

PATHFINDER SOCIETY



RUINS OF BONEKEEP

Level One: The Silent Grave

By Jason Bulmahn



RUINS OF BONEKEEP LEVEL ONE: THE SILENT GRAVE

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Ruins of Bonekeep, Level One: The Silent Grave is a Pathfinder Society Special designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7) This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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RUINS OF BONEKEEP

LEVEL ONE: THE SILENT GRAVE

BY JASON BULMAHN



The ruins of Bonekeep have stood outside Absalom for hundreds of years. The crumbling ruin is just one of many testaments to the foolhardy conquerors who tried—and failed—to lay claim to the City at the Center of the World. Records state that it was home to a necromancer who tried to animate the city's dead, but the armies of Absalom razed the keep to its foundation before he could complete his mighty spell. In the years since, few adventurers have bothered to explore the ruins, finding only a trinket or two for their troubles. What no one ever discovered was the series of dungeons beneath the ruin, which have lain undisturbed until now.

ADVENTURE BACKGROUND

Just over 200 years ago, a necromancer named Volzaras set his eyes upon the city of Absalom with dreams of turning it into the seat of his empire of the dead. An exile from Geb, the necromancer stole a number of dread secrets from that dead land when he left. Using his stolen power, he raised a fortress of bone-white stone out of the ground not far from the city. Over the following weeks he laid siege to Absalom with wave after wave of undead minions, all the while preparing his master plan deep beneath his keep. Had he succeeded, a portal to the Negative Energy Plane would have opened, and Volzaras would have been able to channel that negative energy to cause all of the dead within miles of his keep to rise under his command.

Fortunately, Absalom took action before the plan could come to fruition. The armies razed the keep and in the ruins, they fought and destroyed Volzaras. Despite tearing down the keep, the crusaders never discovered the dungeons underneath, or the plans that were so close to completion. In the years since, many monsters have moved into the dungeon, but none has ever become a serious threat to the countryside, until now.

ADVENTURE SYNOPSIS

Through recent exploits, the Pathfinder Society came to learn about the dungeons beneath Bonekeep, dungeons that have never been explored. Although the plans to use the dungeon as a base by another villain were thwarted before they could even begin, the mystery surrounding

RUINS OF BONEKEEP

Ruins of Bonekeep is a series of special events for the Pathfinder Society Organized Play campaign designed by Jason Bulmahn, Lead Designer of the Pathfinder Roleplaying Game. "Level 1: The Silent Grave" is the first event of the series, with more scheduled to be released in the coming year. This event is designed for six characters from 3rd to 7th level.

Unlike other Pathfinder Society events, this game has a higher level of danger and reward than most, designed to test characters to their limits. In addition, this event has a large number of possible encounters, and the players are unlikely to complete them all in 5 hours. This is intentional. The event should not be extended beyond the 5-hour limit. If time expires, the game ends and the PCs escape, even those that are at negative hit points or near death. Before proceeding with the adventure, **YOU MUST** read aloud the boxed text before the Getting Started section on page 4 so that all players can hear and understand you.

Assuming all the players remain after the warning, proceed with the adventure. If any player decides to leave, speak with your event coordinator about locating a replacement and, if possible, finding the player another Pathfinder Society event to join.

Faction Missions: This event does not have any faction missions. The Pathfinder Society does not know what to expect from within the dungeon and the heads of the factions do not have any special missions for the PCs. PCs who survive the event earn 2 Prestige Points (those using the slow advancement track earn 1 Prestige Point instead).

the dungeon remains. Always eager for more knowledge, the Decemvirate has decided to send some of its smartest and most capable Pathfinders into the ruins to plumb its depths and uncover what secrets it might hold. Unbeknownst to the Pathfinders, another group moved into the dungeons a few months ago. Digging up from the Darklands below, this tribe of ratfolk was drawn by the foul power that still resides in the lowest levels of the dungeon.

APPENDIX GUIDE

This adventure includes several appendices of useful tools to aid you in running the event. **Appendix One** (page 19) features a pair of new monsters designed specifically for this event. **Appendix Two** (page 21) features two worksheets and a reference guide that we recommend using to track ongoing effects and treasure for the party without slowing the game down. These resources are as follows:

Disease Worksheet: There are a number of creatures that can cause disease in this adventure, and tracking this information is important. This worksheet lists all the diseases and their effects, and gives you a simple way to keep track of which PC has contracted which, as this will be important when completing each player's Chronicle sheet at the end of the session.

Item Rules Reference: There are a few creatures and encounters in this dungeon that can damage a character's equipment. This reference sheet contains the common hardness and hit points for most objects that might be damaged during play.

Treasure Worksheet: This worksheet is designed to help you keep track of the treasure recovered by the PCs during the game, organized by encounter, so that you can quickly calculate their total wealth earned and item access when filling out their Chronicle sheets at the end of the session.

While the dungeons directly below the keep were completely ruined by the destruction of the fortress above, the levels below are relatively intact. The first intact level was home to the laboratories of Volzaras' apprentice, who died at his master's side during the attack on Bonekeep. In the years since, many of the wards and protections on this level have faltered, but since there is little of true power on this level, the ratfolk have mostly ignored it. One of the group has moved here though, using the laboratories for her personal alchemical experiments. Over the past months, Korsan has taken over most of the first level of the dungeon, unlocking the long lost secrets and using them for her own foul goals.

During the adventure, the PCs are tasked by the Decemvirate to explore the ruins of Bonekeep and uncover whatever they can about the forgotten dungeon. Upon arriving, the PCs run into a variety of ancient threats that are still all too deadly. Upon reaching the end of the first level, they find that not all within the dungeon is as it seems, and Korsan means to ensure that they never return to Absalom to report on the terrible things happening beneath Bonekeep.

Welcome to the Ruins of Bonekeep. This is the first of a series of special events designed to test your character to its limits

and beyond. The threat of character death is very real in this event, but the potential rewards are greater as a result. You will be able to, as a table, decide to leave the event at any time should it become too deadly for you, except when engaged in combat. If this is not the type of event for you, now is the time to back out.

GETTING STARTED

The adventure begins with the PCs standing just outside the ruins of Bonekeep. They were asked to investigate the ruins to determine if they pose any threat to the city and to uncover any secrets that might still reside beneath the old, crumbling ruins. When you are ready to begin, read or paraphrase the following to the players.

The crumbling columns made from jagged pieces of bone-white stone rise out of the hillside like broken teeth. Most believe that this ruined edifice is all that remains of the ruins of Bonekeep, a siege castle just twelve miles from the walls of Absalom, but the intrepid agents of the Pathfinder Society know better.

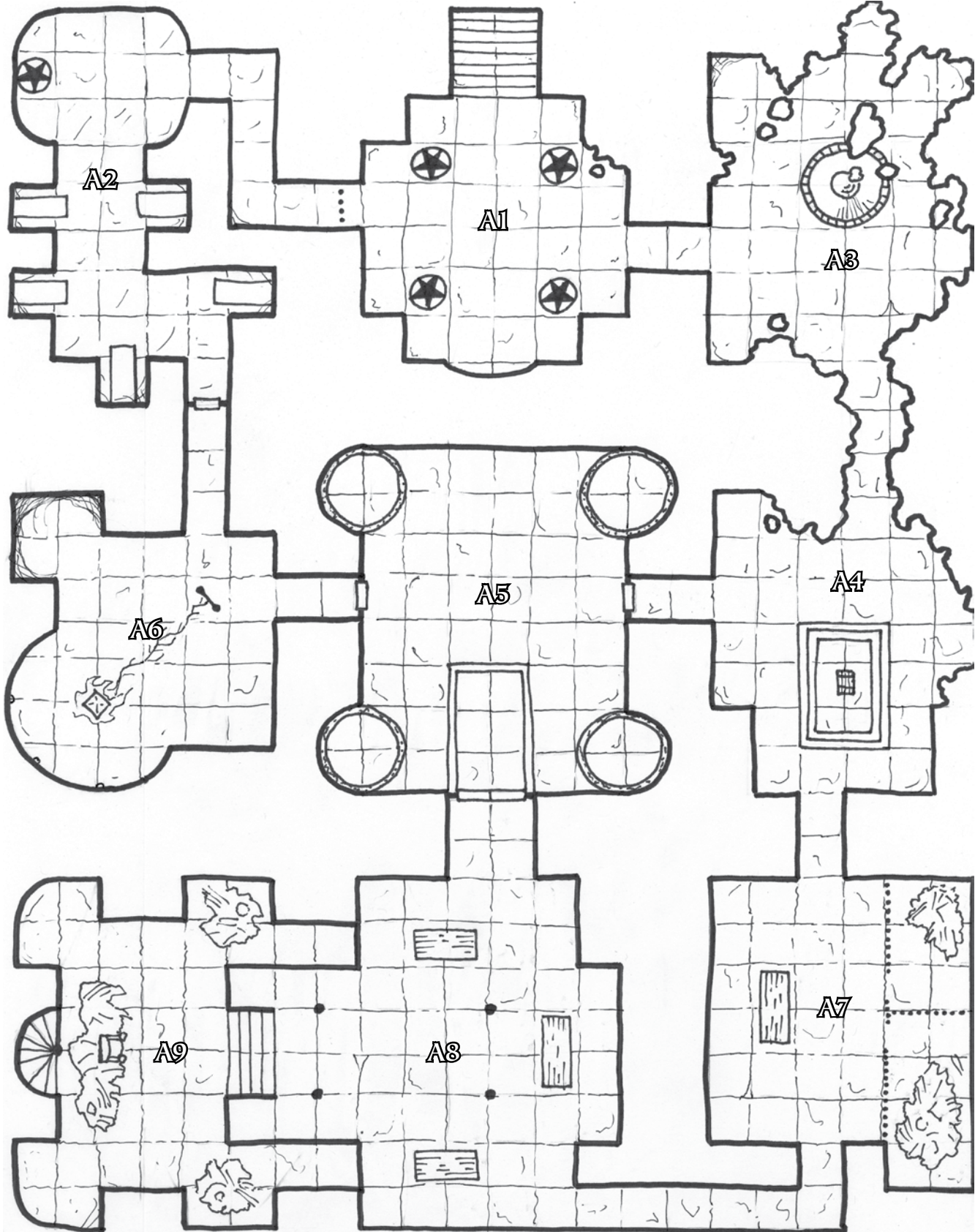
Two days ago, Venture-Captain Ambrus Valsin sent word from the Grand Lodge of a private meeting of he and his best agents. The missive explained little, other than strongly suggesting all recipients come urgently and to speak to no one of their errand. As Valsin entered his office, cramped as it was with eager Pathfinders, he unfurled a map of the area around Absalom and laid it out on his desk, marking the location of all of the ruined siege castles around the metropolis. Built by would-be conquerors and petty tyrants, these ruined castles are a testament to the strength of Absalom, a reminder to the next invader of the fate of those that lay siege to the City at the Center of the World.

"This is the ruin of Bonekeep", Valsin began, pointing at a newly marked spot on the map. "All too recently we learned of Tancred Desimire's plan to use these ruins as a base for his nefarious plans. Fortunately, those plans have been ruined, but the greater question remains. Why would he select Bonekeep? The place is a total ruin, with little left standing aside from a few crumbling walls, or at least, that is what we thought. One week ago, I sent a pair of scouts, Wenton and Theodana, to investigate the ruins. Only poor Theodana returned. She says that they found a hidden staircase in the bottom of the ruins, the door to which looked like it had been opened only recently. Venturing into the darkness, they found some sort of vault deep beneath the ground, left untouched since the keep's destruction over two centuries ago. That is unfortunately where things went terribly wrong. In just the first chamber, they sprung some sort of trap that took Wenton's off head. Theodana fled before anything else could happen, returning to me to tell her tale."

Pausing to look over the assembled Pathfinders, the venture-captain continues. "This is where you come in. The

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Bonekeep
1 square = 5 feet



Decemvirate is very concerned about this matter. Siege castles are dangerous places and this one is no different. Built by a necromancer named Volzaras, there could be some terrible things lurking down there, things waiting to get loose. We want you to go to the ruins of Bonekeep, have a look around to determine what sort of threat it poses, and to report back. Anything you find is yours to keep, as long as we get a look at it first. Good luck!"

That was two days ago. It took nearly an hour of scrambling through the ruins to find the staircase leading down into the silent grave. The dungeon waits.

Give the players a chance to introduce themselves to one another at this point. Despite the adventure starting at the entrance to the dungeon, the PCs have had two days to prepare for this adventure. During this time, they can make purchases and make any other preparations as they see fit.

There is little that can be learned about the ruins of Bonekeep before the adventure. A successful DC 20 Knowledge (local) skill check uncovers that the keep was razed to its foundation over 200 years ago and that a necromancer who intended to convert the people of Abaslom into his undead thralls built it. A successful DC 15 Diplomacy skill check made to gather information about the keep reveals that it has been explored a number of times in the past 200 years, but no one has reported anything dangerous or come back with any significant treasure. Beating this check by 5 or more also uncovers that there are no rumors about any dungeons underneath the keep. In fact, most who have explored the place confirm that, aside from a ruined cellar, there does not appear to be anything under the keep.

The PCs can speak with Theodana, but she has little else to offer. Wenton died just inside the first chamber, but there were corridors leading off into darkness. If asked about the manner of Wenton's death, Theodana explains that there was a trap that caused one of the statues in this room to suddenly swing its sword, which took off poor Wenton's head in one clean swipe. Theodana does not remember much else as she fled right after the trap went off, fearing there would be others. After telling this somber tale, Theodana returns to her ale, apparently in the hopes of drinking away the terror of what she witnessed.

This is also the time that you should inform the PCs of the strict time limit on this event and that any time spent now counts against their total amount of time for this adventure. When the PCs are ready to enter the dungeon, proceed to area A1.

Treasure: In addition to any gear they may wish to buy for themselves, Venture-Captain Valsin provides each PC with a healing potion to help them face the unknown

dangers beneath Bonekeep. In Subtier 3–4, each PC receives a *potion of cure moderate wounds*; in Subtier 6–7, each PC receives a *potion of cure serious wounds*.

A1. Ancient Guardians (CR 5 or CR 8)

The crumbling stairs lead to a large square chamber, in the center of which stand four stone columns, carved to look like beautiful maidens. Their beauty is marred, however, by the fact that their faces are carved to resemble grinning skulls. Between them, resting in the middle of a rust-colored stain, is a rotting head, the body of which is nowhere to be seen.

This is the chamber that Wenton and Theodana found just over a week ago, and where Wenton met his untimely end. The head in the center of the room is that of poor Wenton, but his body was taken to be an incubator by Korsan, and can be found in area A7.

Two passages lead out of the room, one on each of the eastern and western walls (leading to areas A2 and A3, respectively). The east is blocked by an iron portcullis (hardness 10, hp 60, Break DC 25) that can be opened by activating the switch beneath the southwest column (see Development below).

Creatures: Although Theodana thought it was a trap that killed Wenton, she was in fact mistaken. There are a number of special constructs in this room, known as caryatid columns that remain perfectly still until a PC approaches to within 5 feet or they are attacked. The PCs will undoubtedly be expecting trouble here, so there is no surprise round, but if the caryatid columns attack first, remember their +6 bonus on their initiative checks when disguised as statues.

Since the PCs do not know the command to get the statues to remain in place, the statues attack until destroyed. The columns were originally placed here by Volzaras. While Korsan has discovered how to deactivate them, she has yet to learn the secrets of controlling them.

Subtier 3–4 (CR 5)

CARYATID COLUMNS (2)	CR 3
<i>Pathfinder RPG Bestiary</i> 3 46	
N Medium construct	
Init –1; Senses darkvision 60 ft., low-light vision; Perception +0	
DEFENSE	
AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)	
hp 36 each (3d10+20)	
Fort +1; Ref +0, Will +1	
Defensive Abilities shatter weapons; DR 5/—; Immune construct traits, magic	
OFFENSE	

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Speed 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —; **Int** —; **Wis** 11; **Cha** 1

Base Atk +3, **CMB** +7; **CMD** 16 (can't be disarmed)

SQ statue

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw. *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column. A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken condition.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Subtier 6–7 (CR 8)

ADVANCED CARYATID COLUMNS (4) **CR 4**

Pathfinder RPG Bestiary 3 46, 290

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 36 each (3d10+20)

Fort +1; **Ref** +2, **Will** +3

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +10 (1d8+6/19–20)

STATISTICS

Str 22, **Dex** 13, **Con** —; **Int** —; **Wis** 15; **Cha** 5

Base Atk +3, **CMB** +9; **CMD** 20 (can't be disarmed)

SQ statue

SPECIAL ABILITIES

See Subtier 3–4.

Development: After the caryatid columns are defeated, the PCs can freely explore the chamber. The bloodstain

in the center of the chamber is quite dry. There is a smear around it that makes it clear that the body was dragged away, but this appears to have occurred after the blood had dried, so it did not leave a trail. A successful DC 20 Survival skill check uncovers that there have been a number of creatures in this chamber—small ones wearing boots. All the footprints lead to and from the west, but they are very faint.

In addition, a successful DC 20 Perception check made beneath where the column in the southwest corner was standing reveals an odd seal around the edge of a stone. Using a dagger or other sharp blade, the stone can be removed, revealing a small hollow containing an old black velvet bag in which is one of three *nexus stones* (see area A6) that can be found on this level of the dungeon and a handful of old platinum coins. The stone is not valuable, but it does radiate moderate abjuration magic if checked. Finally, there is also a switch beneath the bag. Triggering this switch causes the ancient portcullis blocking the way to the east to open, granting ingress to area A2.

Treasure: In Subtier 3–4, the black velvet bag is a *bag of holding, type I*; in Subtier 6–7 it is a *bag of holding, type II*. In both subtiers the bag contains 30 pp.

Rewards: If the PCs discover the bag beneath the column, award each subtier thus:

Subtier 3–4: Give each PC 258 gp.

Subtier 6–7: Give each PC 466 gp.

A2. Icy Crypt (CR 6 or CR 9)

The air in this chamber is deathly cold, turning breath into visible plumes of steam. In one corner of the chamber stands a tall statue made of black ice, fashioned to look like a skeleton wearing heavy robes, wielding a scythe. The rest of the chamber contains a number of niches, each one of which contains a bier made of the same black ice. Ancient, ice covered bodies rest on some of these short platforms.

This chamber was used by Volzaras to store bodies he planned to animate into special undead lieutenants. At the time of his destruction, three such bodies remained here, kept ready by the unnatural cold generated by the icy statue of death in the southeast corner. In the years since, the foul necromantic energies of this place have animated the corpses as a special kind of skeletal champion, covered in ice and radiating a deadly cold. Korsan has been unable to enter this chamber, due to the frozen northern door from area A6 and the portcullis blocking the western entrance from area A1. Opening the northern door requires a successful DC 25 Strength check to shatter the ice. Alternatively, if 20 points of fire damage is dealt to the door in one turn, it can be opened



freely. Dealing less than this amount does not make it any easier to open, and the ice reforms with a supernatural quickness the following round.

Hazards: This chamber is quite dangerous. In addition to the undead that inhabit it, the floor is covered in a sheet of thick ice. The entire area is difficult terrain and the DC of any Acrobatics check made here is increased by 5. Running or charging in this room requires a DC 10 Acrobatics check to avoid falling prone at the start of such movement. The undead are not affected by these conditions.

In addition, anyone approaching to within 10 feet of the black ice statues takes 1d6 points of cold damage per round (2d6 in Subtier 6–7). The statue itself has a hardness of 0 and 72 hit points. Anyone striking the statue with a melee attack takes 4d6 points of cold damage as waves of cold emanate from it each time it is struck.

Creatures: Three of the biers contain skeletal bodies coated in ice. One round after the PCs enter the chamber, these icy tombs crack and the skeletons rise to attack. They hate all living things and attack until slain. At the start of their turn, if a skeleton is within 10 feet of the black ice statue, it heals 1d6 points of damage (2d6 in Subtier 6–7).

Subtier 3–4 (CR 6)

ICY SKELETAL CHAMPIONS (3) CR 3

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)
NE Medium undead

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

Aura cold (1d6, DC 12)

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 20 (3 HD; 2d8+1d10+6)

Fort +3; **Ref** +1, **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

Weakness vulnerability to fire

OFFENSE

Speed 20 ft.

Melee mwk longsword +7 (1d8+3/19–20 plus 1d6 cold)

STATISTICS

Str 17, **Dex** 13, **Con** —; **Int** 9; **Wis** 10; **Cha** 12

Base Atk +2, **CMB** +5; **CMD** 16

Feats Improved Initiative^B, Power Attack, Toughness, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

SQ frozen death (1d6 cold, DC 12)

Gear breastplate, heavy steel shield, mwk longsword

SPECIAL ABILITIES

Cold Aura (Ex) Creatures adjacent to an icy skeleton take 1d6 points of cold damage at the start of their turn. A

successful Fortitude save halves this damage. Anyone striking an icy skeleton with an unarmed strike or natural attack takes 1d6 points of cold damage, no save. Save DCs are Charisma-based.

Frozen Death (Su) An icy skeleton shatters in a burst of frozen bone when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of cold damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A successful Reflex save halves this damage. Save DCs are Charisma-based.

Subtier 6–7 (CR 9)

ICY SKELETAL LORDS (3) CR 6

Human skeletal champion warrior 6 (*Pathfinder RPG Bestiary* 252)
NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +7

Aura cold (1d6, DC 15)

DEFENSE

AC 23, touch 11, flat-footed 22 (+7 armor, +1 Dex, +2 natural, +3 shield)

hp 64 (8 HD; 2d8+6d10+22)

Fort +6, **Ref** +3, **Will** +5; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee +1 longsword +13/+8 (1d8+5/19–20 plus 1d6 cold)

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 22

Feats Improved Initiative^B, Power Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (longsword)

Skills Intimidate +8, Perception +7, Stealth +0

SQ frozen death (4d6 cold, DC 15)

Gear banded mail, heavy steel shield, +1 longsword, crown of swords^{UE} (only on one of the skeletons)

SPECIAL ABILITIES

See Subtier 3–4.

Treasure: In Subtier 3–4, the skeletons are adorned in simple platinum jewelry worth 600 gp in total. In Subtier 6–7, instead of jewelry, one of the skeletons wears a crown of swords (*Ultimate Equipment* 242). In addition, inside the center of the black ice statue is another of *nexus stone* (see area A6). Since the stone itself is black, it is almost impossible to spot inside the statue, but a PC can see that there is something at the heart of the ice with a successful DC 25 Perception skill check (although this check can only be made when adjacent to the statue).

Rewards: If the PCs defeat the skeletal champions in this area and loot their bodies, award each subtier thus.

Subtier 3–4: Give each PC 183 gp.

Subtier 6–7: Give each PC 1,083 gp.

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A3. Alchemical Refuse (CR 7 or CR 10)

An overwhelming, acrid stench hangs in this room, much of which appears to be collapsed. It seems that the destruction above caused a corner of this room to fall into ruin. In the center of the chamber, nearly choked with debris is some sort of well, leading down into darkness.

When Bonekeep was destroyed, part of this chamber, and a few others nearby, collapsed as well. This chamber held a well, one of the few sources of water in the dungeon. Since Korsan and her minions moved in, this chamber has been used as a dumping ground for all of her alchemical waste.

Hazard: The terrible stench in this chamber is quite hazardous. Living creatures in this room (aside from the oozes) as sickened by the stench for as long as they remain within the room and for 1d4 rounds after leaving. A successful DC 16 Fortitude save negates this effect, and a creature that saves against the stench is immune to its effects for 24 hours.

Creatures: A trio of oozes has been drawn to the strange chemicals being dumped down the well in this room. They are all adjacent to it when the PCs enter. They do not move from this location unless attacked or a PC walks into one of them. PCs approaching the well receive a single Perception check to notice an ooze before stepping into it.

Subtier 3–4 (CR 7)

GREY Oozes (3) CR 4

Pathfinder RPG Bestiary 166

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 each (4d8+32)

Fort +9; **Ref** –4, **Will** –4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid plus grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26; **Int** —; **Wis** 1; **Cha** 1

Base Atk +3, **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor and clothing worn by a creature grappled by a gray ooze

takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surrounding in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Subtier 6–7 (CR 10)

BRILLIANT ID Oozes (3) CR 7

Advanced variant gray ooze (*Pathfinder RPG Bestiary 166*)

N Medium ooze

Init +1; **Senses** blindsight 60 ft.; Perception –3

DEFENSE

AC 9, touch 7, flat-footed 9 (–3 Dex, +2 natural)

hp 62 each (4d8+44)

Fort +11; **Ref** –2, **Will** –2

Defensive Abilities blur, ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +8 (1d6+7 plus 1d6 acid plus grab)

Special Attacks acid, constrict (1d6+2 plus 1d6 acid), mental blast

Spell-like Abilities (CL 8th)

Constant—blur

1/day—phantasmal killer (DC 16)

At will—lesser confusion (DC 13)

STATISTICS

Str 20, **Dex** 5, **Con** 30; **Int** 2; **Wis** 5; **Cha** 14

Base Atk +3, **CMB** +8 (+12 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative, Toughness

Skills Stealth +1

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor and clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order

to deal this damage. The save DCs are Constitution-based.

Mental Blast (Su) A brilliant id ooze can blast the minds of its foes. Once per round as a free action, the ooze can target any one creature within 60 feet. That creature takes 4d6 points of damage and 1d4 points Intelligence damage. A successful DC 16 Will saving throw halves the damage and negates the Intelligence damage. The ooze can only use this ability once every 1d4 rounds. The saving throw is Charisma-based and it includes a +2 racial bonus.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surrounding in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Treasure: After defeating the oozes, the PCs can investigate the well. Down at the bottom, 20 feet below the surface of the room, there is a 5-foot-deep pool of stagnant water and chemicals. At the bottom of this pool is a slender crystal wand, long forgotten. In Subtier 3–4, this is a *wand of sound burst*; in Subtier 6–7, it is a *wand of searing light*.

Rewards: If the PCs locate the wand at the bottom of the well, reward each subtier thus.

Subtier 3–4: Give each PC 375 gp.

Subtier 6–7: Give each PC 937 gp.

A4. Deadly Traps (CR 6 or CR 9)

Parts of this chamber have fallen into ruin, as rock and broken pieces of masonry have collapsed the ceiling in places. On the north side of the room, untouched by the debris, is a short dais, atop which rests an iron chest. A pale golden light emanates from the ceiling above, illuminating the room.

This chamber contains a deadly trap to guard valuable objects contained within the chest. Knowing that thieves might attempt to plunder the chest, Volzaras cleverly placed two traps on the chest, one that was quite simple to find, while the other far more dangerous trap is more difficult to detect.

Traps: The first, simple trap is located on the chest itself. While the chest is locked, it can be opened with a successful DC 25 Disable Device skill check. The trap is located on the hinge of the chest, and it activates when the chest is opened unless disabled (which happens automatically with the key, but that has been long lost).

The second trap is actually centered on the dais itself. The entire platform rests atop a pressure plate. When any

weight above 50 pounds is placed onto the dais, the trap is armed. It is sprung the moment that weight is removed. In this way, the PCs might arm this trap, go on to locate and disarm the trap on the chest, and not set off this trap until attempting to get off the dais.

Subtier 3–4 (CR 6)

CHEST TRAP CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch (opening the chest); **Reset** none

Effect cloud of acid (4d6 acid damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 10-foot radius of the chest)

FLOOR TRAP CR 5

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*fireball*, 8d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-foot radius burst, centered on the chest)

Subtier 6–7 (CR 9)

CHEST TRAP CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch (opening the chest); **Reset** none

Effect cloud of acid (4d6 acid damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 10-foot radius of the chest)

FLOOR TRAP CR 9

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; **Reset** none

Effect spell effects (*crushing despair*, all creatures in the room, Will DC 16 negates; followed by *chain lightning*, 12d6 electricity damage, DC 19 Reflex save for half damage [DC 17 for secondary targets]); multiple targets (primary target is the character stepping off the dais, up to 11 secondary targets within 30 feet of the primary)

Treasure: Inside the chest is a small, black velvet bag containing one of the three *nexus stones* (see area A6). In addition, there is a *lesser metamagic rod of extend*, and in Subtier 6–7, there is also a *dagger of venom*.

Reward: If the PCs recover the treasure from the chest, award each subtier thus.

Subtier 3–4: Give each PC 250 gp.

Subtier 6–7: give each PC 941 gp.

**RUINS OF BONEKEEP,
LEVEL ONE: THE SILENT GRAVE**

A5. Elemental Storage (CR 7 or CR 10)

A cacophonous noise of rushing air, rumbling stone, crackling flame, and crashing waves assaults you as the door swings open to reveal a large chamber lit by flicking light. In each corner of the room is a column of energy, each one corresponding to one of the four elements; air, earth, fire, and water. Set into the northern wall is a pair of iron doors atop a short dais.

Volzaras called upon elemental forces during some of his work, using the magic to imbue elemental powers to some of his undead minions. This chamber was used to store raw elemental energy for use in such experiments. In the years since, the magic here has broken down somewhat and untamed elementals sometimes pour forth from these columns of energy.

Creatures: Korsan and her minions avoid this chamber when possible due to the unstable nature of the elementals that sometimes dwell here. Try as he might, he has yet to tame them. When the PCs enter this chamber, four golden spheres of raw elemental energy emerge, one from each column. These are shifting elementals, creatures of all four elemental types melded into one creature. Upon emerging, they ask (one in each of the elemental languages) if the PCs are the servants of Volzaras. If the PCs respond in the affirmative, the elementals demand to be released from their servitude, having been here far longer than was originally arranged. If the PCs are capable of banishing the elementals (using *banishment* or similar magic; *dispel magic* will not suffice), they can defeat this encounter without combat. If they refuse, or simply do not answer, the elementals fly into a rage and attack.

To keep things simple, all four elementals shift to the same form each turn, shifting again, in unison on their next turn, and so on.

Subtier 3–4 (CR 7)

MEDIUM SHIFTING ELEMENTALS (4) CR 3

N Medium outsider (air, earth, elemental, extraplanar, fire, water)

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

DEFENSE

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

hp 30 each (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Immune acid, cold, electricity, elemental traits, fire

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+4)

Special Attacks elemental shift

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +10, Fly +10, Swim +10

Languages Auran, Aquan, Ignan, Terran

SPECIAL ABILITIES

Elemental Shift (Su) Each round at the start of its turn, the shifting elemental changes to one of the following four elements. It does not follow a pattern when shifting, but it must change to a new type each turn. Its type determines its abilities, as noted below.

Air: 20% concealment, fly speed 60 feet (perfect), Flyby Attack as a bonus feat. Loses immunity to acid.

Earth: +2 natural armor bonus, burrow speed of 20 feet, Power Attack as a bonus feat. Loses immunity to electricity.

Fire: +1 dodge bonus to AC, base speed increased to 50 feet, melee attacks gain burn (1d6, DC 14). Loses immunity to cold.

Water: +2 natural armor bonus, swim speed of 60 feet, melee attacks gain push (slam, 10 feet). Loses immunity to fire.

Subtier 6–7 (CR 10)

ADVANCED LARGE SHIFTING ELEMENTALS (4) CR 6

N Large outsider (air, earth, elemental, extraplanar, fire, water)

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

DEFENSE

AC 22, touch 15, flat-footed 16 (+6 Dex, +7 natural, –1 size)

hp 84 each (8d10+40)

Fort +13, **Ref** +14, **Will** +4

DR 5/—; **Immune** acid, cold, electricity, elemental traits, fire

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (1d8+7)

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

Special Attacks elemental shift

STATISTICS

Str 24, **Dex** 23, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +16; **CMD** 32

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (slams)

Skills Acrobatics +17, Climb +18, Fly +15, Swim +18

Languages Auran, Aquan, Ignan, Terran

SPECIAL ABILITIES

Elemental Shift (Su) Each round at the start of its turn, the shifting elemental changes to one of the following four elements. It does not follow a pattern when shifting, but it must change to a new type each turn. Its type determines its abilities, as noted below.

Air: 20% concealment, fly speed 60 feet (perfect), Flyby

Attack as a bonus feat. Loses immunity to acid.

Earth: +2 natural armor bonus, burrow speed of 20 feet, Power Attack as a bonus feat. Loses immunity to electricity.

Fire: +1 dodge bonus to AC, base speed increased to 50 feet, melee attacks gain burn (1d8, DC 19). Loses immunity to cold.

Water: +2 natural armor bonus, swim speed of 60 feet, melee attacks gain push (slam, 15 feet). Loses immunity to fire.

Treasure: After defeating the elementals, the PCs find an *elemental gem* left behind where one of the elementals died. This grants the PCs access to all four types of gems on their Chronicle sheet, but is only a single *elemental gem*, and thus only grants the powers associated with the element the creature took the form at the time of its death. In Subtier 6–7, there are three such gems, and each may be attuned to a different energy type, depending on what form the dying elementals took throughout the battle.

Rewards: If the PCs recover the elemental gem(s), reward each subtier thus.

Subtier 3–4: Give each PC 187 gp.

Subtier 6–7: Give each PC 562 gp.

A6. Guardian Node (CR 6 or CR 9)

The far corner of this gloomy chamber is dominated by a large black crystal, almost ten feet tall, floating above the ground, held aloft by ribbons of black lightning that flow across the chamber, to an odd silver mirror set into the floor on the opposite side. Another corner contains a niche of some sort, cloaked in shadows.

Volzaras created this chamber to be one of the focal points for the energy he was harnessing for his foul experiments. The crystal harnesses negative energy from the Negative Energy Plane and then focuses it through the mirror to a chamber much further in the dungeon (outside the scope of this adventure).

The crystal and mirror are both protected by powerful wards and enchantments that give both of them a hardness of 30 and spell resistance 30. In addition, the wards grant both objects an added protection. If any form of damage does penetrate their defenses, they can withstand 50 points of damage per round without taking any actual damage. Damage in excess of 50 harms the objects as normal. The mirror has 20 hit points, and the crystal has 150.

Volzaras created a way to temporarily suppress these wards so that he could modify his work. Scattered throughout the dungeon (in areas **A1**, **A2**, and **A4**) are a

trio of *nexus stones*. In the wall behind the crystal is a trio of indentations, one for each stone. If all three stones are put into place, the wards are dispelled, and the crystal and mirror lose their protections.

Anyone touching the energy bolts takes 6d6 points of negative energy damage, unless that creature is an undead, in which case it is healed for the same amount. Anyone passing through the energy stream takes 20d6 negative energy damage. In either case, a DC 20 Will save halves the damage.

Creatures: The niche in the southeast corner of the room contains another danger. Here there are guardians placed to watch over the room. Anyone who investigates the shadowy corner discovers that they can just barely make out the form of one or more shadow creatures lurking in the darkness, but the beast are not substantial. They cannot be harmed by anything on this plane.

The moment that the wards are brought down, or any amount of damage is dealt to the crystal or mirror, the shadow mastiff materializes and attacks (two in the higher subtier). They fight until slain. In Subtier 6–7, releasing the beasts has an additional effect. The moment the beasts materialize, the negative energy arcing through the chamber becomes very unstable. Each round, an arc of energy lashes out at one of the PCs (chosen randomly), dealing 6d6 point negative energy damage. A DC 20 Will save halves this damage.

Subtier 3–4 (CR 6)

ADVANCED SHADOW MASTIFF	CR 6
<i>Pathfinder RPG Bestiary</i> 3 241, 290	
NE Medium outsider (evil, extraplanar)	
Init +8; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)	
hp 63 (6d10+30)	
Fort +10, Ref +9, Will +7	
Defensive Abilities shadow blend	
OFFENSE	
Speed 50 ft.	
Melee bite +12 (1d8+9 plus trip)	
Special Attacks bay	
STATISTICS	
Str 23, Dex 19, Con 21, Int 8, Wis 16, Cha 17	
Base Atk +6; CMB +12; CMD 26 (30 vs. trip)	
Feats Improved Initiative, Iron Will, Power Attack	
Skills Perception +12, Stealth +13, Survival +12	
Languages Common (can't speak)	
SPECIAL ABILITIES	
Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 18 Will save or become panicked for 1d4 rounds.	

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This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Subtier 6–7 (CR 9)

ADVANCED SHADOW MASTIFFS (2) **CR 6**
hp 63 each (use the stats from Subtier 3–4)

Development: If the PCs manage to destroy the mirror or the crystal, the entire room is blasted with a powerful storm of negative energy, dealing 4d6 points of damage to all creatures inside. This damage is negative energy, and thus it heals any undead that might be in the room instead of harming them. The large crystal melts away in a span of seconds, leaving behind the *nexus crystal*.

A7. Warrens (CR 7 or CR 10)

The western half of this chamber is made into a pair of large cells with rusted iron bars, their doorway long ago having rusted off their hinges. Strewn throughout are piles of moldering straw, cloth, and other bits of garbage, piled up to form giant nests. Across from them, an ancient wooden table stands in the center of the room, covered in rotting flesh and fungus, surrounded by a swarm of flies.

Back in the time of Volzaras, this chamber was used to keep live prisoners for his twisted experiments. Now, Korsan uses it to house some of her pets and to cultivate diseases.

The table contains the body of Wenton, chopped up into pieces and allowed to rot. Mixed with some of Korsan's own concoctions, the table has become a breeding ground for disease and fungus. Anyone touching this foul heap must make a DC 13 Fortitude saving throw or contract filth fever. In addition, the rotting flesh is particularly flammable. If exposed to any flame, the heap releases a noxious fume that causes all living creatures within 10 feet of the flame to become nauseated for 1d4 rounds and sickened for 1 hour afterwards. A DC 20 Fortitude save negates this effect.

Creatures: Korsan is breeding a group of particularly aggressive dire rats in the nests contained in the cells. Overseen by one of Korsan's rat demon minions, these dire rats are more dangerous than their other kin. The

NEW MAGIC ITEM

NEXUS CRYSTAL (MINOR ARTIFACT)

Aura moderate necromancy; **CL** 12th

Slot none; **Weight** 1/2 lb.

DESCRIPTION

This black crystal always feels cold to the touch. Simply carrying this crystal provides protection against negative energy. Whenever the wielder takes damage from negative energy, such as channel energy or an inflict spell, she takes 10 less points of damage. This reduction is applied after any saving throw is made. The crystal may possess other powers, but they are not known at this time.

DESTRUCTION

The means of destroying this crystal are unknown.

dire rats and the rat demons hide in the filth until a PC enters one of the cells, then they swarm out to attack. While hiding in this way, the creatures gain a +8 circumstance bonus on Stealth checks. There are a multitude of ordinary rats in this chamber as well, but they do not pose a threat unless the rat demons use their summon swarm ability, in which case the rats form a gigantic mass.

If the rat demons use their cloud of disease ability, they do so to give the PCs red ache.

Red ache: cloud of disease rat demon ability; **save** Fort DC 17 (19 in Subtier 6–7) to avoid contracting, Fort DC 15 ongoing; **onset** 1d3 days; **frequency** 1/day; **effect** 1d6 Str damage; **cure** 2 consecutive saves.

Subtier 3–4 (CR 7)

ADVANCED DIRE RATS (6) **CR 1/2**

Pathfinder RPG Bestiary 232, 294

N Small Animal

Init +5; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 7 each (1d8+3)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d4+2 plus disease)

Special Attacks disease

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 2, **Wis** 17, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 14 (18 vs trip)

Feats Skill Focus (Perception)

Skills Climb +13, Perception +6, Stealth +13, Swim +13; **Racial**

Modifiers uses Dex to modify Climb and Swim

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SPECIAL ABILITIES

Disease (Ex) filth fever: Bite—injury; *save* Fort DC 13; onset 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

RAT DEMON

CR 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

Aura sickness (10 feet, –2 on all Fortitude saves)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +11, **Will** +4

DR 10/cold iron or good; **Immune** disease, electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +11 (1d8+3/19–20 plus accelerate plague and disease), 2 claws +10 (1d6+3/19–20)

Special Attacks accelerate plague, cloud of disease, keen attacks, pounce

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

At will—*greater teleport* (self plus 50 lbs. of objects only), *summon swarm* (rats only)

1/day—*summon* (level 3, 1d4 advanced dire rats at 60%)

STATISTICS

Str 17, **Dex** 18, **Con** 18, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 24

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +14 (+18 when jumping), Climb +18,

Intimidate +10, Perception +12, Stealth +17, Swim +17

Languages Abyssal, Celestial, Draconic; telepathy 120 ft.

SPECIAL ABILITIES

Accelerate Plague (Su) Anyone bitten by a rat demon must immediately make saving throws against any disease it is currently inflicted with, as if one day had past. If the disease is still during its onset, the bite of the rat demon causes it to skip the rest of the onset period, causing the creature to save or suffer the effects. Saves made due to this ability do not count toward curing the disease, nor do failures count when determining consecutive saves.

Aura of Sickness (Ex) All creatures, except rats, demons, and similar creatures, within 10 feet of a rat demon take a –2 penalty on Fortitude saving throws. This penalty is not included in the save DCs of the rat demon's abilities.

Cloud of Disease (Su) Once per day, a rat demon can call forth a cloud of disease. This acts as a *fog cloud*, but any creature in the cloud, must save once per turn or be affected by *contagion*, gaining a disease of the rat demon's choice (this choice is made only once, it is the same disease for all the creatures in the cloud). A DC 17 Fortitude save negates this

effect, but a new save must be made each round a creature is exposed to the cloud. The cloud lasts for 1 minute. The save DC is Constitution-based.

Disease (Ex) flesh rot: Bite—injury; *save* Fort DC 17; *onset* immediate (failing the first save causes the effect); *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Cha damage; *cure* 2 consecutive saves. Creatures that take damage from this disease develop a hazy film over their eyes and take a –4 penalty on Perception skill checks as long as the damage remains. The save DC is Constitution-based.

Keen Attacks (Ex) The bite and claw attacks from a rat demon are very deadly and threaten a critical hit on a roll of 19–20.

Subtier 6–7 (CR 10)

ADVANCED DIRE RATS (6)

CR 1/2

hp 7 each (use the stats from Subtier 3–4)

ADVANCED RAT DEMONS (3)

CR 7

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +14

Aura sickness (10 feet, –2 on all Fortitude saves)

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 80 each (7d10+42)

Fort +11, **Ref** +13, **Will** +6

DR 10/cold iron or good; **Immune** disease, electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +13 (1d8+5/19–20 plus disease), 2 claws +12 (1d6+5/19–20)

Special Attacks accelerate plague, cloud of disease, keen attacks, pounce

Spell-Like Abilities (CL 7th; concentration +9)

At will—*greater teleport* (self plus 50 lbs. of objects only), *summon swarm* (rats only)

1/day—*summon* (level 3, 1d4 advanced dire rats 60%)

STATISTICS

Str 21, **Dex** 22, **Con** 22, **Int** 13, **Wis** 18, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 28

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +16 (+20 when jumping), Climb +20,

Intimidate +12, Perception +14, Stealth +19, Swim +19

Languages Abyssal, Celestial, Draconic; telepathy 120 ft.

SPECIAL ABILITIES

Accelerate Plague (Su) Anyone bitten by a rat demon must immediately make saving throws against any disease it is currently inflicted with, as if one day had past. If the disease is still during its onset, the bite of the rat demon causes it to skip the rest of the onset period, causing the creature to save or suffer the effects. Saves made due to this ability do

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not count toward curing the disease, nor do failures count when determining consecutive saves.

Aura of Sickness (Ex) All creatures, except rats, demons, and similar creatures, within 10 feet of a rat demon take a –2 penalty on Fortitude saving throws. This penalty is not included in the save DCs of the rat demon's abilities.

Cloud of Disease (Su) Once per day, a rat demon can call forth a cloud of disease. This acts as a *fog cloud*, but any creature in the cloud, must save once per turn or be affected by *contagion*, gaining a disease of the rat demon's choice (this choice is made only once, it is the same disease for all the creatures in the cloud). A DC 19 Fortitude save negates this effect, but a new save must be made each round a creature is exposed to the cloud. The cloud lasts for 1 minute. The save DC is Constitution-based.

Disease (Ex) *flesh rot*: Bite—injury; *save* Fort DC 19; *onset* immediate (failing the first save causes the effect); *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Cha damage; *cure* 2 consecutive saves. Creatures that take damage from this disease develop a hazy film over their eyes and take a –4 penalty on Perception skill checks as long as the damage remains. The save DC is Constitution-based.

Keen Attacks (Ex) The bite and claw attacks from a rat demon are very deadly and threaten a critical hit on a roll of 19–20.

Treasure: Hidden by the filth, on one of Wenton's hands, is a magic ring. It can be found with a successful DC 20 Perception skill check, but this requires the PCs to dig through the filth. In Subtier 3–4, this is a *ring of feather falling*; in Subtier 6–7 it is a *ring of the ram*.

Rewards: If the PCs recover Wenton's ring, award each subtier thus.

Subtier 3–4: Give each PC 183 gp.

Subtier 6–7: Give each PC 716 gp.

A8. Disease Alchemy (CR 7 or CR 10)

This vast chamber contains a number of tables, shelves, and crates covered in alchemical equipment, much of which appears to be in use. Flasks bubble and boil, emitting strange smoke, while other bits of strange glassware contain liquids that seem to shift color at random intervals. In the center of it all is a tall statue made of steel, bedecked with odd crystal vials, tubes, and jars, bubbling with glowing green liquid.

This large chamber is actually divided in half by a set of stairs rising up to a private workspace above. This chamber is the primary laboratory and residence of Korsan. She uses this area to perform many of her experiments, trying to combine disease with various forms of alchemical weapons.

The alchemical experiments on the tables are very delicate. Violently disturbing any of the tables causes

them to explode, dealing 2d6 points of energy damage (acid, cold, electricity, or fire, determined at random) to all creatures adjacent to the table and exposes them to filth fever. A DC 15 Reflex save halves the damage, but not the exposure to filth fever. A DC 13 Fortitude save avoids contracting filth fever. In Subtier 6–7, the damage is increased to 4d6 points of damage.

Creature: The statue is actually a guardian, placed here by Korsan to watch over her laboratory. In Subtier 3–4, this is a simple animated object, with an added ability that allows it to inject its victims with filth fever. In Subtier 6–7, however, this construct is an alchemical golem with a similar disease ability. In either case, the construct is under strict orders to destroy anyone that dares to enter this laboratory.

Note that Korsan herself can observe this battle from above in area A9. She does not interfere, however, preferring instead to study the PCs and prepare herself for battle by drinking a large number of extracts (see area A9 for more information). If any PC climbs up the stairs to A9, Korsan joins the battle immediately. Korsan can be spotted moving around up above with a Perception check, opposed by her Stealth. Note that Korsan receives a +4 circumstance bonus due to her location on this check.

Subtier 3–4 (CR 7)

ADVANCED ANIMATED OBJECT	CR 7
N Large construct	
Init +1; Senses darkvision 60 ft., low-light vision; Perception –3	
DEFENSE	
AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)	
hp 52 (4d10+30)	
Fort +1, Ref +2, Will –2	
Defensive Abilities hardness 10; Immune construct traits	
OFFENSE	
Speed 40 ft.	
Melee 2 slams +9 (1d8+6 plus disease)	
Space 10 ft.; Reach 10 ft.	
STATISTICS	
Str 22, Dex 12, Con —, Int —, Wis 5, Cha 5	
Base Atk +4; CMB +11; CMD 22	
SQ construction points (additional attack, disease injectors, faster, metal)	
SPECIAL ABILITIES	
Disease Injectors (Ex) Whenever the animated object hits with a slam attack, one of its fingers injects the target with a virulent disease.	
<i>Filth Fever</i> —slam; <i>save</i> Fort DC 17 (to avoid contracting the disease)/13 (all subsequent saves); <i>onset</i> 1d3 days; <i>frequency</i> 1/day; <i>effect</i> 1d3 Dex damage and 1d3 Con damage; <i>cure</i> 2 consecutive saves. The disease is	

extracted from the nearby advanced dire rats, which set the DC. The DC to avoid contracting the disease receives a +4 bonus for being injected.

Subtier 6–7 (CR 10)

ADVANCED ALCHEMICAL GOLEM CR 10

Pathfinder RPG Bestiary 2 135, 292

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 27, touch 15, flat-footed 21 (+6 Dex, +12 natural, –1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +10, **Will** +6

DR 10/adamantine or bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (2d8+10 plus alchemy and disease)

Ranged bomb +17 (8d6 energy damage)

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

Special Attacks alchemy, bombs, disease injectors, splash

STATISTICS

Str 31, **Dex** 22, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +12; **CMB** +23; **CMD** 39

SPECIAL ABILITIES

Alchemy (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can deal 1d6 points of acid, cold, electricity, or fire damage, or cause the target to become sickened for 1d4 rounds (Fort DC 16 negates), or cause the target to become entangled for 1d4 rounds (Reflex DC 16 negates). These save DCs are Constitution-based.

Bombs (Ex) As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

Disease Injectors (Ex) In addition to the alchemy, this golem also infects creatures it hits with its slam attack with a disease.

Filth Fever—slam; save Fort DC 17 (to avoid contracting the disease)/13 (all subsequent saves); onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The disease is extracted from the nearby advanced dire rats, which set the DC. The DC to avoid contracting the disease receives a +4 bonus for being injected.

Immunity to Magic (Ex) An alchemical golem is immune to spells or spell-like abilities that allow spell resistance, save

for spells with the sonic descriptor. *Shatter* damages an alchemical golem as if it were a crystalline creature.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit.

Treasure: Scattered around this room is a variety of alchemical items and magic items. They are the same for both subtiers. Each item can be found with a successful DC 15 Perception skill check, although a *detect magic* spell locates all of the magic items instantly. In this room there is an *elixir of fire breath*, an *elixir of hiding*, a *hybridization funnel* (*Ultimate Equipment* 304), a vial of *nightdrops* (*Ultimate Equipment* 312), a vial of *silversheen*, 5 flasks of acid, 10 flasks of alchemists fire, 3 antitoxin, 2 smokesticks, 2 tanglefoot bags, and two thunderstones.

Rewards: If the PCs recover all the alchemical and magical gear from the laboratory, give each PC 226 gp.

A9. Mistress of Filth (CR 8 or CR 11)

A wide chamber overlooks the laboratory below. There are a number of nests scattered around this area, made up of scraps of cloth, broken bits of wood, and other filth. One such nest is larger than the other two, and in the center of it is an ancient gilded chair, cracked and ruined, but held together with lengths of rope and nails.

This area is the dwelling of Korsan, the ratfolk alchemist who rules this level of the dungeon. From here, she has plotted and schemed, performing all manner of vile experiments at the behest of her masters that lurk below. Above all else, her primary job here is to prevent anyone from discovering the foul plan that is already well underway in the dungeon, and she has no intention of allowing anyone who has made it this far to escape and spread news of the dangers that lurk under Bonekeep.

The nests in this area are where Korsan and her various rat minions lurk. The largest nest belongs to Korsan, while the two smaller nests are used by some of her pet dire rats, while the other is used by the rat demons that aid Korsan in her foul research.

Creatures: Korsan is well aware of the PCs intrusion into her lair, due to the fight with his construct in area A8. She prefers to stay out of this fight, giving herself plenty of time to drink a number of extracts to prepare herself for the coming battle. If 9 rounds pass, and the combat below is still ongoing, she summons her rat minions and leads them into the fight on the 10th round of combat.

RUINS OF BONEKEEP,
LEVEL ONE: THE SILENT GRAVE

Subtier 3–4 (CR 8)

ADVANCED DIRE RATS (4) CR 1/2

hp 7 each (use the Subtier 3–4 stats from area A7; see page 13)

RAT DEMON CR 6

hp 66 (use the Subtier 3–4 stats from area A7; see page 14)

KORSAN CR 6

Female ratfolk alchemist 7 (*Advanced Player's Guide* 26,
Pathfinder RPG Bestiary 3 231)

CE Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 16, flat-footed 19 (+5 armor, +4 Dex, +1 dodge, +3 natural, +1 size)

hp 70 (7d8+35)

Fort +9, **Ref** +12, **Will** +8; +4 vs. poison,

Resist fire 20

OFFENSE

Speed 20 ft., fly 60 ft.

Melee mwk dagger +8 (1d3–1/19–20)

Ranged bomb +13 (4d6+3 fire)

Special Attacks bomb 10/day (4d6+3 fire and catch fire, DC 16, 10 ft. radius), swarming

Alchemist Extracts Known (CL 7th)

3rd—fly, heroism

2nd—barkskin, false life, resist energy, see invisibility

1st—cure light wounds (2), shield, true strike (2)

TACTICS

Before Combat Before combat begins, Korsan consumes her extracts of *false life*, *heroism*, *resist energy*, *barkskin*, and *fly* in that order.

During Combat Korsan uses her bombs to devastating effect against the PCs. If they are still in the laboratory below, she does not hesitate to blow up some of her own experiments if she thinks it will harm the PCs. Once she has been reduced to fewer than half her starting hit points, she consumes her extract of *shield*, further raising her AC by 4.

Morale Korsan fears her masters far more than death, and fights to the bitter end.

Base Statistics Without *barkskin*, *false life*, *fly*, *heroism*, and *resist energy*, Korsan's statistics are as follows: **AC** 21, flat-footed 16; **hp** 56; **Fort** +7, **Ref** +10, **Will** +6; **Resist** —; **Speed** 20 ft.; **Melee** mwk dagger +6 (1d3–1/19–20); **Ranged** bomb +11 (4d6+3 fire); **CMB** +3; **Skills** Craft (alchemy) +15, Handle Animal +3 (+7 with rodents), Heal +11, Knowledge (arcana) +13, Knowledge (planes) +6, Perception +13, Spellcraft +10, Stealth +14, Use Magic Device +7

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 19

Feats Brew Potion, Dodge, Improved Initiative, Iron Will,

Throw Anything, Toughness

Skills Craft (alchemy) +17, Handle Animal +5 (+9 with rodents), Heal +13, Knowledge (arcana) +15, Knowledge (planes) +8, Perception +15, Spellcraft +12, Stealth +16, Use Magic Device +9; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal with rodents, +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Dwarven, Undercommon
SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4/–2, +2 natural, 70 minutes), discoveries (explosive bomb, precise bombs [3 squares], spontaneous healing^{UM} [15 hit points per day, 5 per round as a free action, triggers automatically if below 0 hit points]), poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure serious wounds*, *potion of invisibility*; **Other Gear** +1 chain shirt, mwk dagger, cloak of resistance +1, ratskull

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Subtier 6–7 (CR 11)

ADVANCED DIRE RATS (2) CR 1/2

hp 7 each (use the Subtier 3–4 stats from area A7; see page 13)

RAT DEMONS (2) CR 6

hp 66 each (use the Subtier 3–4 stats from area A7; see page 14)

KORSAN CR 10

Female ratfolk alchemist 11 (*Advanced Player's Guide* 26,
Pathfinder RPG Bestiary 3 231)

CE Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 31, touch 17, flat-footed 26 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +4 natural, +4 shield, +1 size)

hp 112 (11d8+59)

Fort +13, **Ref** +17, **Will** +10

DR 10/— (110 points from *stoneskin*); **Immune** freedom of movement; poison; **Resist** electricity 30, fire 30

OFFENSE

Speed 20 ft., fly 60 ft.

Melee mwk dagger +11/+6 (1d3–1/19–20)

Ranged bomb +16/+11 (6d6+3 fire)

Special Attacks bomb 16/day (6d6+3 fire and catch fire, DC 18, 10 ft. radius), swarming

Alchemist Extracts Known (CL 11th)

4th—freedom of movement, stoneskin

NEW MAGIC ITEM

RATSKULL

Aura moderate necromancy; **CL** 5th

Slot neck; **Price** 7,200 gp; **Weight** 1/2 lb.

DESCRIPTION

This gnarled black rat skull is carved with intricate necromantic runes and hangs from a worn leather strap. Three times per day, the wearer of the *ratskull* can call upon its power as a full-round action to summon a swarm of undead rats. This functions as *summon swarm*, using the exact same statistics as a rat swarm except that they are also undead. The rat swarm obeys the wearer's commands for 5 rounds before crumbling to dust.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *summon swarm*; **Cost** 3,600 gp

3rd—*cure serious wounds* (2), *displacement*, *fly*, *heroism*
 2nd—*barkskin*, *false life*, *resist energy* (2), *see invisibility*
 1st—*cure light wounds* (3), *shield*, *true strike* (2)

TACTICS

Before Combat Before combat begins, Korsan consumes her extracts of *false life*, *heroism*, *resist energy*, *barkskin*, *stoneskin*, *fly*, *freedom of movement*, and *shield* in that order.

During Combat Korsan uses her bombs to devastating effect against the PCs. If they are still in the laboratory below, she does not hesitate to blow up some of her own experiments if she thinks it will harm the PCs. Once she has been reduced to fewer than half her starting hit points, she consumes her extract of *displacement*, granting her 50% concealment.

Morale Korsan fears her masters far more than death, and fights to the bitter end.

Base Statistics Without *barkskin*, *false life*, *fly*, *heroism*, *resist energy*, *shield*, and *stoneskin*, Korsan's statistics are as follows: **AC** 23, flat-footed 18; **hp** 97; **Fort** +11, **Ref** +15, **Will** +8; **DR** —; **Resist** —; **Speed** 20 ft.; **Melee** mwk dagger +9/+4 (1d3–1/19–20); **Ranged** bomb +14/+9 (6d6+3 fire); **CMB** +6; **Skills** Craft (alchemy) +19, Handle Animal +5 (+9 with rodents), Heal +15, Knowledge (arcana) +17, Knowledge (planes) +8, Perception +17, Spellcraft +12, Stealth +18, Use Magic Device +9

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 22

Feats Brew Potion, Dodge, Extra Bombs, Improved Initiative, Iron Will, Lightning Reflexes, Throw Anything, Toughness

Skills Craft (alchemy) +21, Handle Animal +7 (+11 with rodents), Heal +17, Knowledge (arcana) +19, Knowledge (planes) +10, Perception +19, Spellcraft +14, Stealth +20, Use Magic Device +11; **Racial Modifiers** +2 Craft (alchemy), +4 Handle

Animal with rodents, +2 Perception, +2 Use Magic Device
Languages Aklo, Common, Dwarven, Undercommon
SQ alchemy (alchemy crafting +11, identify potions), mutagen (+4/–2, +2 natural, 110 minutes), discoveries (acid bomb, explosive bomb, fast bombs, precise bombs [3 squares], spontaneous healing [25 hit points per day, 5 per round as a free action, triggers automatically if below 0 hit points]), poison use, swift alchemy, swift poisoning
Combat Gear *potion of cure serious wounds*, *potion of invisibility*; **Other Gear** +2 *chain shirt*, mwk dagger, *ring of protection* +1, *cloak of resistance* +2, *ratskull*

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Development: After defeating Korsan, the PCs can discover a staircase in the back of this chamber, leading down. Any attempt to go down these stairs is met by an endless tide of gnawing and biting rats at this time. The way might become clear later, but for now, it is impassable.

Reward: If the PCs defeat Korsan and her minions, award each subtier thus.

Subtier 3–4: Give each PC 899 gp.

Subtier 6–7: Give each PC 1,565 gp.

Concluding the Adventure

Once the PCs decide to leave, or once they have defeated Korsan, they can return to Absalom without incident. The society is eager to hear their report, and is gravely concerned about their findings. The PCs learn that another expedition is being planned to investigate lower levels of Bonekeep and that they should keep themselves ready.

Any disease that the PCs might have contracted while in the dungeon mysteriously fades the moment they leave. These diseases cannot be cured outside the dungeon and any affliction affecting them should be recorded in the Bonekeep Malady section of their Chronicle sheets. Despite the diseases' mysterious disappearances outside the dungeon, any ability score penalties or other effects of the maladies remain and must be dealt with by the end of the session as normal.

APPENDIX ONE: NEW MONSTERS

Rat Demon

This monstrous, rat-like creature is covered in patches of diseased fur and sickly boils, down to its bony, hairless tail. A foul vapor wafts from its fanged maw, but its glowing green eyes can be seen through the haze.

RAT DEMON CR 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

Aura sickness (10 feet, -2 on all Fortitude saves)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +11, **Will** +4

DR 10/cold iron or good; **Immune** disease, electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +11 (1d8+3/19-20 plus accelerate plague and disease), 2 claws +10 (1d6+3/19-20)

Special Attacks accelerate plague, cloud of disease, keen attacks, pounce

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

At will—*greater teleport* (self plus 50 lbs. of objects only),
summon swarm (rats only)

1/day—*summon* (level 3, 1d4 advanced dire rats at 60%)

STATISTICS

Str 17, **Dex** 18, **Con** 18, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 24

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +14 (+18 when jumping), Climb +18, Intimidate +10, Perception +12, Stealth +17, Swim +17

Languages Abyssal, Celestial, Draconic; telepathy 120 ft.

SPECIAL ABILITIES

Accelerate Plague (Su) Anyone bitten by a rat demon must immediately make saving throws against any disease it is currently inflicted with, as if one day had past. If the disease is still during its onset, the bite of the rat demon causes it to skip the rest of the onset period, causing the creature to save or suffer the effects. Saves made due to this ability do not count toward curing the disease, nor do failures count when determining consecutive saves.

Aura of Sickness (Ex) All creatures, except rats, demons, and similar creatures, within 10 feet of a rat demon take a -2 penalty on Fortitude saving throws. This penalty is not included in the save DCs of the rat demon's abilities.

Cloud of Disease (Su) Once per day, a rat demon can call forth

a cloud of disease. This acts as a *fog cloud*, but any creature in the cloud, must save once per turn or be affected by *contagion*, gaining a disease of the rat demon's choice (this choice is made only once, it is the same disease for all the creatures in the cloud). A DC 17 Fortitude save negates this effect, but a new save must be made each round a creature is exposed to the cloud. The cloud lasts for 1 minute. The save DC is Constitution-based.

Disease (Ex) *flesh rot*: Bite—injury; save Fort DC 17; onset immediate (failing the first save causes the effect); frequency 1/day; effect 1d3 Con damage and 1d3 Cha damage; cure 2 consecutive saves. Creatures that take damage from this disease develop a hazy film over their eyes and take a -4 penalty on Perception skill checks as long as the damage remains. The save DC is Constitution-based.

Keen Attacks (Ex) The bite and claw attacks from a rat demon are very deadly and threaten a critical hit on a roll of 19-20.

Filled with disease, the rat demon is a harbinger of pestilence and plague. Often unleashed in packs, these foul fiends spread out into a community unseen, creating sickness wherever they go. Not surprisingly, they are often accompanied by hordes of rats, dire rats, and rat swarms.

Shifting Elemental

The body of this creature seems to be in a constant state of flux, one moment its vaguely humanoid shape is on fire, the next it is quenched by waves. A moment later, it hardens to rock, only to dissolve into a dust-filled windstorm.

MEDIUM SHIFTING ELEMENTAL CR 3

N Medium outsider (air, earth, elemental, extraplanar, fire, water)

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

DEFENSE

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

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Immune acid, cold, electricity, elemental traits, fire

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+4)

Special Attacks elemental shift

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +10, Fly +10, Swim +10

Languages Auran, Aquan, Ignan, Terran

SPECIAL ABILITIES

Elemental Shift (Su) Each round at the start of its turn, the shifting elemental changes to one of the following four elements. It does not follow a pattern when shifting, but it must change to a new type each turn. Its type determines its abilities, as noted below.

Air: 20% concealment, fly speed 60 feet (perfect), Flyby Attack as a bonus feat. Loses immunity to acid.

Earth: +2 natural armor bonus, burrow speed of 20 feet, Power Attack as a bonus feat. Loses immunity to electricity.

Fire: +1 dodge bonus to AC, base speed increased to 50 feet, melee attacks gain burn (1d6, DC 14). Loses immunity to cold.

Water: +2 natural armor bonus, swim speed of 60 feet, melee attacks gain push (slam, 10 feet). Loses immunity to fire.

Shifting elementals are thought by some scholars to be a form of proto-elemental, being spun from pure elemental energy before settling into one form. Rarely seen outside the elemental planes, these beings are usually found with others of their kind, as the other elementals view them as too unstable.

**RUINS OF BONEKEEP,
LEVEL ONE: THE SILENT GRAVE**

APPENDIX TWO: DISEASE WORKSHEET

Fort DC

Disease	Source	Init	Sec	Onset	Frequency	Effect	Cure
Filth Fever	Dire Rat	13	13	1d3 days	1/day	1d3 Dex, 1d3 Con	2 Consecutive
Flesh Rot	Rat Demon	17/19	17/19	Immediate	1/day	1d3 Con, 1d3 Cha	2 Consecutive
Red Ache	Rat Demon	17/19	15	1d3 days	1/day	1d6 Str	2 Consecutive

Filth fever: Bite—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Flesh rot fever: Bite—injury; *save* Fort DC 17 (19 high tier); *onset* immediate (failing the first save causes the effect); *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Cha damage; *cure* 2 consecutive saves.

Red ache: cloud of disease rat demon ability; *save* Fort DC 17 (19 high tier) to avoid contracting, Fort DC 15 ongoing; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

Character Name	Infected?	Consecutive Saves
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	
	Filth Fever <input type="checkbox"/>	
	Flesh Rot <input type="checkbox"/>	
	Red Ache <input type="checkbox"/>	

APPENDIX TWO: ITEM RULES REFERENCE

Common Armor, Weapon, and
Shield Hardness and Hit Points

Notes

Weapon or Shield	Hardness ¹	Hit Points ^{2,3}
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ⁴	armor bonus x5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

¹ Add +2 for each +1 enhancement bonus of magic items.

² The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

³ Add 10 hp for each +1 enhancement bonus of magic items.

⁴ Varies by material; leather/hide: 2, wood:5, iron/steel 10, mithral: 15, adamantite: 20.

Sunder

(Reprinted from the *Pathfinder RPG Core Rulebook* 201)

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, you deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition (see Appendix 2). If the damage you deal would reduce the object to less than 0 hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point and the broken condition.

RUINS OF BONEKEEP,
LEVEL ONE: THE SILENT GRAVE

APPENDIX TWO: TREASURE WORKSHEET

Use this worksheet to quickly track what treasure the PCs recover during this adventure. Since there are more encounters present in the dungeon than most parties will have time to complete in 4–5 hours, it is important to note their running gp earned value as well as specific equipment that should be made available on their Chronicle sheets.

Any items with unchecked Found boxes should be crossed off the Chronicle sheet. If the PCs met the conditions of the Rewards section of a given encounter area, add the listed gp total to each PC's gp earned value at the end of the scenario.

Notes

	Subtier 3–4	Subtier 6–7
Area A1	Found?	Found?
<i>Bag of holding, type I</i>	<input type="checkbox"/>	—
<i>Bag of holding, type II</i>	—	<input type="checkbox"/>
gp total	258 gp	466 gp
Area A2	Found?	Found?
<i>Crown of swords</i>	—	<input type="checkbox"/>
gp total	183 gp	1,083 gp
Area A3	Found?	Found?
<i>Wand of sound burst</i>	<input type="checkbox"/>	—
<i>Wand of searing light</i>	—	<input type="checkbox"/>
gp total	375 gp	937 gp
Area A4	Found?	Found?
<i>Dagger of venom</i>	—	<input type="checkbox"/>
<i>Metamagic rod of lesser extend</i>	<input type="checkbox"/>	<input type="checkbox"/>
gp total	250 gp	691 gp
Area A5	Found?	Found?
<i>Elemental gem (any type)</i>	<input type="checkbox"/>	(x3) <input type="checkbox"/>
gp total	187 gp	562 gp
Area A6	Found?	Found?
<i>nexus crystal</i>	<input type="checkbox"/>	<input type="checkbox"/>
gp total	0 gp	0 gp
Area A7	Found?	Found?
<i>Ring of feather falling</i>	<input type="checkbox"/>	—
<i>Ring of the ram</i>	—	<input type="checkbox"/>
gp total	183 gp	716 gp
Area A8	Found?	Found?
<i>Elixir of fire breath</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Elixir of hiding</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Hybridization funnel</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Nightdrops</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Silversheen</i>	<input type="checkbox"/>	<input type="checkbox"/>
gp total	226 gp	226 gp
Area A9	Found?	Found?
<i>+2 chain shirt</i>	—	<input type="checkbox"/>
<i>cloak of resistance +1</i>	<input type="checkbox"/>	—
<i>cloak of resistance +2</i>	—	<input type="checkbox"/>
<i>potion of cure serious wounds</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>potion of invisibility</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>ratskull</i>	<input type="checkbox"/>	<input type="checkbox"/>
<i>ring of protection +1</i>	—	<input type="checkbox"/>
gp total	899 gp	1,565 gp

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Special Ruins of Bonekeep, Level One: The Silent Grave

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
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Character #	<input type="text"/>
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Pathfinder Society Special: Ruins of Bonekeep, Level One: The Silent Grave

Scenario Chronicle #

Slow Normal

SUBTIER 3-4	1,280	2,561
SUBTIER 6-7	3,248	6,496

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Completed This Scenario.

Items Found During This Scenario

SUBTIER
3-4

Bonekeep Malady: You suffer from a lingering malady after your exploration of Bonekeep. While any diseases you contracted there (noted below) seem to have faded upon leaving the dungeon, you still seem to suffer from sporadic coughing fits and fevers. You take a -2 penalty on any Fortitude saving throws made against a disease.

Diseases Contracted: Filth Fever Flesh Rot Red Ache

Nexus Crystal: You discovered a mysterious crystal within the dungeons below Bonekeep. Aside from its obvious power, however, the extent of its abilities and its true purpose are unclear.

- | | |
|---|---|
| <i>bag of holding, type I</i> (2,500 gp) | <i>nightdrops</i> (250 gp; <i>Ultimate Equipment</i> 312) |
| <i>cloak of resistance +1</i> (1,000 gp) | <i>potion of cure serious wounds</i> (750 gp) |
| <i>elemental gem (any type)</i> (2,250 gp) | <i>potion of invisibility</i> (300 gp) |
| <i>elixir of fire breath</i> (1,100 gp) | <i>ratskull</i> (7,200 gp; limit 1) |
| <i>elixir of hiding</i> (250 gp) | <i>ring of feather falling</i> (2,200 gp) |
| <i>hybridization funnel</i> (200 gp; <i>Ultimate Equipment</i> 304) | <i>silversheen</i> (250 gp) |
| <i>metamagic rod of lesser extend</i> (3,000 gp) | <i>wand of sound burst</i> (4,500 gp) |

SUBTIER
6-7

- | | |
|--|--|
| <i>+2 chain shirt</i> (4,250 gp) | <i>dagger of venom</i> (8,302 gp) |
| <i>bag of holding, type II</i> (5,000 gp) | <i>ring of protection +1</i> (2,000 gp) |
| <i>cloak of resistance +2</i> (4,000 gp) | <i>ring of the ram</i> (8,600 gp) |
| <i>crown of swords</i> (6,000 gp; <i>Ultimate Equipment</i> 242) | <i>wand of searing light</i> (11,250 gp) |

RATSKULL

Aura moderate necromancy; **CL** 5th
Slot neck; **Price** 7,200 gp; **Weight** 1/2 lb.

DESCRIPTION

This gnarled black rat skull is carved with intricate necromantic runes and hangs on a ragged leather strap. Three times per day, the wearer of the *ratskull* can call upon its power as a full-round action to summon a swarm of undead rats. This functions as *summon swarm*, using the exact same statistics as a rat swarm except that they are also undead. The rat swarm obeys the wearer's commands for 5 rounds before crumbling to dust.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *summon swarm*; **Cost** 3,600 gp

NEXUS CRYSTAL (MINOR ARTIFACT)

Aura moderate necromancy; **CL** 12th
Slot none; **Weight** 1/2 lb.

DESCRIPTION

This black crystal feels cold to the touch. Simply carrying this crystal provides protection against negative energy. Whenever the bearer takes damage from negative energy, such as channel energy or an inflict spell, she takes 10 less points of damage. This reduction is applied after any saving throw is made. The crystal may possess other powers, but they are unknown at this time.

DESTRUCTION

The means of destroying this crystal are unknown.

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD	
Add 1/2 this value to the "Items Sold" Box	

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

FAME

Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	Items Sold
=	Subtotal
-	Items Bought
=	Total

For GM Only

EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #