

PATHFINDER SOCIETY



RUINS OF BONEKEEP

Level Two: Maze of the Mind Slave

By Jason Bulmahn



RUINS OF BONEKEEP

LEVEL TWO: MAZE OF THE MIND SLAVE

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Ruins of Bonekeep, Level Two: Maze of the Mind Slave is a Pathfinder Society Scenario 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 following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder Bestiary 3*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Equipment*. 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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7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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RUINS OF BONEKEEP

LEVEL TWO: MAZE OF THE MIND SLAVE

BY JASON BULMAHN



The ruins of Bonekeep have stood outside Absalom for hundreds of years. The crumbling keep 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 site, finding only a trinket or two for their troubles. What none of them 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 the dead land of Geb, the necromancer stole with him a number of its dread secrets when he fled. 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, sending wave after wave of undead minions, all the while preparing his master plan deep beneath his keep: creating a portal to the Negative Energy Plane, which would allow Volzaras to channel that negative energy to cause all of the dead within miles to rise under his command.

Fortunately, Absalom took action before the necromancer's plan could come to fruition. The armies razed the keep, and inside they fought and destroyed Volzaras. Despite tearing down the keep, the crusaders neither discovered the dungeons underneath nor deciphered 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.

A group of foul ratfolk have come up from the depths of the darklands to inhabit this dungeon, turning it to their own foul ends. In the first part of this series, the PCs explored the uppermost level of the dungeon—where they encountered a number of terrifying foes and their

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 Two: Maze of the Mind Slave" is the second event in the series, with more scheduled to be released over the coming year. This event is designed for six characters from 3rd to 7th level.

This event has a higher level of danger and reward than most Pathfinder Society events, and is 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 who are at negative hit points or near death. Before proceeding with the adventure, **you must** read aloud the boxed text in the A Warning section on page 4, and make sure that all players 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 doesn't know what to expect from within the dungeon and the heads of the factions don't have any special missions for the PCs. Those who survive the event earn 2 Prestige Points (those using the slow advancement track instead earn 1 Prestige Point).

leader, a ratfolk scientist whose experiments seemed to be focused on disease and a powerful crystal found in one chamber of the dungeon. Those that explored the first level of Bonekeep have an ongoing malady that seems to return at full strength whenever they draw near the ruins. They might have even managed to destroy the

APPENDIX GUIDE

This adventure includes an appendix (page 20) that features two worksheets that GMs should use to track ongoing effects and treasure for the party without slowing the game down. These resources are as follows.

Mental Damage Tracker: There are a number of creatures and effects that can impose long-term penalties to the PCs' Will saves or deal Intelligence damage, and tracking this information is important. This reference sheet lists the possible afflictions and gives you a simple way to keep track of which PC has suffered what penalties.

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.

crystal, and are carrying a piece of the necromantic stone with them.

In fact, the PCs entered the ruins to explore the second level a few days ago, they returned recently with absolutely no memory of ever exploring the site, much less leaving the Grand Lodge. They do not remember successfully battling their way past several of the level's challenges before being subdued and subjected to a ratfolk wizard's experiments; however, before the ratfolk was able to completely wipe the PCs' minds, they escaped and managed to stumble back to the city of Absalom. Having survived the PCs' tactics once, the resident ratfolk have adapted their strategies to combat the escapees when they inevitably storm the halls once more.

ADVENTURE SYNOPSIS

A few months ago, the Pathfinder society sent a number of their operatives into the dungeons beneath the Ruins of Bonekeep, searching for a member that went missing. Those operatives discovered a dungeon teeming with foes, led by a foul ratfolk alchemist who seemed to be utilizing some ancient experiments to its own foul ends. They defeated the ratfolk and its minions, but upon discovering that there was yet more to explore, they elected to return to Absalom to report their findings.

One week ago, the Pathfinders decided to send another group into the dungeon to plumb the depths of this second layer. After a few days, the group returned, but they were wounded and had absolutely no memory of having ever gone to Bonekeep. The PCs are those heroes. At the start of this adventure, they have been healed of their wounds and meet with Kreighton Shaine, who intends to send them back to the dungeon to uncover

the ruins' secrets. He also offers them protection from such mind-altering magic, so that they might be able to actually report their findings.

Upon returning to the dungeon, they are able to bypass the first level (even if the characters themselves have not yet explored it) and make their way to the second level of the dungeon. Once there, they discover signs that they have been there before. They must fight their way through cunning mazes, mind traps, and evil foes as they make their way through mysterious portals to the end of the dungeon, where a powerful ratfolk enchanter awaits them, guarding another powerful crystal. Similar to the crystal on the first level, this one seems to be focused on magic of the mind. With luck and skill, they can return once again to Absalom to finally recount what they found—including another staircase leading yet deeper into the dungeon!

A WARNING

Because of the nature of this adventure, the players need to be aware of the danger it poses to their characters. Before diving in, read (do *not* paraphrase) the following to the players. Give anyone interested a chance to leave, as per the sidebar on page 3.

Welcome to Level Two of the Ruins of Bonekeep. This is the second of a series of special events designed to test your characters to their limits and beyond. While it would be helpful to have played the first event before this one, it's not strictly required. Please note that the threat of character death is very real in this event, and the potential rewards are greater as a result. You will be able to, as a group, decide to leave the event should it become too deadly, at any time except while engaged in combat. If this is not the type of event for you, we recommend you instead find an event more suited to what you want to play.

GETTING STARTED

The adventure begins with the PCs sitting in the office of the Master of Scrolls, Kreighton Shaine. They have no idea why they're here, and in fact, have no memory of being summoned or traveling to meet with Kreighton Shaine. When you are ready to begin, read or paraphrase the following.

"Ah, I can see that your faculties have returned," exclaims the Master of Scrolls, Kreighton Shaine, as he unceremoniously tosses a blank scroll over his shoulder onto a haphazardly heaped mound of discarded, blank parchment. "I can tell these things from the confused look on your faces, and these are faces I know well despite having worn them myself at the time—not all at once, of course," he continues while turning

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and absentmindedly treading on the discarded scrolls as he begins to meander about his office.

“Almost a week ago, Ambrus Valsin sent you into the ruins of Bonekeep, a long forgotten siege castle not far from the walls of Absalom. We are unsure as to what happened in those long-forgotten halls, but you returned days later, wounded and without memory of what you had seen. In fact, it wasn’t until just a moment ago that you seemed to have any sense about you at all.” With that Kreighton Shaine pauses to consider an unvoiced idea before quickly jotting it down on the inside cover of the first book he can lay his hands on. Slamming it shut, he places it back on the shelf. “Regardless, everyone seemed to think I would be the best at helping you recover your senses.

“I can see that all of this comes as some surprise to you—I understand, truly, for we are just as baffled as you are. A few months ago, Valsin sent a number of Pathfinders into this dungeon to investigate the schemes of Tancred Desimire, who apparently wishes us ill. They returned, speaking of terrible creatures and some mysterious group that had set up its lair in the dark recesses of the forgotten hold. They also found a staircase leading even deeper into the earth, and that’s where we sent you.” He pauses as if waiting for some sign of recognition before shrugging and adding, “I would appreciate telling you more, but I’ve been unable to divine much more of your exploits. You were wounded and bore powerful enchantment magic that seemed to dull your senses and memories. I have been able to mitigate the effects with my own spells, and it seems you at least have your core mental faculties.

“With luck, these protections will continue to ward you against such mind magic...for a time. If you are to acquire a long-term remedy, the best medicine would be to return to the ruins once more, uncover whatever has caused this amnesia, and destroy, contain, or recover whatever that is.” He spends dusts the undersides of his bookshelves for a moment before lightheartedly adding as an aside, “Oh yes, I nearly forgot—the wards that keep you thinking straight and protect you from further mind assaulting will only last a few of hours, so I wouldn’t waste any time laying about.”

Give the players a chance to introduce themselves to one another at this point. Despite having gone on an adventure together just recently, they have absolutely no memory of these events. There is no magic available to them that will restore these lost memories. Kreighton Shaine reiterates that their During this time, they can make purchases and make any other preparations as they see fit.

Diplomacy or Knowledge (Local)

The PCs might already know something of the Ruins of Bonekeep. If the PCs themselves explored the first

BONEKEEP MALADY

If any of the players of this round also played *Ruins of Bonekeep, Level One*, you should ask to see their Chronicle sheet for the event and note which diseases are checked under Bonekeep Malady. Upon returning to the dungeon, all of these disease return and the PCs must attempt saving throws immediately upon entering the dungeon. When they leave again, the symptoms fade (although any damage they have taken remains). The diseases, and their effects, are as follows. Note that since the PCs will be in the dungeon no more than 1 day, they cannot be cured of these diseases through nonmagical means—although they can be cured with magic, this doesn’t remove them from the Bonekeep Malady, they always seem to return when the PCs enter this dungeon.

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 in Subtier 6–7); *onset* immediate; *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 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.

level, they retain that knowledge (it was not wiped out by the magic that recently erased their memories); if not, they have no memory of the first level. In fact, the GM should not give the PCs any information about the first level of the dungeon to players that have not explored it.

15+ Bonekeep has been explored numerous times over the past 200 years, but no one has reported anything dangerous or come back with any significant treasure, that is, until just a few months ago when the Pathfinders found a den of creatures inhabiting the first level

20+ Built to convert the people of Absalom into an army of undead thralls, Bonekeep was razed to its foundation 200 years ago.

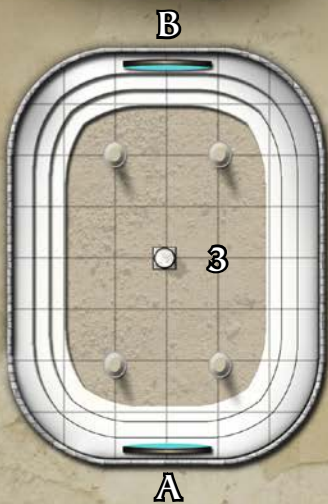
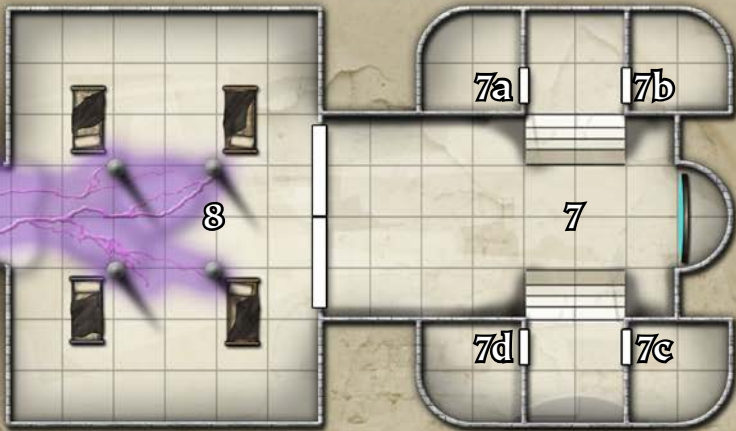
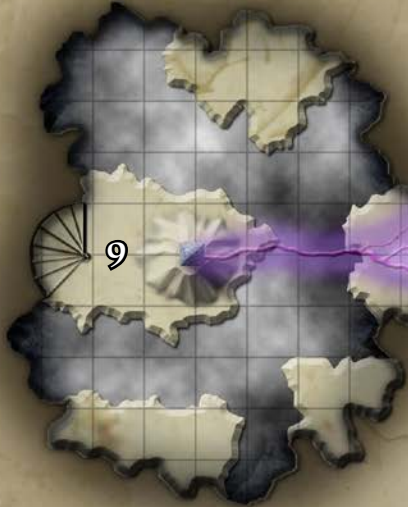
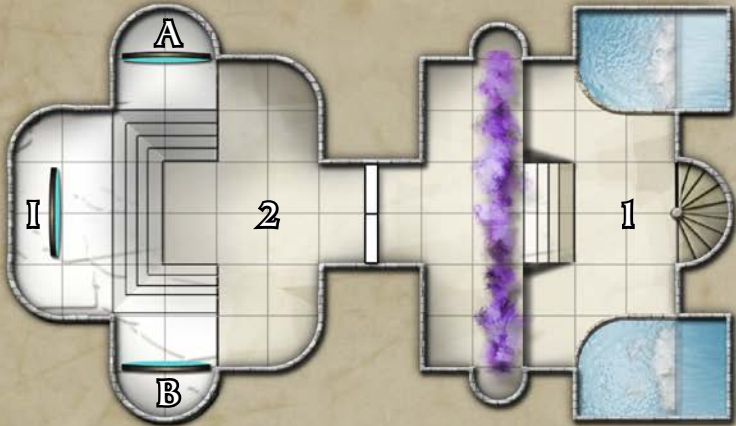
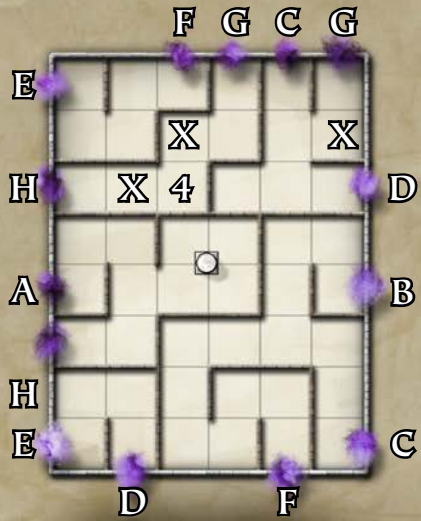
This is also the time that you should inform the players of the strict time limit for this event, and that any time spent now does count against their total time for this adventure. When the PCs are ready to enter the dungeon, proceed to area 1.

1. The Mind Veil (CR 5 or CR 8)

After exploring the area around Bonekeep, the PCs easily find a passageway leading into the depths of the



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1 square = 5 feet

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dungeon. This adventure assumes that the PCs have already explored the first level, and even if they have not, they proceed directly to the second level without danger. Upon descending the stairs, read or paraphrase the following.

Wandering the ruins of Bonekeep—it's clear that the Pathfinders did an admirable job by leaving it free of danger and treasure—eventually leads to a staircase that descends into the depths. Although the stairs seem familiar, you have no specific memory of this place.

The stairs come to an end in a broad chamber lit by an eerie purple glow. Flanking the stairs in the front corners of the room, a pair of fountains gush water into shimmering pools. A raised area accessible by a short staircase occupies part of the chamber, but a glowing cloud of purple vapor at the top of the stairs blocks the rest of the room. The cloud seems to swirl and broil, despite the calm, stale air within the room. Tiny wisps of fog also rise up from the pools, flowing into the curtain in unsteady streams of vapor.

This entry chamber is the primary cause of the PCs' memory loss, but Kreighton Shaine's ward protects them from the worst of its effects this time. The water and vapor curtain in this room both radiate powerful enchantment magic. Passing through the curtain causes a creature to lose all memories of the past 24 hours, unless it succeeds at a DC 22 Will save. Fortunately, Shaine's ward reduces this to merely being confused for 1 round on a failed save. Drinking the water has the same effect, but the DC increases to 28 and overwhelms part of the ward's protection; if a warded PC drinks the water, he loses his memories of the past hour. The curtain is maintained by a field of magic and it cannot be dispersed by winds or other such effects, although *dispel magic* (CL 16th) suppresses the curtain for 1d4 rounds before it reforms from the pools' mist.

On the far side of the curtain at the top of the stairs is a small area with a large iron double door leading deeper into the dungeon. The door bears strange swirling symbols and a wandering, random pattern of glyphs across its surface. A PC can identify these as symbols of mental magic with a successful DC 20 Knowledge (arcane) skill check. The doors are neither locked nor trapped. Strewn on the floor next to the doors is the body of a dead ratfolk, which has been stripped of most of its gear—by the PCs in fact, but they later lost that loot. With a successful DC 15 Heal skill check, a PC discovers that the body has been here for almost a week and appears as though it was killed by one of the weapons carried by a PC (GM's choice). The PC bearing that weapon might even notice a trace of dried blood on it, confirming the suspicion.

Creatures: The curtain and waters are not the only dangers in this room. Upon entering the chamber, a number of water elementals rise up out of the pools to attack. When they do so, there is a surge from the pools, causing them to overflow into the room to a depth of about 1 foot. This does not cause any danger the PCs unless they drink it, but it does allow the elementals to make use of their water mastery ability. Those on the stairs leading up the curtain can safely stay out of the water.

These elementals are made out of the same magical water as that found in the pools, and they have a few special abilities that are drawn from this water. Please be sure to note the penalty the PCs receive from the mind fog aura, as it will have a continual effect on them as they explore the dungeon.

Subtier 3–4 (CR 5)

LETHE-WATER ELEMENTAL (2)	CR 3
Variant medium water elemental (<i>Pathfinder RPG Bestiary</i> 126)	
N Medium outsider (elemental, extraplanar, water)	
Init +1; Senses darkvision 60 ft.; Perception +5	
Aura mind fog (10 ft., Will DC 14)	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
hp 30 (4d10+8)	
Fort +6, Ref +5, Will +1	
Immune elemental traits	
OFFENSE	
Speed 20 ft., swim 90 ft.	
Melee slam +7 (1d8+4 plus mind wipe)	
Special Attacks drench, mind wipe (DC 14), water mastery	
STATISTICS	
Str 16, Dex 12, Con 15, Int 4, Wis 11, Cha 11	
Base Atk +4; CMB +7; CMD 18	
Feats Cleave, Power Attack	
Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16	
SPECIAL ABILITIES	
Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can <i>dispel magic</i> (CL = elemental's HD) it touches as <i>dispel magic</i> (CL = elemental's HD).	
Mind Fog (Su) These elementals are made from strange, magical water that dulls the mind and senses. Anyone who comes to within 10 feet of one of these elementals must succeed at a DC 14 Will save or take a permanent –1 penalty on Will saving throws and Wisdom-based skill checks. This penalty is cumulative and only applies while creatures are within the confines of the Ruins of Bonekeep. Creatures must save each round they are within this aura (but only once each round, even if within multiple auras). The penalty can be reduced by 1 for each casting of <i>remove curse</i> , <i>break enchantment</i> , or a similar effect during the course of the	



HAVEN'T WE BEEN HERE BEFORE

As mentioned in Adventure Background, the PCs have been in this dungeon before and there should be signs of this everywhere. For the most part, this is left up to the GM to improvise, but the adventure contains a number of possible signs and reminders. When running this event, draw on the following ideas. Don't incorporate any of these more than once.

- An empty potion bottle or used scroll on the floor, bearing the mark of one of the PCs.
- Bent lockpick, burned-out torch, or other piece of mundane gear that might have belonged to a PC (matching others in their gear)
- A note scrawled in chalk on one of the walls reading "exit this way?" with an arrow pointing toward a gateway, clearly written in one of the PCs handwriting.
- A damaged armor plate or cloth scrap next to some dried blood. The damaged plate or cloth scrap matches damage done to the armor worn by one of the PCs—a cosmetic effect that does not affect game mechanics, and that might correspond to a recently acquired scar.

adventure. The saving throw DC is Charisma-based and it includes a +2 racial bonus.

Mind Wipe (Su): Creature's hit by these elemental's slam attack must succeed at a DC 14 Will save or have their memory of the past day erased. In addition, creatures that fail their save lose the ability to recall anything that happens to them over the next day (although this loss does not occur until the current day is over, then all the memories fade). The spell that wards the PCs makes them mostly immune to this effect. Instead of losing their memories, they become confused for 1 round if they fail their saving throw. The saving throw DC is Charisma-based and it includes a +2 racial bonus.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Subtier 6–7 (CR 8)

OBLIVION-WATER ELEMENTAL (4) CR 4

Advanced variant medium water elemental (*Pathfinder RPG Bestiary* 126)

N Medium outsider (elemental, extraplanar, water)

Init +3; **Senses** darkvision 60 ft.; Perception +7

Aura mind fog (10 ft., Will DC 16)

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 38 (4d10+16)

Fort +8, **Ref** +7, **Will** +3

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +9 (1d8+7 plus mind wipe)

Special Attacks drench, mind wipe (DC 16), water mastery

STATISTICS

Str 20, **Dex** 16, **Con** 19, **Int** 8, **Wis** 15, **Cha** 15

Base Atk +4; **CMB** +9; **CMD** 22

Feats Cleave, Power Attack

Skills Acrobatics +10, Escape Artist +8, Intimidate +9, Knowledge (planes) +4, Perception +7, Stealth +10, Swim +18

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL = elemental's HD).

Mind Fog (Su) These elementals are made from strange, magical water that dulls the mind and senses. Anyone who comes to within 10 feet of one of these elementals must succeed at a DC 16 Will save or take a permanent -1 penalty on Will saving throws and Wisdom-based skill checks. This penalty is cumulative and only applies while creatures are within the confines of the Ruins of Bonekeep. Creatures must save each round they are within this aura (but only once each round, even if within multiple auras). The penalty can be reduced by 1 for each casting of *remove curse*, *break enchantment*, or a similar effect during the course of the adventure. The saving throw DC is Charisma-based and it includes a +2 racial bonus.

Mind Wipe (Su): Creature's hit by these elemental's slam attack must succeed at a DC 14 Will save or have their memory of the past day erased. In addition, creatures that fail their save lose the ability to recall anything that happens to them over the next day (although this loss does not occur until the current day is over, then all the memories fade). The spell that wards the PCs makes them mostly immune to this effect. Instead of losing their memories, they become confused for 1 round if they fail their saving throw. The saving throw DC is Charisma-based and it includes a +2 racial bonus.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Treasure: The dead ratfolk was hiding a wand up the sleeve of its moth-eaten tunic, which the PCs missed on

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their first inspection of the body. In Subtier 3–4, this is a *wand of glitterdust* with 25 charges. In Subtier 6–7, this wand is fully charged.

2. Mind Thieves (CR 6 or CR 9)

Beyond the doors is a chamber the leads to a number of places deeper in the dungeon. When the PCs open the door, read or paraphrase the following to them.

The iron doors swing open with a screech revealing a cross-shaped chamber. To the left and right are a pair of white, marble archways filled with a swirling blue light. Directly opposite the door is another archway, similar to the others, but this one stands empty, the wall behind it clearly visible. A short set of stairs leads up to each archway.

This chamber is a crossroads of sorts, as it connects to numerous other areas of the dungeon. When the PCs enter, only the left and right archways are operational, and each connects to a different location. The archway to the right (portal A) connects to area 3, while the archway to the left (portal B) connects to area 4. The central archway only activates after the PCs retrieve the mind shards (see page 10) from areas 3 and 4, and the crystals glow as well in the portal's presence. Once both shards are present, the archway fills with a pale blue light and opens up a portal (portal I) that leads to area 5. Those examining this empty archway see no way to activate it, but if checked, it radiates strong conjuration magic—as do all the archways.

The glowing portals illuminate the entire area with dim light.

Creatures: When the PCs enter the chamber, two ratfolk are hiding behind the empty archway, waiting for intruders, while a third is on the stairs leading up to the archway to the right. Upon spotting the PCs, this last ratfolk shouts in Undercommon, “the intruders have returned!”

Subtier 3–4 (CR 6)

RATFOLK MINDTHIEF (3)	CR 3
Ratfolk rogue 3/enchanter 1	
NE Small humanoid (ratfolk)	
Init +5; Senses darkvision 60 ft.; Perception +8	
DEFENSE	
AC 20, touch 16, flat-footed 15 (+4 armor, +5 Dex, +1 size, +1 dodge vs. traps)	
hp 31 (4 HD; 3d8+1d6+15)	
Fort +4, Ref +9 (+1 vs. traps), Will +3	
Defensive Abilities evasion	
OFFENSE	
Speed 20 ft.	
Melee mwk rapier +7 (1d4–1/18–20), dagger +6 (1d3–1/19–20)	

Ranged dagger +8 (1d3–1/19–20)

Special Attacks sneak attack +2d6, swarming

Arcane School Spell-Like Abilities (CL 1st; concentration +4)
6/day—dazing touch

Enchanter Spells Prepared (CL 1st; concentration +4)

1st—*color spray* (DC 14), *mage armor*, *sleep* (DC 14)

o (at will)—*acid splash*, *daze* (DC 13), *bleed* (DC 13)

Opposition Schools divination, evocation

TACTICS

Before Combat All three ratfolk have cast *mage armor* before combat begins.

During Combat The two hiding ratfolk emerge from cover using Stealth to sneak attack one target, while the third cast *sleep* on the party. If the situation is favorable, they use *color spray* to disable their foes, and they use swarming to the best of their ability to flank the PCs.

STATISTICS

Str 9, **Dex** 20, **Con** 14, **Int** 16, **Wis** 8, **Cha** 8

Base Atk +2; **CMB** +0; **CMD** 15

Feats Scribe Scroll, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12 (+8 when jumping), Bluff +6, Climb +6, Craft (alchemy) +5, Disable Device +12, Escape Artist +12, Knowledge (arcana) +10, Perception +8, Sense Motive +4, Spellcraft +10, Stealth +16, Use Magic Device +1; **Racial Modifiers** –4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Common, Giant, Goblin, Undercommon

SQ arcane bond (dagger), enchanting smile, rogue talent (finesse rogue), trap sense +1, trapfinding +1

Other Gear *cloak of resistance* +1, mwk rapier, dagger

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 9)

RATFOLK MINDTHIEF (3)	CR 6
Ratfolk rogue 4/enchanter 3	
NE Small humanoid (ratfolk)	
Init +9; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 24, touch 16, flat-footed 19 (+4 armor, +5 Dex, +4 shield, +1 size, +1 dodge vs. traps)	
hp 53 (7 HD; 4d8+3d6+25)	
Fort +5, Ref +11 (+1 vs. traps), Will +4	
Defensive Abilities evasion, uncanny dodge	
OFFENSE	
Speed 20 ft.	

Melee +1 rapier +9 (1d4/18–20), mwk dagger +9 (1d3–1/19–20)

Ranged mwk dagger +11 (1d3–1/19–20)

Special Attacks bleeding attack, sneak attack +2d6, swarming
Arcane School Spell-Like Abilities (CL 3rd; concentration +6)
 6/day—dazing touch

Enchanter Spells Prepared (CL 3rd; concentration +6)
 2nd—*glitterdust* (DC 15), *hideous laughter* (DC 16), *invisibility*
 1st—*charm person* (DC 15), *mage armor*, *ray of enfeeblement*
 (DC 14), *shield*
 o (at will)—*acid splash*, *bleed* (DC 13), *ghost sound* (DC 13),
touch of fatigue (DC 13)

Opposition Schools divination, evocation

TACTICS

Before Combat All three ratfolk have cast *mage armor* before combat begins. The two in hiding also cast *invisibility*.

During Combat The two hiding ratfolk use *invisibility* to sneak attack one target, while the third casts *glitterdust* on the party. They use their spells to disable their foes when possible, and they use swarming to the best of their ability to flank the PCs.

STATISTICS

Str 9, **Dex** 20, **Con** 14, **Int** 16, **Wis** 8, **Cha** 8

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

Feats Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +15 (+11 when jumping), Bluff +6, Climb +6, Craft (alchemy) +5, Disable Device +15, Escape Artist +15, Knowledge (arcana) +13, Perception +11, Sense Motive +4, Spellcraft +13, Stealth +19, Use Magic Device +1; **Racial Modifiers** –4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Common, Giant, Goblin, Undercommon

SQ arcane bond (dagger), enchanting smile, rogue talents (bleeding attack, finesse rogue) trap sense +1, trapfinding +2

Other Gear *cloak of resistance* +1, +1 rapier, mwk dagger

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.

3. Ogre Slaves (CR 6 or CR 9)

The PCs can only enter this chamber through portal A. If they travel through portal A in areas 2 or 3, they emerge through portal A in this room. They can only leave this room through portal B, which takes them to area 4 if they have not yet explored it, or area 2 if they have both mind shards from these two areas. Attempting to go back through portal A causes them to

emerge from that same portal, turning them around in the process.

When the PCs enter the room, read or paraphrase the following to them.

Stepping through the portal causes your ears to pop and induces a brief moment of vertigo before the world returns to normal. This chamber appears to be some sort of arena that is oval in shape and has a sandy floor. Surrounding the floor is a series of broad steps that could be used as seats. In the center of the room is a simple white marble pedestal, atop which rests a twinkling blue crystal.

The crystal on the pedestal is one of the two mind shards needed to open up the dormant portal in area 2. It radiates strong conjuration magic, but otherwise has no special powers.

Creatures: The crystal is not without its defenders. The ratfolk on this level of the dungeon have been experimenting with mind magic in an attempt to make the perfect thrall. Their first modestly successful experiment involved a trio of ogres brought up from the Darklands. These brutes have had their minds damaged and altered to the point that they're only capable of performing guard duty. They fear the ratfolk, however, and take no actions against them, but the PCs are another matter entirely. When the PCs approach within 5 feet of the crystal, panels in the ceiling open and drop the ogres, who land awkwardly in the room; each ogre must succeed at a DC 10 Acrobatics check or take 1d6 points of damage and fall prone.

Note that these ogres bear a number of old wounds that you should describe to the PCs. These wounds look very much like those that might be caused by weapons and spells wielded by the PCs. In fact, four panels open, but only three ogres drop out—the fourth was slain by the PCs during their earlier exploits.

One of these ogres wears a golden necklace that is a *necklace of fireballs type I* (in Subtier 6–7, it's instead type V). The ogre has no idea how to use the item, but if it is hit with a magical fire attack and fails its saving throw—likely, considering its Reflex save bonus—it could cause all of the remaining spheres to detonate (dealing as much as 11d6 in Subtier 3–4 or 39d6 in Subtier 6–7).

Subtier 3–4 (CR 6)

MINDSLAVE OGRE (3)	CR 3
CE Large humanoid (giant)	
Init –1; Senses darkvision 60 ft., low-light vision; Perception +5	
DEFENSE	
AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)	

**RUINS OF BONEKEEP,
LEVEL TWO: MAZE OF THE MIND SLAVE**

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

Defensive Abilities mind wipe

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

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

TACTICS

During Combat The ogres savagely attack any unfamiliar creature.

Morale The ogres fight to the death.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

Other Gear hide armor, greatclub

SPECIAL ABILITIES

Mind Wipe (Ex) These ogres have undergone a procedure that has left their minds nearly empty of thought and resilient to mental magic. This makes them immune to mind-affecting effects and illusions.

Subtier 6–7 (CR 9)

MINDSLAVE OGRE (3)

CR 6

Ogre barbarian 3

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 7, flat-footed 17 (+5 armor, +5 natural, –2 rage, –1 size)

hp 95 (7 HD; 4d8+3d12+52)

Fort +13, **Ref** +2 (+1 vs. traps), **Will** +5; +2 vs. magic

Defensive Abilities mind wipe, uncanny dodge

OFFENSE

Speed 35 ft.

Melee +1 greatclub +16/+11 (2d8+14)

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

Special Attacks rage (12 rounds/day), rage powers (superstition +2)

TACTICS

During Combat The ogres savagely attack any unfamiliar creature.

Morale The ogres fight to the death.

Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 9, flat-footed 19; **hp** 81; **Fort** +11, **Will** +3; **Melee** +1 greatclub +14/+9 (2d8+11); **Str** 25, **Con** 18; **CMB** +14.

STATISTICS

Str 29, **Dex** 11, **Con** 22, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 24

Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (greatclub)

Skills Intimidate +4, Perception +8

Languages Giant

SQ fast movement, trap sense +1

Other Gear +1 hide armor, +1 greatclub

SPECIAL ABILITIES

Mind Wipe (Ex) These ogres have undergone a procedure that has left their minds nearly empty of thought and resilient to mental magic. This makes them immune to mind-affecting effects and illusions.

4. The Maze (CR 6 or CR 9)

This area of the dungeon is a confusing maze of twisting corridors and strange portals. Getting to the center requires more than just trying every possible route, and dangerous guardians hide within.

The PCs can get to this area in one of two ways, but both of them lead to the same place. If the PCs pass through portal **B** in either area **2** or area **3**, they are deposited just outside portal **B** in area **4** (see the map on page 6). They can only leave this room through portal **A**, which takes them to area **3** if they have not yet explored it, or area **2** if they have both mind shards from these two areas. Attempting to go back through portal **B** causes them to emerge from that same portal, turning them around in the process.

When the PCs enter this room, read or paraphrase the following.

As you step through the portal, for a moment there seems to be no up or down as you float in a void of blue, swirling light. With a sickening pop, you find yourself standing in the end of a twisting corridor, its walls patterned with an almost hypnotic series of repeating blue and gray stones. Somewhere in the distance, you can hear an odd grinding noise at random intervals.

The maze itself is a series of corridors and portals leading to various other parts of the maze. Each portal (marked with a letter on the map) deposits the character just outside the portal of the corresponding letter (with the exception of portals **A** and **B**, which lead into and out of the maze). The portals are one way only; attempting to go back through a portal from which a character has just emerged results in the character being sent back to the beginning of the maze (portal **B**). Note that some of the portals lead the characters around in one large loop, forcing them to find their way through the correct portal to continue.

In the center of the maze is a pedestal atop which rests one of two mind shards necessary to open portal **I** in area **2** that leads deeper into the dungeon. The crystal radiates strong conjuration magic.

Creatures: In addition to the PCs, there are one or more clockwork soldiers located within the maze. These start

in the areas marked with an “X” on the map (if there is only one, it starts in the area adjacent to the mind shard at the heart of the maze). The constructs do not leave their respective areas of the maze, but they can make it very difficult to navigate unless defeated.

Subtier 3–4 (CR 6)

CLOCKWORK SOLDIER CR 6

N Medium construct (clockwork) (*Pathfinder RPG Bestiary* 3 57)

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

Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+13/x3)

Special Attacks latch, teleport strike

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

Other Gear +1 halberd

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier’s wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its initiative check.

Teleport Strike (Su) If the clockwork soldier scores a critical hit against a creature with its halberd, that creature takes the additional damage and is immediately teleported to the start of the maze (portal B). A successful DC 20 Will save negates this effect.

Subtier 6–7 (CR 9)

CLOCKWORK SOLDIER (3)

CR 6

hp 64 each (use the stats from Subtier 3–4) (*Pathfinder RPG Bestiary* 3 57)

5. The Brain (CR 7 or CR 10)

Portal I begins to glow when both mind shards are in area 2, allowing the PCs to travel through portal I to area 5. This portal is two-way, allowing the PCs to travel back and forth between areas 2 and 5.

When the PCs enter this chamber, read or paraphrase the following.

A gigantic brain floats in a large pool directly opposite the portal, and arcane energy crackles across the cerebral surface. A glowing portal stands in either side of the room, similar in appearance to the portal used to reach this chamber.

This chamber contains a minor artifact, the *brain lens*, a gigantic stone brain that harnesses mental energy and allows it to be used for a variety of arcane purposes. Although the full array of these purposes is outside the scope of this adventure, the ratfolk are still trying to unravel its secrets, but they know it’s somehow connected to the mind crystal in area 9, drawing mental energy and focusing it to specific needs. Currently, that energy is going to waste and merely infuses the water in the pool, which drains back into area 2 through a series of channels in the bottom of the pool.

Hazard: The brain’s energy is quite unstable, but a pair of brain spiders siphons off its excess energy, preventing it from lashing out. If the brain spiders leave the brain (such as to attack the PCs), the artifact quickly overheats and lashes out. Every 1d4 rounds during which the spiders do not attend the brain, it pulses with energy, striking one PC at random; the brain spiders are immune to this effect. The targeted PC begins bleeding from the nose and ears and takes 1d4 points of Intelligence damage unless she succeeds at a DC 16 Will save (DC 20 in Subtier 6–7). Without Kreighton Shaine’s ward, this would act as *feblemind*, which is one reason why the ratfolk avoid this chamber.

Creatures: Crawling about on the giant brain are a number of brain spiders. These extraordinarily intelligent creatures feed off the energy of the brain to survive and formulate increasingly esoteric mysteries of the multiverse, but they crave the energy of living creatures even more. When the PCs enter the room, the spiders perch on the brain, but they quickly notice the PCs and move to attack. Should one gain control of a PC, it uses its host to attack the other characters. If no threats remain, it forces the enslaved PC to approach the brain, where it can

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drain all of her intelligence, make her permanent puppet, and lay eggs in the corpse's gray matter.

Subtier 3–4 (CR 7)

BRAIN SPIDER (2)	CR 5
N Small magical beast	
Init +7; Senses darkvision 60 ft., low-light vision; Perception +12	
DEFENSE	
AC 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size)	
hp 52 (7d10+14)	
Fort +7, Ref +8, Will +6	
Immune acid; SR 16	
OFFENSE	
Speed 40 ft., climb 40 ft.	
Melee bite +11 (1d8+3 plus 1d6 acid and attach)	
Special Attacks head grapple, mind control	
Spell-Like Abilities (CL 12; concentration +12)	
Constant— <i>detect thoughts</i> (DC 12)	
1/day— <i>phantasmal web</i> ^{APG} (DC 15)	
STATISTICS	
Str 14, Dex 17, Con 15, Int 20, Wis 14, Cha 11	
Base Atk +7; CMB +8 (+12 grapple); CMD 21 (33 vs. trip)	
Feats Combat Casting, Improved Initiative, Iron Will, Weapon Focus (bite)	
Skills Bluff +6, Climb +20, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +12, Sense Motive +9, Stealth +17	
Languages Abyssal, Aklo, Common, Infernal, Undercommon; telepathy 100 ft.	
SPECIAL ABILITIES	

Head Grapple (Ex) When a brain spider uses its attach ability, it fixes itself on the head of its target. This causes the target to be blinded and take a 20% chance to fail any spell that it casts that has verbal components. In addition, the brain spider can deal its bite damage to the target each round it maintains the grapple, and it does not lose the grapple if it fails its check (although it can still be removed by the target succeeding its a successful check). While attached to a creature, all damage dealt to the brain spider is split between the spider and the creature it is grappling.

Mind Control (Su) Each round a brain spider maintains its head grapple, it can attempt to control the creature it's attached to. This functions as *dominate monster*. The creature receives a DC 18 Will save each round, at the start of its turn, to negate the control for that round. The save DC is Intelligence-based.

Subtier 6–7 (CR 10)

ADVANCED BRAIN SPIDER (4)	CR 6
N Small magical beast	
Init +9; Senses darkvision 60 ft., low-light vision; Perception +14	

DEFENSE
AC 24, touch 16, flat-footed 19 (+5 Dex, +8 natural, +1 size)
hp 66 (7d10+28)
Fort +9, Ref +10, Will +8
Immune acid; SR 17
OFFENSE
Speed 40 ft., climb 40 ft.
Melee bite +13 (1d8+6 plus 1d6 acid and attach)
Special Attacks head grapple, mind control
Spell-Like Abilities (CL 12; concentration +14)
Constant— <i>detect thoughts</i> (DC 14)
1/day— <i>phantasmal web</i> ^{APG} (DC 17)
STATISTICS
Str 18, Dex 21, Con 19, Int 24, Wis 18, Cha 15
Base Atk +7; CMB +10 (+14 grapple); CMD 25 (37 vs. trip)
Feats Combat Casting, Improved Initiative, Iron Will, Weapon Focus (bite)
Skills Acrobatics +15 (+19 when jumping), Bluff +8, Climb +22, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +14, Sense Motive +11, Spellcraft +14, Stealth +19
Languages Abyssal, Aklo, Common, Draconic, Goblin, Infernal, Undercommon; telepathy 100 ft.

SPECIAL ABILITIES

Head Grapple (Ex) When a brain spider uses its attach ability, it fixes itself on the head of its target. This causes the target to be blinded and have a 20% chance of failure when casting any spell that has verbal components. In addition, the brain spider can deal its bite damage to the target each round it maintains the grapple, and it does not lose the grapple if it fails its check (although it can still be removed by the target if it succeeds at its check). While attached to a creature, all damage dealt to the brain spider is split between the spider and the creature it is grappling.

Mind Control (Su) Each round a brain spider maintains its head grapple, it can attempt to control the creature it's attached to. This ability functions as *dominate monster*. The creature can attempt a DC 20 Will save each round at the start of its turn to negate the control for that round. The save DC is Intelligence-based.

Development: The ratfolk slaver in area 6 maintains an *alarm* that covers the entire room, triggering the moment a PC arrives in the room through portal I.

Treasure: In the bottom of the pool is a tiny silver ring attached to a withered hand, which a PC can spot with a successful DC 20 Perception check. In Subtier 3–4, this is a *ring of ferocious action*^{UE}. In Subtier 6–7, the ring is the same, but the hand is a *hand of glory*.

6. The Cages (CR 7 or CR 10)

Stepping through portal J leads to the cages where the ratfolk keep their prisoners. When the PCs step through

the portal and enter this room, read or paraphrase the following to them.

The room spins for a moment before settling into a strange chamber filled with cages and a rancid—but strangely familiar—stench. Cages line walls, the floor of each filled with moldering hay and refuse.

The ratfolk once held the PCs captive in this chamber, following the PCs' subdual by the ogres in area 3. The cages themselves are made of iron bars with a complex lock on each. While these locks can be picked with a DC 25 Disable Device skill check, there is a master switch that unlocks all the cages set into the far wall.

Creatures: There is only a single ratfolk slaver in this room, positioned next to the master switch on the far wall. When the first PC steps through the portal, he immediately trips the switch and orders his goblin slaves to attack the intruders. Like the ogres, these goblins have had their minds almost completely wiped by the power of this place, but they are still smart enough to obey their ratfolk masters without fail.

Subtier 3–4 (CR 7)

RATFOLK SLAVER CR 4

Ratfolk bard 5 (*Pathfinder RPG Bestiary* 3 231)

NE Small humanoid (ratfolk)

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 size)
hp 46 (5d8+20)

Fort +3, **Ref** +7, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic, +2 vs. charm and fear

OFFENSE

Speed 20 ft.

Melee mwk rapier +6 (1d4+1/18–20)

Ranged light crossbow +9 (1d6+2/19–20)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), swarming

Bard Spells Known (CL 5th; concentration +7)

2nd (3/day)—*glitterdust* (DC 14), *mirror image*, *sound burst* (DC 14)

1st (5/day)—*alarm*, *cure light wounds*, *hideous laughter* (DC 13), *sleep* (DC 13)

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *read magic*, *summon instrument*

TACTICS

Before Combat The slaver is warned to the PCs approach by a mental *alarm* spell cast just outside the gate in area 5, allowing him to cast *mirror image* just before the characters enter the room.

During Combat The slave uses inspire courage to bolster his goblin slaves while assaulting the PCs with his spells.

Base Statistics While not under the effects of inspire courage, the slaver's statistics are **Melee** mwk rapier +4 (1d4–1/18–20); **Ranged** light crossbow +7 (1d6/19–20).

STATISTICS

Str 8, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 15

Feats Dodge, Improved Initiative, Toughness

Skills Acrobatics +10 (+6 when jumping), Bluff +10, Craft (alchemy) +3, Escape Artist +10, Perception +10, Perform (wind) +10, Spellcraft +9, Stealth +14, Use Magic Device +4;

Racial Modifiers –4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Common, Goblin

SQ bardic knowledge +2, lore master 1/day, versatile performance (wind)

Other Gear +1 chain shirt, mwk rapier, light crossbow with 20 bolts

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.

GOBLIN SLAVE (4) CR 2

Goblin warrior 4 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)
hp 30 (4d10+8)

Fort +5, **Ref** +5, **Will** +0; +2 vs. charm and fear

OFFENSE

Speed 30 ft.

Melee longsword +9 (1d6+3/19–20)

TACTICS

During Combat The goblin slaves relentlessly attack the PCs with their longswords.

Base Statistics While not under the effects of inspire courage, the goblins' statistics are **Melee** longsword +7 (1d6+1/19–20).

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

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

Feats Lightning Reflexes, Weapon Focus (longsword)

Skills Intimidate +5, Perception +1, Ride +5, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Other Gear studded leather, longsword

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RATFOLK SLAVER **CR 7**

Ratfolk bard 8 (*Pathfinder RPG Bestiary* 231)

NE Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 17, flat-footed 17 (+6 armor, +4 Dex, +2 dodge, +1 size)

hp 71 (8d8+32)

Fort +4, **Ref** +11, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic, +2 vs. charm and fear

OFFENSE

Speed 40 ft.

Melee mwk rapier +10/+10/+5 (1d4+1/18–20)

Ranged light crossbow +14 (1d6+2/19–20)

Special Attacks bardic performance 20 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), swarming

Bard Spells Known (CL 8th; concentration +10)

3rd (2/day)—*confusion* (DC 16), *haste*, *slow* (DC 15)

2nd (5/day)—*glitterdust* (DC 14), *mirror image*, *silence* (DC 14), *sound burst* (DC 14)

1st (5/day)—*alarm*, *cure light wounds*, *grease*, *hideous laughter* (DC 14), *silent image* (DC 13)

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *read magic*, *summon instrument*

TACTICS

Before Combat The slaver is warned to the PCs' approach by a mental *alarm* spell cast just outside the gate in area 5, and he can sense from changes in the portal's color when a creature is about to step through the portal, allowing him to cast *mirror image* and *haste* just before the characters enter the room.

During Combat The slave uses inspire courage to bolster his goblin slaves while assaulting the PCs with his spells.

Base Statistics While not under the effects of inspire courage and *haste*, the slaver's statistics are **AC** 22, touch 16; **Ref** +10;

Speed 20 ft.; **Melee** mwk rapier +7/+2 (1d4–1, 18–20);

Ranged light crossbow +11 (1d6/19–20).

STATISTICS

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

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Spell Focus (enchantment), Toughness

Skills Acrobatics +14 (+10 when jumping), Bluff +13, Craft (alchemy) +3, Escape Artist +14, Perception +13, Perform (wind) +13, Spellcraft +12, Stealth +18, Use Magic Device +4; **Racial Modifiers** –4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device **Languages** Common, Goblin

SQ bardic knowledge +4, lore master 1/day, versatile performance (wind, oratory)

Other Gear +2 chain shirt, light crossbow with 20 bolts, mwk rapier, 3,195 gp

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.

GOBLIN SLAVE (4) **CR 5**

Goblin warrior 7 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 14, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1 size)

hp 52 (7d10+14)

Fort +6, **Ref** +7, **Will** +1; +2 vs. charm and fear

OFFENSE

Speed 60 ft.

Melee longsword +13/+13/+8 (1d6+3/19–20)

TACTICS

During Combat The goblin slaves relentlessly attack the PCs with their longswords, using Vital Strike during any round that they have to move.

Base Statistics While not under the effects of inspire courage and *haste*, the goblins' statistics are **AC** 16, touch 13, flat-footed 14; **Ref** +6; **Speed** 30 ft.; **Melee** longsword +10/+5 (1d6+1/19–20).

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

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

Feats Lightning Reflexes, Step Up, Vital Strike, Weapon Focus (longsword)

Skills Intimidate +8, Perception +3, Ride +5, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Other Gear studded leather, longsword

7. Mind Games

The ratfolk use this chamber to keep intruders from disturbing Karnakin's important research. As the PCs enter the room, read or paraphrase the following.

The portal deposits you in a gloomy chamber, lit only by a globe of magical light, which appears to be failing. The flickering light faintly illuminates a dust-covered stairway to either side, each ascending to a pair of doors that bear scriptlike markings. On the far end of the room stands a much larger set of double doors shrouded in gloom.

Dangerous illusions and conjuration magic fill this chamber. The doors that lead into area **8** are warded by deadly illusion magic that can only be overcome by interacting with the symbols on each of the four doors at the top of the stairs in this room. Anyone approaching within 10 feet of the giant doors before triggering the other four doors' symbols is targeted by a *phantasmal killer* spell (DC 16). The spell continues to target a character each round she remains with 10 feet of the giant doors. These doors are made of stone and require a successful DC 25 Strength check to open, though every result above 15 reduces the DC of any future checks by 5; this represents the doors being pushed open a bit further but not enough to slip through.

The four other doors in the room each unleash some sort of terror or other challenge on the PCs. To open a door, a creature only needs to touch it; this causes the door to silently swing open and the symbol on its surface to vanish. At the same time, the gloom at the end of the hall seems to lighten a shade with each door opened, vanishing entirely after the last door is opened.

With the exception of door **7B**, all of the effects in this area are mind-affecting effects. As mindless creatures, the vermin from that door are immune to all of the effects of the other doors.

Door 7A: A PC can decipher the symbol—a symbol in Infernal script meaning “fire”—on this door with a successful DC 15 Knowledge (arcana) check. When a creature touches this door, it swings open, and a mass of flame flows out like liquid and engulfs the landing and the entire floor down below (the opposite landing is safe). Anyone in the area must succeed at a DC 20 Will save to realize that the flames are in part, an illusion. Those that fail take 4d6 points of fire damage (6d6 in Subtier 6–7). Those who succeed are only lightly burned by the quasi-real flames, taking 1d6 points of fire damage (2d6 in Subtier 6–7). The flames die away after only 1 round.

Door 7B: A PC can decipher the symbol—a druidic trail sign meaning “spiders”—on this door with a successful DC 15 Knowledge (nature) check. When a creature touches this door, it swings open to reveal a room thick with spiderwebs. At the same time, a pair of spider swarms rushes out of the room to attack (in Subtier 6–7, they are accompanied by a giant black widow that descends from the ceiling of the main room). These are conjured creatures, not illusions like those created by other chambers.

Subtier 3–4 (CR 3)

SPIDER SWARM (2) CR 1
 N Diminutive vermin (swarm) (*Pathfinder RPG Bestiary* 258)
Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;
 Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 9 (2d8)
Fort +3, **Ref** +3, **Will** +0
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage
Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.
Melee swarm (1d6 plus poison and distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** —; **CMD** —
Skills Climb +11, Perception +4; **Racial Modifiers** +4
 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex): Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Subtier 6–7 (CR 6)

OGRE SPIDER CR 5

N Huge vermin (*Pathfinder RPG Bestiary* 254)
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;
 Perception +5

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)
hp 52 (7d8+21)
Fort +8, **Ref** +4, **Will** +3
Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.
Melee bite +8 (2d8+7 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks web (+5 ranged, DC 16, 7 hp)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +12 **CMD** 24 (36 vs. trip)
Skills Climb +29, Perception +5, Stealth –2; **Racial Modifiers**
 +16 Climb, +4 Perception, +4 Stealth
SQ compression

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 2 saves.

Door 7C: A PC can decipher the symbol—a glyph in Aklo script meaning “insanity”—on this door with a successful DC 15 Knowledge (planes) check. When a creature touches this door, it swings open, floods the

**RUINS OF BONEKEEP,
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entire area with *darkness*, and targets each creature in the area with a special form of *confusion* that lasts for 1d4+1 rounds; a successful DC 20 Will save reduces the duration of the *confusion* to 1 round. Once no creatures in the area are confused, the darkness dissipates.

Door 7D: A PC can decipher the symbol—an cartographer's symbol for a crevasse—on this door with a successful DC 15 Knowledge (geography) check. When a creature touches this door, the entire floor—the central area, stairs, and landing—vanishes, sending the PCs plummeting into an illusory pit. A PC sees through the illusion with a successful DC 15 Will save (DC 20 in Subtier 6–7). Those who fail take 4d6 points of falling damage (6d6 in Subtier 6–7) and are knocked prone. The illusion lasts for only a moment.

8. Laboratory (CR 8 or CR 11)

After facing off against the deadly traps of the previous room, the PCs can finally gain access to the inner sanctum, where Karnakin, the leader of the ratfolk on this level of the dungeon, performs all of his experiments. When the PCs enter the room, read or paraphrase the following.

A strange laboratory fills much of this rectangular room. A stream of violet energy flows out from a breach in the far wall to a set of four columns in the room's center, where the energy is then channeled to nearby tables that flicker with purple sparks.

This chamber is the lair of Karnakin, the ratfolk master of this level of the dungeon. Karnakin has been experimenting with the mind crystal in area 9, uncovering the secret of its power. Thus far, he has been using the energy to destroy the minds of his subjects (the ogres and the goblins), turning them into his loyal thralls. He attempted to do the same to the PCs, but they broke free before the process could be completed and fled the dungeon.

Hazard: When the PCs enter this room, the magic that had nearly destroyed their minds days ago begins to fade, allowing the PCs to recover their lost memories in a disorienting rush of images and feelings. Each round, the PCs must succeed at a DC 10 Will save or be dazed by the rush of memories. The DC increases by 1 each round until the PC fails the Will save, at which point the DC resets to 10. A PC directly controlled by a brain spider is immune to this hazard.

The electricity presents another challenge. The violet mental energies strike anyone who ends her turn adjacent to one of the metal columns, dealing 2d6 points of electricity damage and 1 point of Intelligence damage; a successful DC 20 Reflex save halves the electricity damage and negates the Intelligence damage. Lying down on one

of the tables negates the electricity damage but increases the Intelligence damage to 1d4 points per round (no save).

Creatures: Karnakin lurks in the rear of this chamber, near the entrance that leads to the mind crystal. He addresses the PCs in a thin, raspy voice, saying, "So, you have returned as I expected. Perhaps now I shall be able to complete the work we began." In addition, there are one or more brain spiders in the room. These creatures feed off the electricity, and though they do not serve Karnakin, they do not harm him either. These creatures move to attack the PCs as soon as they enter the room. If one gains control of a PC, it forces him to lie down on one of the tables.

Subtier 3–4 (CR 8)

KARNAKIN	CR 7
Ratfolk enchanter 8 (<i>Pathfinder RPG Bestiary</i> 3 231)	
NE Small humanoid (ratfolk)	
Init +8; Senses darkvision 60 ft.; Perception +9	
<hr/> DEFENSE	
AC 25, touch 17, flat-footed 20 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +4 shield, +1 size)	
hp 54 (8d6+24)	
Fort +3, Ref +6, Will +5	
DR 10/adamantine (80 points)	
<hr/> OFFENSE	
Speed 20 ft.	
Melee dagger +5 (1d3/19–20)	
Ranged light crossbow +9 (1d6/19–20)	
Special Attacks aura of despair (8 rounds/day), swarming	
Arcane School Spell-Like Abilities (CL 8th; concentration +13) 8/day—dazing touch	
Enchanter Spells Prepared (CL 8th; concentration +13) 4th— <i>charm monster</i> (DC 20), <i>dimension door</i> , <i>phantasmal killer</i> (DC 19), <i>stoneskin</i> 3rd— <i>deep slumber</i> (DC 19), <i>displacement</i> , <i>dispel magic</i> , <i>fireball</i> (DC 18), <i>suggestion</i> (DC 19) 2nd— <i>invisibility</i> , <i>resist energy</i> , <i>scorching ray</i> , <i>see invisibility</i> , <i>touch of idiocy</i> 1st— <i>charm person</i> (DC 17), <i>disguise self</i> , <i>mage armor</i> , <i>magic missile</i> (2), <i>obscuring mist</i> , <i>shield</i> o (at will)— <i>daze</i> (DC 16), <i>detect magic</i> , <i>ray of frost</i> , <i>read magic</i>	
Opposition Schools necromancy, transmutation	
<hr/> TACTICS	
Before Combat Karnakin is well aware of the PCs' approach by this time and he prepares for combat by casting <i>mage armor</i> , <i>stoneskin</i> , <i>resist energy</i> , <i>shield</i> , and <i>displacement</i> . As he is familiar with the PCs tactics (having faced them before), his <i>resist energy</i> is against the type of energy most often used by the party (up to this point) or the first type of energy damage he takes (if the PCs have shown no pattern).	

During Combat Karnakin does not underestimate the PCs this time. He assaults them with his most powerful spells, such as *phantasmal killer*, *charm monster*, *fireball*, and *deep slumber*.

Base Statistics Without *mage armor and shield*, Karnakin's statistics are AC 17, flat-footed 12.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 20, **Wis** 8, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 19

Feats Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Acrobatics +12 (+8 when jumping), Craft (alchemy) +7, Escape Artist +12, Heal +7, Knowledge (arcana) +16, Perception +9, Spellcraft +16, Stealth +16, Use Magic Device +1; **Racial Modifiers** -4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Draconic, Giant, Goblin, Undercommon

SQ arcane bond (amulet), enchanting smile

Combat Gear *metamagic rod of lesser empower*; **Other Gear** dagger, *ring of counterspells* (containing an arcane spell used by the PCs), *ring of protection* +1, mind shard

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.

BRAIN SPIDER

CR 5

hp 52 (see page 13)

Subtier 6–7 (CR 11)

KARNAKIN

CR 10

Ratfolk enchanter 11 (*Pathfinder RPG Bestiary* 3 231)

NE Small humanoid (ratfolk)

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

DEFENSE

AC 26, touch 18, flat-footed 21 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +4 shield, +1 size)

hp 74 (11d6+33)

Fort +4, **Ref** +7, **Will** +8

OFFENSE

Speed 20 ft.

Melee dagger +6 (1d3/19–20)

Ranged light crossbow +10 (1d6/19–20)

Special Attacks aura of despair (11 rounds/day), swarming

Arcane School Spell-Like Abilities (CL 11th; concentration +16) 8/day—dazing touch

Enchanter Spells Prepared (CL 11th; concentration +16)

6th—*chain lightning* (DC 21), *mass suggestion* (DC 23)

5th—*cone of cold* (DC 20), *dominate person* (DC 22), *mind fog* (DC 22), *wall of force*

4th—*charm monster* (DC 21), *dimension door*, *greater invisibility*, *phantasmal killer* (DC 19), *stoneskin*

3rd—*deep slumber* (DC 20), *displacement*, *dispel magic* (2), *fireball* (DC 18), *suggestion* (DC 20)

2nd—*resist energy* (2), *scorching ray*, see *invisibility*, *touch of idiocy* (2)

1st—*charm person* (DC 18), *disguise self*, *mage armor*, *magic missile* (2), *obscuring mist*, *shield*

0 (at will)—*daze* (DC 17), *detect magic*, *ray of frost*, *read magic*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat Karnakin is well aware of the PCs approach by this time and he prepares for combat by casting *mage armor*, *stoneskin*, *resist energy* twice, *shield*, and *displacement*. As he is familiar with the PCs tactics (having faced them before), his *resist energy* spells are against the types of energy most often used by the party (up to this point) or the first types of energy damage he takes (if the PCs have shown no pattern).

During Combat Karnakin does not underestimate the PCs this time. He assaults them with his most powerful spells, such as *chain lightning*, *cone of cold*, *dominate person*, and *mass suggestion*.

Base Statistics Without *mage armor and shield*, Karnakin's statistics are AC 18, flat-footed 13.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 20, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +4; **CMD** 21

Feats Dodge, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Acrobatics +15 (+11 when jumping), Craft (alchemy) +7, Escape Artist +15, Heal +10, Knowledge (arcana) +19, Perception +12, Spellcraft +19, Stealth +19, Use Magic Device +1; **Racial Modifiers** -4 Acrobatics when jumping, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Draconic, Giant, Goblin, Undercommon

SQ arcane bond (amulet), enchanting smile

Combat Gear *metamagic rod of lesser maximize*; **Other Gear** *ring of counterspells* (containing an arcane spell used by the PCs), *ring of protection* +2, mind shard

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.

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LEVEL TWO: MAZE OF THE MIND SLAVE**

ADVANCED BRAIN SPIDER (2)

CR 6

hp 66 (see page 13)

9. Mind Crystal

This final chamber contains the mind crystal, an artifact that powers most of the mental magic on this level of the dungeon. When the PCs enter this area, read or paraphrase the following.

Chunks of rock float on a cloud of purple vapor that makes up the floor of this room. A tall, glowing crystal juts from a stalagmite-like formation on the far side of the chamber, and arcs of violet energy streams from its tip to travel to the nearby laboratory.

The crystalline formation is the mind crystal whose energy Karnakin tapped to fuel his experiments. The crystal has hardness 10 and 150 hit points; however, magical wards provide it additional protection. These defenses increase the hardness to 30, grant the crystal Spell Resistance 30, and absorb the first 50 points of damage it would take each round (after hardness). With a successful DC 20 Perception check while adjacent to the crystal, a PC spots a trio of small depressions set into the floor. These are the exact same size as the mind shards that the PCs discovered in various other rooms of the dungeon. If all three shards are placed in the depressions, the magic protecting the crystal dissipates, and it can be harmed as normal.

Hazard: The only real challenge here is finding a way to reach the crystal. Lightning strikes anyone who attempts to fly in this area, dealing 2d6 points of electricity damage (4d6 in Subtier 6–7) and 1 point of Intelligence damage per round; a successful DC 20 Reflex save halves the electricity damage and negates the Intelligence damage. Jumping between platforms is equally dangerous. Furthermore, the pooling mist between the rocky islands is exceedingly dangerous to fall into, and total immersion—by failing to leap from one section to another, for example—deals 10d6 points of electricity damage (15d6 in Subtier 6–7) before the energies buffet the character back to the surface.

Furthermore, eliminating the magical wards on the crystal by using the mind shards causes the crystal's energies to become unstable. Each round, a blast of blindingly white light erupts from the crystal, striking a randomly determined quadrant of the room. Any PC in this area takes 4d6 points of electricity damage and 1d3 Intelligence damage; a successful DC 20 Reflex save halves both types of damage.

Development: Once the PCs destroy the crystal, all that remains are a number of *mind crystal* shards that the PCs can claim as treasure (each PC receives one shard of the crystal). A set of stairs leads deeper into Bonekeep, but any attempt to descend at this time results in the PC suffering an excruciating headache that makes moving any further unbearable.

CONCLUSION

After the PCs leave the dungeon, they report back to Kreighton Shaine about what they found in the dungeon as well as anything they learned of their lost memories. The Master of Scrolls expresses relief that the Pathfinders were able to revisit the site and learn something about their condition, and after further study, he concludes that they are sufficiently cured and fit to accept other missions. Nonetheless, he is concerned that even greater evils might lie deeper in the ruins, and he encourages the Pathfinders to remain vigilant as they plan their next move against whatever foul forces reside beneath Bonekeep.

Failing to complete the dungeon by the end of the slot results in Kreighton Shaine's ward expiring, which causes the PCs to black out. They awaken once more back in the Grand Lodge without any memory of how they escaped but remembering everything that happened up until the ward failed.

PCs that explore this dungeon receive the Bonekeep Malady 2, as noted on their Chronicle sheet. Any Intelligence damage dealt during the event heals over time, but the Will save penalty caused in the first room should be noted as it returns to the PCs the next time they return to the dungeon (along with any diseases they suffered from the first level).

Appendix One: Mental Damage Tracker

Character Name	Damage	Total
_____	Will Save Penalty Intelligence Damage	_____ _____
_____	Will Save Penalty Intelligence Damage	_____ _____
_____	Will Save Penalty Intelligence Damage	_____ _____
_____	Will Save Penalty Intelligence Damage	_____ _____
_____	Will Save Penalty Intelligence Damage	_____ _____
_____	Will Save Penalty Intelligence Damage	_____ _____

Appendix One: Treasure Worksheet

Area 1		Subtier 3–4	Subtier 6–7
Subtier 3–4 (187 gp total)			
<i>Wand of glitterdust, 25 charges</i>	187 gp	_____	
Subtier 6–7 (375 gp total)			
<i>Wand of glitterdust, 50 charges</i>	375 gp		_____
Area 2			
Subtier 3–4 (330 gp total)			
<i>Ratfolk Gear</i>	330 gp	_____	
Subtier 6–7 (905 gp total)			
<i>Ratfolk Gear</i>	905 gp		_____
Area 3			
Subtier 3–4 (152 gp total)			
<i>Ogre Gear</i>	15 gp	_____	
<i>Necklace of fireballs, type I</i>	137 gp	_____	

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Subtier 6–7 (1,354 gp total)

<i>Ogre Gear</i>	867 gp	_____
<i>Necklace of fireballs, type V</i>	487 gp	_____

Area 4

Subtier 3–4 (192 gp total)

<i>Clockwork Gear</i>	192 gp	_____
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Subtier 6–7 (905 gp total)

<i>Clockwork Gear</i>	577 gp	_____
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Area 5

Subtier 3–4 (250 gp total)

<i>Ring of ferocious action</i>	250 gp	_____
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Subtier 6–7 (905 gp total)

<i>Ring of ferocious action</i>	250 gp	_____
<i>Hand of glory</i>	666 gp	_____

Area 6

Subtier 3–4 (143 gp total)

<i>Ratfolk Gear</i>	133 gp	_____
<i>Goblin Gear</i>	10 gp	_____

Subtier 6–7 (398 gp total)

<i>Ratfolk Gear</i>	388 gp	_____
<i>Goblin Gear</i>	10 gp	_____

Area 9

Subtier 3–4 (1,252 gp total)

<i>Lesser empower metamagic rod</i>	750 gp	_____
<i>Mind Master's Gear</i>	3 gp	_____
<i>Ring of counterspells</i>	333 gp	_____
<i>Ring of protection +1</i>	166 gp	_____

Subtier 6–7 (2,002 gp total)

<i>Lesser maximize metamagic rod</i>	1,000 gp	_____
<i>Mind Master's Gear</i>	3 gp	_____
<i>Ring of counterspells</i>	333 gp	_____
<i>Ring of protection +2</i>	666 gp	_____

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Special Ruins of Bonekeep, Level Two: Maze of the Mind Slave

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"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
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Pathfinder Society Special Ruins of Bonekeep

Level Two: Maze of the Mind Slave

Character Chronicle #

Player Name	A.K.A. Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Bonekeep Malady 2: You suffer from a lingering malady after your exploration in Bonekeep. While the mental damage you suffered while inside the dungeon has faded, your mind is still quite fragile. Whenever you take any Intelligence, Wisdom, or Charisma damage (or drain), you are also confused for a number of rounds equal to the damage taken. In addition, any Will saving throw penalty you accumulated in the dungeon fades upon leaving, but should be noted below.

Will Save Penalty: _____

MIND CRYSTAL (MINOR ARTIFACT)

Aura moderate enchantment; CL 12th

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

DESCRIPTION

This pale blue crystal hums with hidden power. Simply carrying this crystal provides protection against mental intrusions. Whenever you fail a saving throw against a compulsion effect, you can attempt a new saving throw at the end of your turn (using the original DC). If you succeed at this saving throw, the effect is negated or reduced (as per the compulsion effect). The crystal may have other powers, but they are not known to you at this time.

DESTRUCTION

The means of destroying this crystal are unknown.

All Subtiers

Subtier 8-9

- Cloak of resistance +1* (1,000 gp)
- Lesser empower metamagic rod* (9,000 gp)
- Necklace of fireballs, type I* (1,650 gp)
- Ring of counterspells* (4,000 gp)
- Ring of ferocious action* (3,000 gp; *Pathfinder RPG Ultimate Equipment* 170)
- Ring of protection +1* (2,000 gp)
- Wand of glitterdust* (25 charges; 2,250 gp, limit 1)

- +2 chain shirt* (4,250 gp)
- Hand of glory* (8,000 gp)
- Lesser maximize metamagic rod* (14,000 gp)
- Necklace of fireballs, type V* (5,850 gp)
- Ring of protection +2* (8,000 gp)
- Wand of glitterdust* (4,500)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	3-4	1,253	2,506
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
EXPERIENCE	Out of Subtier	2,258	4,516
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	6-7	3,263	6,527
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	-	-	-
GOLD			
	Starting XP		
	+ <small>GM's Initials</small>		
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	Initial Prestige	Initial Fame	
	+ <small>GM's Initials</small>		
	Prestige Gained (GM ONLY)		
	-		
	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
	+ <small>GM's Initials</small>		
	GP Gained (GM ONLY)		
	+ <small>GM's Initials</small>		
	Day Job (GM ONLY)		
	-		
	Gold Spent		
	=		
	Total		