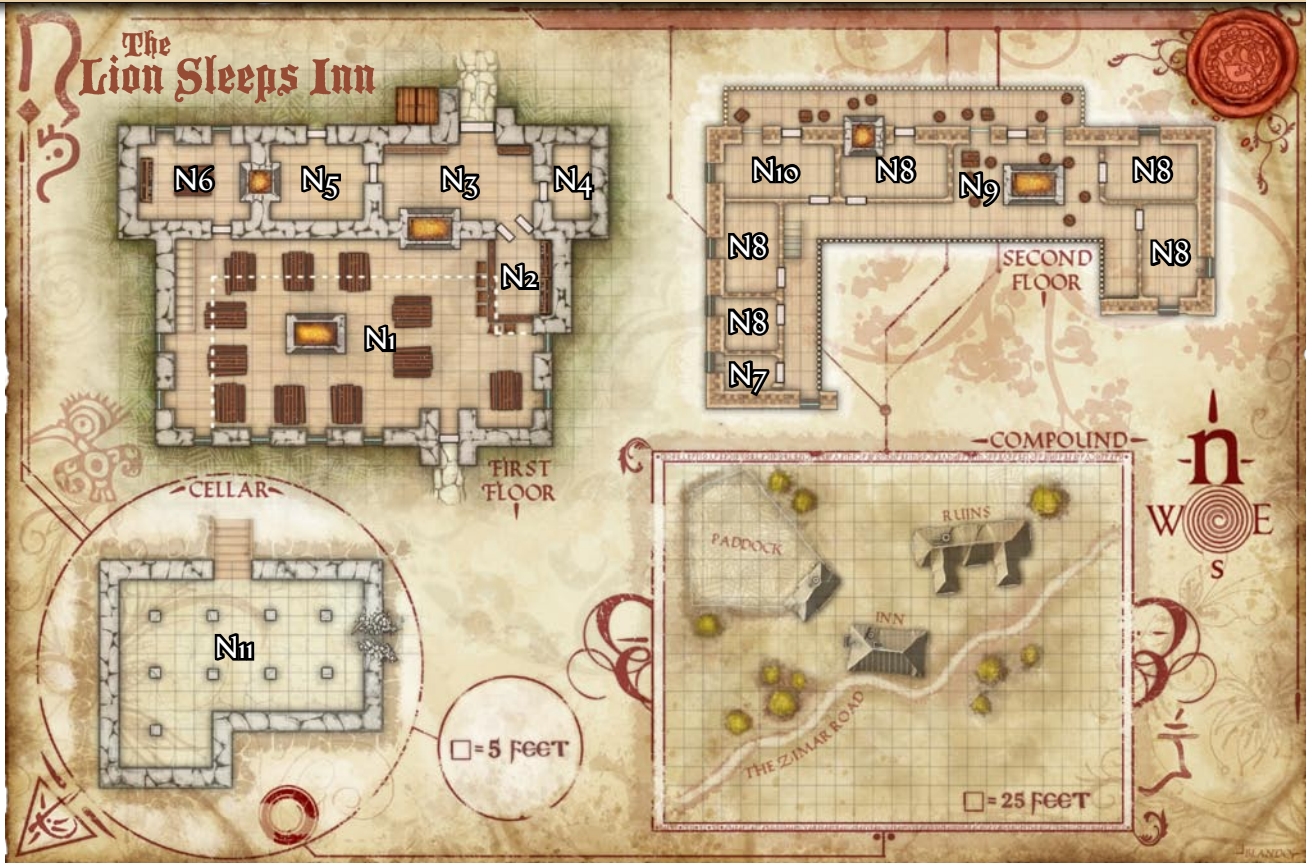
Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits bound to her—often, these are the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a +21 ranged touch attack. These spirits may be used to cause damage as if she had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect—if used to deliver one of these spell-like abilities as a swift action, that use counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits up to 1 mile away to act as scouts at a fly speed of 60 feet (perfect)—she can observe and listen through them, but as long as they do not share her space, she cannot use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save

the following: *protection from evil* prevents bound spirits from harming persons so protected; *dispel evil*, *raise dead*, or *resurrection* causes the spirits to vanish and be useless to the nemhain for 1 hour; *true resurrection* makes them useless for 24 hours.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a Large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full health 1d4 days after it is destroyed.

A nemhain is formed when a soul deliberately assumes undead status as a means of protecting a person, object, place, or ideal. Often, a devoted priest or ally volunteers for transformation into a nemhain in order to continue protecting her master even beyond her death. The blasphemous rituals used to create nemhains are believed to have been lost.





APPENDIX II: THE LION SLEEPS INN

This roadside inn lies 35 miles northeast of Zimar. The 300 year-old, two-story structure was once a far more elaborate affair, back when mining was a going concern in the rocky foothills of the region. The once-rich veins of copper, iron, and silver played themselves out nearly 30 years ago, causing the hill settlements to shrink so that today they are mere shadows of their former selves, and traffic has been reduced to an anemic trickle. In addition to its obvious role, the Lion Sleeps also served as a hiding place for priests of Sarenrae during the Great Purge, and finally as a clandestine rallying point for smugglers moving goods to and from Qadira. The latter was abruptly ended 4 years ago by an earthquake and subsequent fire, which destroyed the great lodge behind the main building and collapsed secret tunnels and storage chambers beneath the stony soil. Were it not for Hanoris Dellum, a prominent merchant of Zimar, the Lion Sleeps would have long ago closed its doors. Dellum has bankrolled the inn for the past several years, wishing to revive its role as a smuggler's hideaway.

The inn's current owner and proprietor is **Vadim Fraternali** (N male human expert 6), a surly widower of 42 and furtive devotee to Sarenrae, who is but the most recent in a long line of Fraternalis to inherit the business. The irascible Vadim and assorted relations keep the inn

running, including his mentally challenged son **Oleppo** (NG male human commoner 3) and adolescent nieces **Mag** and **Corrine** (NG female human commoners 1). The girls' mother, Vadim's sister-in-law **Bella** (NG female human commoner 4), who lives 40 miles away in Vellum, helps out during particularly busy seasons.

The most frequent customers of the inn are local herders who graze their flocks on the grassy hills to the north and west. These rough and largely amiable men pop into the common room in the evenings to exchange tall tales and consume a pint or two of ale supplied by the gruff Vadim. Two of these customers, shepherds **Besco Drummon** and **Fernus Alanders** (both N male human expert 3), are rowdy and affable, and delight in plying outsiders with outrageous and utterly false stories of the region, speaking loudly to any who will listen. Most of their wild yarns involve the seemingly endless variety of lycanthropes that allegedly prowl the countryside. Eventually, after regaling listeners with stories of werewolves and the like, their absurd reports of "werebadgers" and "weresquirrels" demonstrate to even the most credulous that the herdsmen are having fun at the outsiders' expense.

N1. THE COMMON ROOM

This large, open room has a 25-foot-high ceiling, with a wooden balcony above the west, north, and east walls. A

large central fireplace is at the center of the room, and a second hearth is shared with the kitchen. However, unless it is especially cold or business is unusually good, only the shared hearth is lit. Heavy oaken tables with sturdy benches are arranged about the room, and the walls boast the trophies of successful hunters of years gone by: taxidermied heads of various animals—elk, deer, lions, wolverines, etc. Over the kitchen hearth hangs the stuffed head of a manticore. Wooden stairs lead up to the balcony.

Just to the west of the entry door, firmly affixed to the wall, is a fancy bronze plaque of a sort not uncommon in various Taldan establishments—a marker that commemorates the visit of some historical notable. This one reads: “*Micheaux the Magnificent, Future Grand Prince of Taldor, Father of Stavian, Slept on these Premises on 5 Lamashan in the Year 4497. May Divine Providence Reward Him as He Deserves.*” The date embossed on the plaque at the bottom is only 2 weeks after the commemoration date—19 Lamashan 4497. Astute players will find that in light of the claims of this plaque, various Knowledge (history, local, or nobility) checks may produce some puzzlement.

DC 10: Stavian I was the Taldan monarch who infamously outlawed the Dawnflower Cult in 4528 AR. The current monarch of Taldor, Stavian III, traces his lineage all the way back to Micheaux the Magnificent, a point of especial pride for the Grand Prince.

DC 15: Micheaux succeeded the childless Beldam II to the throne of Taldor upon Beldam’s death in 4499, only a year after Micheaux was formally adopted and made heir to the throne.

DC 20: Micheaux was given the moniker of “the Magnificent” by his son Stavian I, soon after his own elevation to the throne in 4526.

DC 25: 5 Lamashan 4497 is also the birth date of Micheaux’s son and heir Stavian I, born that night in Oppara to Micheaux’s wife and Stavian’s “sainted mother,” Euphemi Finara.

N2. THE BAR

Made of sturdy oak, the bar is surrounded by tall stools and has leaves that fold up at either end so that the barkeep may enter the common room. Below the bar are two washbasins and an array of goblets, mugs and tankards, as well as some tableware and a large cudgel, which Vadim judiciously applies to the heads of patrons who have forgotten themselves.

N3. THE KITCHEN

The impressive full kitchen here once serviced both the inn and lodge to the rear of the main building, but now is used for preparing relatively modest meals for those patrons who do show up.

N4. PANTRY/LARDER

Dry goods are stored here, and a trap door in the floor conceals a small area kept cold by a permanent *wall of ice*, used to store perishable items.

N5. VADIM’S ROOM

Vadim’s private bedchamber still bears the feminine touch of his wife, Marla, who passed away from fever 6 years ago—most credit her death with transforming Vadim into his present taciturn self. A large four-poster bed dominates the room, and beneath it is a locked chest containing 594 gp worth of coins, as well as a few items common to worshipers of Sarenrae, including a small silver holy symbol worth 35 gp. A wardrobe and dresser contain Vadim’s few clothes, as well as those of his departed wife. A door on the north wall offers egress to the back yard.

N6. PRIVATE MEETING ROOM

This room can be rented for an evening for 4 gp, and boasts a warm fireplace, table and benches and windows with a less than impressive view of the barn and ruined lodge. The stuffed head of an elk hangs on the west wall.

N7. LINEN CLOSET

Mag and Corrine sometimes sleep in this small room where all the bed linens are stored, but only when their uncle isn’t watching.

N8. PRIVATE ROOMS

These rooms rent for anywhere from 3 sp to 3 gp per night and contain two single-person beds each, save the easternmost, which houses a large four-poster, and the southernmost, which has a more modest two-person bed. The northern two rooms have private access to the inn’s scenic balcony.

N9. BALCONY FIRESIDE

Use of this common area is restricted to overnight guests who wish to avoid the locals in the common room below, and provides access to the outdoor balcony.

N10. BUNK ROOM

This room is cramped and outfitted with four bunk beds; an individual patron can room here for 1 sp per night.

N11. THE CELLAR

The floor of this large chamber is a combination of ill-fitting bricks and hard-packed dirt. Stout oaken beams and posts serve as supports for the ceiling. Stored here are bits of furniture, extra kegs of brew, and various other items needed to run a roadside inn. The stairs lead up to the back yard, and the northeast wall holds a large wine rack, though only a third of its slots are occupied.

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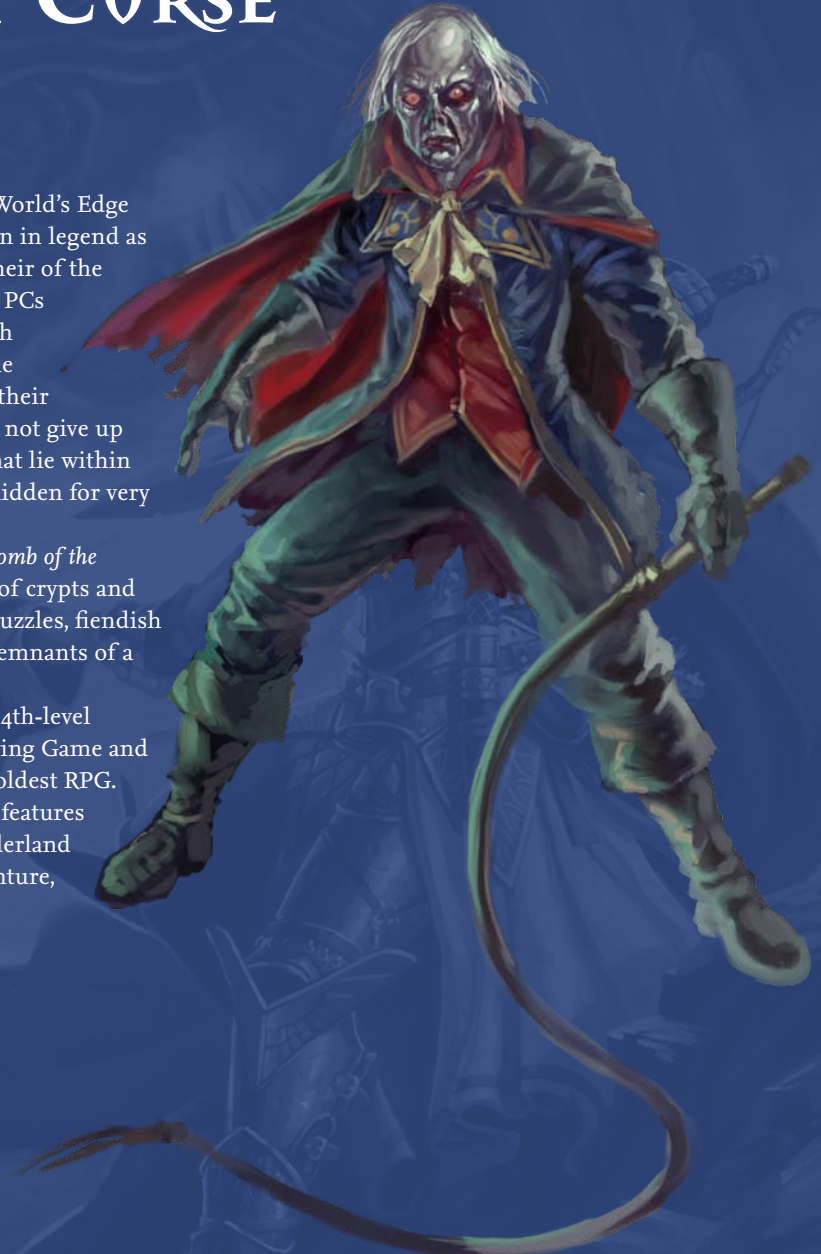
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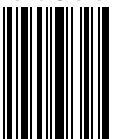


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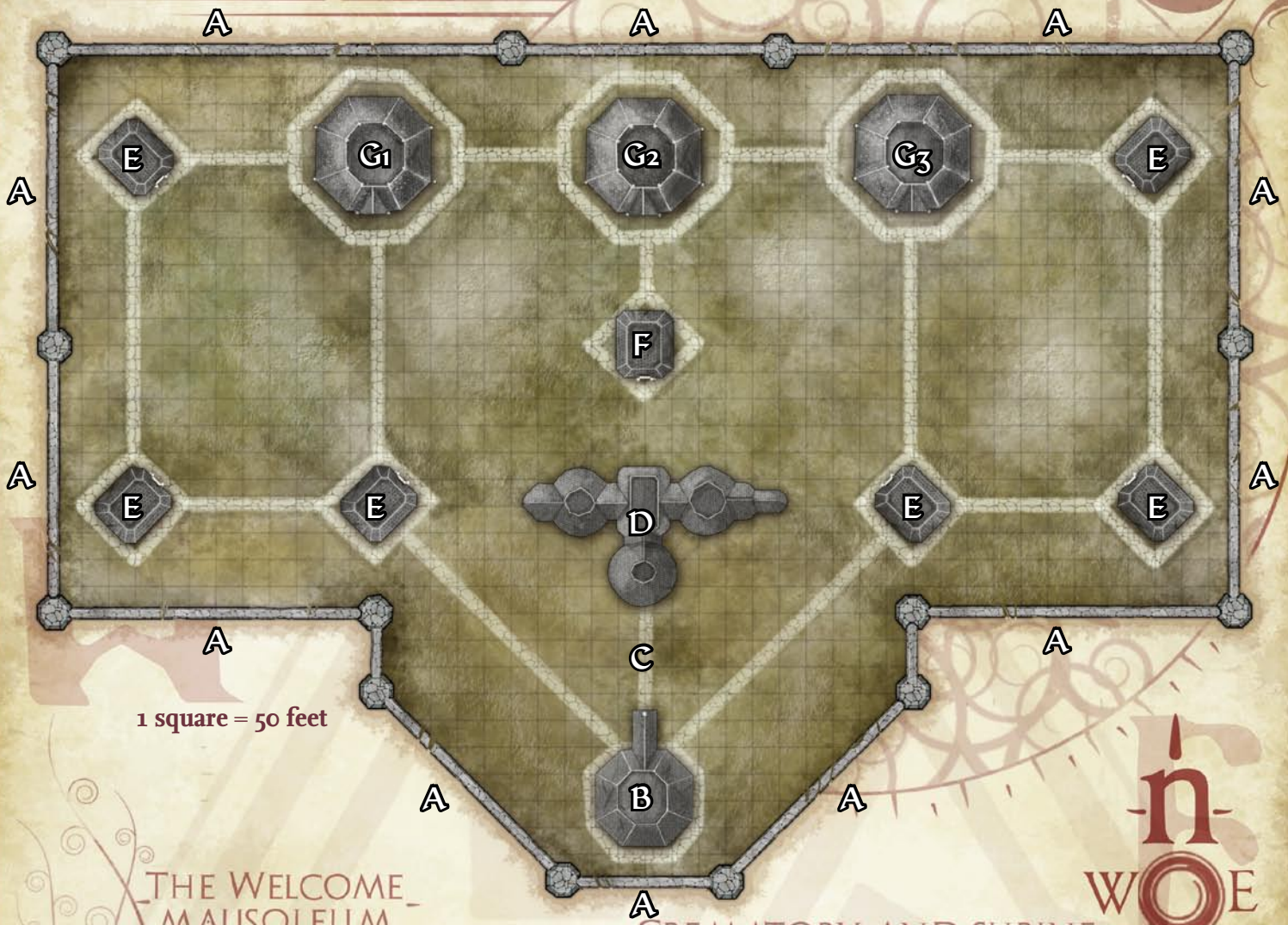


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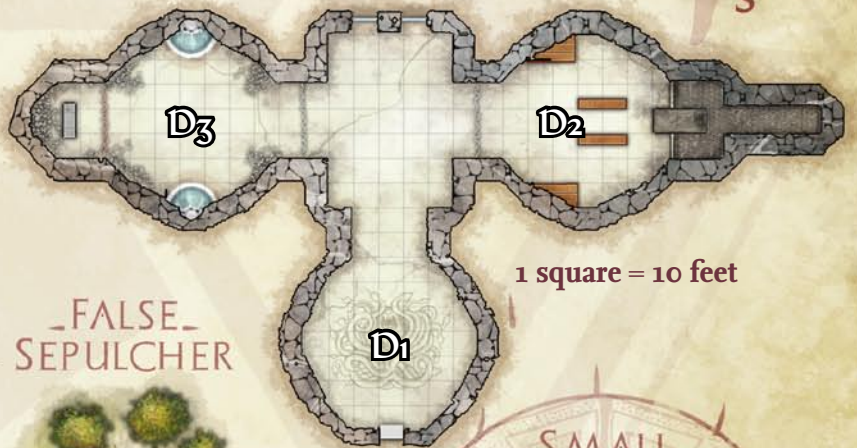
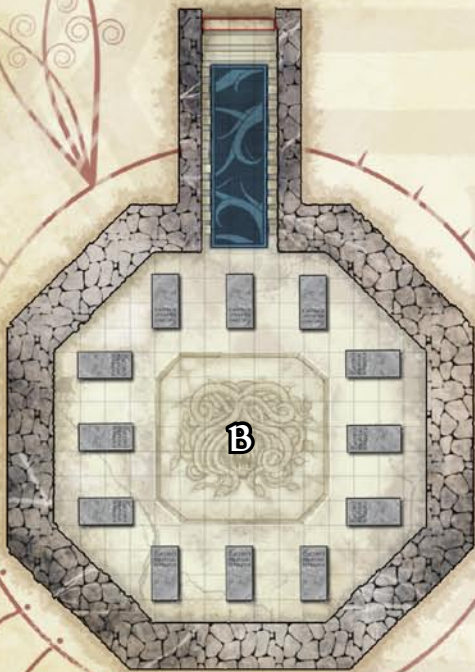
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