

PATHFINDER SOCIETY



RUINS OF BONEKEEP

Level Three: The Wakening Tomb

By Jason Bulmahn



RUINS OF BONEKEEP LEVEL THREE: THE WAKENING TOMB

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Ruins of Bonekeep, Level Three: The Wakening Tomb is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). 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 RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Class Guide*, *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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RUINS OF BONEKEEP

LEVEL THREE: THE WAKENING TOMB

BY JASON BULMAHN



Throughout many an inn and tavern in Absalom, talk centers around the ancient siege castle of Bonekeep. Thought abandoned, rumor now holds that the crumbling fortress might once again harbor a threat to the city. Numerous groups of Pathfinders have ventured inside but few have emerged, speaking of terrors of the body and mind. Despite their losses, the Pathfinder Society has pushed ever deeper into the dungeons underneath Bonekeep, and some believe they may have found its heart. But purging that foul place of the evil within might exact the ultimate price.

ADVENTURE BACKGROUND

Just over 200 years ago, the necromancer 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 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 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 fortress, 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.

Recently, a cult of vile ratfolk has ascended 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 Pathfinders explored the uppermost level of the dungeon, where they encountered a number of terrifying foes and their leader, a ratfolk scientist whose experiments focused on disease and a powerful crystal found in one chamber of the dungeon. On the second level of the dungeon, the Pathfinders had their minds clouded by

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 Three: The Wakening Tomb is the third and final event in the series. This event is designed for six characters from 5th to 9th 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.

powerful magic. The ratfolk were here as well, tinkering with yet another powerful crystal, this one focused on mental magic. Player characters that explored these levels likely came away scarred by the experience, gaining a permanent malady that surges in strength whenever they draw near the ancient ruins (see the Bonekeep Malady sidebar on page 5 for more information). They might have also destroyed one or even both of the crystals, carrying shards of these powerful artifacts with them.

Regardless of the Pathfinders' recent delves into the dungeons beneath Bonekeep, the ratfolks' sinister plans stand on the verge of completion. If all goes according to their calculations, they will soon be able to release a plague upon the entire city, killing thousands and raising those who fall as undead under the ratfolk's control. That a new

band of Pathfinders is being sent to plumb the ruins' lowest level provides the ratfolk with a number of victims to serve as their initial plague carriers.

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 Pathfinder who had gone missing. Those operatives discovered a dungeon teeming with foes, led by the ratfolk alchemist Korsan, who seemed to be utilizing some ancient experiments to her own foul ends. They defeated the alchemist and her minions, but they also discovered that there was yet more to explore, but returned to Absalom to report their findings. A second group of Pathfinders was dispatched to the ruins, this one encountering powerful mental magic that erased their memories, but they returned and managed to defeat the denizens of the level. Again, the Pathfinders found another staircase leading even deeper into the dungeon.

Now the Pathfinders have decided to put an end to this threat once and for all. They have organized another party to enter the dungeon and eliminate the ratfolk menace, and to prevent whatever nefarious plan the cult has in store for the city of Absalom.

To bring the fight to the ratfolk, the characters must venture to the lowest depths of the dungeon underneath the ruins of Bonekeep, where Taxxak, the cult's leader, places the final touches on his fell design. There they must defeat powerful foes and avoid cunning traps to reach Volzeras's ancient laboratory. Worse still Taxxak has used the potent necromantic magic he found in Volzeras's laboratory to transform himself into a powerful vampire. Destroying him will be no simple task, as he is well aware that the people of Absalom mean to stop him from completing his vile work.

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 Ruins of Bonekeep sidebar.

Welcome to Level Three of the Ruins of Bonekeep. This is the third and final installment in 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 two events before this one, neither is 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. At any time—except while engaged in combat—you will be able to, as a group, decide to leave the event should it become too deadly. If this is not the type of event for you, please inform your GM now.

GETTING STARTED

The adventure begins with the PCs receiving an urgent missive from Master of Scrolls Kreighton Shaine, one of the most influential members of the Pathfinder Society. The missive requests they make their way to the Wise Quarter and, once there, to head to the guard tower just north of the gate leading out of the city, and to “come prepared.” The PCs begin atop the guard tower, where Kreighton Shaine speaks to them while absentmindedly overlooking the ruin-strewn countryside to Absalom's northwest.

“For thousands of years, Absalom has stood resolute in the face of danger. We've beaten back would-be conquerors from both land and sea. But never have we faced a threat like this.” The elven Master of Scrolls turns to the countryside beyond the walls of the city, his eyes at once resolute and weary.

“We've always known that the ruined siege castles were a place of festering evil. Until now we've always assumed that they presented a mere nuisance, a chore to be taken care of whenever they become too foul to be left alone. Most of them were picked over by looters and monsters long before our order was even founded. Not anymore, though.

“For months now, we have been sending groups to the ruins of Bonekeep to ascertain the threat that lurks in the dungeons beneath the ancient, ruined siege castle. While tales of horrible diseases and mind clouding magic were a concern, nothing prepared us for what we learned recently.

“There is a plague boiling forth from the ruined halls of Bonekeep. It seems that the ratfolk who now inhabit the dungeons have found some of the experiments left by the wizard Volzeras—the fortress's original master—and have turned them to some foul end. The plague causes those it kills to rise as powerful undead. While we have managed to contain this for the time being, there is little chance we can hold it at bay forever. That is where you come in, we need to venture to the deepest halls of Bonekeep and put an end to this threat once and for all!”

Shaine can answer some of the PCs' questions about this mission, but his answers are vague, both because he doesn't have all the answers yet, and because some players may not have experienced previous levels of the dungeon and would prefer not to have those adventures spoiled. The most likely questions and the Master of Scrolls's answer follow.

What can you tell us about the ratfolk beneath Bonekeep? “Although we don't know the strength or numbers of the ratfolk that dwell below, they keep replenishing their forces. Thus, I believe they must have some secret way into the dungeon. Since scouts have been keeping an eye on the fortress for months now, I suspect the lower halls might link to the Darklands.”

What was that about a plague? “I'm hesitant to say more, as I do not wish to incite a panic should the news get out.

RUINS OF BONEKEEP, LEVEL THREE: THE WAKENING TOMB

The last team to venture into Bonekeep returned as undead creatures. Although they were slain, those who came in contact with the abominations contracted a disease. Most of the newly infected perished as well, and rose as undead themselves. Although the problem has been contained, I fear that it is only a matter of time before it spreads to the people of Absalom. Should this happen, the city might tear itself apart.”

Diplomacy or Knowledge (local)

The PCs might already know something of the Ruins of Bonekeep. If the PCs themselves explored either of the first two levels, they retain that knowledge (including any portion of the second level that they participated in.) The GM should not give the PCs any information about the first two levels of the dungeon for the sake of players who have not yet played those adventures.

In addition to firsthand experience, a PC may know or gather information about the ruins with a Knowledge (local) or Diplomacy skill check. The knowledge gained is determined by the result of this check.

DC 15: Bonekeep 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. That is, until just a few months ago, when the Pathfinder Society found an access point to previously unexplored dungeons beneath the ruins, and found them filled with unexpected denizens, defenses, and treasures.

DC 20: Bonekeep was razed to its foundation over 200 years ago after its master and builder, a necromancer intent on converting the people of Absalom into his undead thralls, was defeated in his attempted siege upon the city.

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 does count against their total amount of time for this adventure. When the PCs are ready to enter the dungeon, proceed to area 1.

RUINS OF BONEKEEP

The journey to the dungeon is a brief one. The PCs can leave Absalom whenever they are ready, but Kreighton Shaine encourages them to leave as soon as possible. Upon arriving at the ruins, the PCs can easily locate a secret door that leads to the dungeons below. While there are two previous levels to explore, they are not part of this adventure and are assumed to be empty.

1. Death Cultists (CR 8 or CR 11)

At the foot of the long, winding staircase from the previous level lays a dank chamber, stinking heavily of mold. The only light in this room emanates from a pair of identical statues positioned in the far corners. Covered in mildew, these grim

BONEKEEP MALADIES

If any of the players of this round also played either of the previous levels of *Ruins of Bonekeep*, you should ask to see their Chronicle sheet(s) for the event(s) and note which diseases are checked under Bonekeep Malady as well as any Will save penalties from Bonekeep Malady 2. When afflicted PCs return to the dungeon, all of these maladies return and the PCs must attempt saving throws against the diseases 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 cure the Bonekeep Malady, which always seems to return when the PCs enter this dungeon, despite previously having its effects removed.

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.

statues depict a beautiful woman whose body is skeletal from the waist down. The light radiates from the massive scythes each statue holds, which burn with pale purple flames.

A pair of massive stone doors atop a short dais dominates the chamber’s northern wall. A massive skull, its jaws open wide, is carved into the center of the doors. Between its teeth is a recessed panel.

Although the doors opposite the stairs lead to the dungeon’s central chamber (area 8), they cannot be opened unless the PCs first retrieve a special series of plaques that form a puzzle that unlocks the door (see the Unlocking the Door sidebar on page 8).

The statues to either side of the room represent Urgathoa, the goddess of disease and undeath. They can be identified with a successful DC 10 Knowledge (religion) check. The light from the scythes are simple *continual flame* spells.

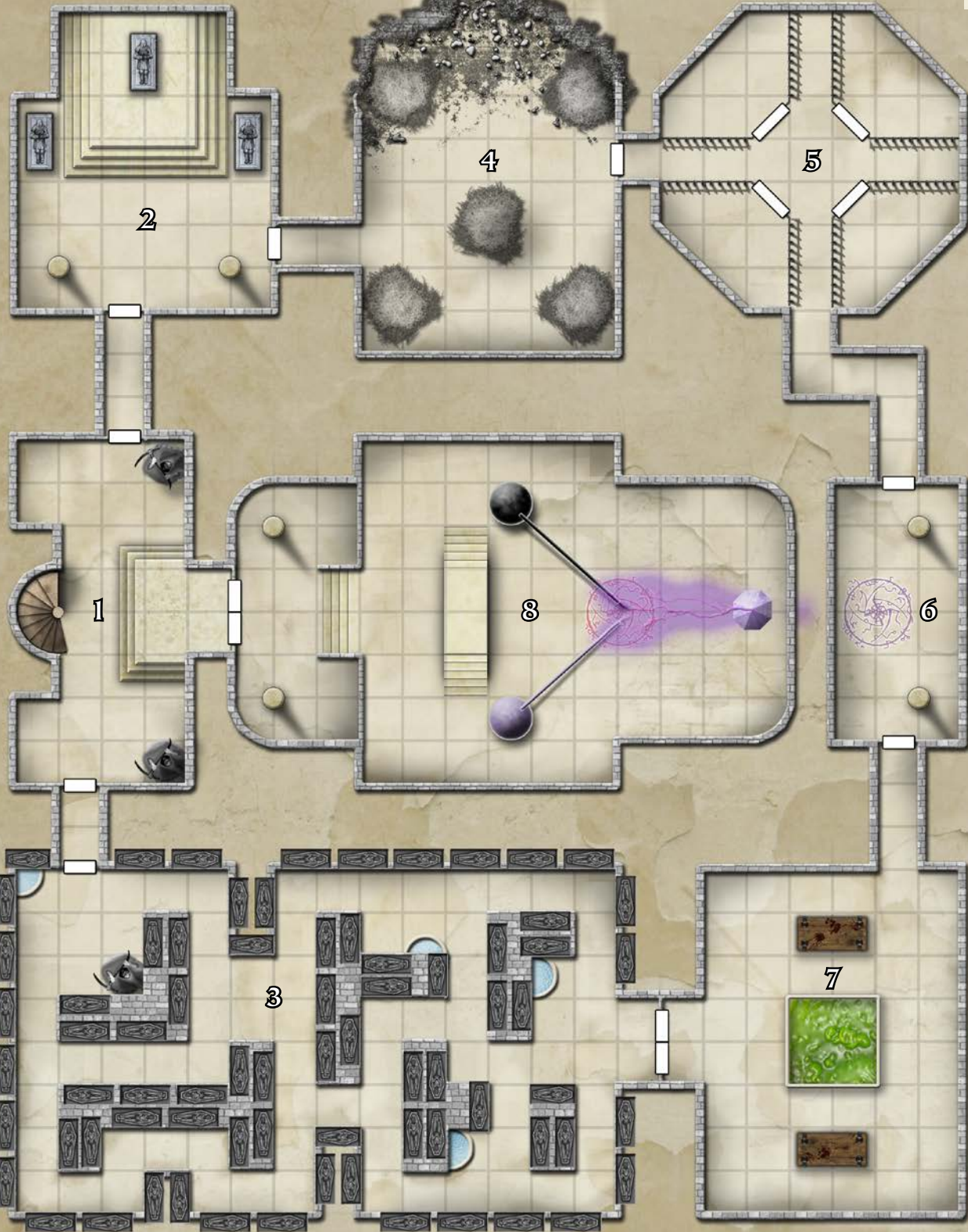
The doors to the east and west are made of stone and are unlocked.

Creatures: Taxxak, the leader of the ratfolk, has long been expecting the return of the meddlesome Pathfinders who have been assaulting his dungeon for some months. As such, he has placed four of his elite death guards in this



Ruins of Bonekeep, Level Three: The Wakening Tomb

1 square = 5 feet



**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

chamber to attack any intruders. When the PCs enter the chamber, the guards are hiding in the corners on either side of the staircase using their swarming ability. They move to attack, hoping to surprise the PCs the moment they enter the chamber. The PCs receive a Perception check against the death guards' Stealth check to avoid being surprised.

Note that these ratfolk are slayers, a new class presented in the *Pathfinder RPG Advanced Class Guide*. Although all of their relevant abilities are presented here, you should spend some time familiarizing yourself with their class features before the fight begins (the studied target ability in particular, whose bonuses are not included in the stat block).

Subtier 5–6 (CR 8)

RATFOLK DEATH GUARDS (4) **CR 4**

Male ratfolk slayer 5 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)

hp 42 each (5d10+10)

Fort +6, **Ref** +9, **Will** +2

OFFENSE

Speed 20 ft.

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

Ranged light crossbow +10 (1d6/19–20)

Special Attacks sneak attack (+1d6), studied target (2 targets, +2), swarming

TACTICS

Before Combat The ratfolk death guards coat their rapiers with a dose of giant wasp poison (injury, *save* Fort DC 18, *frequency* 1/rd. for 6 rds., *effect* 1d2 Dex, *cure* 1 save).

During Combat The death guards use their swarming ability to flank a foe, with each pair focusing on a different foe. Unless alone, they rely on performing a sneak attack to use their studied target ability as an immediate action.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8

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

Feats Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Bluff +7, Climb +7, Craft (alchemy) +5, Disguise +7, Escape Artist +8, Perception +10, Sense Motive +8, Stealth +15, Survival +8, Use Magic Device +1; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Abyssal, Common, Necril, Undercommon

SQ slayer talents (poison use, ranger combat style [two-weapon fighting]), track +2

Combat Gear *potions of cure light wounds* (2), alchemist's fire, giant wasp poison (2 doses); **Other Gear** +1 chain shirt, mwk

rapier, mwk dagger, light crossbow with 20 bolts, *cloak of resistance* +1

SPECIAL ABILITIES

Studied Target (Ex) A ratfolk death guard can study an opponent he can see as a move action. The slayer then gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +2 bonus on weapon attack and damage rolls against it. The slayer is able to maintain these bonuses against two studied targets at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target. If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

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 8–9 (CR 11)

RATFOLK DEATH GUARDS (4) **CR 7**

Ratfolk slayer 8 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

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

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)

hp 73 each (8d10+25)

Fort +9, **Ref** +11, **Will** +3

OFFENSE

Speed 20 ft.

Melee +1 rapier +12/+7 (1d4+1/18–20), mwk dagger +12/+7 (1d3/19–20)

Ranged light crossbow +13 (1d6/19–20)

Special Attacks sneak attack (+2d6), studied target (2 targets, +2), swarming

TACTICS

Before Combat The ratfolk death guards coat their rapiers with their dose of concentrated shadow essence (injury, *save* Fort DC 19, *frequency* 1/rd. for 9 rds., *effect* 1 Str drain/1d2 Str, *cure* 1 save).

During Combat The death guards use their swarming ability to flank a foe, with each pair focusing on a different foe. Unless alone, they rely on performing a sneak attack to use their studied target ability as an immediate action.



UNLOCKING THE DOOR

The door in area **1** leading into area **8** is securely locked and well made. There are no gaps in this door that would allow a creature to get through, even in gaseous form. In addition, the door is magically sealed and cannot be opened with Disable Device (as there is no locking mechanism). Instead, it can only be opened by placing four special skull tiles in the recessed panel. Each of these panels is an 8-inch square, with four skulls carved into its face. Once all four are put into place, they reveal an array of skulls, in four columns of four skulls apiece. See the **Player Handout** for a diagram of this array. When this array is completed (the order of tile placement is irrelevant), the skulls begin to glow with a faint purple light. You can place dice or other tokens on this handout to indicate which skulls are lit.

Touching any skull causes it to either extinguish or illuminate, based upon its current state. In addition, this changes the state of all skulls adjacent to it (but not those diagonally adjacent). To unlock the door, the PCs must find a way to extinguish the light from all 16 skulls. This can be accomplished by touching four particular skulls (see Appendix 2 on page 24 for the solution diagram), although there are certainly more complicated solutions as well.

If the PCs touch the skulls eight times without solving the puzzle, all of the skulls light up again and a wave of negative energy washes out across the room. All living creatures in area **1** take 6d6 points of negative energy damage (9d6 points of damage in Subtier 8–9). A successful DC 20 Will saving throw halves this damage. The first time this happens, allow each PC to attempt a DC 20 Intelligence check. On a success, the PC deduces that the puzzle can only be solved by extinguishing all 16 skulls at once.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +7; **CMD** 21

Feats Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting, Seething Hatred (humanoid [human])^{ACG}, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Craft (alchemy) +5, Disguise +10, Escape Artist +11, Perception +13, Sense Motive +11, Stealth +18, Survival +11, Use Magic Device +1; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Abyssal, Common, Necril, Undercommon

SQ slayer talents (poison use, ranger combat style [two-weapon fighting], rogue talent [swift poison^{APG}])

Combat Gear *potion of cure moderate wounds*, alchemist's fire, tanglefoot bag, concentrated shadow essence (1 dose);

Other Gear +1 chain shirt, +1 rapier, mwk dagger, light crossbow with 20 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, 21 gp

SPECIAL ABILITIES

Seething Hatred When a ratfolk death guard designates a humanoid with the human subtype as his studied target and hits it with a melee or ranged weapon attack, the studied target bonus on damage rolls against it is doubled.

Studied Target (Ex) A ratfolk death guard can study an opponent he can see as a move action. The slayer then gains a +2 bonus on Bluff, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival checks attempted against that opponent, and a +2 bonus on weapon attack and damage rolls against it. The slayer is able to maintain these bonuses against two studied targets at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target. If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

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.

Rewards: If the PCs fail to defeat the ratfolk death guards, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 813 gp.

Out of Subtier: Reduce each PC's gold earned by 1,179 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,546 gp.

2. Ancient Guardians (CR 8 or CR 11)

A trio of large stone coffins are illuminated by the gloom of this chamber, the largest of which sits atop a dais made from black stone. The surface of the central coffin is covered in ornate carvings that twinkles in the darkness.

There is a preternatural shadow in this room that keeps the light level dim. A *daylight* or higher-level light spell can pierce the darkness, but only out to a radius of 10 feet. Lower level light sources and nonmagical light have no effect on the dim lighting conditions. Those without darkvision suffer a 20% miss chance in this room.

The central coffin is affected by powerful magic that can snare the mind of any living creature that approaches within 10 feet. Living creatures within 10 feet must succeed at a DC 16 Will saving throw each round at the end of their turn or be fascinated, receiving a new save at the end of each turn to end the effect. Fascinated creatures view any undead in their line of sight as non-threatening glowing

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

beings of light. The fascination is not broken by an attack by an undead creature unless the attack hits, which ends the effect as normal.

The northern door from this chamber has an *alarm* (CL 9th in Subtier 5–6; CL 12th in Subtier 8–9) placed on it, but is unlocked. Should it be opened without saying the proper password, it alerts the ratfolk in area 4 with a screeching sound.

Creatures: Each of the coffins contains a mummy servant of Volzeras. Taxxak has yet to learn to control these servants, but he has managed to keep them from rampaging through the dungeon, killing his minions. The mummies are safe from harm and detection in their coffins, but they emerge immediately if anyone opens a coffin or steps on any of the steps leading up to the dais. Emerging from a coffin is a move action that provokes attacks of opportunity, but only from those creatures that succeed on their saving throws against the mummies' despair aura.

Subtier 5–6 (CR 8)

MUMMIES (3) CR 5

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 each (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception),
Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 16 Will saving throw or be paralyzed by fear for 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which

point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Subtier 8–9 (CR 11)

FIRE BREATHING MUMMIES (4) CR 7

Variant advanced mummy (*Pathfinder RPG Bestiary* 210, 294)

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 76 each (8d8+40)

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

DR 5/—; **Immune** fire, undead traits

OFFENSE

Speed 20 ft.

Melee slam +16 (1d8+12 plus mummy rot)

Special Attacks breath weapon (1/day, 30-ft. cone, DC 18, 4d10 fire)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19

Base Atk +6; **CMB** +15; **CMD** 27

Feats Power Attack, Toughness, Skill Focus (Perception),
Weapon Focus (slam)

Skills Perception +18, Stealth +13

Languages Common

SPECIAL ABILITIES

Breath Weapon If a fire breathing mummy is caught in a spell or effect that would deal 10 or more points of fire damage were it not immune, the mummy regains one use of its breath weapon.

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 18 Will saving throw or be paralyzed by fear for 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the

afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Treasure: Inside the central coffin is a narrow stone panel, 4 inches square, with four skull symbols carved into the surface. This is one of four panels needed to open the door from area 1 to area 8.

Additionally, the mummy in the southern coffin is adorned in the finery he wore in life, including a magic belt. In Subtier 5–6, it takes the form of a *belt of mighty constitution* +2, while in Subtier 8–9 it takes the form of a *belt of mighty constitution* +4. Note that as an undead creature, the mummy gains no benefit from wearing this item.

Rewards: If the PCs fail to defeat the mummies, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 542 gp.

Out of Subtier: Reduce each PC's gold earned by 854 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,166 gp.

3. Nabasu Crypt (CR 9 or CR 12)

On nearly every wall of this sprawling catacomb run horizontal niches, each containing dust covered humanoid remains. The bodies are ancient, but many of them look like they have been recently disturbed.

There is no light in this chamber aside from a faint purple flicker that emanates from an Urgathoa statue near the southern door, similar to those found in area 1. The doors leading out of this room both to the west and to the north are unlocked.

There are over 100 niches containing bodies in this room, built into nearly every wall surface. In most cases with three or four niches built into one 5-foot section of wall, stacked one atop another.

There are also four fonts of brackish water placed at various spots throughout the room. Anyone gazing into one of these fountains sees a small stone panel, 4 inches square with skull images carved into the surface. Disturbing the water in any way, however, (including moving the panel by magical means) causes the panel to vanish. See the treasure section below to learn how the PCs might get this stone panel.

Creatures: Using the powers of this place, Taxxak made contact with a nabasu demon (or three nabasus in Subtier 8–9), convincing it to serve him by promising souls for it to consume. Although it has fed on only one so far, it knows that with the oncoming plague it will grow in power rapidly.

When the PCs enter the room, the nabasu is in hiding with its ghoul minions, the latter of which are spread

throughout the crypt in myriad niches, awaiting their master's command. The nabasu waits for the PCs to explore the room before moving to attack, hoping to separate intruders (even going so far as waiting for them to attempt to solve the font puzzle before moving to strike). It uses *greater teleport* to get into position before springing out to attack.

Subtier 5–6 (CR 9)

NABASU DEMON		CR 8
CE Medium outsider (chaotic, demon, evil, native)		
Init +7; Senses darkvision 60 ft.; Perception +23		
DEFENSE		
AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)		
hp 113 (9d10+64)		
Fort +10, Ref +10, Will +10		
DR 10/cold iron or good; Immune death effects, electricity, paralysis, poison; Resist acid 10, cold 10, fire 10; SR 19		
OFFENSE		
Speed 30 ft., fly 60 ft. (average)		
Melee 2 claws +16 (1d6+6), bite +16 (1d8+6)		
Special Attacks consume life, death-stealing gaze, sneak attack +2d6		
Spell-Like Abilities (CL 9th)		
At will— <i>deeper darkness</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>telekinesis</i> (DC 19)		
3/day— <i>enervation</i> , <i>silence</i> (DC 16), <i>vampiric touch</i>		
1/day— <i>mass hold person</i> (DC 21), <i>regenerate</i> , <i>summon</i> (level 4, 1 nabasu 30% or 1d4 babaus 30%)		
TACTICS		
During Combat The nabasu uses <i>greater teleport</i> to get into position while sending its ghouls forward to attack, hoping to flank with its minions. It reserves the use of its <i>mass hold person</i> and death-stealing gaze for when multiple PCs are within range.		
STATISTICS		
Str 22, Dex 17, Con 22, Int 15, Wis 16, Cha 19		
Base Atk +9; CMB +16; CMD 29		
Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack		
Skills Acrobatics +16, Fly +16, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +23, Sense Motive +16, Stealth +16 (+24 in shadowy areas), Survival +16; Racial Modifiers +8 Perception, +8 Stealth in shadowy areas, +1 to all skills for 1 growth point		
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.		
SQ growth points 1		
SPECIAL ABILITIES		
Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum		

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

GHOULS (4) CR 1

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 13 each (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Subtier 8–9 (CR 12)

NABASU DEMONS (3) CR 9

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

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)

hp 123 each (9d10+74)

Fort +11, **Ref** +11, **Will** +11

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +17 (1d6+6), bite +17 (1d8+6)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

TACTICS

During Combat The nabasu uses *greater teleport* to get into position while sending its ghouls forward to attack, hoping to flank with its minions. It reserves the use of its *mass hold person* and death-stealing gaze for when multiple PCs are within range.

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +17, Fly +17, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +25, Sense Motive +16, Stealth +17 (+25 in shadowy areas), Survival +17; **Racial**

Modifiers +8 Perception, +8 Stealth in shadowy areas, +2 to all skills for 2 growth point

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ growth points 2

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

GHOULS (6) CR 1

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 13 each (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghost.

Treasure: Whenever anyone gazes into one of the fonts, they can see one of the stone panels needed to open up the door in area 1. However, whenever the water is disturbed, the panel vanishes, only to reappear in a different pool. The only way to claim the panel is to locate all four fonts and have the PCs attempt to withdraw the panels simultaneously. This causes the stone panel to appear in one of the fonts, selected at random.

Additionally, a PC who spends 20 minutes searching the remains interred in the various niches in the crypt, and who succeeds at a DC 25 Perception check, can locate a magical burial shroud around one of the corpses. The use of *detect magic* while attempting this skill check reduces the DC by 10. In Subtier 5–6 this cloak is an *elven burial shroud* +1; in Subtier 8–9 the cloak is an *elven burial shroud* +2. See Appendix 1 on page 24 for statistics for these items.

Rewards: If the PCs fail to recover the *elven burial shroud*, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 542 gp.

Out of Subtier: Reduce each PC's gold earned by 854 gp.

Subtier 8–9: Reduce each PC's gold earned by 1165 gp.

4. Ratfolk Warrens (CR 8 or CR 11)

Both of the doors leading into this room have *alarm* (CL 9th in Subtier 5–6; CL 12th in Subtier 8–9) cast on

them. Should they be opened without saying the proper password, they alert the ratfolk in the room with a screeching sound. The *alarm* can be detected from outside the room and can be dispelled. Adjust the following read-aloud text to remove references to the screeching sound if the PCs bypass the effect.

A piercing shriek echoes through this gloomy chamber. The fetid air stinks of rotting flesh and wet fur. Scattered around the chamber are immense nests of moldy cloth, straw, and filth.

This room is the den of some of Taxxak's most trusted minions. Ratfolk who have given their lives for their lord's experiments, they have risen as sentient undead thralls.

The nests are considered difficult terrain for those trying to move through them. There is no light in this room, but that does not hinder the ratfolk or the rat demons in this room.

In addition, the west side of this room is filled with rubble where the floor seems to give way into a tunnel that run deep into the earth. This tunnel travels for over a mile before reaching the uppermost levels of the Darklands. The ratfolk used this tunnel to infiltrate the dungeon from below and have been receiving reinforcements from it periodically from a much larger ratfolk tribe living below. A DC 20 Knowledge (engineering) skill check uncovers a way to collapse the tunnel, but it will take at least 4 hours of work to do so safely. It can also be done in 10 minutes, but this triggers a collapse that endangers anyone in the tunnel (see rules for cave-ins on page 415 of the *Pathfinder RPG Core Rulebook*). Collapsing this tunnel prevents Taxxak from escaping back into Darklands (even using his gaseous form) and blocks reinforces from the depths.

A small airway can only be spotted with a successful DC 30 Perception check by a character specifically searching the ceiling of the tunnel 100 feet from its start in this area. The airway leads through the ceiling above areas 4 and 8, and provides access to the latter room for creatures in gaseous form.

Creatures: Taxxak's first experiments with the formulas and devices on this level of the dungeon resulted in a group of powerful minions. A number of ratfolk were transformed into zombie lords, a type of sentient undead that retain much of the knowledge and skill they had in life. Four such servants dwell here.

In addition, Taxxak keeps a few rat demon minions here as well (depending on the party's subtier). The rat demons spend the first round of combat hiding in the nests in the far side of the room summoning rats with their *summon swarm* spell-like ability. A Perception skill check opposed by their Stealth checks allows a PC to spot them. After this, they emerge and attack.

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

Subtier 5–6 (CR 8)

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, 60%)

TACTICS

During Combat The rat demon spends the first round summoning rats with its *summon swarm* spell-like ability before moving to attack. It then uses its cloud of disease to infect the PCs (see the Bonekeep Malady sidebar to pick a disease).

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 1 day had passed. If the disease is still in its onset period, the bite of the rat demon causes it to skip the rest of the onset period, requiring 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 other 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 successful DC 17 Fortitude saving throw negates this effect, but a new saving throw must be attempted each round a creature is exposed to the cloud. The cloud lasts for 1 minute. The save DC is Constitution-based. See the Bonekeep Maladies sidebar for a list of diseases.

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. The save DC is Constitution-based. 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 19–20.

RATFOLK ZOMBIE ROGUES (4) **CR 2**

Zombie lord ratfolk rogue 1 (*Pathfinder RPG Bestiary* 3 231,
Pathfinder RPG Bestiary 4 286)

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 size)

hp 23 each (3 HD; 2d8+1d8+10)

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

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

Immune undead traits

OFFENSE

Speed 20 ft.

Melee rapier +6 (1d4+1/18–20), slam +1 (1d4)

Ranged dagger +6 (1d3+1/19–20)

Special Attacks sneak attack +1d6, swarming

TACTICS

Before Combat If the alarm is sounded when the PCs enter the room, the ratfolk use their *oils of keen edge* on their rapiers prior to entering combat.

During Combat The zombie lords use their swarming ability to gain flanking against their foes.

STATISTICS

Str 13, **Dex** 19, **Con** —, **Int** 12, **Wis** 12, **Cha** 14

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

Feats Improved Initiative, Toughness⁶, Weapon Finesse

Skills Acrobatics +10 (+6 when jumping), Climb +7, Craft (alchemy) +3, Disable Device +8, Escape Artist +10, Intimidate +8, Perception +9, Stealth +14, Use Magic Device +4; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Abyssal, Common, Undercommon

SQ trapfinding +1

Combat Gear *oil of keen edge*; **Other Gear** leather armor, 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 8–9 (CR 11)

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 accelerate plague and 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%)

TACTICS

During Combat The rat demons spend the first round of combat summoning rats using their *summon swarm* spell-like abilities before emerging to attack. They use their cloud of disease ability in unison to cover almost the entirety of the room once the PCs are inside (see the Bonekeep Malady sidebar to pick a disease).

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 1 day had passed. If the disease is still in its onset period, the bite of the rat demon causes it to skip the rest of the onset period, requiring 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 other 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 successful DC 19 Fortitude saving throw negates this effect, but a new saving throw must be attempted each round a creature is exposed to the cloud. The cloud lasts for 1 minute. The save DC is Constitution-based. See the Bonekeep Maladies sidebar for a list of diseases.

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. The save DC is Constitution-based. 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 result of 19–20.

RATFOLK ZOMBIE ROGUE (4) CR 3

Zombie lord ratfolk rogue 2 (*Pathfinder RPG Bestiary 3* 231, *Pathfinder RPG Bestiary 4* 286)

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 size)

hp 32 each (4 HD; 2d8+2d8+14)

Fort +2, **Ref** +7, **Will** +4

Defensive Abilities channel resistance +4, evasion; **DR** 5/slashing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee rapier +7 (1d4+1/18–20), slam +2 (1d4)

Ranged dagger +7 (1d3+1/19–20)

Special Attacks sneak attack +1d6, swarming

TACTICS

Before Combat If the alarm is sounded when the PCs enter the room, the ratfolk use their *oils of keen edge* on their rapiers prior to entering combat.

During Combat The zombie lords use their swarming ability to gain flanking against their foes.

STATISTICS

Str 13, **Dex** 19, **Con** —, **Int** 12, **Wis** 12, **Cha** 14

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

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

Feats Improved Initiative, Precise Strike^{APG}, Toughness^B, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Climb +8, Craft (alchemy) +3, Disable Device +11, Escape Artist +11, Intimidate +9, Perception +10, Stealth +15, Use Magic Device +4; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Abyssal, Common, Undercommon

SQ rogue talents (combat trick), trapfinding +1

Combat Gear *oil of keen edge*, *wand of vanish*^{APG} (CL 3rd, 19 charges); **Other Gear** leather armor, rapier, dagger, 15 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.

Rewards: If the PCs fail to defeat the rat demons and their zombie allies, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 542 gp.

Out of Subtier: Reduce each PC's gold earned by 854 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,166 gp.

5. Mindslave Prisoners (CR 8 or CR 11)

Four large cages dominate the corners of this room, leaving only a narrow, cross-shaped passageway between them. In each is a creature slumped against the far wall, its head deformed and burned. Although all four creatures seem to be alive, they are heavily scarred with odd green symbols. The creatures are unmoving. Mounted on the back wall of each cage is a small stone panel with four skull icons on it.

This chamber is used by Taxxak to hold a number of test subjects for his experiments. None of the cages are locked and the doors can be opened easily. The gratings forming the cages themselves are composed of very fine mesh, which imparts a –8 penalty on any ranged attack being made through them.

Of the four stone panels mounted to the walls of the cages, only that in the northwest corner is real. The others are decoys that can be identified as such with a successful DC 15 Appraise check when being handled and compared closely with an actual panel (such as the true one in this area, or those found in areas 2, 3, or 7, the panels hang on the walls from simple pegs, and can be removed with ease as a move action.

In the ceiling of each cell is a hole big enough for a Small or smaller creature to fit through. The ceiling itself is hollow, allowing small creatures to move about within, accessing the larger room through the holes. A

PC may notice these mysterious holes with a successful DC 20 Perception check.

The southern door from this chamber has an *alarm* (CL 9th in Subtier 5–6; CL 12th in Subtier 8–9) placed on it, but is unlocked. Should it be opened without saying the proper password, it alerts the ratfolk in area 4 with a screeching sound.

Creatures: The four cells contain the following creatures (clockwise, starting in the northeastern cage): a boar, a xill, a gargoyle, and a young dragon. In Subtier 5–6, the dragon is a young black dragon, while in Subtier 8–9 it is a young copper dragon. Each has had its mind almost entirely drained away, making it incapable of putting up much of a fight or resisting further mind control (treat each of the prisoners as having an Intelligence score of 1). For all intents and purposes, they are unconscious until dominated by the brain spiders that lurk in the chamber's hollow ceiling. Note that all of the prisoners have been marked by the circle in area 6, and if left alone, they can be called into area 8 and animated in the final encounter.

A pair of brain spiders nests in the hollow ceiling above the cells, and they can enter each cell through the hole above the prisoner contained within. When the PCs enter any of the cells, the spiders strike. One brain spider always attempts to control the dragon, regardless of the cell the PCs enter, while the second spider attaches itself to the creature in whichever cell the PCs enter. If the PCs enter the dragon's cell, the second brain spider attaches itself to the gargoyle in Subtier 5–6 and to the xill in Subtier 8–9.

A brain spider can drop from the ceiling as a move action, landing atop its target and automatically grappling the creature as a standard action. It can maintain the grapple indefinitely due to the lack of resistance from the weakened creatures, and dominates its target at the start of its second turn. The dominated creature acts on the brain spider's initiative immediately after being dominated.

A brain spider battles the PCs directly if its host creature is killed, instead of attempting to gain control of another comatose creature.

Subtier 5–6 (CR 8)

BOAR

CR 2

hp 18 (*Pathfinder RPG Bestiary* 36)

BRAIN SPIDERS (2)

CR 5

NE 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 each (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

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 20, **Wis** 14, **Cha** 9

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 making a successful check). While attached to a creature, all damage dealt to the brain spider is split between the spider and the target of its grapple.

Mind Control (Su) Each round a brain spider maintains its head grapple, it can attempt to control the creature that it is 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.

GARGOYLE **CR 4**

hp 42 (*Pathfinder RPG Bestiary* 137)

XILL **CR 6**

hp 67 (*Pathfinder RPG Bestiary* 283)

YOUNG BLACK DRAGON **CR 7**

hp 76 (*Pathfinder RPG Bestiary* 92)

Subtier 8–9 (CR 11)

ADVANCED BOAR **CR 3**

hp 22 (*Pathfinder RPG Bestiary* 36, 294)

ADVANCED XILL **CR 7**

hp 85 (*Pathfinder RPG Bestiary* 283, 294)

GARGOYLE **CR 5**

hp 52 (*Pathfinder RPG Bestiary* 137, 294)

YOUNG COPPER DRAGON **CR 8**

hp 85 (*Pathfinder RPG Bestiary* 106)

Treasure: Attached to the wall of the dragon's cell is a 4-inch square panel with four skull symbols engraved on its surface. This panel is one of four needed to open up the doorway in area 1. Each of the panels in the other cells is a decoy, and does nothing if placed in the puzzle door.

Characters who defeat the dragon may craft any one piece of armor from its hide.

Rewards: If the PCs fail to defeat the brain spiders, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 542 gp.

Out of Subtier: Reduce each PC's gold earned by 854 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,165 gp.

6. The Preparation Vault (CR 9 or CR 12)

Old blood stains streak the floor, originating from the eastern door, ending inside an engraved circle of runes set into the floor. The only light in this chamber emanates from those runes, which seem to pulse with a faint blue light.

This chamber is used to prepare and mark subjects before they undergo their final transformation into undead creatures in the central chamber (area 8). The process is incredibly painful, and as a result, the room carries the lingering pain of those who met their final moments within. Those who step into the runic circle suffer its magical effects, detailed in the Hazards section below.

Haunt: The spirits of those who have died within the rune circle have infused the area with their suffering, causing a haunt to form. The haunt does not trigger until the PCs are within 5 feet of the circle on the ground. It causes those who succumb to its influences to step inside the circle and endure the same fate as all those whose bodies were tormented here. For more information on haunts, see page 242 of the *Pathfinder RPG GameMastery Guide*.

Subtier 5–6 (CR 9)

FLESH RENDING HAUNT **CR 8**

CE persistent haunt (all 5-foot squares adjacent to the rune circle)

Caster Level 8th

Notice Perception DC 20 (to hear the rising wail and cries of agony coming from the circle)

hp 36; **Trigger** proximity; **Reset** 1 day

EFFECT

When this haunt manifests, wails echo through the room. Each round, on its turn, the haunt forces one PC to walk inside the circle, as if using *greater command*. It targets only one creature per round instead of targeting all of them at once. A successful DC 17 Will saving throw allows a target to resist this effect. Characters that fail walk into the circle and suffer its effects, as listed below, at which point the haunt's domination ends.

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

The haunt affects characters each round, targeting those who haven't already walked into the circle or successfully saved against it. This continues until it is neutralized or it runs out of characters to target.

DESTRUCTION

This haunt is permanently destroyed when Tazzak is slain.

Subtier 8–9 (CR 12)

FLESH RENDING HAUNT

CR 11

CE persistent haunt (all 5-foot squares adjacent to and including the rune circle)

Caster Level 11th

Notice Perception DC 29 (to hear the rising wail and cries of agony coming from the circle)

hp 49; **Trigger** proximity; **Reset** 1 hour

EFFECT

When this haunt manifests, wails echo through the room. Each round, on its turn, the haunt forces one PC to walk inside the circle, as if using *greater command*. It targets only one creature per round instead of targeting all of them at once. A successful DC 17 Will saving throw allows a target to resist this effect. Characters that fail walk into the circle and suffer its effects, as listed below, at which point the haunt's domination ends. The haunt affects characters each round, targeting those who haven't already walked into the circle or successfully saved against it. This continues until it is neutralized or it runs out of characters to target.

DESTRUCTION

This haunt is permanently destroyed when Tazzak is slain.

Hazard: Should a creature step into the circle, the runes on the floor glow emerald and emit a vapor that surrounds the creature in a dome encompassing the entire circle. This vapor cuts into the creature's flesh, leaving green scars and dealing intense amounts of pain. The creature takes an amount of Strength, Dexterity, and Constitution damage dependent on its subtier as an immediate effect. In Subtier 5–6, the target takes 1d4 points of damage per ability score, while those in Subtier 8–9 take 1d6 points per ability. In Subtier 5–6, a successful DC 16 Fortitude saving throw halves this damage, while characters in Subtier 8–9 must succeed at a DC 19 Fortitude saving throw to halve the effect. A creature that remains in the circle for more than 1 round only suffers the effect a single time.

In addition, a creature that enters the circle is "marked" by the runes (whether or not she succeeded at her saving throw). There are special effects that can occur to marked creatures in area 8. This magical tagging can be revealed with *detect magic* and has a faint aura of transmutation and necromancy. A successful casting of *remove curse* removes the marked condition from an affected creature.

This hazard is equivalent to a CR 6 encounter in Subtier 5–6 and a CR 9 encounter in Subtier 8–9. The hazard's Challenge Rating has been factored into the overall CR of the encounter.

Treasure: The rune circle itself is traced with the skymetal inubrix. It can be recognized with a successful DC 20 Knowledge (arcana or nature) check. If harvested, enough of the rare metal can be obtained for forge a single weapon of the PC's choice. See the adventure's Chronicle sheet for details of this rare metal.

Rewards: If the PCs do not recover the inubrix metal, reduce each PC's gold earned as follows.

All Subtiers: Reduce each PC's gold earned by 416 gp.

7. The Flesh Pit (CR 9 or CR 12)

A pair of grim stone tables sits in the middle of this chamber, on either side of a pool of green sludge. Dark, ominous stains mar their surface.

Volzeras used this ancient chamber to prepare both the living and the dead for his experiments. Since this would frequently require the flesh to be stripped from their bones, he cultivated a pit of green slime to devour them.

Creatures: To help serve him in his endeavors, Volzeras created a number of stone constructs to dwell in the pool, commanding them to emerge only to drag a creature to its doom. Taking the form of winged serpents, these flying stone constructs are covered in green slime. If the PCs draw to within 10 feet of the pool or interact with it in any way, the serpents emerge and attack. The constructs attempt to smear green slime on as many creatures as possible, but do not target a creature already covered in green slime with their slam attacks. They are programmed to immerse themselves in the pool once they have used all their daily uses of their slime coated ability. In Subtier 8–9, the winged serpents attempt to push creatures into the pool before spending a full-round action to recharge the ability.

Hazard: The pool contains four patches of green slime, but the winged serpents carry a large portion of the stuff away from the pool as they emerge to fight. Once combat begins, the 10-foot-by-10-foot area of the pool is considered to hold one patch of green slime in Subtier 5–6 and four patches in Subtier 8–9.

On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood and metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

This CR 4 hazard has been incorporated into the overall Challenge Rating of the encounter in both subtiers.

Subtier 5–6 (CR 9)

WINGED SERPENTS (4) CR 4

Medium animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +5 (1d6+3 plus slime coated)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional movement, slime-coated, stone)

SPECIAL ABILITIES

Slime-Coated (Ex) This construct is coated in green slime (*Pathfinder RPG Core Rulebook* 416), granting it two abilities. First, any metal, wood, or natural weapon that strikes the construct takes 2d6 points of damage (ignoring the hardness of metal objects, but not wood).

In addition, once per day, when the construct attacks, if it hits at least the touch AC of the target, it smears the target with much of the green slime coating its body. This green slime deals 1d3 points of Constitution damage per round as it devours the target's flesh, but otherwise functions as a patch of green slime. Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys the green slime coating the creature, and negates both abilities conferred by this construction point.

A construct with this ability may spend a full-round action to immerse itself in a patch of green slime to gain an additional use of the ability, but doing so dissipates the patch of green slime enough that it is effectively destroyed.

This animated object ability may only be applied to constructs made of stone and costs 2 CP to purchase. This ability may be taken multiple times, each time granting the construct one additional daily use of its slime attack, and increasing the amount of Constitution damage dealt by the green slime per round by one step (as though it were a natural weapon one size category larger).

Subtier 8–9 (CR 12)

WINGED SERPENTS (4) CR 7

Medium animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +5 (1d6+3 plus slime coated or push)

Special Attacks push (slam, 10 ft.)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional movement, push, slime-coated, stone)

SPECIAL ABILITIES

Push (Ex) The construct gains the push universal monster ability when making slam attacks, with a distance of 5 feet. This ability costs 1 CP and may be taken more than once. Each time it is selected, it increases the distance a target is pushed by 5 feet.

Slime-Coated (Ex) Because the construct has taken this ability multiple times, it may use the ability three times per day, and green slime smeared on a target deals 1d6 points of Constitution damage per round. See Subtier 5–6 for the full ability description.

Treasure: At the bottom of the pool (which is 5 feet deep) lies a 4-inch square panel identical to those located in areas 2, 3, and 5, used to open the puzzle door in area 1. The panel weighs too much to be manipulated with *mage hand* but can be retrieved through other magical means, including *unseen servant* or *telekinesis*. Alternatively, if all patches of green slime in the pool have been destroyed (either by the PCs or the winged serpents; see Hazards above to determine how many patches were present in the table's subtier), the PCs may simply climb into the pool and retrieve the item themselves. Note that using any metal or wooden object to retrieve the panel while it remains beneath a patch of green slime deals 2d6 points of damage to the tool used, ignoring hardness in the case of metal items.

In addition to the skull-covered puzzle panel, the bottom of the pool contains another valuable treasure, which can be located with a successful DC 20 Perception check. Lodged into the mortar between two stone bricks is a marble wand. In both subtiers, this is a *wand of touch of slime* (*Pathfinder RPG Ultimate Magic* 243) containing 10 charges.

Rewards: If the PCs fail to recover the wand, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 600 gp.

Out of Subtier: Reduce each PC's gold earned by 766 gp.

Subtier 8–9: Reduce each PC's gold earned by 933 gp.

**RUINS OF BONEKEEP,
LEVEL THREE: THE WAKENING TOMB**

8. Lord of Bonekeep (CR 10 or CR 13)

This is the lair of Taxxak, the vampiric lord of the ratfolk that have taken over the dungeons of Bonekeep. Once this was Volzeras's laboratory, where he planned to open a rift to the Negative Energy Plane and use its power to animate all of the corpses in the Cairnlands to march on Absalom.

The walls of this chamber (and the doors leading into it from area 1) are lined with lead to prevent most divinations from penetrating. In addition, the entire chamber is warded so that any attempt to view the room using *clairvoyance*, *scrying*, or similar magic reveals a scene of mind-numbing horror drawn from the viewer's subconscious. This causes the divination spell effect to fail and causes the caster to take 1d4 points of Intelligence, Wisdom, and Charisma damage. A successful DC 20 Will saving throw negates this damage, but the spell still ends, regardless of whether or not the saving throw was successful. This ward is a mind-affecting abjuration effect.

The walls and doors are sealed in such a way that the room cannot be penetrated by gaseous creatures or creatures of a very small size. The only exception to this is a tiny airway that leads through the ceiling and into the top of the tunnel leading west away from area 4. This miniscule airway allows Taxxak to escape in gaseous form should he be defeated, and to come and go from the chamber without needing to retrieve, assemble, and solve the door key puzzle in area 1.

The most likely means of ingress into this chamber, however, is the large puzzle door in area 1. When the puzzle is completed and the doors open, they do so very slowly, as their massive hinges have not moved in centuries. The doors open such that the gap between them increases by one size category each round (beginning with a width enough for a Tiny creature to fit through without squeezing on the first round). Thus, a Small creature can squeeze into the room on the first round that the doors open, and a Medium creature can squeeze through on the second round. On the third round, Medium creatures can enter without squeezing. If the PCs enter through this doorway, read the following as the doors slowly open, but before the Pathfinders can get a full glimpse of the room beyond. If they instead enter the room in gaseous form from area 4 skip this text and read the second description below.

A flight of stairs leads upward beyond, opening into a much larger chamber. A cascade of green, blue, and purple light plays across the ceiling, and the sound of dry cackling echoes from somewhere within.

When the PCs ascend the stairs, read the following describe to them the entire room's layout.

A flight of wide stairs leads north from a set of massive double doors into a vast chamber. At the north end of the room

stands a pair of crystal cylinders, rising to the ceiling. These cylinders, along with a tall blue crystal of a less uniform shape, are arrayed around a pulsing ring of light embedded in the floor. The ring emits a swirling mist of ever-changing energy, shifting from green, to blue, to purple, and forming a sort of wall around the ring. A dais rises in front of this eerie display.

The two crystalline pillars flanking the raised dais channel energy through the ceiling from other parts of the dungeon. The western pillar, made of black crystal, draws the negative energy from the first level of Bonekeep's dungeons (as detailed in *Ruins of Bonekeep, Level One: The Silent Grave*). The eastern column is made of a deep purple crystal, and it draws upon the mind controlling magic from the second level (as described in *Ruins of Bonekeep, Level Two: Maze of the Mind Slave*). The jagged blue crystal at the chamber's north end stands 8 feet tall and floats above the floor (unlike the pillars, which are built into the floor and rise to support the ceiling). This crystal adds the power of undeath into the array.

The circle in the center of the room is the testing circle wherein creatures are transformed into undead thralls by the combined energies of the crystals. Any creature that steps into this circle suffers 3 negative levels each round. A successful DC 20 Will saving throw reduces this to 1 negative level. Creatures marked in area 6 take a -4 penalty on this saving throw. While entering the circle is easy, leaving requires the creature to make a successful DC 15 Strength check (DC 20 if the creature is marked). In addition, while Taxxak stands atop the raised dais between the black and purple pillars, he can speak a command word and visualize a marked creature, causing it to teleport from anywhere within 100 feet into the circle, regardless of whether he has line of sight or line of effect on the target. A successful DC 25 Will saving throw negates this effect and ends the marked condition.

The power of the circle can be disrupted by deactivating or destroying the crystals that power it. Each of the crystals can be deactivated without adverse effects if the PCs know how to do so, or they may be destroyed via physical damage, which results in an uncontrolled release of the crystal's associated power. All three crystals have hardness 8 and 30 hit points. Each crystal destroyed or deactivated reduces the number of negative levels taken by creatures in the testing circle by 1. Once two have been destroyed or deactivated, a creature inside the circle no longer gains a negative level if it succeeds at its Will saving throw. The details on each of the crystals are presented in the Depowering the Crystals sidebar.

Creatures: Atop the dais, stands a pallid and largely hairless ratfolk dressed in tattered black robes. In place of his rodent's teeth are a pair of large, sharp fangs and his eyes glow red with a preternatural light. Taxxak is a ratfolk with grand plans. Using the power of this dungeon, he hopes to take over the city of Absalom, ruling its newly

DEPOWERING THE CRYSTALS

The three crystals in area 8 have specific means by which they can be deactivated. Similarly, each presents a different side effect should they be destroyed via physical damage.

Black Crystal: Destroying the crystal via damage causes a tide of negative energy to sweep through the entire room. All creatures in the room take 6d6 points of negative energy damage (or 9d6 points of negative energy damage in Subtier 8–9). A successful DC 20 Will saving throw halves this damage. This negative energy heals Taxxak and any other undead creatures in the room. Alternatively, the crystal can be deactivated by touching a shard of the *nexus crystal* from the first level of Bonekeep to the black pillar. This shuts it down with no negative effect but destroys the minor artifact in the process.

Blue Crystal: If this crystal is destroyed via damage, a wave of unlife passes through the room, causing all living creatures to gain 1 negative level. A successful DC 20 Will saving throw negates this loss. Taxxak carries a shard of blue crystal, which he calls the *unlife gem*, in his robes. Touching it to the blue crystal, causes it to deactivate with no negative effect but destroys the minor artifact.

Purple Crystal: If this crystal is destroyed via damage, a mind-clouding fog surges through the room for 1 round. Living creatures in the room must succeed at a DC 20 Will saving throw or be confused for 1d4 rounds. The purple crystal can be deactivated by touching a shard of the *mind crystal* from the second level of Bonekeep to the purple pillar. This shuts it down with no negative effect, but destroys the minor artifact in the process.

made undead citizens. The PCs pose a serious threat to his scheme and he will stop at nothing to destroy them. When the PCs open the door to the room, Taxxak begins preparing himself for their assault (as noted in the tactics section of his stat block). If the PCs enter the room from area 4, however, the vampire has no time to prepare.

Before combat begins, the vampiric mastermind taunts the PCs, shouting at them in a dry, hollow voice that sounds nothing like that of a living ratfolk. “Finally, the meddlesome Pathfinders have arrived. I look forward to sending you back to your wretched city to spread my gift. Everyone you know will die and rise to serve me!”

In addition to Taxxak, a pair of ratfolk zombies stand beneath the dais, out of sight of PCs approaching from the south. Normally serving as the vampire’s assistants in his experiments, they move to attack the Pathfinders once their master engages in combat.

If defeated, Taxxak melts into gas and floats to the ceiling, where he disappears into the concealed airway connecting to area 4. Once he reaches this, he flees to his

coffin, hidden away in the Darklands, an hour’s travel from Bonekeep (beyond the scope of this adventure).

Note that Taxxak is an arcanist, a new class presented in the *Pathfinder RPG Advanced Class Guide*. Although all of his relevant abilities are presented here, you should spend some time to familiarize yourself with his class features before the fight begins, especially those which he can activate by spending points from his arcane reservoir, as they provide him many new, situational options in combat.

Subtier 5–6 (CR 10)

TAXXAK CR 10

Male ratfolk vampire arcanist 9 (*Pathfinder RPG Bestiary* 3 231, *Pathfinder RPG Bestiary* 270, *Pathfinder RPG Advanced Class Guide* 8)

NE Small undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 22 (+4 armor, +1 deflection, +5 Dex, +6 natural, +1 size)

hp 88 (9d6+54); fast healing 5

Fort +10, **Ref** +13, **Will** +12

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits

Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.

Melee slam +8 (1d3+4 plus energy drain)

Special Attacks arcane reservoir (12 current, 15 max), arcanist exploits (arcane barrier, counterspell, dimensional slide, metamixing, spell disruption [DC 18], spell resistance [SR 15]), blood drain, children of the night, consume spells, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), swarming

Arcanist Spells Prepared (CL 9th; concentration +14)

4th (4/day)—*black tentacles*, *enervation*

3rd (5/day)—*dispel magic*, *fireball* (DC 18), *slow* (DC 18)

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

1st (6/day)—*mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 16), *true strike*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*, *resistance*

TACTICS

Before Combat Taxxak prepares for the PCs by casting *mirror image*, *resist energy*, and by activating his arcane barrier exploit (which grants him 13 temporary hit points). These bonuses are not calculated into his statistics. He cast *mage armor* hours ago and its effects are included in the above statistics.

During Combat Taxxak opens the fight by attempting to slow the PCs’ approach with *black tentacles*. He uses his

RUINS OF BONEKEEP, LEVEL THREE: THE WAKENING TOMB

counterspell exploit if he sees a spell that seriously threatens him and he uses dimensional slide to get out of trouble. He otherwise uses his available spell slots with abandon, hoping to take out the PCs before they can cause him harm.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 20, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +6; **CMD** 21

Feats Alertness^B, Combat Casting, Empower Spell, Extra Exploit^{ACG}, Extra Reservoir^{ACG}, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Toughness^B

Skills Acrobatics +14 (+10 when jumping), Craft (alchemy) +19, Escape Artist +14, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +22, Sense Motive +11, Spellcraft +17, Stealth +26, Use Magic Device +5; **Racial Modifiers** +8 Bluff, +2 Craft (alchemy), +10 Perception, +8 Sense Motive, +8 Stealth, +2 Use Magic Device

Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Undercommon

SQ advanced wealth, change shape (dire bat or wolf, beast shape II), gaseous form, shadowless, spider climb

Gear *wand of invisibility* (50 charges); **Other Gear** *cloak of resistance* +3, *guarded spell ring* +1 (*inflict serious wounds*), *ring of counterspells* (*cure critical wounds*), *unlife gem*

SPECIAL ABILITIES

Arcane Barrier (Su) As a swift action, Taxxak can expend 1 point from his arcane reservoir to create a barrier of magic that protects him from harm. This barrier grants him a number of temporary hit points equal to his arcanist level + his Charisma modifier, and lasts for 1 minute per arcanist level or until all the temporary hit points have been lost. Each additional time per day the arcanist uses this ability, the number of arcane reservoir points he must spend to activate it increases by 1 (so the second time it is used, Taxxak must expend 2 points from his arcane reservoir, 3 points for the third time, and so on). The temporary hit points from this ability do not stack with themselves, but additional uses do cause the total number of temporary hit points and the duration to reset.

Arcane Reservoir (Su) Taxxak has an innate pool of magical energy that he can draw upon to fuel his arcanist exploits and enhance his spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the arcanist's level. Each day, when preparing spells, Taxxak's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 his arcanist level. Any points he had from the previous day are lost. He can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcanist reservoir are used to fuel many of Taxxak's powers. In addition, Taxxak can expend 1 point from his arcane reservoir as a free action whenever he casts an arcanist spell. If he does, he can choose to increase the caster level by 1 or

increase the spell's DC by 1. He can expend no more than 1 point from his reservoir on a given spell in this way.

Arcanist Spellcasting Taxxak casts spells as an arcanist.

This means that while he prepares a number of spells each day like a wizard, he casts all of his prepared spells spontaneously, like a sorcerer.

Consume Spells (Su) Taxxak can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if he had used it to cast a spell. Doing this adds a number of points to his arcane reservoir equal to the level of the spell slot consumed. He cannot consume cantrips (0-level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Counterspell (Su) By expending 1 point from his arcane reservoir, Taxxak can attempt to counter a spell as it is being cast. He must identify the spell being cast as normal. If he successfully does so, Taxxak can attempt to counter the spell as an immediate action and by expending an available arcanist spell slot of a level at least one higher than the level of the spell being cast. To counterspell, the arcanist must attempt a caster level check as if using *dispel magic*. If the spell being countered is one that Taxxak has prepared, he can instead expend an available arcanist spell slot of the same level, and he receives a +5 bonus on the associated caster level check. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell.

Dimensional Slide (Su) Taxxak can expend 1 point from his arcane reservoir to create a dimensional crack that he can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing him to move up to 10 feet per arcanist level to any location he can see. This counts as 5 feet of movement. He can only use this ability once per round. He does not provoke attacks of opportunity when moving in this way, but any other movement he attempts as part of his move action provokes as normal.

Metamixing (Su) Taxxak can expend 1 point from his arcane reservoir to add a metamagic feat that he knows to a spell as he casts it without affecting the casting time (though using a higher-level spell slot as normal). He can use this ability to add a metamagic feat to a spell that he prepared using a metamagic feat, although he cannot add the same metamagic feat to a given spell more than once.

Spell Disruption (Su) Taxxak can temporarily disrupt a spell by expending 1 point from his arcane reservoir and succeeding at a caster level check against the spell, as *dispel magic*. This ability suppresses a spell effect for a number of rounds equal to Taxxak's Charisma modifier. If the spell affects multiple creatures, this ability only suppresses the spell for one creature. At the end of this duration, the spell resumes and the suppressed rounds do not count against its total duration. This ability can be used on unwilling targets, but Taxxak must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This

ability has no effect on spells that are instantaneous or have a duration of permanent.

Spell Resistance (Su) Taxxak can grant himself spell resistance for a number of rounds equal to his Charisma modifier as a standard action by expending 1 point from his arcane reservoir. This spell resistance is equal to 6 + his arcanist level and cannot be suppressed, but it can be ended as a free action on his turn.

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.

RATFOLK ZOMBIE ROGUES (2) CR 2

hp 23 each (use the statistics on page 13)

Subtier 8–9 (CR 13)

TAXXAK CR 13

Male ratfolk vampire arcanist 12 (*Pathfinder RPG Bestiary 3* 231, *Pathfinder RPG Bestiary 270*, *Pathfinder RPG Advanced Class Guide 8*)

NE Small undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 29, touch 19, flat-footed 24 (+4 armor, +3 deflection, +5 Dex, +6 natural, +1 size)

hp 117 (12d6+72); fast healing 5

Fort +12, **Ref** +15, **Will** +15

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits

Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.

Melee slam +9 (1d3+4 plus energy drain)

Special Attacks arcane reservoir (15 current, 18 max), arcanist exploits (arcane barrier, counterspell, dimensional slide, greater spell resistance [SR 23], metamixing, spell disruption [DC 20], spell resistance), blood drain, children of the night, consume spells, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), swarming

Arcanist Spells Prepared (CL 13th; concentration +17)

6th (3/day)—*disintegrate* (DC 21)

5th (5/day)—*cone of cold* (DC 20), *mind fog* (DC 20)

4th (5/day)—*black tentacles*, *enervation*, *greater invisibility*

3rd (5/day)—*dispel magic*, *fireball* (DC 18), *hold person* (DC 18), *slow* (DC 18)

2nd (6/day)—*acid arrow*, *false life*, *mirror image*, *resist energy*, see *invisibility*

1st (6/day)—*mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 16), *true strike*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect*

magic, *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*, *resistance*

TACTICS

Before Combat Taxxak prepares for the PCs by casting *mirror image*, *resist energy*, and by activating his spell resistance exploit (which grants him SR 23). These bonuses are not calculated into his statistics. He cast *mage armor* hours ago and its effects are included in the above statistics.

During Combat Taxxak opens the fight by casting *improved invisibility* before attempting to slow the PCs' approach with *black tentacles*. He uses his counterspell exploit if he sees a spell that seriously threatens him and he uses dimensional slide to get out of trouble. He otherwise uses his available spell slots with abandon, hoping to take out the PCs before they can cause him harm. Given the chance, he casts *mind fog* before attempting to dominate characters with his gaze, hoping to turn the players against each other.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 21, **Wis** 12, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 22

Feats Alertness^B, Combat Casting, Empower Spell, Extra Exploit, Extra Reservoir, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Quicken Spell, Toughness^B

Skills Acrobatics +17 (+13 when jumping), Craft (alchemy) +22, Escape Artist +17, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +25, Sense Motive +11, Spellcraft +20, Stealth +29, Use Magic Device +5; **Racial Modifiers** +8 Bluff, +2 Craft (alchemy), +10 Perception, +8 Sense Motive, +8 Stealth, +2 Use Magic Device

Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Undercommon

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Gear *wand of fear* (50 charges), *wand of invisibility* (50 charges); **Other Gear** *cloak of resistance +4*, *guarded spell ring +3 (inflict serious wounds)*, *orange prism ioun stone*, *ring of counterspells (heal)*, *unlife gem*

SPECIAL ABILITIES

Greater Spell Resistance (Su) Whenever the arcanist uses the spell resistance exploit, the spell resistance is equal to 11 + the arcanist's level. The arcanist must have the spell resistance exploit to select this exploit.

RATFOLK ZOMBIE ROGUES (2) CR 3

hp 32 each (use the statistics on page 14)

Treasure: Among Taxxak's possessions is a minor artifact he found in the Darklands, a shard of blue crystal he calls an *unlife gem*. It was Taxxak's research into this minor artifact's origins that first led him to the dungeons beneath Bonekeep, and that gave him insight into how to use the complex's network of energy-channeling crystals there. The *unlife gem* is further detailed in Appendix 2 on page 24.

RUINS OF BONEKEEP, LEVEL THREE: THE WAKENING TOMB

Rewards: If the PCs fail to defeat the Taxxak, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 1,125 gp.

Out of Subtier: Reduce each PC's gold earned by 2,125 gp.

Subtier 8–9: Reduce each PC's gold earned by 3,125 gp.

CONCLUSION

Upon defeating Taxxak, the PCs find that the dungeon has grown quiet. Rats, both dire and mundane, emerge from all over the dungeon and flee as if from a sinking ship, heading to the deepest level and down the tunnel that leads to the Darklands. Returning to the Absalom, the Pathfinders find Kreighton Shaine waiting for them at the gate, eager to hear what happened in Bonekeep's deepest chambers.

After promising to send a group to seal up the tunnel in the morning, he invites the PCs back to the Grand Lodge to enjoy a feast to your victory. Despite his clear desire to celebrate the quelling of the ratfolk threat, the Master of Scrolls seems intrigued by the details of Taxxak's experiments, and his mind wanders as the PCs and their mentor make their way back to the Grand Lodge.

If, however, the PCs fail to complete the dungeon by the end of the slot, Kreighton Shaine dispatches a team of Pathfinder seekers—the most experienced of active field

agents—after the PCs fail to report back. These agents secure the site and defeat all remaining enemies except Taxxak, who flees through his escape route to plot further schemes against the people of Absalom. Despite their incomplete success, the PCs are congratulated on making it as far as they did. Furthermore, by studying Taxxak's crystalline columns, Kreighton Shaine is able to divine a process to combat the lingering effects of exploring the ruins; this grants each PC the Bonekeep Cure boon on his Chronicle sheet.

Success Conditions

Pathfinders who survive at least three encounter areas during this adventure are considered to have met the primary success condition of the adventure, earning each PC 1 Prestige Point.

A PC can fulfill the secondary success condition and earn an additional 1 Prestige Point in either of two ways. First, the PCs can collapse the tunnel leading into the Darklands, thus preventing Taxxak from fleeing to his coffin. Alternatively, any PC who has earned Chronicle sheets for the two previous levels of Bonekeep (*The Silent Grave* and *Maze of the Mind Slave*) is considered to have met the secondary success condition of the adventure and also earns the Cairnlands Perseverance boon on his Chronicle sheet.



PLAYER HANDOUT

Appendix One: New Magic Items

Among the many magical treasures found within the deepest dungeon of Bonekeep are several custom combinations of existing rings or wondrous items and a minor artifact linked directly to the crystals at the dungeon's heart.

ELVEN BURIAL SHROUD +1

Aura faint abjuration and illusion; **CL** 3rd
Slot shoulders; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This tattered piece of cotton cloth functions as both a *cloak of elvenkind* and a *cloak of resistance +1*.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, *resistance*, creator must be at least 3rd level and an elf; **Cost** 2,000 gp

ELVEN BURIAL SHROUD +2

Aura faint abjuration and illusion; **CL** 6th
Slot shoulders; **Price** 7,750 gp; **Weight** 1 lb.

DESCRIPTION

This tattered piece of cotton cloth functions as both a *cloak of elvenkind* and a *cloak of resistance +3*.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, *resistance*, creator must be at least 6th level and an elf; **Cost** 3,875 gp

GUARDED SPELL RING +1

Aura faint evocation; **CL** 5th
Slot ring; **Price** 21,000 gp; **Weight** –

DESCRIPTION

This ring, crafted of red-tinted gold in a double helix, has the functions of both a *ring of minor spell storing* and a *ring of protection +1*.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*, *shield of faith*, creator must be at least 3rd level; **Cost** 10,500 gp

GUARDED SPELL RING +3

Aura faint evocation; **CL** 5th
Slot ring; **Price** 45,000 gp; **Weight** –

DESCRIPTION

This ring, crafted of red-tinted gold in a double helix, has the functions of both a *ring of minor spell storing* and a *ring of protection +3*.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*, *shield of faith*, creator must be at least 9th level; **Cost** 22,500 gp

UNLIFE GEM (MINOR ARTIFACT)

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

DESCRIPTION

This dark blue crystal pulses faintly with a supernatural heartbeat. The gem has 5 charges. Simply carrying it provides protection against life-stealing magic, granting a resistance bonus equal to the number of remaining charges on saving throws against spells and effects with the death descriptor. The gem also absorbs attacks that inflict negative levels. Each time it absorbs such an effect, the gem loses 1 charge.

In addition, the gem can be used as an additional focus when casting a spell that creates one or more undead creatures. Doing so drains 1 charge from the gem (2 charges if the created undead either has 10 or more Hit Dice or is size Huge or larger) and grants that creature the advanced simple template.

DESTRUCTION

The means of destroying this crystal are unknown.

Appendix Two: Puzzle Solution

While there are a number of ways to solve this puzzle, the simplest means is to touch the four marked squares in the diagram below (in any order).



RUINS OF BONEKEEP, LEVEL THREE: THE WAKENING TOMB

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Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

Character # _____ _____
Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Special: Ruins of Bonekeep, Level Three: The Wakening Tomb

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Bonekeep Cure: With your help, the Pathfinder Society has created a treatment for the plagues developed in Bonekeep. You may cross any Bonekeep Malady boons off any Chronicle sheets acquired by any of your characters.

Cairnlands Perseverance: You braved the terrors of Bonekeep, bore its maladies without any hope for a cure, and survived. Tales of your endurance circulate the Society, and you find it easier to ask for favors. When you receive this boon, you recover a number of spent Prestige Points based on the number of XP you have earned since the first time you earned a Chronicle sheet for participating in either of the first two levels of Bonekeep.

XP Earned	Prestige Points Regained
0-5	2
6-10	4
11-15	6
16-20	9

Inubrix Ore: You found a cache of a skymetal called inubrex, allowing you to purchase one weapon or 50 pieces of ammunition made from this rare material. The metal's structure allows it to pass through iron and steel without touching them, seemingly shifting in and out of phase with reality. Inubrix is the softest of the solid skymetals, being only slightly less malleable than lead. It doesn't function well for crafting armor as a result, and the weapons tend to break easily. Inubrix has 10 hit points per inch of thickness and hardness 5.

An inubrix weapon deals damage as if it were one size category smaller than its actual size, and

is always treated as if it had the broken condition. It ignores all armor or shield bonuses granted by iron or steel armor or shields. Inubrix weapons cannot damage these materials at all (and, by extension, cannot harm iron golems or similar creatures). An inubrix weapon costs +5,000 gp. When you use this boon to purchase such a weapon, cross the boon off your Chronicle sheet.

Unlife Gem: You discovered and acquired a mysterious crystal within the dungeons below Bonekeep.

UNLIFE GEM (MINOR ARTIFACT)

Aura moderate necromancy; **CL** 12th

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

DESCRIPTION

This dark blue crystal pulses faintly with a supernatural heartbeat. The gem has 5 charges. Simply carrying it provides protection against life-stealing magic, granting a resistance bonus equal to the number of remaining charges on saving throws against spells and effects with the death descriptor. The gem also absorbs attacks that inflict negative levels. Each time it absorbs such an effect, the gem loses 1 charge.

In addition, the gem can be used as an additional focus when casting a spell that creates one or more undead creatures. Doing so drains 1 charge from the gem (2 charges if the created undead either has 10 or more Hit Dice or is size Huge or larger) and grants that creature the advanced simple template.

DESTRUCTION

The means of destroying this crystal are unknown.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	2,561	5,122
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,951	7,902
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	5,341	10,682
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

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

FAME	
Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	

All Subtiers	Subtier 8-9
<p><i>belt of mighty constitution</i> +2 (4,000 gp)</p> <p><i>cloak of resistance</i> +1 (1,000 gp)</p> <p><i>cloak of resistance</i> +3 (9,000 gp)</p> <p><i>elven burial shroud</i> +1 (4,000 gp; functions as a <i>cloak of elvenkind</i> and <i>cloak of resistance</i> +1)</p> <p><i>guarded spell ring</i> +1 (21,000 gp; functions as a <i>ring of protection</i> +1 and <i>ring of minor spell storing</i>)</p> <p><i>ring of counterspells</i> (4,000 gp)</p> <p><i>wand of touch of slime</i> (10 charges; 4,200 gp, limit 1; <i>Pathfinder RPG Ultimate Magic</i> 243)</p>	<p><i>amulet of natural armor</i> +1 (2,000 gp)</p> <p><i>belt of mighty constitution</i> +4 (16,000 gp)</p> <p><i>cloak of resistance</i> +4 (16,000 gp)</p> <p>concentrated shadow essence poison (injury, save Fort DC 19, frequency 1/rd. for 9 rds., effect 1 Str drain/1d2 Str, cure 1 save; 500 gp, limit 4)</p> <p><i>elven burial shroud</i> +2 (7,750 gp; functions as a <i>cloak of elvenkind</i> and <i>cloak of resistance</i> +2)</p> <p><i>guarded spell ring</i> +3 (45,000 gp; functions as a <i>ring of protection</i> +3 and <i>ring of minor spell storing</i>)</p> <p><i>orange prism ioun stone</i> (30,000 gp)</p> <p><i>wand of vanish</i> (CL 3rd, 19 charges; 855 gp, limit 1; <i>Pathfinder RPG Advanced Player's Guide</i> 253)</p>

For GM Only

Notes

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