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CURSE OF THE CRIMSON THRONE

CROWN OF FANGS

By Tito Leati



Karuosan Hierarchy

Magistrates

Commerce: Garrick Vann

Expenditures: Syk Gar

Regulation: Lolia Perenne

Tourism: Mercer Cucuteni

Arbiters

Senior Arbiter
Zenobia Zenderholm

Lesser Arbiters

Aristocracy



House
Jeggare



House
Leroung



House
Ornelas



House
Zenderholm

Monarchy

King
Arastin II

Seneschal
Neolandus Kalepopolis

Queen
Aleasa
Arabasti

Karuosan
Guard

Order of the Nail



Safina
Merrin

Field Marshall
Cressida Kraft

Pictor Severus
Diviri



Mistress of Blades
Maidrayne Vox

Paravicar
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ADVENTURE PATH  PART 6 of 6

CURSE OF THE CRIMSON THRONE

CROWN OF FANGS



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"Crown of Fangs" is a *Pathfinder* Adventure Path scenario designed for four 14th-level characters. By the end of this adventure, characters should reach 16th level. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game. The OGL can be found on page 92 of this product.

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95 ENCOUNTER AREAS

Tito Leati's been writing adventure path adventures from the start—in fact, he's one of the few authors who's written two episodes for the same adventure path. His mapping chops are incredible—his sketches have always been not only clear and concise, but his locations actually feel like real locations. He always includes really cool handouts—this adventure's got a fun player's map and an infernal contract, for example. And on top of that, he's no slouch when it comes to designing storylines or complex villains. All of which are great qualities in an author you need to close out a campaign with something really epic.

When I first sent Tito the brief outline of “Crown of Fangs,” I was looking forward to what he would accomplish with the Sunken Queen. In the original draft, I envisioned a lot less time spent in Castle Korvosa—I only thought there'd be room for one level of the castle, in fact, and told him not to worry about mapping out the rest of it. To the adventure's benefit, Tito went ahead and detailed the entire thing anyway. Whereas my initial version would

have had a lot of “if the PCs go a floor up or down, you have to improvise” garbage in it, the adventure now has everything you need to run a full-on invasion of Korvosa's most iconic location.

In order to fit in all those locations, though, we had to get a bit spare on the details for a lot of the less-important rooms. You won't be seeing a 500-word encounter for the castle laundry, in other words. Don't let your players get hung up on these unimportant rooms—since they likely have access to a full map of the castle anyway, they don't need to scour these rooms for secrets. Nevertheless, each floor has at least a few major encounters—feel free to have the action in these encounters spill over into less important chambers as necessary.

In fact, as you're running this adventure, here's a good thing to keep in mind: although Castle Korvosa and the Sunken Queen might *look* like “dungeon crawls,” they're not. Certainly, in the case of Castle Korvosa, the PCs can get a detailed copy of the structure before even setting foot inside. The castle's layout is no mystery—the focus

should be its occupants. Your PCs should think of both Castle Korvosa and the Sunken Queen as extended encounters with numerous bad guys. Let the walls serve to keep the fights manageable, not just to funnel PCs through specific routes. Don't be too disappointed if your group teleports into the throneroom and attacks the queen but then never even bothers to explore the other floors. Sure, they'll miss clues and treasure here and there, but you should let the PCs determine the course for the castle's exploration. Let them decide where and how they're going to achieve their list of goals. They've come a long way from fighting against decrepit old crimelords and running errands for the city guard—they're heroes now (hopefully), so don't be afraid to let them take charge of the plot.

Fates of Friends and Foes

This section was originally in the adventure itself, but I kept moving it around—nowhere seemed to be the “right place” to include the info, and as the adventure's length started increasing during development, I cut this section two or three times, reinstating it later after I kept realizing that it's important information. And then I realized I still had to write this foreword. SO! If you'll permit me a little bit of editorial laziness, I'll just drop that info in right now!

The PCs have made contacts and perhaps friends with numerous NPCs in Korvosa over the campaign. Assuming they still survive and didn't perish during the course of your game, the fate of these NPCs is summarized here, should the PCs decide to seek out any of them.

Amin Jalento: If the PCs escorted Amin out of Old Korvosa, he is now among the rebels following Cressida hiding under Gray District. If he was not escorted out of Old Korvosa, Amin is now dead, the victim of a band of murderous chokers.

Devargo Barvasi: Devargo closed shop once Old Korvosa went under quarantine, intending to “ride it out.” He didn't last long after things went sour with his ettercap ally—the King of Spiders's body now lies in the hold of Eel's End, wrapped in spider silk.

Eries Yelloweyes: The worried wererat, along with most of her kin, has totally abandoned Korvosa, sneaking out of the city to seek better living conditions in Riddleport to the northwest.

Ishani Dhatri: Ishani Dhatri, dissatisfied with decisions made by his superiors, abandoned the Church of Abadar and foolishly attempted to secure an audience with Queen Ileosa to confront her—she captured him and placed him in torment in area A18. Before his audience, though, he sent a message to Cressida explaining his plan, but she has not been able to send anyone into the castle to seek him out yet.

The Mirukova Siblings: As with most of Korvosa's Varisian inhabitants, the Mirukovas have fled the city, likely headed for new opportunities in Magnimar.

Neolandus Kalepopolis: Neolandus has returned to Korvosa after spending some time at Janderhoff, and is now in hiding with Cresida Kroft under the Gray District.

Pilts Swastel: If Pilts still lives, he continues to rule his Empire in Old Korvosa.

Salvator Scream: Salvator's fate depends on if he was escorted out of Old Korvosa. If he wasn't escorted, he is now dead, murdered by a thug. If he was escorted out of town, he was contacted soon thereafter by Laori Vaus, who put him in contact with several of her friends. They have long since abducted him and taken him to Nidal, where the Brotherhood hopes to rekindle his faint connection to Kazavon.

The Soldado Family: The Soldados have fled the city for greener pastures. In fact, most of the city's Varisian natives have done so; the outlying area known as Thieves' Camp is all but deserted now.

A Darkness on the Horizon

You know... these past six months seemed to go by even faster than those I spent working on *Rise of the Runelords*. I'm sure that some of that can be blamed on the fact that I've been a lot busier on this Adventure Path, what with coordinating supplementary products like the Harrow deck and *Guide to Korvosa*, but a part of me thinks that some sort of sinister time manipulation stuff's going on too.

If all that's an indication, though, our next Adventure Path's going to go by just as quickly. Second Darkness begins in *Pathfinder* #13, and it'll be supported by the first installment of an entirely new line of Pathfinder products—the *Pathfinder Companion*, a bi-monthly line of player-focused booklets with a different theme each volume. Our first one is the Second Darkness Player's Guide. Later on, we'll be supporting *Pathfinder Adventure Paths* with even more products. I don't want to say too much about Second Darkness yet, though—we'll have a campaign summary for GMs to check out in *Pathfinder* #13. But I can say this: the drow are coming to Golarion!



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CROWN OF FANGS

CURSE OF THE CRIMSON THRONE: CHAPTER SIX

Despite the actions of a stalwart band of heroes, Queen Ileosa's plans for Korvosa have met, in large part, with grisly success. The military is scattered, replaced by her loyal and cruel Gray Maidens. The city government is in shambles, with the magistrates and arbiters who still live cowering in their homes while they hope for things to get better. And the people of Korvosa are shattered—the victims of riots, plagues, and oppression. A resistance movement struggles to gain a foothold against the queen, but with the introduction of devils and dragons to her legions, Korvosa slips further and further from salvation. As it does, Queen Ileosa draws closer to her goal—immortality.

ADVENTURE BACKGROUND

Queen Ileosa has not been idle while the PCs have been gone from Korvosa's walls. Today, the city is under a chokingly oppressive martial law, and great new statues of the city's vain queen are being raised in her honor via the sweat and blood of an enslaved populace. Rumors that Magnimar is preparing an intervention to stop the madness fall on deaf ears—Ileosa won't need Korvosa much longer, and she plans on transcending into immortality well before Magnimar can make a direct move to stop her. Dragons and devils have joined the Gray Maidens on the streets and in the skies above Korvosa, and what little resistance remains is bottled up below Gray District, nervously awaiting the return of the heroes who have pledged to rescue them all.

Queen Ileosa's unprecedented rise in power is attributable to several factors, the key of which is the *Crown of Fangs*. Fashioned from the *Fangs of Kazavon* with the aid of powerful devils, the *Crown of Fangs* increases the raw potency of the fangs themselves. Not only does the *Crown of Fangs* protect Ileosa and strengthen her, but it also allows fragments and shards of Kazavon's memories and experiences to empower her, resulting in a rapid rise in level. Yet Ileosa hasn't stopped there; she's also secured the aid of a powerful devil named Sermignatto, allowing her, among other things, to bind the essence of an erinyes devil to her to even further increase her power. Yet these are little more than steps toward her true goal: to follow in the footsteps of Runelord Sorshen and achieve eternal youth and unlimited power from the blood of thousands.

The final stage of Ileosa's mad quest has taken her to the Sunken Queen, a Thassilonian ruin in the Mushfens some 160 miles west of Korvosa, where she must enact a complex and lengthy ritual to link her soul to the souls of her oppressed followers—loyal and downtrodden alike. Yet she knows she cannot leave Korvosa unguarded during this time, and has left the city in the charge of her devilish minion, Sermignatto, and her bodyguard, Sabina Merrin. To further the illusion that she is still in Korvosa, Ileosa used the magic of the Sunken Queen to create a simulacrum of herself out of blood, then installed the false queen in the Crimson Throne.

Adventure Synopsis

The PCs return to Korvosa, having retrieved the ancient sword *Serithtial* from the caverns deep below Scarwall, only to find the city has fully fallen to Ileosa. Gray Maidens police the streets and devils patrol the sky above, while the citizens hide in their homes or toil under increasingly difficult conditions on a number of insane new projects Ileosa has devised to fill her treasury or appeal to her vanity.

The PCs' first goal should be to re-establish contact with allies inside the city. Cressida Kroft now heads up the resistance, a group of rebels who hide in the catacombs

below Gray District and are protected by the priesthood of Pharasma. With the PCs' return, and with key figures like Blackjack and Neolandus Kalepopolis going public once again, the city of Korvosa awakens from its stupor and rises in open rebellion, giving the PCs a perfect opportunity to move against the castle itself.

Castle Korvosa is no cakewalk, though—devils, Gray Maidens, and others guard the place. In exploring it, the PCs can learn much about what Queen Ileosa's been up to, what her plans are, and most importantly, where she is now, for the PCs soon discover that the woman sitting on the throne is but a simulacrum. The PCs finally learn that Ileosa has relocated to a Thassilonian ruin known as the Sunken Queen, where she hopes to complete an ancient ritual perfected thousands of years before by Runelord Sorshen. She has been sculpting Korvosa into a massive component for this ritual—a ritual designed to remove her from time itself and grant her everlasting youth. Only with *Serithtial* can the PCs hope to disrupt the *Crown of Fangs* and defeat Ileosa before she draws forth the lifeblood of an entire city.

PART ONE: RETURN TO KORVOSA

During the PCs' adventures in Scarwall, the situation in Korvosa has stabilized somewhat, but not for the better. With the Sable Company gone, the Korvosan Guard reduced to little more than a shadow of its former glory, the silence of the noble houses, the retreat of the Hellknights and the wizards of the Acadamae into their respective fortresses, and finally the Church of Abadar's public declaration of support of the city's new ruler, the formerly vibrant city has dulled. Merchants still come and go from Korvosa, but they are taxed heavily and tend not to stay overnight. Locals no longer have to fear riots, plagues, or even much in the way of thievery, but the new lords of the streets, the Gray Maidens, have little patience for lawbreakers of any sort. Compounding this are Queen Ileosa's numerous new and often ridiculous laws that force the city's citizens into ever-increasing debt and despair. The section *Korvosa Today*, on page 8, details how the city has changed from its presentation in *Pathfinder Chronicles Guide to Korvosa*.

Once the PCs have retrieved *Serithtial* and exited Castle Scarwall, their goal should be to return to Korvosa to confront Queen Ileosa. Yet they are not alone in their quest—depending on whom the PCs have allied with over the campaign, they might still have contacts in the city. This adventure assumes that their primary contact is Cressida Kroft, but if the PCs have a stronger bond with another NPC, you should adjust things so that NPC becomes their primary connection. If the PCs don't think to use magic to contact one of their NPC allies before they return to Korvosa, Vencarlo takes care of that for them. He and the seneschal

SERETHTIAL'S BANE

The sacred sword *Serethtial*, recovered by the PCs in the previous adventure, gains the bane weapon quality against servants and worshipers of Zon-Kuthon. *Serethtial's* bane quality functions not only against Queen Ileosa, but also against those who directly serve her. This includes the vast majority of the foes encountered in this adventure, even though the Red Mantises only serve Ileosa as paid mercenaries, and the black dragon Zarmangarof serves her only out of magical compulsion—in the end, they are all still Kazavon's pawns.

of Castle Korvosa, Neolandus, have been hiding in the dwarven city of Janderhoff, but have been in semi-regular contact with Cressida Kroft for the past several weeks, and the latest report has Vencarlo particularly worried. With the aid of a dwarven wizard he hires, Vencarlo attempts to contact one of the PCs via a *dream* spell—the contact occurs the first time the PCs sleep after recovering *Serethtial* from the caverns below Scarwall. The dream message is brief, manifesting as a conversation between Vencarlo and the PC that takes place at Vencarlo's academy in Korvosa.

"Greetings! I've secured the aid of one of Janderhoff's sellspells to contact you in this manner, for things grow dire in Korvosa. Ileosa's control over the city has grown, and now she holds all of Korvosa in a vice of martial law. Cressida's left the Guard—she's gone underground to serve as the leader for a group of rebels based in the catacombs under Gray District. While she's gathered a sizable force, it alone is not enough to dethrone Ileosa. We must return at once; with Neolandus at our side, and your strength and skill and, hopefully, that magic sword you went looking for, Cressida and I believe we'll be able to ignite another attempt at rebellion. This should give you just the opportunity you need to storm Castle Korvosa and confront the usurper queen, don't you think?"

"In any event, Neolandus and I are returning to Korvosa at once. We have secured potions of invisibility and flying—we're planning on slipping over the southern wall into Gray District at night and meeting Cressida at the Grand Cathedral of Pharamasma. Bishop d'Bear is an ally. I strongly urge you to do the same—once we are all in place back inside the city walls, we can only prevail! Contact me or Cressida if you can, but if you cannot, I hope to see you in Korvosa soon."

The Final Harrowing

In "Edge of Anarchy," the PCs gained a powerful magic item—*Zellara's Harrow Deck*. As indicated in that adventure, this Harrow deck plays a recurring role throughout *Curse of the Crimson Throne*. "Crown of Fangs" is tied to the suit of Crowns in a Harrow deck—and by extension, to Charisma.

This final harrowing should take place at any time before the PCs return to Korvosa. Alternatively, it can occur after they've reunited with Cressida in Gray District.

The primary goal of this Harrowing is to encourage the PCs to turn their attention toward Castle Korvosa and to prepare them for the final confrontation against Queen Ileosa. Cards that come up representing the past should symbolize various important events that have occurred during this Adventure Path. Cards representing the present should speak to the oppression that currently stifles Korvosa, of the growing presence of devils and the dragon in the city, and of the Gray Maidens. Cards representing the future should foreshadow encounters in Castle Korvosa or the climactic battle with Ileosa; they should not indicate the Sunken Queen, since you don't want the PCs to skip straight to the end of the adventure without first recovering several important pieces of information and magic from Castle Korvosa itself. Use these cards to imply to the PCs that force of personality will be important in their immediate future, and that they should embrace their hero status and become figures to follow in battle.

Korvosa Today

The city of Korvosa is a different place than the one the PCs left at the end of "Escape from Old Korvosa." The city is quieter, its streets calm and silent. Yet this is not a healthy calm—it is the calm of utter oppression. Where once throngs of traffic clogged busy streets, only a few wagons clatter and furtive locals walk. Gone are the sounds of merchants hawking their wares, the smells of fresh-baked food, the clang of ships' bells at the docks, or the cry of a Sable Company hippogriff winging through the sky. Ileosa and her Gray Maidens have been at work on Korvosa, night and day, and the result is a city of broken-spirited citizens desperate for deliverance but too cowed by the atrocities and cruelties witnessed in the streets to rise up. The people of Korvosa need heroes.

The following list calls out several specific changes and events that have come to Korvosa of late. These descriptions are kept brief—the focus of the PCs should be on Castle Korvosa, after all—but the notes given here should suffice if characters wish to further explore what has become of their hometown.

Ileosa's Statues: Ileosa has commissioned the creation of four immense statues of herself in Korvosa. The moving of huge blocks of stone into position is a task she's put many of the city's laborers to, under the watchful eye of the Gray Maidens. On one level, this is a vanity project, but on another, it is one of three ways she is secretly preparing the citizens of Korvosa for sacrifice—their sweat and blood providing the necessary mystic link to the attunement process she's undergoing in area **B2o** of the Sunken Queen. Each statue is to be of stone with copper

highlights. Every few days, new blocks of stone are hauled in from the Great Tower in the Heights, and the locals are tasked with maneuvering the blocks into place, joined by several priests of Abadar commissioned to use *stone shape* to make the blocks into one solid sheet. After this, a small army of sculptors is brought in to chisel away at the blocks. Starting with Ileosa's feet, the projects have proceeded in this manner from the ground up. So far, each statue is complete up to Ileosa's knees and stands twenty feet high. Statues are being built in Endrin Square, Eodred's Square, Jeggare Circle, and South Shore Square.

The Blooding: This sinister program is overseen by the Temple of Asmodeus. Archbishop Ornher Reeb has been tasked by Queen Ileosa with collecting a single vial of blood from as many of Korvosa's citizens as he can. His priests are still collecting blood from the citizens of the Heights, meticulously cataloging each "donor" and storing the vials in the largest storeroom under Kendall Amphitheater, as per Ileosa's direction, where they are regularly collected by her erinyes minions and brought back to the Sunken Queen to further the ritual she is performing there.

Dismantling of the Great Tower: Numerous laborers and engineers are picking apart this tower from the top down, harvesting the stone that composes this famous Korvosan landmark for the four statues Ileosa has requisitioned. Many have perished at this task already, and the steadily diminishing tower is a depressing symbol of the city's drastic decline to all who watch.

Old Korvosa: The state of things in Old Korvosa largely depends on how the PCs left it. If both the Arkonas and the Emperor of Old Korvosa still live, the island remains largely in the same state as it was presented in "Escape from Old Korvosa." If one of these two crimelords has been destroyed, the other has expanded to fill the vacancy. If both Pilts Swastel and the Arkonas were defeated, Old Korvosa fell under the complete control of the Cerulean Society. Korvosa's thieves' guild is ironically the best thing to happen to the island for some time, as the guild quickly moved in and claimed Arkona Palace as its new guildhall, bringing some semblance of order to the beleaguered island. From this position of power, Guildmaster Boule has slowly been taking control of the island, yet his growing power has not gone unnoticed by Ileosa—she plans on dominating Boule as soon as she finishes her current tasks.

Entering Korvosa

Entrance into Korvosa is controlled, but not as tightly as Ileosa would like. She's been quite successful in her program of indoctrinating women into the Gray Maidens with a combination of torture, magic, and bribery, but relatively few of them are truly capable fighters. Those who are find themselves stationed in Castle Korvosa, with the less capable Gray Maidens serving primarily as guards at

HARROW POINT USES

In "Crown of Fangs," the PCs are faced with numerous situations where leadership, diplomacy, and fast-talking can determine destiny. This is a time when the luck of heroes and force of personality must work together to fight against a truly monstrous doom.

Players receive a number of Harrow Points to spend during "Crown of Fangs." Rules for determining this number as part of a Harrow reading appear in *Pathfinder* #7's "Edge of Anarchy." If you don't have this book, you can determine how many Harrow Points each PC has to spend during "Crown of Fangs" by simply rolling 1d10. During this adventure, a character can spend his Harrow Points in the following ways.

Charisma Rerolls: Spend a Harrow Point to reroll any one Charisma-based skill check or turn undead attempt. You must abide by the new result (although if you have additional Harrow Points remaining, you can use them to attempt additional rerolls).

Inner Strength: Spend a Harrow Point to draw a card from a Harrow Deck. You gain a +4 bonus to the card's associated ability score for the duration of the current encounter (the GM decides when an encounter is officially over). If the card you draw matches your alignment, the bonus increases to +6. If you don't have a Harrow Deck, determine the ability and alignment randomly via a die roll.

Destiny Shall Not Be Denied: Spend a Harrow Point to force any one d20 die roll by the GM to be rerolled. You must abide by the new result (although if you have additional Harrow Points remaining, you can use them to force additional rerolls).

THE CHOSEN

In addition, the card a PC draws during the choosing has special qualities during this adventure. Each of these cards is tied to a specific encounter in "Crown of Fangs," and when a PC who drew that card reaches that encounter, he gains a +2 bonus on all rolls modified by Charisma and all spell-like abilities and turn undead checks (including spell-like abilities of creatures he has summoned) manifest at +1 caster level. These bonuses last for the encounter's duration.

The Empty Throne: Combat against the false Queen Ileosa (area A52).

The Marriage: Combat against Togomor (area A44).

The Tyrant: Combat against Queen Ileosa (area B20).

The Theater: Combat against Beirawash (area B1).

The Twin: Combat against Yzahnum (page 13).

The Betrayal: Combat against Zarmangarof (page 15).

The Unicorn: Combat against Mistress Kayltanya (area A72).

The Courtesan: Combat against Sabina (page 15).

The Liar: Combat against Sermignatto (area A59).

the city gates, patrolling the streets, or overseeing some of the new “public works.” These Gray Maidens are all 2nd-level human fighters—statistics for them can be found on page 42 of *Pathfinder* #8 if they become necessary. Typically, an external gate is staffed by a group of four Gray Maidens, while at any one time, 1d3 patrols of four are marching along waterfront districts—enough to keep most locals in line, but certainly not enough to challenge the PCs. Even without options such as flight or teleportation, the PCs should have relatively few problems entering the city. The only difficulty could well be remaining unnoticed.

As long as the PCs wear disguises or remain hidden or stealthy, they can move about the streets of Korvosa during the day without being confronted. Each day, each PC must make a DC 15 Disguise or Hide check to remain unnoticed. At night, a city-wide curfew is in effect—at this time, only Hide checks can keep the PCs from being reported or confronted. Failure to make these checks (or failure to utilize stealth at all) quickly results in the PCs’ presence in Korvosa being reported to the Gray Maidens, who in turn send one of Ileosa’s newest champions out to confront the PCs—the efreeti Yzahnum. The Gray Maidens themselves know that the PCs are dangerous and do not directly confront them.

Contacting The Rebels

Just as infiltrating Korvosa should be a relatively simple task for high-level characters, so should be an approach to the Cathedral of Pharamasma in Gray District. Vencarlo and Neolandus have already arrived, and Cressida likely expects the PCs’ arrival soon—as do the priests of Pharamasma who tend to the graveyard and the cathedral. Soon after the PCs arrive and make their presence known, they are greeted by none other than the high priestess of the faith in Korvosa, **Bishop Keppira d’Bear** (N female human cleric of Pharamasma 13). Keppira tells the PCs that she’s been expecting them, then bids them follow her. She leads them down into the vast ossuary below the cathedral, through an iron door, and into a subterranean complex connected to several other tunnels that run under the graveyard. The high priestess then excuses herself from the party’s company, but they are just as quickly greeted by a joyful and thankful Cressida Kroft, a bit more ragged and rough-looking in her scavenged armor, but no less friendly and supportive of the PCs than she has been previously. Vencarlo, Neolandus, and perhaps others like Amin Jalento and Grau Soldado reunite with the PCs as

well at this time. After the reunion, they ask for updates on what the PCs have been up to—feel free to play this scene out as much as you want. The goal here should be to reinforce the PCs’ ties to Korvosa and her citizens and to give them a chance to feel like what they’ve accomplished so far is worthy of praise. In other words, they should feel like heroes.



**KEPPIRA
D’BEAR**

Eventually, Cressida gets to the problem at hand. She explains to the PCs how she and her rebels are ready to make their move into Korvosa to let their presence be known to the Gray Maidens and Ileosa’s other agents in the city. This includes revealing that Neolandus still lives, and that as a result, Korvosa’s government has a legal option beyond open rebellion to depose Ileosa. Cressida hopes that this information will rally the noble houses, arbiters, and magistrates, but she also fears that doing so will spur Ileosa to step up the violence to even greater levels than before.

Therefore, before the rebels can take to the streets and seek out the support of the city, they need someone to take the initiative against the monarchy. At first, this means that they need intelligence from the castle. Cressida has heard numerous rumors about what has been going on inside it: that the Gray Maidens are mind-controlled, that devils and a dragon dwell within its walls, that the Red Mantis are now secretly in control of it, and that Ileosa has herself transformed into a monster. What Cressida needs are heroes willing to infiltrate Castle Korvosa and not only find out what exactly they’re all up against, but also to do their best to undermine and defeat Ileosa and her minions. Leadership is the key to control, after all, and without it, Ileosa can’t remain in power.

Cressida has prepared a list of tasks for the PCs to accomplish inside Castle Korvosa. She’s hesitant to make her move with Neolandus to reclaim control until the majority of these tasks are accomplished, but in the end listens to the PCs as to when it’s safe to do so. The list of Cressida’s tasks is presented as Handout 1.

Finally, although Cressida is glad to see the PCs, she does warn them that she doesn’t want to press the good grace of their host too far. As a result, she would prefer the PCs didn’t use this area as a base of operations once they start their investigation of Castle Korvosa. If they need to retreat from the castle to catch their breath before attempting another infiltration, she’d rather they find a different place to hide out. She leaves the choice of hideout to the PCs (likely, the players will have favorite parts of

Handout 1

Listed here are several issues that need resolution before I'm comfortable revealing to Korvosa that Neolandus still lives. I leave to you the methods for answering these questions, and also solving these problems.

- 1) A new "hero of the people" has been fighting rebels in the streets. These rebels are false; they're not my people, and I suspect that this hero, a man named Trifaccia, is false as well. Find out who or what he is.
- 2) I have it on good authority that the rumors of a black dragon taking nest in Castle Korvosa are legitimate. If the rumors prove true, the dragon must be defeated.
- 3) The role of castle seneschal is currently held by a bloated wizard named TogomDr. If you can capture or defeat him, we'll avoid a long legal complication over the revelation that Neolandus still lives.
- 4) Ishani Dhatri, Abadarian priest and vocal opponent of his church's public endorsement of Ileosa, has vanished. My initial investigations indicate that he was last seen approaching the castle—perhaps some clues to his fate lie hidden within?
- 5) I suspect that there are Red Mantis agents sheltered in the castle. Proof of the alliance between Ileosa and the Red Mantises would be very helpful; forcing the Red Mantis to abandon Korvosa, perhaps by finding and defeating their local leader, would be even better.
- 6) The Gray Maidens are certainly a menace; they need to be stopped. Sabina Merrin is the commander of the Gray Maidens—find and defeat her, and you'll throw the entire organization into chaos long enough for us to reclaim the streets from them. Vencarlo and Grau believe that she can be reasoned with, and that she may not be as loyal a minion of the queen as she seems.
- 7) Rumors of devils involved with the monarchy disturb me as well. If you can find proof that Ileosa is trafficking with devils, or that devils dwell within Castle Korvosa, that should significantly help our case against her in the eyes of the city's government.
- 8) Ileosa must answer for her crimes. She hasn't been seen publicly recently but for brief appearances on the castle walls. If we can capture her, a lot of our work will be easier.

Korvosa of their own to serve as hideouts), but supplies them with three scrolls of mage's magnificent mansion she's gathered expressly for this purpose.

If the PCs speak with Vencarlo or Grau about Sabina, both men offer the same observation: the Sabina they knew loved Korvosa and was honorable to a fault. It was her rigidity of thought and personality, Vencarlo muses, that held back her progress in the more fluid fighting style he attempted to teach her back when she was his student. As a result, both Grau and Vencarlo have a hard time believing Sabina could condone what Ileosa has done to Korvosa. They suspect the queen uses some sort of magic to control her, and urge the PCs to try to use nonlethal methods in dealing with Sabina. At the very least, a cooperative Sabina could be an excellent source of information about Ileosa's plans and what has been going on in Castle Korvosa for the past several months.

Korvosa's New Hero (EL 15)

Although Queen Ileosa is not actually in Korvosa, she's left the city in the charge of several powerful and dangerous subordinates. Once it becomes obvious to them that the PCs have returned to Korvosa, these subordinates swiftly realize that they face their greatest challenge yet. Their first reaction to this knowledge is to send one of Ileosa's

most recent responses to growing rumors of rebellion: the efreeti Yzahnum in the guise of a new hero of the people, the swashbuckler Trifaccia.

In the form of a masked, robed swordfighter, Yzahnum has spent the last few weeks engaged in a war of propaganda and false information. Posing as a Blackjack "replacement" named Trifaccia, he has been taking steps to protect and aid the oppressed common folk, helping them out where needed against a small group of "rebels." Typically, these rebels (actually a particularly loathsome gang of Sczarni thugs who sold out their heritage for a semi-regular payday from Ileosa's coffers) move into a region and cause trouble, robbing citizens, beating them, and worse. Just when things are





about to pass the point of no return, Trifaccia swoops in to “save” the commoners from the violent rebels, and gives them small bags of gold and silver to help them recover from these “trying times.” His goal is to bring the common folk of Korvosa around to seeing the rebels as violent thugs, and that Queen Ileosa might not be as bad as they thought. Certainly, in areas where her Gray Maidens patrol regularly, things are much safer!

Creatures: This encounter can occur anywhere in Korvosa, but should probably not occur until a bit after the PCs have done something particularly obvious to indicate their presence to the city; slaughtering a patrol of Gray Maidens or openly demanding Ileosa show herself in a public square would suffice. The encounter begins as a group of about a dozen “rebels”—actually Sczarni thugs—surround the PCs and begin shouting taunts and flashing weapons. The thugs threaten the PCs, insulting them and demanding that they leave the city, that “if they truly were here to defend Korvosa, they would never have left the city in the first place.” As the thugs taunt them, they also make some of their wishes known—unfortunately for the PCs, Yzahnum waits invisibly nearby, hidden in an alleyway as he

watches the spectacle. When the thugs first confront the PCs, he enhances his invisibility with a dose of *dust of disappearance*, and as each of the thugs makes a wish, he grants it for them, hitting the party with up to three potent effects. Consult the Ill Wishes sidebar for several example wishes.

Once all three wishes have been used, or once the PCs have either defeated the Sczarni thugs or have noticed the invisible Yzahnum (who is in his Trifaccia disguise even while invisible), the efreeti waits for his *dust of disappearance* to fade before stepping out to confront the PCs. He appears as a slender human man dressed in black clothes and a long flowing hooded cloak. His features are obscured by a brass mask that features three faces in a row, the central one frontal and the side ones in profile. He wields a golden scimitar that flickers with fire. As he enters the conflict, his mocking laughter is strong and clear.

As soon as he has the PCs’ attention, the masked man stops laughing and salutes the PCs by raising his scimitar; at the same time, any surviving “rebels” cry out in panic and flee into the city with cries of “It’s Trifaccia! Let’s get out of here!” As they flee, the disguised efreeti addresses the PCs.

“Greetings, heroes of yesterday! My name is Trifaccia—have you heard my name? No matter. I’m the true hero of the people of Korvosa, for I defend the loyal citizens of our beloved queen instead of fomenting chaos in the streets. As you can see, with the exception of a few clots of filthy rebels, Korvosa is at peace now, and soon prosperity and happiness will smile over it again. I daresay that peace first began to return not long after you vanished from our streets, and judging by the nature of the divine retribution visited upon you just now, I would say that even the gods might agree. We do not want further trouble in our town, sirs, but since I know you mean to continue disrupting the peace in my fair city, it looks like I’ll have to stop you. But instead of a fight that would end in your humiliation, perhaps you’ll agree to a duel? Myself against one of you, with the winner agreeing to take himself and his allies away from Korvosa for good?”

Yzahnum is a potent foe, and certainly can give the entire party a run for their money, but he’d rather face off against one PC initially in a duel. His overall goal is to be able to either defeat that PC, or force the other PCs to step in to “save” their ally, therefore exposing their inherent lack of honor before the gathering crowd of gawkers. He hopes to make the PCs seem like part of the problem facing Korvosa, rather than a solution. His great weakness is, of course, his true nature; if the PCs can expose the efreeti for what he really is (perhaps via *antimagic*, or using enchantment magic to make him reveal his true form), much of his work as Trifaccia will come crumbling down.

YZAHNUM

CR 15

Male efreeti rogue 4/fighter 4

LE Large outsider (extraplanar, fire)

Init +10; **Senses** darkvision 60 ft.; Listen +18, Spot +18

DEFENSE

AC 27, touch 17, flat-footed 21

(+4 armor, +2 deflection, +6 Dex, +6 natural, –1 size)

hp 189 (18 HD; 10d8+4d6+4d10+108)

Fort +18, **Ref** +18, **Will** +10

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune fire; **Resist** cold 10

Weaknesses vulnerability to cold

OFFENSE

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

Melee +1 *flaming scimitar* +26/+21/+16/+11 (1d8+11/15–20 plus 1d6 fire) and

slam +24 (1d8+4 plus 1d6 fire) or

as Trifaccia +1 *flaming scimitar* +27/+22/+17/+12 (1d6+11/15–20 plus 1d6 fire)

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

Special Attacks heat, *plane shift* (currently unable to use), sneak attack +2d6

Spell-Like Abilities (CL 12th)

ILL WISHES

Yzahnum instructs his allies to express ill wishes on opponents, and the foul-mouthed Sczarni are ideal followers of such a suggestion. When the Sczarni produce a suitable wish amid the inordinate host of their insults, pick or roll from the results listed below, or feel free to come up with your own insult wishes. A good guideline to follow: have these wishes manifest as the effects of established spells that don’t create an obvious link between the hidden efreeti and the target. All spell effects from these wishes function at Caster Level 12th.

1. **“I wish you’d go to hell!”**: A random PC is targeted by a *plane shift* spell (Will DC 22) that, if successful, transports that character to a random circle of Hell.
2. **“I wish you looked more like the ungrateful pig you are!”**: A random PC is targeted by a *baleful polymorph* (Fortitude DC 22) that, if successful, transforms that PC into a small pig.
3. **“I wish you’d just up and die!”**: A random party member is affected by a *finger of death* spell (Fortitude DC 22).

At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only)

3/day—*invisibility*, quickened *scorching ray* (1 ray only), *wall of fire* (DC 17)

2/day—*change size* (DC 15)

1/day—grant up to three wishes (to nongenies only), *gaseous form*, *permanent image* (DC 19)

TACTICS

During Combat As Trifaccia, Yzahnum fights with a swashbucker’s grace and avoids the use of his spell-like abilities. Remember that as a Medium creature, his Armor Class is one point higher. If exposed as an efreeti, however, his tactics change; he uses flight to maintain distance and relies on *scorching rays*, *walls of fire*, and *change size* to shrink foes, reverting to melee only as necessary.

Morale Yzahnum knows when he’s outmatched. If reduced to 50 hit points or less, he attempts to escape via *invisibility* and flight back to Castle Korvosa—the terms of his current bargain with Ileosa prevents him from using *plane shift* to do so. If he escapes, the PCs might encounter him again once they begin to explore the castle.

STATISTICS

Str 26, **Dex** 22, **Con** 22, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +17; **Grp** +29

Feats Combat Casting, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Initiative, Mobility, Quicken Spell-Like Ability (*scorching ray*), Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Bluff +20, Concentration +19, Craft (weaponsmith) +22, Diplomacy +19, Intimidate +26, Listen +18, Move Silently +23, Sense Motive +18, Spellcraft +14, Spot +18

Languages Auran, Common, Ignan, Infernal; telepathy 100 ft.
SQ trapfinding

Combat Gear *dust of disappearance* (4 doses); **Other Gear** +1 flaming scimitar, amulet of health +4, bracers of armor +4, ring of protection +2, minor ring of cold resistance

The Gray Mistress (EL 16)

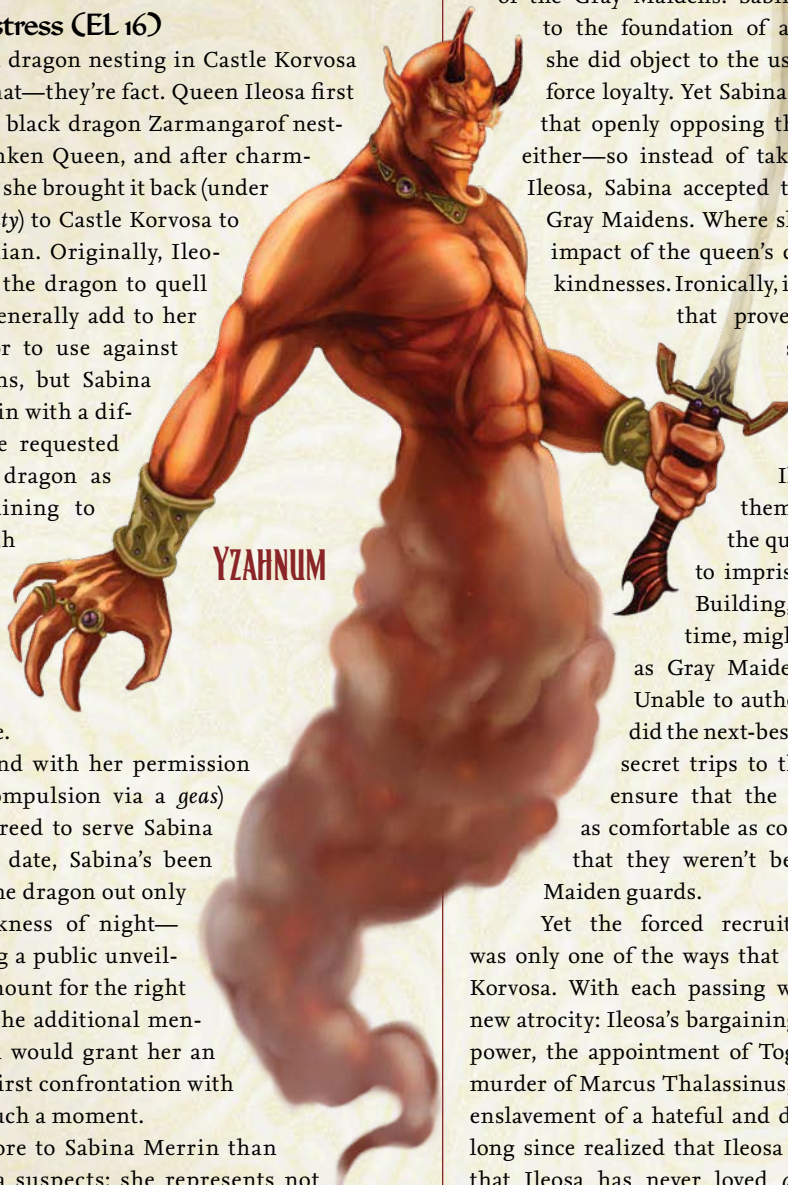
The rumors of a dragon nesting in Castle Korvosa are more than that—they're fact. Queen Ileosa first encountered the black dragon Zarmangarof nesting near the Sunken Queen, and after charming the creature, she brought it back (under cloak of *invisibility*) to Castle Korvosa to serve as a guardian. Originally, Ileosa hoped to use the dragon to quell uprisings and generally add to her arsenal of terror to use against Korvosa's citizens, but Sabina Merrin stepped in with a different plan—she requested the use of the dragon as a mount, explaining to Ileosa that with such a creature held in reserve, she could quell a large and organized uprising with ease.

Ileosa agreed, and with her permission (and magical compulsion via a *geas*) Zarmangarof agreed to serve Sabina as a mount. To date, Sabina's been careful to take the dragon out only during the darkness of night—she's been saving a public unveiling of her new mount for the right moment where the additional menace of the reveal would grant her an advantage. Her first confrontation with the PCs is just such a moment.

Yet there's more to Sabina Merrin than most of Korvosa suspects; she represents not only one of Ileosa's canniest methods of disguise but also one of the queen's greatest mistakes. While Ileosa has been quick to secure the loyalty of her followers via magic (*charm monster* and *geas* being favorite methods), she knew that magic could be dispelled, and that true loyalty was a much stronger bond. With Sabina, she felt she had just such loyalty—furthermore, Sabina's devotion and honor, both to Korvosa and to the queen herself, gave Ileosa a perfect creature to leech off of with her *misdirection* spells.

Yet Sabina is not blind. As early as Ileosa's attempt to execute Trina Sabor for the assassination of Eodred II, Sabina began to finally realize that something was dreadfully wrong with her idol. Her fears were confirmed after Ileosa began moving forward with the establishment of the Gray Maidens. Sabina certainly didn't object to the foundation of a new military wing, but she did object to the use of magic and torture to force loyalty. Yet Sabina had seen enough to know that openly opposing the queen was no solution either—so instead of taking direct action against Ileosa, Sabina accepted the charge of leading the Gray Maidens. Where she could, she lessened the impact of the queen's cruel methods with secret kindnesses. Ironically, it was these acts of kindness that proved the most effective at securing loyalty. Yet still, many women who were drafted into the service proved too headstrong. Ileosa executed some of them until Sabina convinced the queen that it would be better to imprison them under Longacre Building, "since some of them, given time, might well realize that serving as Gray Maidens is the better choice." Unable to authorize their release, Sabina did the next-best thing—she made regular secret trips to the Longacre dungeons to ensure that the imprisoned women were as comfortable as conditions would allow, and that they weren't being abused by the Gray Maiden guards.

Yet the forced recruitment of Gray Maidens was only one of the ways that Ileosa had turned against Korvosa. With each passing week, Sabina learned of a new atrocity: Ileosa's bargaining with devils to gain more power, the appointment of Togomor as "seneschal," the murder of Marcus Thalassinus, and—most recently—the enslavement of a hateful and destructive dragon. Sabina long since realized that Ileosa never loved her—further, that Ileosa has never loved *anyone*, with the possible exception of herself. Yet by that point, Sabina was in too deep. She felt powerless to change the unceasing brutality on her own, but continued to use her close proximity to temper the queen's cruelty whenever she could. The stress of the situation became nearly overwhelming, and when she learns that the PCs returned to Korvosa—those same heroes she met what feels like a lifetime ago on the eve of Eodred II's death—Sabina realizes they might be her only chance for redemption and to save the city from the woman she thought she loved.



No more than half an hour after the PCs publicly defeat Yzahnum (sooner, if they openly approach the castle), Sabina mounts up and takes to the air. The sight of a Gray Maiden mounted on a dragon in the skies above Korvosa causes panic in the streets, and it shouldn't be long before the PCs hear. This is what Sabina wants—she doesn't want to spend too much time seeking the PCs out, and instead hopes they'll come to her. She never flies far from the castle so that she's fairly close if she learns that the PCs have invaded the stronghold. Once she spots the PCs, she swoops down to confront them.

Yet the battle with the dragon-mounted leader of the Gray Maidens is destined to play out rather differently than first impressions might indicate—Sabina knows that, on her own, she likely wouldn't be able to defeat the dragon Zarmangarof. However, if she can recruit the PCs to help her in that job, together they have a hope of defeating one of the worst monstrous creatures that has come to call Korvosa home.

SABINA MERRIN

CR 14

Female human fighter 14

LN Medium humanoid

Init +5; **Senses** special senses; Listen -1, Spot +7

DEFENSE

AC 32, touch 13, flat-footed 31

(+11 armor, +2 deflection, +1 Dex, +5 natural, +3 shield)

hp 123 (14d10+42)

Fort +14, **Ref** +9, **Will** +7

OFFENSE

Spd 20 ft.

Melee +2 *wounding falchion* +23/+18/+13 (2d4+13/15-20)

TACTICS

Before Combat As she mounts up on her dragon, Sabina drinks her *potion of barkskin*.

During Combat Sabina does not directly attack the PCs; she sees them as the best tool she has to save Korvosa (and perhaps even Ileosa). Instead, she swoops low to confront them with her dragon mount, urging him through her Ride skill (since she and the dragon do not share a language) to land amid the PCs rather than to pursue a more tactically sound aerial assault. As the battle commences, Sabina continues to use Ride to maneuver the dragon into awkward positions; by making a DC 25 Ride check as a standard action, her tugging and kicking essentially renders the dragon flat-footed against the PCs. Eventually, the dragon realizes what she's up to (see Zarmangarof's tactics below) and begins attacking her, at which point she dismounts (Ride DC 20 to fast dismount) and cries out, "We need to kill this beast fast,

before it realizes it has an entire city at hand to destroy!" She then focuses all of her attacks on the dragon, working with the PCs as best she can to kill it.

Morale Once Zarmangarof is defeated, Sabina casts aside her shield and sword and removes her helm. The time has come for her to choose sides—see "Sabina's Redemption" on page 16.

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +14; **Grp** +19

Feats Endurance, Diehard, Greater

Weapon Focus (falchion), Greater Weapon Specialization (falchion), Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Intimidate +18, Ride +18, Spot +7

Languages Common

Combat Gear *potion of barkskin* +5, *potion of cure serious wounds* (2); **Gear** +3 *full plate*, +1 *animated heavy steel shield*, +2 *wounding falchion*, *belt of giant strength* +4, *cloak of resistance* +2, *ring of feather falling*, *ring of protection* +2

ZARMANGAROF

CR 11

Male adult black dragon

CE Large dragon

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +25, Spot +25

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 31, touch 9, flat-footed 31

(+4 armor, +18 natural, -1 size)

hp 199 (19d12+76)

Fort +15, **Ref** +11, **Will** +12

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 18

OFFENSE

Spd 60 ft., fly 150 ft. (poor), swim 60 ft.

Melee bite +24 (3d6+6/19-20) and

2 claws +22 (1d8+3) and

2 wings +22 (1d6+3) and

1 tail slap +22 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80-ft. line, 12d4 acid, DC 25 half)

Spell-Like Abilities (CL 6th)

3/day—*darkness*

1/day—*corrupt water*

Spells Known (CL 3rd, +18 ranged touch)

1st (6/day)—*grease* (DC 12), *mage armor*, *ray of enfeeblement*

0 (6/day)—*detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*



TACTICS

Before Combat Just before Sabina orders him into flight, Zarmangarof casts *mage armor* on himself.

During Combat Zarmangarof has been geased to serve as Sabina's mount, and charmed to be an ally to Queen Ileosa and her minions. These magical effects ensure his cooperation, and he follows Sabina's commands via her Ride skill as demanded, but since he doesn't speak Common and Sabina doesn't speak Draconic, they have limited communication. While he'd rather stay in the air and use magic and acid against foes on the ground, he lands as directed by his rider. Once melee begins, each time Sabina makes a Ride check to render Zarmangarof flat-footed, the dragon gets to make a free Sense Motive check opposed by the result of Sabina's Ride check to realize what she's up to. In any event, once the dragon is reduced to fewer than 100 hit points, his frustration gets the better of him anyway and he turns on Sabina in anger. Once the dragon lashes out at Sabina, he immediately takes 3d6 points of damage from the *geas* and must make a DC 31 Will save to avoid becoming sickened as well. If, at any time, the *charm monster* and/or *geas* effect on the dragon are dispelled, he immediately turns on Sabina in this manner. Once the dragon does so, he takes to the air and uses breath weapons and magic against the PCs and Sabina unless he feels confident that he can finish the party off in melee without putting himself in any great danger.

Morale Zarmangarof is blinded by rage and frustration, and fights to the death as a result.

STATISTICS

Str 23, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +19; **Grp** +29

Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack

Skills Hide +18, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spot +25, Swim +36

Languages Draconic

SQ water breathing

Sabina's Redemption

After Zarmangarof is defeated, the PCs have a decision to make. Sabina has surrendered to them, throwing herself upon their mercy. If they give her a chance, she confesses to the PCs the full extent of her participation in Queen Ileosa's cruelty, but begs them to give her a chance to undo what she allowed to happen through her own inaction. Her first request, though, is to relocate to somewhere safer to speak. If the PCs suggest the rebel hideout, Sabina furiously implores them to pick another site. There are agents within Castle Korvosa still who know nothing of kindness or pity, and if they don't already know of Sabina's surrender (likely, especially if this event happens in a

public location after an eye-catching dragon fight), they will soon enough when she doesn't return to her quarters in the castle.

Assuming the PCs accept Sabina's surrender and grant her asylum, she has plenty to offer them. The start of the next part of the adventure outlines the various ways she can help prepare the PCs for an assault on Castle Korvosa. Sabina would rather not accompany the PCs into Castle Korvosa, however—she instead wants to move against Longacre Building. While the Gray Maidens ensconced in the castle are completely loyal to the queen, some of those in the city itself still see Sabina as their commander. If she can use this loyalty to get into Longacre Building, release the imprisoned women below, and outfit them with weapons and armor, the rebels suddenly gain a potent fighting force on their side when the time comes to retake the city. That said, if you feel that the PCs could use some help, feel free to send Sabina with them into Castle Korvosa; as detailed in the next part, her knowledge of the castle itself isn't as exhaustive as one might hope, but at the very least, having one more strong sword and shield could make the difference between success and failure.

PART TWO: ASSAULT ON CASTLE KORVOSA

While Castle Korvosa itself is only a few hundred years old, the pyramidal foundation upon which it was built is much older than that, dating back thousands of years to the ancient empire of Thassilon when the city of Xin-Eurythnia sprawled at this location. Other remnants of that time still stand in Korvosa as well; the strange sculpture known today as Gatefoot is merely the tiniest part of an immense statue of Sorshen, the Runelord of Lust and ruler of the city, and the Pillar Wall once supported a winding processional used by Sorshen on her tours of her domain. In those days, the Grand Mastaba served as her home. The deep chambers below were her laboratory and, eventually, her crypt. Sorshen sleeps still, unsuspected and unknown, in a deep vault under Castle Korvosa.

After Thassilon collapsed, much of Sorshen's nation sunk into the sea. Over the thousands of years to follow, erosion saw to the destruction of much of Xin-Eurythnia, and what erosion didn't claim, the Shoanti did. They first came to the area to ensure that all memory of the hated Runelord remained buried, but did their job so well that after several generations they forgot why they had chosen this region as home. When one of the Shoanti shamans returned from his crusade against Kazavon, the strange chambers they had discovered under the central pyramid seemed to be a perfect place to hide the *Fangs of Kazavon*, for the Shoanti knew only that the structure served to mark a site of ancient evil.

Preliminary Research

Cautious PCs seek information about Castle Korvosa before simply walking up to the front door. Unfortunately, one of the tasks Ileosa set before Togomor soon after she appointed him castle seneschal was to see to the confiscation of all known maps of the castle, down to the assassination of any retired servants or guards who possessed extensive knowledge of the castle's layout. While Togomor did well enough at the task—making it all but impossible to secure a map of the castle interior in Korvosa (or even to get an accurate description from those who have been inside)—three sources are likely to be available to the PCs: Neolandus, Sabina, and Trinia.

General Knowledge: It's a relatively simple matter to learn the information contained in the "Castle Grounds" sidebar, as the areas surrounding the castle itself are open to observe. Many of Korvosa's citizens (including most of the rebels) have a working knowledge of the castle's second floor, primarily the main stairway (area **A12**), the entrance hall (area **A46**), the antechamber (area **A51**), and the throne room itself (area **A52**); the PCs themselves have been here at the start of "Edge of Anarchy." Cressida and a few of the guards are relatively familiar with the rest of the chambers on the castle's second floor, but have never been on any of the lower or upper floors.

Neolandus, Sabina, and Trinia: When Trinia was commissioned to take King Eodred II's portrait, she was escorted up to the castle's third floor; she can sketch for the PCs the most direct route from the entrance hall (area **A46**) to the art gallery (area **A49**) as a result.

Neolandus and Sabina's knowledge of the castle is much greater; between the two of them, they can provide a relatively detailed map of the castle for the PCs to use to plan out their attack, including secret doors and hidden chambers. Of course, knowing the castle's layout is only part of the solution. While Neolandus has been out of the castle too long to be able to provide useful information about its current guardians, Sabina can provide the PCs with some information about a few of the major NPCs they are likely to face inside the castle itself. Over the past several months, she's been spending more and more of her time outside of the castle, as she's been feeling increasingly unwanted therein; she hasn't ventured beyond the second and third floors much at all. She knows that Ileosa's been recruiting devils to aid her, but isn't sure how the queen's been able to pull this off—she suspected a link to the Acadamae, but her investigations into that area have so far shown no support. She knows Ileosa herself has some large hell hound guards, that a horned devil named Mavrokera guards the towers (although she's not sure where he lurks), and that three barbed devils known as the Yallops have been increasingly annoying and disruptive. Sermignatto has concealed his presence from her entirely. Sabina also

CASTLE GROUNDS

The close-up of the castle grounds on page 20 shows the layout of the main features of the complex. These areas, while constantly under the watch of guards in the castle itself, are mostly abandoned today, and can provide cover to parties seeking a stealthy approach to the castle.

1. **Castle:** Castle Korvosa is presented in detail in this adventure.
2. **Grand Mastaba:** The ancient Thassilonian pyramid that serves as the castle's foundation.
3. **Public Courtyard:** A large terrace for public festivals and celebrations. This is where the climactic scene of "Edge of Anarchy" occurred.
4. **Great Ramp:** A relatively recent construction, the Great Ramp was built to allow wagon and horse traffic to the courtyard above.
5. **Gardened Terraces:** Mature green areas of small size but remarkable beauty, the Gardened Terraces were commissioned by Queen Domina.

knows that the Red Mantis moved in on the third floor, but Sabina avoids contact with them and their leader (whom Sabina hasn't seen, but who she has heard speaking to the Red Mantis minions a few times). Finally, she explains that Ileosa has grown even more cold and grim of late, and for the past several weeks she rarely left her bed chambers. She certainly hasn't called for Sabina's companionship since she started wearing that "ugly new crown," and Sabina has finally admitted to herself that Ileosa likely never loved her—an admission that has gone a long way toward pushing her to finally turn against the monarchy.

The Castle

The castle itself is built of black marble; the walls and ceilings are made of stone, although a significant part of the third floor and most of the attic level are made of wood. Roofs are tiled with burnished brass shingles. Many rooms feature both arrow slits and larger windows, although the larger windows are protected by bars. Doors, where not specified otherwise, are made of strong wood (hardness 5, hp 20, Break DC 23) and can be locked (Open Lock DC 40), although most of the doors remain unlocked. Ceilings are typically 20 feet high.

Getting Inside

Castle Korvosa is a big structure, and there are numerous methods to enter it, not all of which are under guard (although most are). Sabina can provide the following list of entrances for the PCs, although she warns them that by the time they move on the castle, the inhabitants are quite likely to have changed some guard patterns or traps to account for her betrayal.

Physical Entry: There are numerous physical entrances into the castle via door, window, arrow slit, or even chimney or soil pipes. Some of these might require characters to be gaseous or to break bars—most of them have guards posted nearby. Wise characters take the time to scout out physical entrances before risking them. Sabina recommends the secret entrance via the armory if the PCs ask her opinion, although approaching via flight while invisible gives them the option to enter the castle from any number of locations (in which case Sabina's recommendation changes to the hole in the floor of area A79).

Teleportation: With a map provided by allies, PCs might wish to simply pick a room to teleport into. A map provided by an ally like Sabina or Neolandus is enough to allow blind teleportation via *dimension door* or *greater teleport*—this method of entering the castle is in fact the safest and most efficient.

Ethereal Entrance: Although simply walking into the castle via the Ethereal Plane might sound like a good plan, it actually just forces an early encounter with Sermignatto, a battle that the PCs might not be prepared for.

Patrols

Three types of guards make regular patrols through Castle Korvosa: erinyes devils, Gray Maidens, and Red Mantises.

Erinyes Devils: There are six erinyes stationed in the guardroom (area A17) on the castle's ground floor. Periodically, the devils use *greater teleport* to pop into other rooms on this floor, spending a few minutes in each room to look it over and ensure that everything's okay. Once an erinyes spots intruders, she immediately begins alerting all other devils, Togomor, and other castle guardians via telepathy, raising the castle's alarm to full readiness in a matter of seconds. While the erinyes posted at the gate do not abandon their post, the other six do teleport in to aid any erinyes who spots the PCs and raises the alarm.

Gray Maidens: There are 24 Gray Maidens active in Castle Korvosa. Of those, 10 are always stationed at guard posts, leaving the remaining 14 split between patrols and rest in one of the two barracks (areas A30 and A38). A patrol of Gray Maidens consists of two, with the patrols moving in clockwise rotations through all unlocked areas of the castle, remaining for a few rounds in each room to ensure all is well. A patrol is active on the first floor, second floor, and third floor at all times. You can either have the PCs encounter a floor patrol when you feel the drama of the game warrants it, or you can simply say that there's a 10% chance of encountering a patrol every 5 minutes.

GRAY MAIDEN

CR 8

Female human fighter 8

LE Medium humanoid

Init +1; Senses Listen -1, Spot -1

DEFENSE

AC 23, touch 1, flat-footed 22

(+10 armor, +1 Dexterity, +2 shield)

hp 89 (10d10+30)

Fort +10, Ref +4, Will +4

OFFENSE

Spd 20 ft.

Melee +1 longsword +13/+8 (1d8+5/19-20)

Ranged mwk composite longbow +10/+5 (1d8+2/x3)

TACTICS

During Combat Gray Maidens prefer to fight in melee, but they are trained to support their sisters with ranged weapons if no opportunity for melee presents itself.

Morale Gray Maidens fight to the death.

STATISTICS

Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 14

Base Atk +8; Grp +10

Feats Improved Bull Rush, Improved Critical (longsword), Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +8, Intimidate +13, Jump +2

Languages Common

Gear +2 full plate, heavy steel shield, +1 longsword, mwk composite longbow (+2 Str) with 20 arrows, cloak of resistance +1

Red Mantis: All nine Red Mantises remaining in Korvosa, including the cell's leader (a woman named Kayltanya), relocated to the castle at Ileosa's invitation. They patrol the castle's third floor, keeping to the shadows and moving stealthily. At any one time, five Red Mantises are at rest in area A72. Each of the suspended bridges (areas A83a and A83b) are patrolled by one assassin, as is the catwalk (area A71).

RED MANTIS ASSASSINS

CR 8

Human rogue 3/fighter 2/Red Mantis assassin 3

LE Medium humanoid

Init +5; Senses Listen +11, Spot +11

DEFENSE

AC 20, touch 16, flat-footed 14

(+3 armor, +5 Dex, +1 Dodge, +1 shield)

hp 50 (6d6+2d10+16); fast healing 2

Fort +8, Ref +12, Will +5

Defensive Abilities evasion, red shroud, trap sense +1

OFFENSE

Spd 60 ft.

Melee mwk sawtooth sabre +11/+6 (1d8+1/19-20) and mwk sawtooth sabre +11/+6 (1d8/19-20)

Ranged dagger +11 (1d4+2/19-20)

Special Attacks prayer attack, sneak attack +3d6

Spells Known (CL 3rd)

2nd (1/day)—*cat's grace*, *hold person* (DC 14)

1st (3/day)—*expeditious retreat*, *feather fall*, *spider climb*



TACTICS

Before Combat Red Mantis assassins cast *cat's grace* and *expeditious retreat* and activate their *mantis masks* (*deathwatch* at day or *darkvision* at night) before entering combat.

During Combat The assassins use prayer attacks if facing lone targets. Otherwise, they team up to flank foes so as to make the most of their sneak attacks. They activate their red shrouds on the first round of combat in any event.

Morale The assassins are fanatics, and fight to the death.

Base Statistics Init +3; AC 17, touch 13, flat-footed 14; Ref +10; Spd 30 ft.; Melee mwk sawtooth sabre +9/+4 (1d8+1/19–20) and mwk sawtooth sabre +9/+4 (1d8/19–20); Ranged dagger +9 (1d4+2/19–20); Dex 16; Skills Balance +9, Hide +14, Jump +12, Move Silently +14, Tumble +11

STATISTICS

Str 12, Dex 20, Con 14, Int 8, Wis 10, Cha 14

Base Atk +6; Grp +7

Feats Alertness, Exotic Weapon Proficiency (sawtooth sabre), Stealthy, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre)

Skills Bluff +11, Climb +7, Hide +16, Intimidate +8, Jump +24, Listen +11, Move Silently +16, Spot +11, Tumble +13

Languages Common, Infernal, Varisian

SQ trapfinding

Gear +1 leather armor, 2 masterwork sawtooth sabres, 4 daggers, *mantis mask*, *cloak of resistance* +1

SPECIAL ATTACKS

Red Shroud (Su) A Red Mantis assassin can create a veil of swirling red mist around himself twice per day as a move-equivalent action. The red shroud persists for 3 rounds. As long as it is active, the Red Mantis gains a +1 dodge bonus to his Armor Class and fast healing 2. The mist is supernaturally resistant to wind, and cannot be dissipated by such before its duration ceases.

Prayer Attack (Su) A Red Mantis assassin must both be within 30 feet of his victim and visible to his victim in order to begin a prayer attack. He begins to sway in a hypnotic pattern, drawing his arms upward and wielding a sawtooth sabre in at least one hand as he attempts to fascinate the victim. The victim can resist fascination by making a DC 15 Will save. By concentrating, the Red Mantis assassin can maintain this fascination, and after 3 rounds of fascination, might make a coup de grace attack against the fascinated target. If the victim is slain by this attack, he is typically beheaded. A victim who survives the coup de grace is no longer fascinated by the Red Mantis assassin, but the Red Mantis assassin can attempt a new prayer attack against the victim if he so desires. Activating or concentrating on maintaining a prayer

CASTLE KORVOSA

Thassilonian Dungeon



one square = 5 feet

Keep Ground Floor



one square = 5 feet



Side View of Castle Korvosa



attack does not provoke an attack of opportunity. The victim can escape fascination before this coup de grace attack if the Red Mantis assassin ceases to concentrate on maintaining the effect. Alternatively, the victim might attempt a new saving throw to resist the fascination every time a potential threat (other than the fascinating Red Mantis assassin) approaches the victim. An obvious threat other than the Red Mantis assassin automatically breaks the victim's fascination, as can a fascinated creature's ally who takes a standard action to shake the victim free of the assassination.

Venster: Although the ghost of King Eodred II's bastard half-brother is hardly a patrol, he does have a limited ability to sense the arrival of new minds in the castle. Now and then, he attempts to contact the PCs, guiding them as best he can toward his prison in area **A89**, although his ability to do so is limited to whispers (grant a PC a DC 20 Listen check to hear a brief voice say something like "...save me..." or "...game room..."), minor illusions (such as those that take place in area **A69** or **A88**), or dream sendings (he can do so only if the PCs actually sleep somewhere in the castle, and even then his dreams are confusing in that they manifest so that the sleeping PC dreams he is in Venster's place as Ileosa comes to seduce him into poisoning his brother, the king).

Castle Korvosa Dungeon Features

Very few know of the existence of this lowest level of Castle Korvosa; traditionally, the secret of its existence was kept to the royal family, the seneschal, and a few high-ranking officers in the military. These chambers were held to be unholy by the Shoanti, and more recently the builders and dwellers of Castle Korvosa found the chambers to be oppressive and grim. These chambers were used mostly as vaults to store the castle's wealth and dead, but today relatively little of value remains here. After looting these chambers, Ileosa had little use for the dungeons—most of what remained of the Arabasti fortune has been relocated to the Sunken Queen (see area **B2**). As a result, the dungeons of Castle Korvosa are perhaps the safest place to hide. Ceiling height ranges from 15 feet in the corridors to 30 feet in the larger chambers.

A1. Vault of Fangs

The secret door opening into this room hangs open, and the air within feels cold and clammy. The ceramic floor, walls, and ceiling are lined with light brown tiles that form gentle geometric patterns. To the southwest, an ancient coffer sits atop a single low plinth of stone.

This room served for many hundreds of years as the repository for the *Fangs of Kazavon*. The chill in the air is

all that remains of the ancient relics. The coffer itself was used to store the fangs, and while it is empty now, a glance inside reveals several fang-shaped shadows burnt into the bottom's interior.

A2. Emptied Treasury

This huge chamber has a very high ceiling supported by pillars decorated with a spike motif. The floor of the chamber itself is a mess of empty treasure chests, upturned urns, and other containers; here and there a single coin or tiny gem glitters.

Treasure: In all, 53 gp, 23 pp, and 3 cracked garnets worth 30 gp apiece can be gathered from this chamber—the rest of the castle's treasury has been relocated to area **B2** in the Sunken Queen.

A3. Royal Crypts

Burial niches line the walls of this large crypt, but only five of the seven contain sarcophagi.

Originally a crypt for Sorshen's favorite consorts, the tomb also serves the Korvosan monarchy as a burial site. Each of the five sarcophagi bears the name of a deceased king or queen. Starting from the westernmost coffin, in counterclockwise order, they are: Lord Arbust, King Eodred I, Queen Domina, King Eodred II, and (far from the others) King Cardraith. An inspection of each sarcophagus reveals that all of them have been opened relatively recently; Ileosa pried open each to plunder the valuables the previous monarchs were buried with not long after her husband, Eodred II, died. The bodies within the four older repositories are leathery and long-dead, but should the PCs investigate the contents of Eodred II's sarcophagus, they are in for a shock, for his body is not the only thing within. Ileosa has placed dozens of dead stirges, their bodies crushed and broken, throughout the coffin with his body—a final insult to the man once known as the Stirge King for his spendthrift ways. Attempts to *speak with dead* do not reveal Ileosa's role in the king's death, as even as he died he did not suspect his wife of ill-doing. Attempts to resurrect the king are likewise fruitless, as Eodred II has no wish to return to life—he has been judged by Pharasma and gone on to his role in the Great Beyond, and is thus beyond the reach of mortal magic.

A4. Empty Vaults

These seven rooms share similar dimensions and features to area **A1**, save that the entrances to these vaults aren't secret doors. These chambers were used to store various treasures, but each has long since been emptied by Queen Ileosa to fund her various cruelties and projects.



DELVING DEEPER

There are deeper dungeons below Castle Korvosa, unseen by living outsiders since they were sealed 10,000 years ago by Runelord Sorshen herself. Four dungeon levels extend below this one, the topmost of which is 500 feet below the ground (and 100 feet below the water table). The primary inhabitants of these dungeons are several clans of vampires, each of which once served Sorshen in a different capacity in life. After she went into hibernation on the deepest level, however, they fell to bickering and infighting. The vampires are ancient now, and haven't emerged (or grown much in power) since Thassilon's fall—they are all, as a result, insane in one way or another.

The dungeon itself is, in fact, a complex puzzle built to someday awaken and begin siphoning blood down to the lowest level to slowly rouse Runelord Sorshen from stasis. One of the middle dungeon levels is a large menagerie of strange and exotic beasts and creatures, each of whose blood contains a different element of the required combination needed to unlock Sorshen's slumber. The deepest dungeon is in many ways a huge magical machine built to leech blood from this menagerie when the time is right; bound demons and constructs toil here still to keep the machinery and blood channels clear and ready for an activation that might never occur.

—James Jacobs

A5. The Hidden Way Below

This circular chamber has a sixty-foot-high ceiling supported by a huge greenish-gray pillar in the middle. Part of the southeast wall has collapsed, obstructing one quarter of the floor space with a ten-foot-high pile of rubble.

An investigation of the huge central pillar reveals that it is cooler to the touch than the surrounding walls. A DC 30 Search check is enough to reveal something unusual: the pillar seems to extend through the floor into a recess. The pillar is in fact an immense plug that seals the entrance to the deeper dungeons below—dungeons still haunted by the undead and immortal slaves of Runelord Sorshen.

A6. Secret Staircase

This set of spiral stairs leads seventy feet up to area A24.

A7. Ancient Guardroom

A passageway leading to the southwest seems to have once been closed off after only a few feet by an ancient brick wall, but a man-sized hole has been smashed through it.

The brick wall in the passageway leading to area A8 was put in place after the Chelaxian conquerors of the region encountered the deadly trap therein; unable to disarm it and unwilling to risk more death destroying it, they decided to wall up the passageway. Ileosa knocked the passageway back down and wasted several servants and minions investigating the chamber beyond, but eventually decided to give up on the area when it became apparent that there was nothing but death within.

A8. Salt Statues (EL 13)

The walls of this elongated chamber are decorated with bas-reliefs depicting a great market in a bustling city. The floor is littered with debris and fragments of ceramic, glass and bronze, as if hundred of containers were smashed to pieces a long time ago. Four alcoves in the southwest wall each contain a statue of a kneeling servant with an oversized head, but the statues are too crumbled to be otherwise recognizable.

This hallway served as the antechamber to the crypt of Sorshen's first consort. In a rare display of actual devotion, Sorshen ordered the creation of these four statues to serve as guardians to any who would attempt to despoil the tomb beyond.

Trap: Whenever any form of light is cast on the statues, they begin shining with a phosphorescent effect. As the glowing grows, any character in the room experiences dry throat, an itching about the eyes, and the sudden taste of salt. Two rounds later, the statues suddenly flash with light, subjecting the entire room to a potent *horrid wilting* trap. The round after this effect manifests, salt-encrusted, androgynous figures seem to emerge from the statues: these are summoned bodaks, and they attempt to slay anything that still stands.

DESSICATION PULSE

CR 11

Type magic (conjuration and necromancy)

Search DC 33; Disable Device DC 33

EFFECTS

Trigger proximity (any light source); **Onset Delay** 2 rounds;

Reset automatic (after 2 minutes)

Effect spell effect (*horrid wilting*, CL 18th, Fortitude DC 26 half, affects all creatures in area A8) and summons four bodaks (the summoned bodaks vanish in 18 rounds as the trap resets)

BODAKS (4)

CR 8

hp 58 each (MM 28)

A9. Kusasfa's Tomb

The ceiling of this chamber is covered by mosaics depicting a huge constellation of seven-pointed stars. A huge limestone

sarcophagus lies at the northeast end of the room. The sarcophagus is open, its heavy lid on the floor, broken into three pieces. On the lid is the carved image of a Thassilonian noble with a drum-shaped hat.

This was the tomb of Kusasfa, Sorshen's first consort. The limestone sarcophagus contains an inner coffin of basalt, again anthropomorphic in shape. The inner sarcophagus is open as well, and the lid lies shattered in a multitude of fragments near the north corner of the room. Investigation of the interior reveals disconcerting evidence that the sarcophagus and basalt coffin were broken from the inside. There is no sign of the occupant.

A10. Collapsed Passageway

Three passages leading further out from these chambers have long since crumbled to rubble; additional attempts by previous monarchs to clear these passageways kept ending in further collapse and tragedy, and eventually the passages were left alone.

A11. Venster's End

The entrance to this repository has been sealed shut by a brand new brick wall. Breaking down the brick wall is possible with a little work (Hardness 8, hp 60, Break DC 30). Once the wall is down, a thick stench of decay erupts from the opening.

A partially decomposed corpse, mouth agape in a painful death scream, lies slumped against the wall at the entrance to this otherwise empty room. The corpse, clad in a rich, dark purple outfit, is one of a thin, bearded humanoid with pointed ears and a pair of vestigial horns sprouting from his brow.

This is the body of Venster Arabasti, the late king's bastard half-brother and one of Ileosa's first victims. True to her nature, Ileosa robbed Venster before walling him into this room so he'd die of thirst. Venster's ghost haunts area A89 of the castle above; the PCs will need to recover his body if they wish to gain his aid and advice.

Castle Korvosa: Keep Ground Floor

The ground floor of the keep is encased in massive walls. With the exception of the chapel, only a few arrow slits let natural light inside, so most of the rooms are illuminated by lamps containing *continual flames*.

A12. Main Entrance Stairs (EL 10)

A wide flight of stairs trails upward along the side of the castle, passing under the gatehouse archway and arriving at a square landing before turning right to reach the main entrance gate.

A direct approach up the main stairs is the best way to ensure that the PCs attract the attention of numerous castle defenders at once. Five Gray Maidens stationed in area A54 keep vigil at all hours of the day and night. In addition, Togomor has placed a permanent *alarm* spell on the stairs here. If either the *alarm* or the Gray Maidens raise the alert, Togomor begins casting preparatory spells as detailed in area A44 before he *dimension doors* into area A45 to "greet" the PCs as detailed in that encounter area. The Gray Maidens in area A54 wait for the PCs to enter A26 before beginning their attack. If the PCs bypass A26, perhaps by flying or climbing up to area A45, the Gray Maidens instead begin attacking through the arrow slits at once.

A13. Chapel (EL 12)

The large wooden doors that open into the chapel from the exterior are locked with an *arcane lock* spell (CL 14th) placed by Togomor.

The decoration of this large chamber is dense and elaborate, with numerous tapestries hanging from the walls and two long pews facing a small pulpit. In a niche in the middle of the southwest wall stands a marble statue of a tall man, arms held wide as if to welcome his flock. The two windows are tall and large, and feature stained-glass, full-figure images of the same man. Heavy layers of dust cover everything, and cobwebs hang thick in the corners.

The man in the stained glass and depicted by the statue is the dead god Aroden. Originally meant to offer guidance to lower-class postulants, this locale has seen less and less use since several actual temples arose in the city proper. With Aroden's death, this chapel fell even further into disuse, and with Ileosa's claim as monarch, even the monthly cleanings and airings have ceased.

A14. Fountain Chamber

Faded tapestries hang from the walls of this room. An empty, semicircular stone basin stands against the southeast wall, while a low bench sits against the southwestern wall.

The door to the stairwell is locked; the stairs beyond ascend to area A40.

A15. Epochal Tower Stairs

This major flight of stairs is the foundation of the castle's tallest tower. They ascend from this point all the way to the fourth floor, with landings at every floor in between.

A16. Laundry

The air in this room smells of soap and lavender. A large washbasin dominates the southeastern part of the room, while



elsewhere numerous benches, racks for drying clothes, and chairs decorate the floor and walls. A cold fireplace sits against the opposite wall.

This room was used as a laundry (and occasionally as a tailor/dressmaker's shop), and contains all the tools and raw materials of the trade.

A17. Lower Guardroom (EL 13)

This spacious guardroom contains a large fireplace, a central table, and numerous armor and weapon racks (all of which are empty).

Creatures: The guardians of this level of the castle, placed here by Sermignatto at Ileosa's request, are six erinyes devils. The devils spend much of their time here, idly chatting or tormenting poor victims given to them by the Gray Maidens from the numerous dissidents, vagrants, and other rabble-rousers taken off the streets of Korvosa. The erinyes have become quite skilled at preserving the lives of their victims, but invariably the poor souls eventually expire, whereupon the remains are fed to the dragon Zarmangarof. It's been a few days since the erinyes have had a plaything, and they are now dangerously bored.

Roll 1d6 to determine how many erinyes are in this room when the PCs enter, adjusting the result as necessary to account for devils the PCs might have defeated already. Erinyes not present are patrolling this floor of the castle. Once combat begins, the erinyes use telepathy to alert any of their sisters, who arrive via *teleport* on their initiative roll the next round. At the same time, the erinyes quickly alert all other defenders in the castle in the same manner, putting the entire structure on full alert.

ERINYES (6)
hp 85 each (MM 54)

CR 8

A18. Justice Chamber (EL 14)

This large chamber smells of seasoned, well-oiled wood. It contains an elongated table with four wooden armchairs on one side and a single stool on the other. Several torture implements in good working order, including a rack, an iron maiden, and a cumbersome pulley machine, are neatly arranged near the walls, together with a wide range of crafty restraining devices.

Only with Togomor's appointment as castle seneschal did the justice chamber gain its macabre collection of torture instruments. Before, this was a much more innocuous

interrogation chamber, and Ileosa's personal methods of extracting information tend toward enchantment magic.

Creature: One of Togomor's triumphs guards this chamber: a cruel and hateful construct known as an akaruzug. This golem-like creature stands against the southwestern wall, motionless and appearing to be little more than a grisly frame for Ishani's body, which is crucified on the monster. The akaruzug begins to move once the PCs enter the room, and as it lurches to life, Ishani's dead body begins to scream in mindless pain.

AKARUZUG

CR 14

hp 176 (see page 82)

Development: Ishani is quite dead, but if the PCs restore the Abadian priest to life, he has little to reveal to them about the castle and its occupants that they don't already know, and asks only to be escorted back out of the castle so he can start the process of recovering from his ordeal.

Ad Hoc Experience Award: If the PCs raise Ishani from the dead, award them experience points as if they had defeated a CR 10 creature in combat.

A19. South Prison Room

Five cramped-looking cages stand in the northwest half of this room. Each cage is empty.

Each of the cages is empty and unlocked; Togomor has the keys, and he might place PC or NPC prisoners in here once he finishes torturing them for information. The cages themselves are quite sturdy and well-constructed. Picking the lock to a cage requires a DC 30 Open Lock check, while breaking one open is a DC 28 Strength check.

A20. North Prison Room

Five cramped-looking cages stand in the northwest half of this room. In one of them is a long-dead corpse of a man.

This room is similar to area A19, but the cage containing the body is locked. The body belonged to one Gaveten Veen, the castle jailer. Ileosa found it amusing to keep him locked up here, a victim of his own cages, for many months. The man went insane and eventually starved here after he was forgotten. In life, Gaveten was a 4th-level expert—if *Speak with Dead* is used on his body (or if he's brought back to life), he has little he can tell the PCs that they don't already know.

A21. Jailer's Room

This room contains a bed, a chair, a desk, a chest of drawers, and a lamp, and is in a pitiful state of disarray.

Once occupied by the keep's jailer, this room hasn't been used in months.

A22. Ground Floor Lavatory

This lavatory was used by the jailer, the guards, and the prisoners. It contains two latrines and a tub with water, but is otherwise unremarkable. A gaseous or Fine creature could enter this room via a soil pipe from area A23.

A23. Garderobe Shaft

Soil pipes from throughout the castle carry away waste from various garderobes and deposit the waste in this shaft, which is periodically cleaned from the outside by the castle servants. The lead pipes that connect this shaft to the various toilets on the floors above present a foul but unguarded entrance into the castle, but their 2-inch diameter makes this route unlikely for anyone not in gaseous form or of Fine size.

A24. Wood Storage

This storage room contains an orderly stack of firewood, a dozen small kegs of tallow, and numerous flasks of oil.

The secret door in the southeast wall can be discovered with a DC 25 Search check; the stairs beyond lead down to area A6 and up to area A34.

A25. Cellar

Mostly empty wine racks line the walls of this wine cellar, while three large kegs sit on the floor.

Treasure: While most of the wine once stored here is long gone, a few samples of the finest Varisian and Chelaxian spirits remain here, including three bottles of 20-year-old "Cayden's Gab" brandy. Each bottle is worth 200 gp.

Castle Korvosa: First Floor

The first floor of the castle is similar to the ground floor, but somewhat richer in furnishing and details. External light sources are still scarce. Unlike the lower floors, this floor and those above remain relatively clean and dust-free; two dozen imps have been pressed into service to keep the place tidy with promises from Sermignatto that their work will not go unrewarded. The imps themselves generally remain invisible and avoid accosting intruders due to their cowardly natures, but whenever fights start, feel free to have a couple of opportunistic imps flutter in to take a few stings against distracted PCs if you wish.

A26. Gatehouse Archway

Anyone using the main stairs to approach the castle must pass through this archway landing. This passage connects

CURSE OF THE CRIMSON THRONE

Keep First Floor



Keep Second Floor



Keep Third Floor



Keep Fourth Floor



one square = 5 feet

two segments of ascending stairs to the keep's main entrance. The ceiling is 20 feet high and features four murder holes and a portcullis. When the PCs approach, the portcullis is down (hardness 10, hp 60; Lift DC 25). It can be raised in area **A54**. The Gray Maidens in that area wait for at least two PCs to come into range before they upend their green slime through the murder holes.

A27. Sentinel Post

The door to this small room is not lockable but can be bolted from the inside (Break DC 25, Open Locks DC 25). The door has a shuttered eyehole. Inside are just a small table and a chair; this post is currently unmanned.

A28. Armory

Wooden weapon racks, featuring an assortment of weapons from longswords to daggers to maces, line the walls of this armory. An elongated table sits in the middle of the room, and a long wooden ladder is stowed below the table.

A secret door in the southeast wall leads to the keep's postern, where a second secret door grants an escape route. Both doors are kept locked (Open Lock DC 30) and can be discovered with a DC 30 Search check. From the outside, the door is 15 feet above ground (hence the ladder under the table).

The weapons stored on the racks here are mundane, non-masterwork weapons. If the PCs are looking for a particular type of weapon, any non-exotic weapon can be found here with a DC 12 Search check.

Togomor knows about the secret door here, and placed a silent mental permanent *alarm* spell on the exterior door. If this *alarm* goes off, he (and by extension Sermignatto) immediately realize what's going on and raise the castle's general alarm.

A29. Seawatch Tower Stairs

These stairs lead up to area **A76**; they bypass the second floor of the castle entirely.

A30. West Barracks (EL 12)

This chamber seems to have once served as a food preparation area, judging by the shelves lining the walls.

Creatures: Before Ileosa closed off the castle to the public, what few guards stayed on site took their rest in the guardroom on the floor below (area **A17**). Recently, she's ordered two full platoons of Gray Maidens to take up residence in the castle, placing their barracks here and in area **A38**. Twelve Gray Maidens can rest here, although generally there are only four in this room at a time while the other eight are on shift.

GRAY MAIDENS (4)

CR 8

hp 89 (see page 18)

A31. Kitchen

This room is dusty with flour and contains a large oven built with flint and clay. Flour has been scattered over several of the tables here, and tiny clawed footprints crisscross through the white mess. Two large fireplaces sit to the northeast, their stovepipe chimneys angling up toward the wall to the northwest.

There is a 30% chance of encountering a patrol of Red Mantis assassins, a patrol of Gray Maidens, or Togomor's familiar Pudgyknuckles here (determine which type randomly), all of them having come down to the kitchen for a quick snack (or in the imp's case, to fetch food for his master) before returning to their proper floor.

A32. Gray Tower Stairs

These stairs lead up to area **A61**.

A33. Pantry

Shelves and crates stored here contain all manner of spices, herbs, and preserved foodstuffs (spiced pork, salted meat, smoked salmon, cheese, jams, honey, nuts, and dried figs).

A34. Workshop

This small workshop for wood-, wicker-, and leatherworking is well-supplied with all the tools and equipment necessary to create and repair objects for everyday use.

A35. Smithy

A huge angular fireplace and two anvils create a compact but well-equipped forge in this chamber. One of the anvils is a black iron, ordinary-looking implement, while the other is made of polished steel and shaped like a grotesque, squatting dwarf. Smithy tools hang on the walls or line shelves.

A36. Workshop Storage

The secret door in the northeast wall can be discovered with a DC 25 Search check; the stairs lead to area **A24**.

A37. Mess Hall (EL 14)

Four stone pillars support the ceiling of this large mess hall. Between each pillar stretches a long table lined on either side by high-backed chairs, although many of the chairs are slashed

and savaged, or in some cases little more than ruins heaped on the floor. The table itself is piled with old pieces of rotting meat, broken bones, shattered weapons, bits of armor, and dozens of long barbs and quills. A fire in the large fireplace in the west corner burns, slowly cooking what appears to be a mostly plucked and mostly skinned hippogriff. The scent of the cooking meat from the hippogriff isn't quite enough to mask the rancid stink of decay.

Creatures: Recently, this mess hall became the favored haunt of three barbed devils who collectively refer to themselves as the Yallops. Unless specifically ordered to come to the castle's defense, these devils ignore any telepathic alarms in favor of their slowly cooking feast, passing the time by singing loudly and using *major image* to create eerie visual and sound effects for their own amusement, transforming much of the room into a hellscape of burning pits of tar and flesh, cauldrons of tormented souls, and trenches of the howling damned. As the PCs approach this room, they can distinctly hear three voices singing a nearly incomprehensible song in Infernal about the pleasures of banqueting. The refrain, however, comes in the Common tongue:

"Who would say a single beast could give us such a double feast? Yes, my friends, we've meat and fowl—cooking up from arse to jowl!"

The voices are off-key, at times guttural and deep, at times jeering and squeaky. All the PCs can make out from the appellatives that the voices share in casual bits of conversation is that they belong to three fiendish brothers named Frentes, Jhaun, and Peveer.

The Yallops are a trio of barbed devils bound to Sermignatto's service since the bdellavritra hand-picked the tormented souls of the three brothers from a trench of scalding lead deep in Hell. In life, the Yallop brothers were cowardly opportunists who exploited child labor and cared about nothing but their illicit business. Sermignatto was taken by their camaraderie, even in their torment, and cashed in several favors to have them ascended from the damned into devils. The Yallops remember their names and the brotherly bond they shared as mortals, but have no actual memories of their previous lives. The Yallops continue to prove their usefulness, rising quickly through the infernal ranks over the past several centuries to their current position as hamatulas. The devils are quite excited by their recent catch: hippogriffs have grown quite rare in the Korvosa region of late, with so many of their kind having left the city with their fleeing Sable Company masters to seek out shelter in Palin's Cove.

Feel free to set up illusory trenches of burning damned or other hellish obstacles in here as you see fit to add flavor and perhaps opportunities for concealment against those who don't realize the images are illusory.

THE YALLOPS

CR 11

Barbed devils (MM 51)

hp 126 each

TACTICS

During Combat As with all the castle's devils, the Yallops know and recognize the PCs for who they are unless the characters are disguised. If they aren't, the barbed devils yelp in shock, saying things like, "They're here!" or "It's them!" Each Yallop attempts to summon 1d6 bearded devils during the first round of combat, sending any devils they summon into melee with the PCs to give the barbed devils a chance to hang back and use their destructive spell-like abilities.

Morale As soon as one of the Yallops is reduced to 20 hit points or less, or if one of them feels the holy bite of *Serithial's* blade ("Yaaa! Yallops, it hurts like heaven!"), the barbed devils' bravery collapses and they teleport to Sermignatto's side in area A59.

A38. North Barracks (EL 12)

The room is fitted with six bunk beds, each one with a wooden bedside table. Woolen tapestries hang on the walls, and folding screens of wood and canvas are stacked near the beds.

Creatures: As in area A30, this room is used as a barracks for 12 Gray Maidens, although generally there are only four in this room at a time while the other eight are on shift.

GRAY MAIDENS (4)

CR 8

hp 89 each (see page 18)

A39. Public Parlor

This small junction room contains a table with two stools and a fine wooden cupboard. The cupboard contains a reserve of candles, matches, torches, and oil lamps.

A40. Old Tower Guardroom

The stairs in the northeast wall lead down to area A14.

A41. First Floor Midden

This midden is mostly used by the servants and soldiers of the castle, but also by the seneschal. Its soil pipe discharges waste in the garderobe shaft below (area A23).

A42. Archive

This small room seems to be some sort of archive; on the wall opposite the door is storage for vellum, paper, and writing

implements. The other two walls are fitted with shelves that sag with rows of books and scrolls.

These are some of the various archives of the Arabasti family. More than a century of Arabasti rule of Korvosa is recorded and arranged chronologically here. The documents include decrees, acts, reports, and records of all kinds about the city and the royal family. A search of the archive's more recent entries reveals that, after King Eodred II's death, no further documents have been stored here.

A43. Scriptorium

This room contains two well-equipped writing desks with comfortable armchairs and matching lecterns. A large map of Korvosa hangs on the southwest wall over a wooden box full of rolled parchments.

This room is used by the royal scribes to write documents on the seneschal's behalf. The map in the showcase is marked with red ink in several areas to record the queen's ambitious building plans, including the creation of her four statues throughout the city. The plans contain no indication of her projects' purpose, however.

Treasure: The rolled parchments are all highly detailed maps of Korvosa and Varisia (worth a total value of 400 gp). One of the maps is a detail of the eastern Mushfens that provides an accurate marking of the Sunken Queen's position. The map was drawn by Togomor during his Pathfinder days and indicates a path named "Trail of the Frog" that leads to the Sunken Queen from a coastal site named "Greenrust Reef." With this map (reproduced as Handout 2), the PCs should have no problem reaching the secluded site in Part Three of this adventure.

A44. Seneschal's Apartment (EL 15)

This room contains a canopied bed, a desk, a trunk, and a large cupboard. Colorful woolen tapestries hang from the walls, while exotic carpets decorate the floor. To the northeast, three narrow barred windows have been covered with additional tapestries. A standing lamp in a corner looks like a strange swamp plant with wrought-iron leaves and a single, oversized fruit of amber-colored glass. Bits of discarded food, from bread crusts to chunks of moldy cheese to bones colored with tattered remnants of meat, are scattered everywhere, but the stink of rotting food can't quite cover the stale smell of body odor and sweat that fills this room.

This room, furnished to a high standard by Neolandus Kalepopolis, is now occupied by a foul and obese man named Togomor. A *continual flame* spell cast within the lamp's globe illuminates the room with a soft orange glow

at all times. Togomor's poor personal habits and hygiene are the cause of this room's nastiness.

Creatures: If the PCs haven't already encountered Castle Korvosa's current seneschal elsewhere, they find the huge, bloated man here, sitting on the sagging bed amid a collection of almost-burnt chickens, loaves of bread, wheels of cheese, and a few large bottles of wine. Togomor's gluttony keeps the man quite busy in his off hours.

A middle-aged obese man with a bald head, the wizard Togomor was quite the adventurer in his youth. Hailing from Magnimar, many of his early adventures took place in the Mushfens—it was there that he first learned of hemotheurgy from a group of bloatmages. Impressed with the power of their magic, Togomor abandoned his adventuring party and sought out the secrets of hemotheurgy, a quest that eventually led him to the city of Kaer Maga. There, Togomor found more than he bargained for—while he learned the initial secrets of bloat magic and even became a bloatmage initiate, he also came to the attention of the devil Sermignatto, who had recently lost interest in his then-current project (manipulating a violent schism among the Brothers of the Seal). Sermignatto was impressed with Togomor's skills, possessed the man, and sent him down to Korvosa to begin the long and delicate process of investigating the true nature of the headmaster of the Acadamae.

Togomor hasn't been under his own control for years. Now that Sermignatto is firmly ensconced in Castle Korvosa's command structure, Togomor's use to the devil is little more than as a "public face" to show around the city until Ileosa's plans are complete. As such, Sermignatto allows the bloated man more time to himself, as long as he doesn't leave this chamber save to defend the castle from intruders. Togomor relies on his imp familiar, Pudgyknuckles, a corpulent creature in its own right, to keep him well-supplied with food and drink. Apart from answering its master's calls for food, though, Pudgyknuckles spends little time with his master due to a mixture of jealousy and disgust at Togomor's girth. Pudgyknuckles is a chubby, broad-grinned imp that roams the castle halls in rat form or perches on its battlements in raven form. It immediately returns to Togomor's side as soon as the castle alarm is raised.

TOGOMOR

CR 15

Male human wizard 15

LE Medium humanoid

Init +3; **Senses** *arcane sight, darkvision* 60 ft., *see invisibility*;

Listen +0, Spot +0

DEFENSE

AC 19, touch 11, flat-footed 19

(+4 armor, +2 deflection, -1 Dex, +4 shield)

hp 114 (15d4+75)

Handout 2



Fort +9, Ref +4, Will +9

Immune mind-affecting effects

OFFENSE

Spd 20 ft., fly 30 ft.

Melee unarmed strike +8 (1d3 nonlethal)

Spells Prepared (CL 15th, 16th with evocation, +6 ranged touch)

8th—quicken *dimension door*

7th—*prismatic spray** (DC 24), *project image* (DC 23)

6th—*disintegrate* (DC 22), *greater dispel magic*, *quicken invisibility*, *summon monster VI*

5th—*cloudkill* (DC 21), *cone of cold** (DC 22), *feeblemind* (DC 21), *quicken magic missile**, *overland flight* (already cast)

4th—*dimension door* (2), *fear* (DC 20), *greater invisibility*, *illusory wall* (DC 20)

3rd—*dispel magic*, *extended false life* (already cast), *lightning bolt** (DC 20), *nondetection* (already cast), *stinking cloud* (DC 19)

2nd—*bear's endurance*, *blindness/deafness* (DC 18), *glitterdust* (DC 18), *mirror image*, *scorching ray**, *spider climb*

1st—*charm person* (DC 17), *feather fall*, *magic missile**, *grease* (DC 17), *ray of enfeeblement*, *shield*

0—*light*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 16)

*evocation spell

TACTICS

Before Combat Togomor casts *extended false life*, *overland flight*, and *nondetection* on himself every morning. Once the castle's alarm is raised, Togomor takes the time to cast *shield*, *bear's endurance*, and *spider climb* as well before he responds to the alarm.

During Combat It's unlikely for the PCs to actually encounter Togomor here, unless this is their first target on visiting the castle. If confronted here before he prepares a defense, Togomor *dimension doors* to area **A59**, casts his preparatory spells, and then either waits for the PCs to confront him there or waits for them to trigger an alarm elsewhere, whereupon he casts *greater invisibility* and then *dimension doors* to that location to offer aid. See area **A45** for sample tactics tailored to that location; you can use most of these tactics anywhere else in the castle with a little modification.

Morale Togomor doesn't have control of his actions as long as he remains possessed, but Sermignatto doesn't take unnecessary risks with his puppet. If reduced below 30 hit points, Togomor flees via *dimension door* to area **A59**, where he makes his last stand.

Base Statistics AC 15, flat-footed 15; hp 69; Fort +7; Con 14;

Skills Concentration +20

STATISTICS

Str 13, Dex 8, Con 18, Int 22, Wis 10, Cha 12

Base Atk +7; Grp +8

Feats Bloatmage Initiate (evocation), Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Extend Spell, Improved Familiar, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (evocation)

Skills Concentration +22, Craft (armorsmithing) +18, Knowledge (arcana) +24, Knowledge (local) +24, Knowledge (nobility and royalty) +8, Knowledge (the planes) +24, Spellcraft +26

Languages Common, Draconic, Infernal; *tongues*

SQ *contingency*, permanent spells, possessed

Combat Gear *staff of evocation* (32 charges); **Other Gear** *bracers of armor +4*, *handy haversack*, *headband of intellect +4*, *necklace of adaptation*, *ring of protection +2*, ring of keys (opens all physical locks in the castle, unless a specific lock's description says otherwise)

SPECIAL ABILITIES

Contingency If Togomor snaps his fingers (a swift action as long as he has a hand free), a *stoneskin* spell activates on him.

Permanent Spells Togomor made the following spells permanent on himself: *arcane sight*, *darkvision*, *see invisibility*, and *tongues*.

Possessed (Ex) Togomor is possessed by the bdellavritra devil Sermignatto. This grants the devil a constant *status* effect and allows Sermignatto to control Togomor from any distance as a free action, as if Togomor were dominated. He can also experience Togomor's surroundings via the bloatmage's senses by concentrating. The possession cannot be ended by *dispel magic*, but a *protection from evil* or similar effect cast upon Togomor disrupts the possession as long as the protection effect persists, and a *dispel evil* or *dispel law* cast on Togomor ends the possession immediately. As long as the possession persists, Togomor is immune to all other mind-affecting effects.

PUDGYKNUCKLES

Imp familiar (MM 56)

hp 34

Treasure: Besides his equipment, Togomor keeps his personal treasure hidden behind a secret panel in the wall above his bed. It's a DC 30 Search check to locate this panel; inside is a pouch containing 70 pp, a *scroll of greater teleport*, and all of Togomor's spellbooks. These books contain all of his prepared spells, plus 2d6 additional spells of your choice for each spell level (including, of course, *arcane sight*, *darkvision*, *see invisibility*, *tongues*, *contingency*, *permanency*, and all the spells necessary for the creation of an akaruzug). The spellbooks contain additional notes on topics such as hemotheurgy, the creation of several constructs (including the process of creating an akaruzug), rejuvenating blood baths, and other ways to achieve immortality as a construct, an undead

creature, or an outsider. These last notes indicate that Ileosa has some sort of plans to do just that, but to date, she has not revealed to Togomor how she intends to achieve immortality as an outsider. Finally, his books contain scores of unfinished drawings of wormlike monsters with three faces at one end and a fanged mouth at the other. While not labeled, these sketches are a manifestation of Sermignatto's possession over the wizard, since whenever Togomor began scribbling notes in his spare time on how he might escape being possessed, Sermignatto took over and Togomor later discovered what he thought he'd been writing were only loving sketches of his tormentor.

Development: If Togomor is slain, a strange smile of relief spreads on his face—if able, he speaks a few dying words: “Thank you....” So long a slave of the devil, Togomor doesn't quite realize he's only escaped one torment for an eternity of another in Hell.

If the PCs can remove Sermignatto's possession without killing Togomor, though, the man immediately ceases fighting and drops to his knees, begging for mercy and protection from “That horrible three-faced worm!” Togomor is willing to say or do anything to aid the PCs in



TOGOMOR AND
PUDGYKNUCKLES

BLOATMAGE INITIATE [GENERAL FEAT]

Using elaborate rituals and gruesome rites, you increase the amount of blood and lymph your body produces in an attempt to increase your body's natural reserves of magical potential. Practitioners of this hideous type of magic are known as bloatmages.

Prerequisites: Spell Focus (any school)

Benefit: When you gain this feat, you learn the ancient secrets of hemotheurgy. By subjecting your body to various rituals, imbibing strange elixirs, and focusing your mind, you dramatically increase your body's production of lymph and blood and form a magical bond between these fluids and your spellcasting powers. Pick one school of magic you possess the Spell Focus feat in—you cast spells from this school of magic at +1 caster level.

Unfortunately, hemotheurgy's benefits do not come without a price. Your increased girth leaves you constantly under the effects of a medium load—your maximum bonus to Armor Class from Dexterity is +3, you gain an armor check penalty of –3, and your speed decreases as appropriate (generally from 30 feet to 20 feet for a Medium creature). Bloatmages who delve deeper into this fringe variant of magic eventually have to use external regulation of their blood (traditionally via the use of dozens of leeches) to avoid dangerous and deadly side effects.

killing Sermignatto—he knows if he simply flees, the devil will eventually just track him down and capture him again. After having been possessed for so long, Togomor learned a lot about Sermignatto, and he can not only describe to the PCs most of the devil's history and the reasons for his being here, but also much about Sermignatto's strengths and weaknesses. He can also verify that Queen Ileosa signed some sort of pact with several devils to bind an erinyes to her soul to gain additional power—Togomor was present at the contract signing and knows that the contract is kept in area **A90**. He can tell the PCs how to enter area **A90** using the *phase door* in area **A77**, and urges the PCs to do so, since the contract might contain information they can use, and destroying it is likely to cause the queen quite a bit of trouble. Once the devil has been slain, however, Togomor's loyalty to the PCs dwindles fast; he attempts to escape (likely via *dimension door*) as soon as he can. If the PCs don't have his spellbooks, he returns to his room to collect them first—otherwise, he flees Korvosa as soon as possible and does not return.

Castle Korvosa: Second Floor

This level of the castle is where the monarchy lives and receives official visits. It is characterized by spacious and luminous interiors decorated with magnificent tapestries and other furnishings, although the only chair used on

the floor is the Crimson Throne itself. The floors and pillars are made of polished marble and fine ceramics, the wooden furniture is made of oak and mahogany, and the ironware is made of silver and brass.

A45. Main Entrance Landing (EL 18)

This landing is where the stairway to the main entrance of the castle keep turns to lead up to the main entrance itself. This balcony is empty and uninhabited—at least, it is as the PCs approach. If their approach is noticed by the guardians (either by the Gray Maidens in area **A54** or by Mavrokeras from above), Togomor waits to greet them.

Creatures: While the tactics presented here for the Gray Maidens, Togomor, and Mavrokeras assume the PCs are openly approaching the castle via the stairs, you can adapt the tactics described here as needed to run a battle between the PCs and the castle's initial group of defenders at any point during the PCs' approach to the structure.

Guarding this area are four Gray Maidens (stationed in area **A54**). If the alarm is raised, Togomor is located in area **A54** as well, and the horned devil Mavrokeras waits invisibly at area **A67**.

GRAY MAIDENS (5)

CR 8

hp 89 each (see page 18)

TACTICS

During Combat The Gray Maidens take turns firing arrows through the arrowslits in area **A54** at the PCs below, taking 5-foot steps to let the others have shots as necessary.

Morale The Gray Maidens fight to the death.

TOGOMOR

CR 15

hp 114 (see page 30)

TACTICS

During Combat Togomor casts *project image* from area **A54** to create an image of himself at the head of the stairs here, and uses the image to order the PCs to abandon their “foolish assault on enemies who vastly outstrip their paltry capabilities.” If the PCs do not abandon the assault immediately, he begins casting spells at them through the image, beginning with a *prismatic spray* and a quickened *magic missile*, and following up during the next rounds with his other devastating spells. If the PCs discover his actual location, he casts quickened *invisibility* and then dimension doors to area **A67**. The next round he casts *greater invisibility*, after which he flies up into the air and circles the area, peppering the PCs with some more spells.

Morale Togomor fights until he's reduced to 30 hit points or less, at which point he dimension doors to area **A59** to recover.

PUDGYKNUCKLES

CR —

Imp familiar (MM 56)

hp 34

TACTICS

During Combat For this combat, Pudgyknuckles remains perched on Togomor's shoulder. He can't cast spells through Togomor's projected image, but if any PC realizes where Togomor is actually located, the imp uses *suggestion* on that PC to suggest that he not speak until the next sunrise.

Morale Pudgyknuckles flees when his master does.

MAVROKERAS

CR 16

Horned devil (MM 55)

hp 172

TACTICS

During Combat On the first round of combat, Mavrokeras attempts to summon 1d6 bearded devils, placing them among the PCs in melee if he's successful. On the following rounds, he uses *persistent image* to create illusions of more devils (of increasing power) appearing to fight the PCs. He waits to hit them with a *fireball* or *lightning bolt* when he thinks the sudden blast of energy might kill a wounded PC, then takes the next round to turn *invisible* again by activating his ring. He doesn't engage in melee unless a PC discovers him hiding and confronts him.

Morale Mavrokeras teleports to area A94 to recover from his wounds if brought below 30 hit points. Once he regenerates back to full, he begins flying in circles above the castle, keeping an eye out for the PCs or waiting for a telepathic call to come aid in a battle below.

A46. Entrance Hall (EL 10)

This entrance hall is furnished with several side tables on which stand marble busts of previous seneschals, kings, and queens of Korvosa. To a one, each has been defaced with magic to make them appear hideous and foolish—oversized noses, gaping snaggletoothed grins, and bulging eyes being common insults.

Queen Ileosa used a *wand of stone shape* to alter these busts not long after she ordered the castle closed to the public.

Creatures: Two Gray Maidens guard this chamber at all times, standing at attention before the southern doors. They give cry to the alarm if they see anyone entering this room, possibly bringing additional aid from the Gray Maidens in area A54. They do their best to hold up the PCs in this area as long as possible to give the castle more time to react to the alarm.

GRAY MAIDENS (2)

CR 8

hp 89 each (see page 18)

A47. Cloakroom

This room is furnished with fine wooden wardrobes, which contain an assortment of cloaks, hats, and galoshes.

A48. Second Floor Midden

This midden is similar to area A41, but the interior is tiled with fine ceramic and furnished to a higher standard.

A49. Art Gallery

The walls and ceiling of this room are plastered with fine mortar and decorated with stucco works and frescoes. Portraits of kings and queens hang on the walls as well. All of the works of art have been defaced with magic to be rendered hideous in some way or another—a particularly well-painted portrait of King Eodred II has even been slashed to ribbons.

Once a harem, King Eodred II repurposed this room into an art gallery once he married Ileosa. Of course, Ileosa herself has been at work here defacing and ruining the works of art as well; the shredded portrait of Eodred II was Trinia's work, and bears the girl's signature in the lower right corner.

A50. Chair Storage

This storeroom seems primarily used to store chairs—at least two dozen of them, from plain stools to comfortable armchairs—some piled one atop the other and others draped with linen.

The chairs have been removed from most rooms of this floor on purpose, and testify to the humiliating discipline Ileosa likes to foist on her subjects—the Crimson Throne is the only chair used on this floor of the castle.

A51. Antechamber (EL 4)

This room contains several memorabilia of the Arabasti family, such as the battle standard of the five kings and a set of jousting lances on a rack.

Creatures: Two invisible cleaning imps always perch on the lances here; if they see any intruders, they quickly flap into area A52 to warn the false queen before hiding from the battle to come.

IMPS

CR 2

hp 13 each (MM 56)

A52. Throne Room (EL 14)

This magnificent room is lavishly decorated with frescoes, mosaics, and hanging tapestries of gilt crimson silk. Three colorful stained-glass panes on the windows present scenes of past kings and queens. A huge fireplace stands in the east corner, its mantle shaped like an enormous stone tree

that has spread its branches up to the ceiling. Against the southwest wall, on a low dais of granite, sits the Crimson Throne itself, an iron throne draped with deep red silks and velvety crimson cushions.

Creatures: Although Ileosa herself is not present in the castle, only a few in the castle know that she is elsewhere, for taking her role while she is gone is a cunning simulacrum created from the queen's own blood and the potent magic hidden in the Sunken Queen. The false Ileosa spends much of her time alone in the royal suite (areas A57–A59). The simulacrum has, so far, done an excellent job masquerading as the real Ileosa, primarily by avoiding much extended contact with the Red Mantises, Togomor, or the Gray Maidens, claiming variously to be working on her memoirs, entertaining “special” guests, or finishing her grand plan for Korvosa. In truth, the simulacrum is not impeded by actual emotions or a sense of restlessness, and is content to spend much of its time simply sitting in the royal bedroom, venturing out only periodically to speak with guests or to receive the increasingly few callers.

When the castle alarm goes off, she swiftly relocates to this chamber, taking her seat upon the Crimson Throne and patiently awaiting the arrival of the intruders. Three Gray Maidens and three black-furred flame-tongued hounds the size of small horses (Nessian warhounds) always stand guard in this chamber, despite the presence or lack thereof of the false queen.

When the PCs enter the room, the false Ileosa smiles and greets them as if they were long-lost friends, thanking them for finally seeking her out. She claims to have been observing their progress over the past few months, and thanks them for the assistance they have provided the people of Korvosa before her demeanor turns cold. She informs the PCs that their services are no longer required, and that if they leave Korvosa immediately and never return, she will not seek their execution as traitors to the crown. If the PCs allow the false Ileosa this long to speak, she weaves a bardic suggestion into her oration, targeting the party's strongest fighter with a suggestion to drop his weapons and leave Korvosa.

FALSE ILEOSA

CR 8

Female human aristocrat 1/bard 8
NE Medium humanoid simulacrum

Init +3; **Senses** Listen +11, Spot –1

DEFENSE

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

hp 38 (1d8+8d6+9)

Fort +3, **Ref** +9, **Will** +7

OFFENSE

Spd 30 ft.

Melee +1 returning dagger +10/+5 (1d4+1/19–20)

Ranged +1 returning dagger +10 (1d4+1/19–20)

Special Attacks bardic music 8/day (countersong, fascinate, inspire competence, inspire courage +2, suggestion)

Spells Known (CL 8th)

3rd (2/day)—*confusion* (DC 18), *displacement*, *slow* (DC 17)

2nd (4/day)—*cure moderate wounds*, *detect thoughts* (DC 16), *misdirection*, *suggestion* (DC 17)

1st (4/day)—*cure light wounds*, *feather fall*, *grease* (DC 15), *hideous laughter* (DC 16)

0 (3/day)—*light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance*

TACTICS

During Combat The false Ileosa starts combat by using inspire courage and weaving the bardic oration with a *displacement* spell via her Harmonic Spell feat. In each following round, she attempts a bardic *suggestion* (combining each with a spell, like *confusion* or *slow*) on one PC, suggesting he abandon his weapons and leave Korvosa. She relies on her six guardians to prevent anyone from engaging her in melee, but if this tactic fails, she draws her dagger and fights back as best she can.

Morale The false Ileosa fights until destroyed. Once reduced to 0 hit points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 19

Base Atk +6; **Grp** +6

Feats Extend Spell, Greater Spell Focus (enchantment),

Harmonic Spell, Spell Focus (enchantment), Weapon Finesse

Skills Bluff +16, Concentration +9, Diplomacy +20, Knowledge (arcana) +9, Knowledge (history) +13, Knowledge (nobility and royalty) +13, Listen +11, Perform (oratory) +16

Languages Common, Thassilonian

SQ bardic knowledge +9, redirection

Gear +1 returning dagger, cloak of Charisma +2, gloves of

Dexterity +2, ring of protection +2, extravagant royal gown

worth 2,500 gp, crown (nonmagical duplicate of the Crown of Fangs) worth 5,000 gp

SPECIAL ABILITIES

Redirection (Su) As long as this simulacrum lives, any divination spell that attempts to locate or otherwise target the real Queen Ileosa is instead redirected to target this simulacrum. The caster of the divination spell has a small chance to notice the redirection with a DC 40 Spellcraft check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also affects long-distance spells like *dream*, *nightmare*, *sending*, and *demand*.

GRAY MAIDENS (3)

CR 8

hp 89 each (see page 18)



TACTICS

During Combat These Gray Maidens do not leave their positions just before the Crimson Throne and do their best to prevent anyone from entering melee with the false Ileosa. If the false Ileosa is destroyed and her body melts, any surviving Gray Maidens are shocked at the sight, losing a round of actions as they try to cope with what they've just seen.

Morale The Gray Maidens fight to the death.

NESSIAN WARHOUNDS (3)

CR 9

hp 114 each (MM 152)

TACTICS

During Combat Called by Togomor to serve as guardians with *planar binding* spells, these three advanced hell hounds move forward to engage any intruders immediately upon the false Ileosa's command. They're smart enough to aim their breath weapons to not catch the simulacrum or any Gray Maidens when they breathe.

Morale The warhounds fight to the death.

Treasure: The tapestries in this room are magnificent works of art—there are six in all, each worth 1,000 gp. The Crimson Throne is itself a work of art worth 10,000 gp, but finding a buyer willing to risk the wrath of a line of monarchs should prove difficult. Those willing to pay for the throne

likely do not have Korvosa's best interests at heart, and certainly heroes who seek to loot the throne would be looked upon almost as traitors by the citizens and nobles of Korvosa, despite the cruelty and evil of the current queen.

A53. Royal Reception Room

The walls of this room are covered with tapestries and the ceiling is embellished with florid fretwork. A long table, perhaps a dining table, stands in the room, yet there are no chairs to be seen.

This table was used as a meeting room when the seneschal or other notables needed to meet; the lack of chairs ensured meetings here were swift and to the point. The stairs here lead up to area A64.

A54. Gatehouse Lower Gallery (EL 13)

This gallery contains a missile weapons rack and several baskets full of ammunition.

Four trapdoors in the floor cover murder holes that overlook area A26. Near each murder hole are ceramic urns, every one filled with a colony of green slime.

Creatures: Five Gray Maidens are stationed here at all times. Depending on the situation, they can support Togomor in his battle before the keep's main entrance (area A45), the Gray Maidens stationed in the entrance hall (area A46), or the false Ileosa in the throne room (area A52). Against foes in the gatehouse below (area A26) they upend the urns of green slime—rules for this deadly plant can be found on page 76 of the DMG.

GRAY MAIDENS (5)
hp 89 each (see page 18)

CR 8

A55. Stage Hall

The ceiling of this hall is open to reveal the balustrade of a balcony thirty feet above and the interior of a lantern dome some sixty feet above. A colonnade along the room's perimeter supports the balcony and casts a deep shadow on the walls. Along the southwest side of the room is a theatrical stage built on a wooden platform.

This hall is used to host small, private shows in the keep for standing guests or seated monarchs to enjoy. The stage was also used as a place for musicians to perform, their music welling up into the grand salon above (area A72).

A cleverly hidden peephole from the royal bedchamber (area A59) looks out over the stage; the hole can be discovered with a DC 30 Search check.

A56. Deco Storage

This storeroom is used to store dozens of curtains, props, elaborate hangings, costumes, stage dressing, and other material for the stage hall. There is nothing of any real value stored here.

A57. Royal Foyer

The door to this room is made of strong wood and locked with an *arcane lock* (CL 15th) that can be bypassed with the passphrase, "Long live the queen!" The door itself is decorated with the Arabasti crest.

This cozy foyer is furnished with tapestries, carpets, and a fine mahogany bench. A table near the bench displays three silver platters of cheeses, fruits, and small loaves of fresh bread. A crystal decanter of deep red wine sits next to the platters.

Treasure: The three silver platters are minor magical items that keep any foodstuffs placed on them fresh and unsoiled; each platter is worth 500 gp. The decanter of wine is worth a further 500 gp, although the wine within is unremarkable.

A58. Royal Baths

This chamber is dominated by a large, lavishly decorated marble bath. The water within steams with heat, while a large silver mirror hangs on the southwest wall above a short counter covered with vials of perfume, grooming tools, and other devices. To the northeast, a long but shallow planterbox gives a leafy green vine a place to root—the vine itself grows along the walls of the chamber, its deep crimson flowers filling the room with a sweet floral scent. A stained-glass window featuring the Arabasti crest is in the wall to the southwest.

This bathchamber served Queen Ileosa well over the past several months, giving her a private place to relax after long days of despotism and cruelty. The chamber itself is protected by a permanent *private sanctum* effect (CL 15th). The marble bathtub is a magical item that cannot be removed from the room without its destruction. The tub remains full of water at all times, the temperature, scent, and purity of which can be controlled by anyone within the tub as a standard action.

Treasure: The collection of exotic perfumes and grooming devices on the counter is worth 1,200 gp in all.

A59. Royal Bedroom (EL 16)

The walls of this bedroom are paneled with darkwood planks and decorated with elaborate tapestries and hanging silks. A double canopied bed dominates the northeast, while to the southwest stand a desk and a stuffed armchair. Stained-glass windows along the southwest wall depict complex patterns of swirling reds, fiery oranges, and bright yellows.

A peephole on the wall over the bed (hidden by a hanging crimson tapestry but obvious to anyone who moves the tapestry aside) looks out over the stage in area A55. Although the chamber appears lived in, Ileosa has moved most of her personal effects to her temporary domicile in the Sunken Queen. The bed here serves the false Ileosa as a place to rest, yet the chamber is, in fact, the lair of a far more dangerous menace.

Creature: Sermignatto is the most insidious villain in the castle. As detailed on page 84, the bdellavritra devil patrols the keep from the Ethereal Plane, peering through the veil into the Material Plane and periodically animating objects to harass intruders. He also vents his will through the actions of his favored minion, the wizard Togomor, whom Sermignatto has possessed for nearly a decade now.

Sermignatto prefers to watch the PCs battle and learns their tactics before physically manifesting. If that means they kill off several devils, the false Ileosa, or even Togomor before he chooses to make himself known, the devil is fine with that—better to know your enemies than to expose yourself too early to unknown powers. He confronts the



PCs early if they attempt to infiltrate the castle via the Ethereal Plane (as detailed on page 18), but otherwise he waits until either the PCs reach this chamber or they defeat both the false Ileosa and Togomor before attacking. Since an attack after the PCs defeat a minion could theoretically take place anywhere in the castle, Sermignatto is presented here; if the PCs fight the devil elsewhere, you can use his tactics here as a baseline for running an encounter with him elsewhere.

Known in some dusty, moldering texts as the Lord of Bloody Quicksands, Sermignatto is an ancient evil indeed. As with many of his fellow devils, his name has another meaning: just as Malacoda means “Bad Tail” and Rubicante means “Red One,” Sermignatto means “Leech Master.” As with most bdellavritra devils, Sermignatto enjoys meddling with the mortals of the Material Plane, and has done so for a very long time. Indeed, his interests in this region date back to Thassilon, where he served for a time at Runelord Sorshen’s side. The bloatmage Togomor is Sermignatto’s latest “project,” a detestable man already consigned to Hell. With a bit more idle guidance, Sermignatto hopes to cultivate Togomor for a particularly painful afterlife by encouraging him to make certain horrific decisions. Encouraging the bloatmage to approach Ileosa to offer her his services as seneschal

was Sermignatto’s latest influence, but now the devil is far more entranced by Ileosa herself, seeing in her many parallels with his ancient mistress, Sorshen.

SERMIGNATTO

CR 16

Bdellavritra devil (see page 84)

hp 195

TACTICS

During Combat Sermignatto remains hidden on the Ethereal Plane until Togomor is slain, at which point he manifests here in the Material Plane. As soon as he does, he remains here until he receives telepathic word from another devil that the PCs have been spotted again, at which point he teleports into that area to attack.

Morale If reduced below 40 hit points, Sermignatto decides it’s time to abandon the Material Plane for a time and attempts to escape back to Hell. He does not consider returning to Korvosa for many years to come—certainly not as long as the PCs live.

A60. Sabina’s Room

This bedchamber seems almost clinical in its spartan decor. A dressing table, empty armor stand, empty sword rack, and narrow bed are the only furnishings here.

This chamber belongs to Sabina, although the leader of the Gray Maidens did not spend much time here before her “attack” on the PCs earlier. She only returned here to catch a few fitful hours of sleep each night, spending the majority of her days on patrol or at Longacre Building to ensure the prisoners kept there were being treated fairly.

The secret door in the west corner can be found with a DC 30 Search check.

A61. Gray Tower Landing

The stairs here descend to area A32 and ascend to area A76.

A62. Gray Tower Oubliette

The iron door to this cell features a shuttered eyehole that can be opened from the outside. Inside, the nearly empty room is decorated with a straw pallet, a small table, and a stool.

Although currently empty, this oubliette was built to hold special prisoners of the crown. Over the years, few of Korvosa’s monarchs had reason to use this room, but Ileosa imprisoned enemies she wished to keep close for personal torment many times. If during the course of your particular game an NPC has been captured by Ileosa, he could be found here, shaken and on the verge of starvation.

The room itself is warded by a permanent *dimensional lock* (CL 15th).

A63. Reservoir

A pool of water stands in the middle of this chamber. A pair of stone basins stand in the west and south corners, and a large stone cistern occupies most of the southeast wall.

The well shaft is the castle reservoir, a shaft that drops 120 feet and remains filled with water. Numerous lead pipes branch off from the shaft, leading to various chambers on the lower floors to provide running water to kitchens, baths, and other areas.

Castle Korvosa: Third Floor

The third floor features several large balconies that house several siege machines and a fair amount of grotesque statuary. The central portion, built entirely in wood, once served as a barracks for the Sable Company and as a place for the royalty to host gala events. Of late, this section of the castle has been claimed by the queen’s Red Mantis allies.

A64. Breakroom

This room is well-furnished with tables, chairs, and stools, and was used as a place for servants to gather and rest while serving events on either the second or third floors. The stairs here lead down to area A53.

A65. Gatehouse Upper Gallery

This long hall seems to have once been used as an armory, for several empty weapon racks still stand along its walls in places. Today, a huge, fetid heap of rags, marsh grass, and partially eaten bodies fills the far end of the room. A large section of ceiling over the heap has been ripped open.

The mound of rags and filth served the black dragon Zarmangarof as a lair. Much to the dragon’s impotent rage, Ileosa did not allow him to keep any treasure here.

A66. Trophy Hall

The walls here are covered by dozens of trophies ranging from deer and elk to aurochs and wyvern heads.

A67. Main Entrance Balcony

This large balcony overlooks the stairs to the gate and the northeast side of the Grand Mastaba. Several large gargoyles crouch on the battlements, looking down the walls like watchful sentinels. A catapult sits near the battlement edge to the northeast.

The catapult, as with those placed elsewhere on balconies here, is fully functional and has a dozen rounds of ammunition stacked nearby. This is where the horned devil Mavrokeras lies in wait if the alarm is raised and the PCs approach via the main stairs. If the PCs wander out here without bothering to hide, the keen-eyed devil has a relatively good chance to spot them if he’s on one of his aerial patrols (20% chance whenever the PCs enter this area).

A68. Empty Library

The walls of this dusty room are lined with empty bookcases of fine wood emblazoned with the crest of the Sable Company. The room is half full of bales of straw, and two unhinged doors lean on the northeast wall.

A69. Game Room

This polygonal room is illuminated by three windows set in deep, tall niches. Beside each niche are two marble white statues on high pedestals. The statues, a total of six, are all three-foot-tall figures of women in the same pose, hands high above their heads and each clutching an object. The statue on the left of the northwest niche clutches a large key, while the one to the right holds an open book. Proceeding clockwise in the room, the statues near to the northeast niche hold a shield and a star, and the ones near the southeast niche hold a hammer and a crown.

In the middle of the room is a round table with six chairs. On the table sits a small wooden case.

The statues symbolize the suits of a Harrow deck. This is where King Eodred II often met with his half-brother Venster to play cards or entertain each other by performing Harrow readings. The small case on the table contains a simple Harrow deck, much more worn with use than the PCs' deck. If the case is opened, a sudden wind blows through the room, causing the cards to fly into a vortex near the ceiling in the north corner of the room for a moment before they flutter to the floor. All of the cards land face down except for the Midwife card. A DC 20 Knowledge (arcana) check is enough to recall that this card represents the revelation of new life or information into the world. This strange manifestation is created by Venster's ghost in the room above in a desperate attempt to get the PCs' attention and lure them upward; see areas **A88** and **A89** for more details.

This room was once connected directly to Venster's attic apartment above via a ladder in the north corner. After Venster's "disappearance," the ladder and the trapdoor in the ceiling were removed and the resulting hole closed with a *stone shape* spell. A DC 25 Search check notes the different texture here, and a DC 23 Spellcraft check recognizes the use of *stone shape* to close an opening in the ceiling.

A70. Buttress Balcony

This balcony lies atop the castle's garderobe shaft. A trapdoor in the middle of the floor allows waste to be dropped down the shaft. One of the light catapults of the castle is positioned here. The chances of being spotted by Mavrokeras here are the same as for area **A67**.

A71. Catwalk

This open-topped catwalk overlooks a sloping section of roof. The edge of the balcony is hedged by a brass railing.

Creatures: A Red Mantis assassin is always posted here as a guard; the assassin clings to the roof just seven feet above the door in area **A72** and, unless noticed, does not attack the PCs as they pass through but rather stalks them, awaiting a good chance to strike one character who becomes separated from the group. If discovered, the assassin attempts to flee to area **A72** to join the group there.

RED MANTIS ASSASSIN

hp 50 (see page 18)

CR 8

A72. Grand Salon

The wooden floor, walls, and ceiling of this large hall present a rich and harmonic scheme of decorations. The twenty-five-foot-

high ceiling is supported by pillars inlaid with ivory and partially hidden by a hanging forest of silk draperies in the colors of autumn. Near the walls, these draperies reach down to the floor in foamy cascades of deep red and yellow-orange silk. Crimson circular couches sit around the base of the pillars, with matching stuffed stools and low, ebony tea tables with stained glass tops. In the middle of the hall are an empty space that serves as a dance floor and a balustrade opening to the stage hall below.

This large space, once a mess hall and mustering area for the Sable Company, was converted by Ileosa into a great salon for private parties and celebrations. The opening in the floor overlooks the stage hall below (area **A55**).

Creatures: When Ileosa abandoned the castle, she extended an invitation to her Red Mantis allies to take up residence here. The assassins readily agreed, if only to have a safer place in Korvosa to call home than their previous lair. After losing several of their number (including the second-in-command) to the PCs during "Escape from Old Korvosa" and "A History of Ashes," the Red Mantises have been itching for a chance to exact revenge. Yet their current leader, a woman named Kayltanya, has forbidden any such action. The PCs have already proven adept at defeating Red Mantis agents, and until Ileosa finishes her work in the Sunken Queen and Kayltanya can secure from the queen additional funds to justify calling in more assassins from the south, Kayltanya ordered her subordinates to remain patient. Of course, the PCs' arrival in the castle changes everything.

The Red Mantises have arranged large hammocks high in the ceiling, concealed by the hanging silks. If the castle's alarm has not been raised, 1d4 of the assassins are sleeping in their hammocks, while the others stand against the walls, hidden and observant. Otherwise, all five assassins wait near the ceiling in their hammocks for the chance to strike. Kayltanya herself waits in area **A73**, but once she hears combat erupt here, she swiftly joins the battle.

Kayltanya is a member of the Vernai, the ruling caste of Red Mantises. Of Chelish descent, Kayltanya was the third daughter of her parents, and despite being part of the powerful Chelish House of Vyeron, she soon realized that as third daughter, her opportunities for greatness were limited. Not long after she came of age, she engineered the deaths of her two older sisters, an act that caught the eye of the Red Mantis assassin who had been tasked with doing the same by one of Vyeron's enemies, the Arvanxi family. Rather than finish her task with Kayltanya's assassination, the assassin took Kayltanya under her wing and returned to the Crimson Citadel, where Kayltanya absorbed the indoctrination and training with a natural ease.

The Red Mantis mistress has since accepted a post in Varisia after the Red Mantis learned of the region's growing power and civilization. When Queen Ileosa

secretly contacted her to secure the allegiance and aid of the Red Mantis, Kayltanya accepted the job at once. That it was Ileosa's family who originally hired the Red Mantis to assassinate the Vyeron children has not escaped Kayltanya's notice, but she views the act not as one deserving of revenge, but rather as thanks, for if the Arvanxis had not done so, Kayltanya would have never been discovered by the Red Mantis in the first place. As a result, Kayltanya feels a strange sense of debt to Ileosa, and would never think of betraying her trust.

RED MANTIS ASSASSINS (5)

CR 8

hp 50 each (see page 18)

TACTICS

Before Combat The assassins wait until the PCs are spread throughout the room before using *feather fall* to drift down among them to attack. The sound of combat alerts Mistress Kayltanya in area A73 immediately. The assassins do their best to fight in pairs, with the fifth assassin holding back in hiding if possible to line up a sneak attack with a thrown dagger at a spellcaster, timing the throw in an attempt to disrupt the spell as it is being cast.

Morale The assassins fight to the death.

MISTRESS KAYLTANYA

CR 15

Female human aristocrat 2/rogue 4/Red Mantis assassin 10
(*Pathfinder* #9 69)

LE Medium humanoid

Init +5; **Senses** Listen +14, Spot +14

DEFENSE

AC 33, touch 22, flat-footed 28

(+5 armor, +5 deflection, +5 Dex, +1 dodge, +1 haste, +5 natural, +1 shield)

hp 116 (16 HD; 6d6+10d8+48); fast healing 3

Fort +7, **Ref** +16, **Will** +10

Defensive Abilities evasion, fading 3/day, red shroud 3/day (see page 19), trap sense +1, uncanny dodge

OFFENSE

Spd 60 ft., fly 60 ft.

Melee +5 *shocking burst sawtooth sabre* +22/+22/+17/+12 (1d8+10/17–20 plus 1d6 electricity) and +5 *shock sawtooth sabre* +22/+17 (1d8+9/17–20 plus electricity)

Ranged mwk dagger +18/+18/+13/+8 (1d4+1/19–20 plus poison)

Special Attacks *call mantis* 1/day, death mantis form 1/day, mantis doom 1/day, prayer attack (DC 23, see page 19), sneak attack +6d6

Spells Known (CL 10th)

5th (1/day)—*mark of justice*, *slay living* (DC 18), *word of recall*

4th (2/day)—*dimension door*, *greater invisibility*, *modify memory*, *phantasmal killer* (DC 17)

3rd (4/day)—*clairaudience/clairvoyance*, *fear* (DC 16), *fly*, *inflict serious wounds* (DC 16)

2nd (5/day)—*darkness*, *hold person* (DC 15), *invisibility*, *keen*

edge, see *invisibility*

1st (5/day)—*darkvision*, *feather fall*, *jump*, *spider climb*, *true strike*

TACTICS

Before Combat As soon as the castle alarm is raised,

Kayltanya casts *keen edge* on both sabers and applies her *oil of greater magic weapon* to them as well. She drinks her *potion of barkskin* at once, but waits to drink her *potion of shield of faith* and to cast *fly* until she's sure the PCs are only a few minutes away.

During Combat When combat begins, Kayltanya activates her *boots of speed*, casts *greater invisibility*, then moves to the closest door. On round two, she opens the door and summons 1d3 half-fiend giant praying mantises into the battle, placing them in flanking positions around intruders. She joins the battle on round three, throwing poisoned daggers if a PC is within 10 feet, or flying up to melee with her sabres otherwise. She holds off using mantis doom until she is sure she can use it to kill off a wounded PC. Likewise, since she's deadlier in her true form against most foes, she doesn't shift into death mantis form unless the size increase and additional magical abilities give her a needed advantage or unless she desperately needs the hit points from the increased Constitution.

Morale Kayltanya saves her one 5th-level spell as an escape option. If brought below 30 hit points, she uses *word of recall* to retreat to the Crimson Citadel on distant Mediogalti Isle; the PCs aren't technically contracts, so she has no real compunction about fleeing a battle with them. She does hold a grudge, though, and could become a real thorn in the party's side if she escapes, since she might well use the resources of the Red Mantis to have the PCs declared enemies of the organization.

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +11; **Grp** +12

Feats Alertness, Exotic Weapon Proficiency (sawtooth sabre), Great Fortitude, Greater Weapon Focus (sawtooth sabre), Greater Weapon Specialization (sawtooth sabre), Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Bluff +11, Concentration +10, Gather Information +13, Hide +24, Intimidate +22, Knowledge (local) +6, Listen +14, Move Silently +24, Sense Motive +5, Spot +14, Tumble +16

Languages Common

SQ resurrection sense, trapfinding

Combat Gear *potion of barkskin* +5 (2), *potion of shield of faith* +5 (2), *oil of greater magic weapon* +5 (2), 10 doses Large scorpion venom (Fort DC 14, 1d4 Con/1d4 Con); **Other Gear** +3 *leather armor*, +1 *shocking burst sawtooth sabre*, +1 *shock sawtooth sabre*, 6 masterwork daggers, *cloak of Charisma* +2, *boots of speed*, *gloves of Dexterity* +4

SPECIAL ABILITIES

Call Mantis (Sp) Kayltanya can perform a specialized version of *summon monster IV* once per day to summon 1d4+1 fiendish giant praying mantises or 1d3 half-fiend giant praying mantises. Both are blood red and do not gain the typical bonus on Hide checks in foliage.

Death Mantis Form (Su) Once per day, Kayltanya can assume the form of a blood red giant praying mantis as per the spell *polymorph*. She does not gain the mantis's bonus on Hide checks in foliage, but does gain a +4 bonus to her Strength and Constitution in this form. In death mantis form, she gains three additional abilities: she might cast a quickened still silent *fear* spell once per hour, she deals 2 points of Constitution damage in addition to normal damage when she makes a successful bite attack, and her first successful attack in a round imparts a negative level (DC 23 Fortitude save 24 hours later to remove this level). Each negative level heals 5 points of damage for Kayltanya. While in death mantis form, she gains DR 10/good. She can remain in death mantis form for up to 10 hours.

Fading (Su) As a free action up to three times per day, Kayltanya can momentarily fade into the Ethereal Plane when she is struck by a weapon or forced to make a Reflex saving throw, granting a 50% chance for her to avoid being hit or suffer the effects of whatever it was that forced a Reflex save.

Mantis Doom (Su) As a full-round action once per day, Kayltanya can call forth a swarm of fiendish mantises onto any one target within 100 feet. She rolls 10d8; if the result equals or exceeds the target's current hit points, the target dies and his body (but not gear) is devoured. Otherwise, the target takes nonlethal damage equal to the amount rolled and becomes panicked

for 1d4 rounds. The target can negate the panic and halve the nonlethal with a DC 23 Reflex save. The swarm attack is nonmagical, so spell resistance does not apply. The damage penetrates damage reduction as if it were a magic and evil weapon; any other form of damage reduction provides complete protection to a mantis doom.

Resurrection Sense (Su) Kayltanya automatically knows if a creature she slew in the past year is brought back to life.

A73. Bar (EL 15)

The doors opening into this enclosed area are made of wood-framed stained glass. The room itself is furnished with sturdy tables and high stools, with numerous bottles, crystal goblets, mugs, and other drinking implements stored on shelves lining the walls. The air here is strangely cool and moist. A hammock hangs from the rafters of the chamber.

The temperature and humidity of this room is regulated by a minor but permanent magical effect designed to keep things from becoming too hot; in a way, this small room doubles as a wine cellar. Most of the good alcohol once stored here is long gone. The hammock is where Kayltanya sleeps.



MISTRESS KAYLTANYA

A74. Smoking Hall

Two long benches face each other across this hall. Next to each stands a pair of brass, ivory, and glass hookahs, although all of them are empty.

This section of the grand salon has been set aside for smoking pleasures, although it hasn't been used in months.

A75. Sunset Room

This room has three large fretwork windows opening on the northwest wall. There are benches along the walls and a round tea table in the middle.

This room is where Eodred II observed the sunset during his last days, unknowingly sipping more of his wife's poison in his final cups of tea.

A76. Great Balcony

The largest balcony of the castle, this L-shaped open space connects the main towers of the keep with the great salon of the third floor. Three of the keep's catapults stand on the balcony. The chances of being spotted by Mavrokera here are the same as for area A67.

A77. Domina's Tower Entrance

An iron door blocks the entrance to this tower shack—the door is kept locked with an *arcane lock* spell (CL 15th). The room inside is empty, but is in fact the only easy way to enter the hidden chamber above; a permanent *phase door* in the ceiling 20 feet above acts as a hidden trap door. Anyone touching the Arabasti family symbol (be it from a signet ring, banner, scroll, shield, or other source) to the *phase door* can use it to enter area A90 above.

Castle Korvosa: Fourth Floor, Attic, and Towers

The attic of the keep is a huge structure of wood that was rebuilt three times during the rule of the Arabasti dynasty. Due to its dry and airy environment, the attic is used as extra storage space for perishable raw materials.

A78. Vinegar Attic

This room smells of vinegar and herbs. Scores of wooden caskets placed in rows on long wooden stands line the walls, along with many glass bottles and ceramic jugs of various sizes.

The caskets contain 10 gallons of balsamic vinegar, and are marked with numbers from 1 to 25 (years of aging). There's nothing of any real value here, although the room is rarely, if ever, patrolled, and makes a relatively good hiding place.

A79. Construction Storage

This room contains several kegs full of tar, wooden planks, metal roof plates, ceramic tiles, and other spare construction material from the keep construction.

A large section of floor at the far end of the room has been torn away, leaving a gap that overlooks the main entrance. This relatively recent modification allowed the dragon Zarmangarof access to and from his lair in area A65.

A80. Wool Storage

This room is stacked full of wool bales. There is also an elaborate handloom and a wooden box with sewing equipment.

A81. Empty Attic

This attic contains only a sorghum broomstick, a couple of upturned, empty kegs, and a pile of old mattresses infested with lice.

A82. Grain Storage

This room contains an emergency supply of grain (corn, wheat, rye, and so on) for the keep.

A83. Suspended Bridges (EL 8)

These two identical wooden bridges (areas A83a and A83b) are suspended 30 feet over the great balcony below (area A76), and respectively connect the Gray Tower and the Seawatch Tower to the castle's main body.

Creatures: A Red Mantis assassin is always posted at each bridge, hiding in the shadows near the entrance to the towers. Unless noticed, she attacks PCs as they pass, instead stalking them and awaiting an opportune moment to strike at a lone PC. If discovered, the assassin attempts to flee to area A72 to join the group there.

RED MANTIS ASSASSIN
hp 50 (see page 18)

CR 8

A84. Main Attic

This large, pillared area under the keep's roof is almost empty. The excellent construction of the roof plating and of the dormer windows guarantees a dry, airy environment. Here and there lie heaps of leftover material from the nearby storage areas.

A85. Pigeonry

Half of this room is occupied by a large pigeon cage, although the cages are all currently empty of life, with a thick layer of rotted pigeons lining the floor.

A86. Junk Deposit

This room is packed with old and dusty odds and ends from a century of history of the keep. The clutter in the room includes old clothes, toys, tools, pieces of furniture, lamps, extra lumber, and broken tools.

The clutter in this room is heaped high against the northeastern door, hiding it completely from view. A DC 20 Search check reveals the door's presence; clearing the junk away from the door takes 1 man-hour of work.

A87. Low Ceiling

The ceiling here is just 5 feet tall, and the room is full of cobwebs and dusty, blackened beams from the older structure that jut here and there from the walls.

A88. Venster's Apartment

This room is dusty and has been abandoned for a while, but it shows an unexpected level of comfort. A large bed sits in a corner, and there are a nice table with two chairs, a desk with a stuffed armchair, a lamp, and a stove. On the east wall is a glass showcase full of rare card decks. Within the showcase are at least fifty different decks, all displayed with care and competence, usually with several pieces laid face up and with a matching leather, ivory or wood case. What looks like a partially melted stone trap door sits in the floor in the northern corner, and a single toilet sits behind a partially folded screen to the south.

This room once served Venster Arabasti as home. The shut-in typically left this room only to visit with his brother in the game room below (area A69), which was also where the servants generally left his meals. Venster kept his own chambers clean and rarely, if ever, allowed anyone into this room; it took Ileosa many months to secure his trust enough that he allowed her to visit him here, although even then he kept the existence of area A89 secret from her.

The secret door leading to area A89 is very cleverly hidden, requiring a DC 35 Search check to discover. Yet only a few moments after the PCs arrive here, a furtive scratching sound comes from this wall at the door's location. If the PCs don't discover the door on their own, Venster uses his telekinesis ability to open the door a crack,

hoping to lure them into area A89 where he can contact them directly.

Treasure: The card deck collection in the showcase is worth 2,000 gp.

A89. Venster's Boxroom

This dusty room contains a well-made bed, a large armchair, a one-legged table, and a silver lantern. On the table, near the lantern, sits a dusty Harrow deck in an elegant redwood case.

As the PCs enter this cleverly hidden room, the temperature drops by several degrees. A few moments later, a strange, roiling mist seems to rise from the cards in the case, causing them to flutter and dance on the table as if in a small breeze. The mist takes on a vaguely humanoid form—that of an older man with tiny horns on his brow. This is the ghost of the tiefling Venster Arabasti.



Creature: Tormented by guilt at his role in the death of his half-brother, Venster's spirit is unable to fully manifest at this time because he is trapped here while his mortal remains fester in the dungeons below. As he spies the PCs, he reaches out to them and whispers in a gravelly voice, "Bring me my bones... they rot so far below... bring me my bones... I can help you if you bring me my bones...."

Until the PCs gather Venster's remains from area **A11**, he can do little else. The strain of speaking (and possibly of opening the secret door to this room) swiftly causes his spirit to fade away, but after a few hours he can manifest again for a similarly short time. Fortunately for the PCs, Venster's close ties to the Harrow and the mysterious forces surrounding it allow Zellara a bit more insight into the situation. She uses empathy to urge the PC who carries her Harrow deck to seek out Venster's bones; once Venster's manifestation here occurs, she can sense where those bones lie, and if the PC follows her empathic urgings, she can lead the party directly to area **A11** (although this might lead the PCs through other dangerous areas in the castle).

Although Venster is a ghost, he does not intend to fight for or against the PCs, and is likely destined to vanish anyway during the creation of the *Harrow deck of many things*. Thus, no statistics are given for him—if they for some reason become important in your game, he was in life a 6th-level tiefling aristocrat. You can generate his stats by simply applying the ghost template to this character.

Development: Once Venster's remains are brought into this room, the ghost manifests again, but this time not as a vague misty outline. Venster can now appear as full ghost, appearing as a translucent elderly tiefling man with a deck of Harrow cards that periodically flies out of his hands to spiral around him before returning to his clutches. He regards the PCs with kind but sorrowful eyes before he begins to speak. His first words are words of thanks for taking his bones out of that "dreadful dark room below." He goes on to speak of Ileosa, of how she murdered his half-brother with poison, and of his own shameful role in that act. As long as Ileosa continues to live, he shall remain bound here, unable to emerge from this room, imprisoned here by his own shame and guilt and thus unable to directly move against her.

The PCs can be Venster's salvation. While the ghost can fill them in on how Ileosa murdered Eodred II, providing proof to something the PCs likely already suspect anyway, his true value is in what he knows of her plans. While he is imprisoned here, he could sense the queen's thoughts and desires as long as she was in the castle. The knowledge tormented him, but now he realizes that it was all simply preparing him for this day, for his chance at redemption. If what he can tell the PCs can undo what he helped set into motion, he feels that he can move on to face Pharamasma in the afterlife and accept his fate.

In particular, Venster knows that Ileosa plans on using potent magic found in a place called the "Sunken Queen" to achieve eternal youth. Although he doesn't know exactly what this entails, he does know that the ritual is based on ancient magic indeed—ancient magic that requires the lifeblood of an army of unknowing sacrifices. In short, he fears that Ileosa has been grooming the citizens of Korvosa to be the blood sacrifice she needs to achieve her goal of eternal youth. He urges the PCs to seek her out at the Sunken Queen, to stop her before she can complete the ritual, and tells them that even now he can feel strange and potent forces gathering in the spirit world as she makes ready to take the final step.

Venster quickly grows frustrated with himself if the PCs begin asking more questions; his grief, madness, and undead state have wreaked havoc on his mind, and he finds it difficult to not only remember what he knew in life, but also to speak aloud of what he's learned by spying on what few snatches of Ileosa's desires and thoughts he's been able to "overhear." He does suggest that the PCs seek out his "Mother's Tower," a place where the monarchs of the Arabasti line could go for peace and solitude. He has sensed Ileosa in this location several times, and often her most notable bursts of sudden inspiration and power occurred in this chamber. He speaks of Domina's Study, in area **A90**.

The greatest gift that Venster Arabasti can offer the PCs is the grace of the spirit world. He explains that many have died in Korvosa due to Ileosa's whim and cruelties, and that each death has bolstered his grief and desire to set things right. Further, the PCs themselves carry with them a spirit of their own—Zellara. At this point, the owner of *Zellara's Harrow Deck* suddenly feels an empathic burst of excitement and fear from Zellara, for she has suddenly realized her final role in the protection of Korvosa. Venster explains further that, by using *Zellara's Harrow Deck* as a focus, he and Zellara can siphon the spiritual power and energy of those who have died at Ileosa's hand or orchestrations into that deck, transforming it into a powerful tool and method for the spirit world to grant the PCs further insight and power.

Venster goes on to warn the PCs that not all of the spirits are kindly ones: many were insane or cruel in their own lives, and there is, unfortunately, no way to exclude them from this infusion of power. He and Zellara can, though, moderate their influence by focusing them through the traditions and mysticism of the Harrow itself. In effect, Zellara and Venster are using their own undead nature and the psychic energy of all those dead who blame Ileosa for their fate to transform *Zellara's Harrow Deck* into a powerful and unique *Harrow deck of many things*.

If the PCs agree to this, Zellara and Venster both manifest in the room, and the cards of *Zellara's Harrow Deck* fly out of their container to spiral and spin in the air between them. As the ghosts concentrate, the anger and wrath of the city's

dead siphon through them to infuse the cards, which begin glowing brighter and brighter. After only a few rounds, with a final flash of light, the cards themselves settle in a neat and tidy stack on the table and both ghosts vanish.

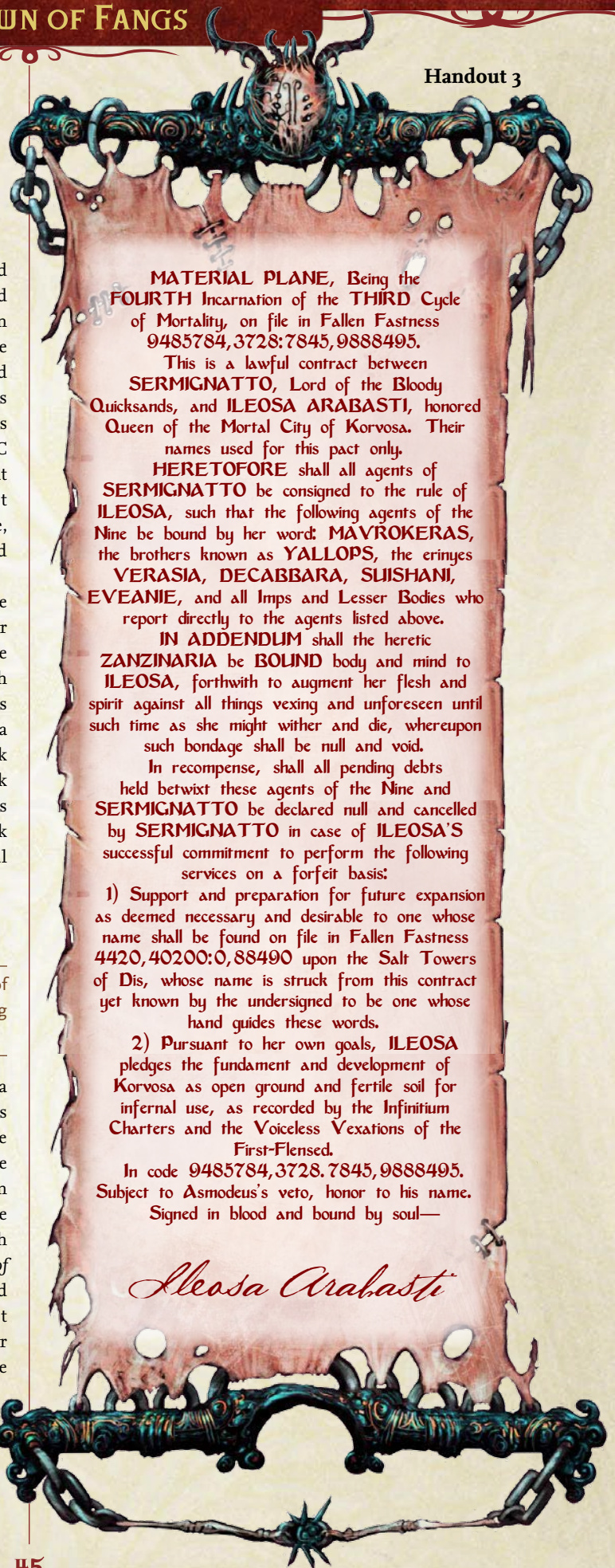
At this point, both Zellara and Venster have bonded with the haunted Harrow deck, which has transformed into a *Harrow deck of many things*. As detailed later in this book on pages 68–73, each character can declare up to four draws from the deck. Unlike the standard *Harrow deck of many things*, though, Zellara and Venster's lingering presence stack the deck in the PCs' favor. This allows each PC one free redraw from the deck: if the PC draws an undesirable card, he can choose to discard that card and draw again from the deck. This redraw does not reduce the total number of draws each PC decides to take, but does help a little bit to mitigate the malevolent and harmful influence of the evil cards in the deck.

Once all of the PCs who wish to have drawn from the deck, Zellara manifests one last time before them. Her expression is one of hope as she smiles at each of the PCs and gives the one who's carried her deck through the campaign a single ectoplasmic kiss before she fades from view entirely. Her final purpose served, Zellara finally moves on to her eternal rest. Her Harrow deck is now nothing more than a standard, nonmagical deck of cards. Unspent Harrow points from this adventure's initial reading remain available for the PCs, but the deck itself can never again be used to perform a similar special Harrow reading.

Ago. Domina's Study (EL 16)

This room contains a single large bookshelf filled with dozens of books and scrolls. Nearby, a single desk and chair stand. Sitting on the desk is a single large book with a black leather cover.

This room has long served the Arabasti family as a secret retreat—only a rare few knew the existence of this place. Ileosa was fond of using this chamber's remote and secure nature as both a place to meditate on the strange urges growing in her mind and a meeting room where she could meet with infernal callers. It was here that she first met with Sermignatto, where she (with the bdellavritra and Togomor's aid) bound the *Fangs of Kazavon* into the *Crown of Fangs*, and where she signed the contract to bind an erinyes to her soul. She first developed her plans to poison the king here, drafted her initial letter of contact to the Red Mantis here, and she plotted out the use of blood veil to murder many of Korvosa's undesirables at this very desk. Many of the scrolls and books here are on subjects connected to Ileosa's plans along these lines, and the PCs can



REBELLION POINT AWARDS

Point totals should be awarded as follows for each of the major tasks at hand:

Blackjack returns and is involved publicly in defending the city's citizens: 2 RP

Destroy the contract in area **A90** and/or defeat all major devils in the castle: 1 RP

Defeat Sabina Merrin: 1 RP (increases to 3 RP if her life is spared and she is recruited to the rebellion's cause)

Expose Trifaccia as an efreeti in Ileosa's employ: 1 RP

Force the Red Mantis to abandon Korvosa: 2 RP

Publicly defeat the dragon Zarmangarof: 2 RP

Secure proof that Togomor was not legally appointed to the role of seneschal: 1 RP

use this information to not only prove the depths of her cruelty, but also to answer any yet-unanswered questions about earlier events in the campaign as you see fit.

The large book on the desk is an immense volume titled, in Infernal, *Truths of the Sihedron*. Smelling faintly of brimstone, the book's contents (also written in Infernal) were penned by none other than Sermignatto himself, and chronicle the various cruelties and torments inflicted upon the people of Thassilon by the runelords. The book contains seven chapters, one for each Runelord, but the chapter on Runelord Sorshen has been heavily glossed in Ileosa's delicate penmanship. In particular, Ileosa seems to have been particularly obsessed with something called the *Everdawn Pool*, a device she believes still exists today in the ruins of the Sunken Queen. According to her notes, the gathering of samples of blood from thousands of "supplicants" is but the first step. Once the *Everdawn Pool* is ready, it can draw forth the lifeblood of these thousands to infuse a single creature with eternal youth. In short, Ileosa intends to sacrifice many of Korvosa's citizens to attain immortality.

Creature: If the PCs have not already defeated him, the devil Sermignatto keeps a close eye on this room. If the PCs come here while the *bdellavritra* still lives, he quickly moves to the defense of this chamber, traveling ethereally and then returning to the Material Plane in this room near the ceiling 30 feet above to defend it from the intruders.

SERMIGNATTO

Bdellavritra devil (see page 84)
hp 195

Treasure: A search of the scrolls in this room turns up several powerful magic spells, including a *scroll of greater planar ally*, a *scroll of greater planar binding*, two *scrolls of binding*, a *scroll of banishment*, a *scroll of plane shift*, a *scroll of etherealness*, and a *scroll of gate*.

CR 16

Another piece of treasure here might go unseen. Sitting on the top shelf of the bookcase inside a permanently invisible gold and ruby scroll tube (the tube itself is worth 3,000 gp) is an infernal contract between Ileosa and Sermignatto, penned by a contract devil called up from Hell many months ago to ensure that the contract was valid. It's a DC 30 Search check to find the scroll without using *see invisibility* or similar methods. Inside the scroll tube is a sheet of human-skin parchment containing a contract written in blood. The parchment is presented as Handout 3.

While much of the contract is, by design, unknowable by mortal minds, a DC 30 Knowledge (the planes) check is enough to determine that, essentially, the devil Sermignatto has agreed to provide Ileosa with infernal aid, minions, and even a bound devil to augment Ileosa's body and mind in return for her promise to turn over part or all of Korvosa to the *bdellavritra* and his unspecified superiors once she has finished her current goals. Destroying the contract has little impact on Ileosa, though, since the contract devil who oversaw the contract's creation retains his own copy.

A91. Epochal Tower Clockworks

This large, high-ceilinged room contains the mechanisms of the tower clock. The main body of the mechanism hangs from the middle of the ceiling and occupies most of the room's space. At floor level, the mechanism splits to join the gearboxes behind the three clock faces. A ladder leads up to a trap door above.

The wooden stairway runs down to the Epochal Tower stairs on the fourth floor, while the ladder leads up to the tower roof above (although the trap door is locked—see area **A92**). The mechanism must be manually wound once a month. Of late, that duty has fallen to the horned devil Mavrokera.

A92. Epochal Tower Roof

The top of the Epochal Tower is a huge, unfinished space built by Eodred II to accommodate a new, more grandiose clock for the castle. This huge space is almost completely bare. The walls are partially fitted with wooden scaffolds and the floor is littered with construction materials and tools. A trap door leads down to area **A91**; this trap door is *arcane locked* (CL 15th).

A93. Sable Company Guard Post

This open area once served as a watch post for the Sable Company. The stairs lead down to the tower at area **A83b**, while a ladder leads up to the roof, accessible via trap door, to area **A94**.

A94. Seawatch Tower

The top of the Seawatch Tower is the highest point in Korvosa. Here, tall windows provide a panoramic view of

the surrounding city. The room contains a cumbersome bullseye lantern used for visual signaling. The door that opens onto the narrow, circular catwalk outside the tower is *arcane locked* (CL 15th).

Creatures: The landing itself is the favored perch of the horned devil Mavrokeras, under command to remain *invisible* via his *ring of invisibility* so as to not overly alarm the citizens of Korvosa during his frequent airborne patrols of the castle grounds. This cornugon serves Ileosa to pay an ancient debt to Sermignatto. Mavrokeras belongs to the so-called Needlehearted, a sect of philosophical devils that idealizes the concept of pain as the “Great Goad,” the supreme urge of existence. Mavrokeras sees his spiked chain as an artist’s tool, and makes elaborate compliments to it during combat, such as “Rip the veils of fasciae, Flesh Shredder! And flood the way to truth with waves of healing blood!” Mavrokeras is also the fiendish patron of the Black Horn, a cult of cannibals

in the distant nation of Ustalav, although he hasn’t had much contact with this cabal as of late.

MAVROKERAS

CR 16

Horned devil (MM 55)

hp 172

Gear adamantine spiked chain, *ring of invisibility*

A95. Gray Tower

The top of second-tallest tower of the keep is currently abandoned. The door to the stairwell bears an *arcane lock* (CL 15th); the stairs beyond lead down to area A83a.

The Korvosan Rebellion

As the PCs accomplish various goals in this part, they accumulate Rebellion Points (RP)—see sidebar. These

MAVROKERAS



points track the city's general malaise and her citizens' willingness to rise up against Ileosa's regime. Korvosa isn't truly safe again until Ileosa herself is defeated, but since she is currently not in the city, by accomplishing lesser goals such as redeeming and recruiting Sabina Merrin to their cause, the defeat of dragons and other dangerous foes, and the driving of the Red Mantis from the city, they work to start returning Korvosa to normal.

0–2 RP: The rebels must continue hiding under Gray District; the city remains under martial law; the PCs are considered enemies of the city and cannot openly travel the streets without being accosted.

3–5 RP: Rebels stage swift strikes against Longacre Building and other strongholds under Ileosa's direct control. At this stage, the key NPCs in the castle take aggressive steps to attempt assassinations against the PCs if their places of rest and recovery are known. Scrying and other magical attempts to locate the PCs might be used, depending on which key NPCs still survive. Ileosa is contacted by surviving NPCs in the castle via magic, but are told to "hold their ground" while she completes her task in the Sunken Queen.

6–7 RP: Rebellion! Riots and battle fill the streets as the rebels begin taking back neighborhoods from remaining Ileosan loyalists, Gray Maidens, and other holdouts. PCs can show their faces publicly and don't have to worry about assassination attempts, as the remaining key NPCs in the castle now switch to a defensive stance, intending to hold out long enough for Ileosa to return.

8+ RP: The rebellion is successful as long as Ileosa does not return; agents of the queen are forced into hiding, but until Ileosa is dealt with, the threat of civil war in the city remains. The PCs can buy and sell gear and equipment again, and do not need to fear assassination attempts or other violence if they publicly walk the streets.

PART THREE: LEGACY OF BLOOD

Although victory in Korvosa can bring the heroes great fame and the city's support, the PCs know that Ileosa is nearing her goal of immortality, and might even know that the true threat to Korvosa has yet to be averted—if Ileosa is allowed to finish her ritual, thousands in Korvosa will die to grant her eternal youth. To stop this, the PCs must travel into the swamplands known as the Mushfens to confront Ileosa in a final battle at the Sunken Queen.

Clues to Ileosa's current plans, as well as to her current location, are scattered throughout Castle Korvosa, but the PCs could just as well learn of her plans and location through the use of divination magic. Some of this magic is blocked by the Sunken Queen's magical properties, but a tenacious or cunning party can still determine that their true quarry isn't in Castle Korvosa at all. Of course,

bypassing the castle before assaulting the Sunken Queen is a foolish tactical move, since Ileosa can (and will) call upon her allies in the castle once she realizes the PCs are after her. A fight against Ileosa and her few current guardians at the Sunken Queen is tough enough, but add in several other devils and Togomor and the battle there quickly becomes impossible. Worse, such an attack enrages Ileosa enough that she orders her remaining minions in Korvosa to punish the citizens for the PCs' moves. Waves of executioners, be they Gray Maidens, Red Mantises, or devils, begin an open pogrom of murder and ruin that ends only with the PCs' death.

A far better plan would be to neutralize her allies who remain in Korvosa and return the city to the rule of her nobles, arbiters, and magistrates; with things somewhat stable again in Korvosa, the PCs effectively "corner" Ileosa in the Sunken Queen. The amount of time she needs to complete her ritual is left to you to determine, but it shouldn't be *too* long; the PCs should move against the Sunken Queen shortly after their success against Castle Korvosa.

The Mushfens are a wild and dangerous region, and while the Sunken Queen is a relatively famous site, the shifting waterways make the exact route to its location difficult to track. The map drawn by Togomor found in the keep's scriptorium (area **A43**), however, puts it in relation to a commonly known coastal landmark, the Green Reef. Without the map, it's a DC 30 Knowledge (geography) check to know the way.

The Green Reef is an odd, rocky formation on a sand bank a few hundred yards from the swampy coast of the Mushfens, 30 miles directly south of the Sunken Queen. The path indicated on the map as the "Trail of the Frog" is in fact a boggard route marked periodically by 18-inch-tall stones shaped like squatting, humanoid frogs. This trail leads north through the swamp; following it requires the use of Togomor's map or hourly DC 25 Survival checks. Again, you can use the table on page 81 to liven up this journey as you see fit, but eventually the PCs should find themselves drawing near to the ancient Thassilonian ruin known as the Sunken Queen.

The Sunken Queen

In ancient times, the Thassilonian monument known today as the Sunken Queen served Runelord Sorshen as both a symbol of her enduring power and as the site for one of her greatest triumphs; the *Everdawn Pool*, a magical artifact that can grant eternal youth to those willing to sell their souls to provide it with power.

In Sorshen's heyday, the majority of her realm of Eurythnia was fertile farmland. With the fall of Thassilon, much of her nation slipped into the sea, and most of what remained above the surface became the vast wetland known now as the Mushfens. Over the ages, the Sunken Queen began to sink

into the Mushfens, tilting 20 degrees toward the southeast before coming to rest on a shelf of solid bedrock under the swampland. The magical reinforcements that girded the structure kept it mostly intact—over the centuries, only one of its three metallic horns has collapsed into the surrounding swamp. As the PCs arrive at the site, read or paraphrase the following to them.

Surrounded by a grove of primeval mangroves and draped in immense sheets of moss and vines, the horns of the Sunken Queen seem to claw at the sky like the blind talons of an immense monster drowned in an abyss of mud. On the east side of the pyramid, which leans heavily into the marshy slough, one of the three original horns has collapsed, leaving a jagged, metallic stump. On the south side, barely dented by the elements and millennia of neglect, is a giant relief of a standing, naked woman, her lean, idealized figure immersed in murky water up to the knees.

The Sunken Queen is surrounded by a murky pond that acts much like a castle moat; the water itself drops to a depth of 40 feet along the deepest side of the structure. When Ileosa first arrived, she found the site to be the lair of an immense devilfish named Beirawash that had grown too large to make it back to the sea. Trapped in the waters surrounding the Sunken Queen, this devilfish had long been worshiped as a god by a local tribe of frog-like humanoids known as boggards. Ileosa used her magic to charm the devilfish and several of the boggard tribe's champions, and in so doing became their new goddess. The boggards have taken to calling her "Mother Queen" and believe her to be the living incarnation of the figure carved on the side of the Sunken Queen. With their aid, Ileosa cleared away much of the undergrowth, mud, and debris surrounding the Sunken Queen and managed to find the original entrance about 40 feet underwater. Since then, she's had a smaller tunnel created to allow quicker access to the interior, but also hides this entrance via a permanent *illusory wall* (CL 15th) placed there months ago by Togomor.

Aside from the main entrance and this smaller hidden side entrance, there are a few other methods the PCs can use to enter the structure. Air vents allow gaseous creatures to enter the upper floors. The structure's walls are enhanced via magic, increasing the stone's hardness to 24 and tripling its hit points to 1,620 hp per 5-foot-square. In addition, the walls themselves have a *ghost-touch* quality; they cannot be bypassed by incorporeal creatures or via passage through the Ethereal Plane. Finally, while *teleport* spells function fine inside the structure as long as the traveler is going from one room to another, any attempt to teleport into or out of the Sunken Queen requires a DC 32 caster level check. With a successful check, the spell

functions normally. Otherwise, the spell fails and the teleporting creature takes 20d6 points of damage as his body is wrenched and twisted by the violently disrupted magic (a DC 24 Fortitude save halves this damage).

The Sunken Queen's interior is made of hewn basalt blocks. Floors, walls, and ceilings are finished in white or green marble tile, and despite the structure's age, they are clean and uncracked. Unless otherwise indicated, there is no lighting in the chambers, although some of the rooms on the third and fourth levels receive natural lighting during the day. While the steep angle of the chamber's floor is unlikely to matter much to flying characters or to swimming characters in the flooded areas, it does make it difficult to navigate on foot. The floor slopes down toward the southeast at a 20-degree angle. Movement along the floor requires a DC 15 Balance check—remember that unless a creature has at least 5 ranks in Balance, it is considered flat-footed while balancing. Anytime a Balance check is failed by 5 or more, a walking creature falls and slides to the southeast until he strikes a wall for 1d6 points of damage.

Unless otherwise noted, ceiling height in chambers averages 50 feet, while ceiling height in passageways averages 25 feet. The first level of the Sunken Queen is completely flooded with swamp water, and the southeast section is buried entirely under layers of mud and silt. The second level is partially flooded, with non-flooded areas being clammy and damp. The third and fourth levels are dry and cozy areas, with temperature and humidity maintained at comfortable levels by the structure's ancient magic.

Finally, Ileosa herself is currently undergoing a lengthy attunement process in area **B20**; as long as this process continues, her senses extend throughout the entirety of the Sunken Queen; she effectively possesses an unlimited number of *clairaudience/clairvoyance* sensors in all of the complex's chambers. She can still be fooled by stealth, but her true seeing ability extends through these sensors. As soon she notices the PCs inside the Sunken Queen, she alerts her four erinyes minions, who in turn telepathically rally the structure's defenders. The primary guardians of the Sunken Queen are six boggard champions, the most powerful barbarians from several regional tribes, each initially recruited to Ileosa's cause via *charm monster*. The boggards are now loyal to their new queen.

BOGGARD CHAMPION

CR 10

Boggard barbarian 8 (*Pathfinder* #2 84)

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +9,

Spot +11

DEFENSE

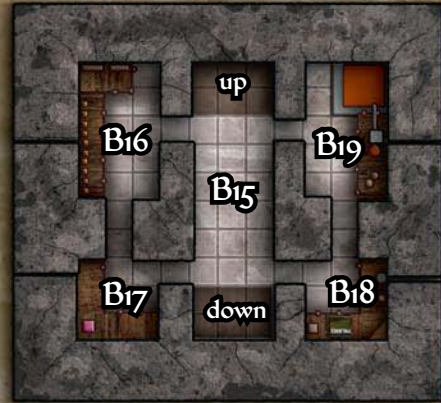
AC 19, touch 9, flat-footed 18

(+7 armor, +1 Dex, +3 natural, -2 rage)

Second Level



Third Level



Fourth Level



The Sunken Queen



First Level



one square = 10 feet

hp 142 (3d8+8d12+77)

Fort +14, Ref +6, Will +6

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/—

OFFENSE

Spd 30 ft., swim 30 ft.

Melee +1 *thundering greatclub* +18/+13 (1d10+10/19–20) or tongue +6 touch (sticky tongue)

Special Attacks rage 3/day, sticky tongue, terrifying croak

TACTICS

During Combat The boggards use their terrifying croak as soon as they encounter the PCs; the volume is enough to alert all nearby areas to the event. They use their tongues to keep archers, rogues, flying enemies, and spellcasters from gaining ranged advantages, and generally focus on one target per two boggards.

Morale The boggard champions fight to the death.

Base Statistics AC 21, touch 11, flat-footed 20; hp 120;

Fort +12, Will +4; **Melee** +1 *thundering greatclub* +16/+11 (1d10+7/19–20); **Str** 18, **Con** 20; **Skills** Jump +28

STATISTICS

Str 22, **Dex** 12, **Con** 24, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +10; **Grp** +14

Feats Improved Critical (*greatclub*), Improved Initiative, Power Attack, Weapon Focus (*greatclub*)

Skills Hide +1 (+9 in swamps), Jump +30, Listen +9, Spot +11

Languages Boggard

SQ fast movement, hold breath, swamp stride

Gear +3 *hide shirt*, +1 *thundering greatclub*

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold his breath for a number of rounds equal to four times his Constitution score.

Sticky Tongue (Ex) A creature hit by a boggard's tongue cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC. The tongue can be removed with a successful opposed Strength check (a standard action) or by dealing 2 points of slashing damage. The boggard cannot move more than 10 feet away from the target while his tongue's attached, but can release it as a free action. Attaching his tongue does not make either the boggard or his target considered grappled. A boggard's tongue is always a secondary natural attack.

Swamp Stride (Ex) A boggard can move through any sort of natural, nonmagical difficult terrain at his normal speed while in a swamp.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud croak. Any non-boggard within 30 feet must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

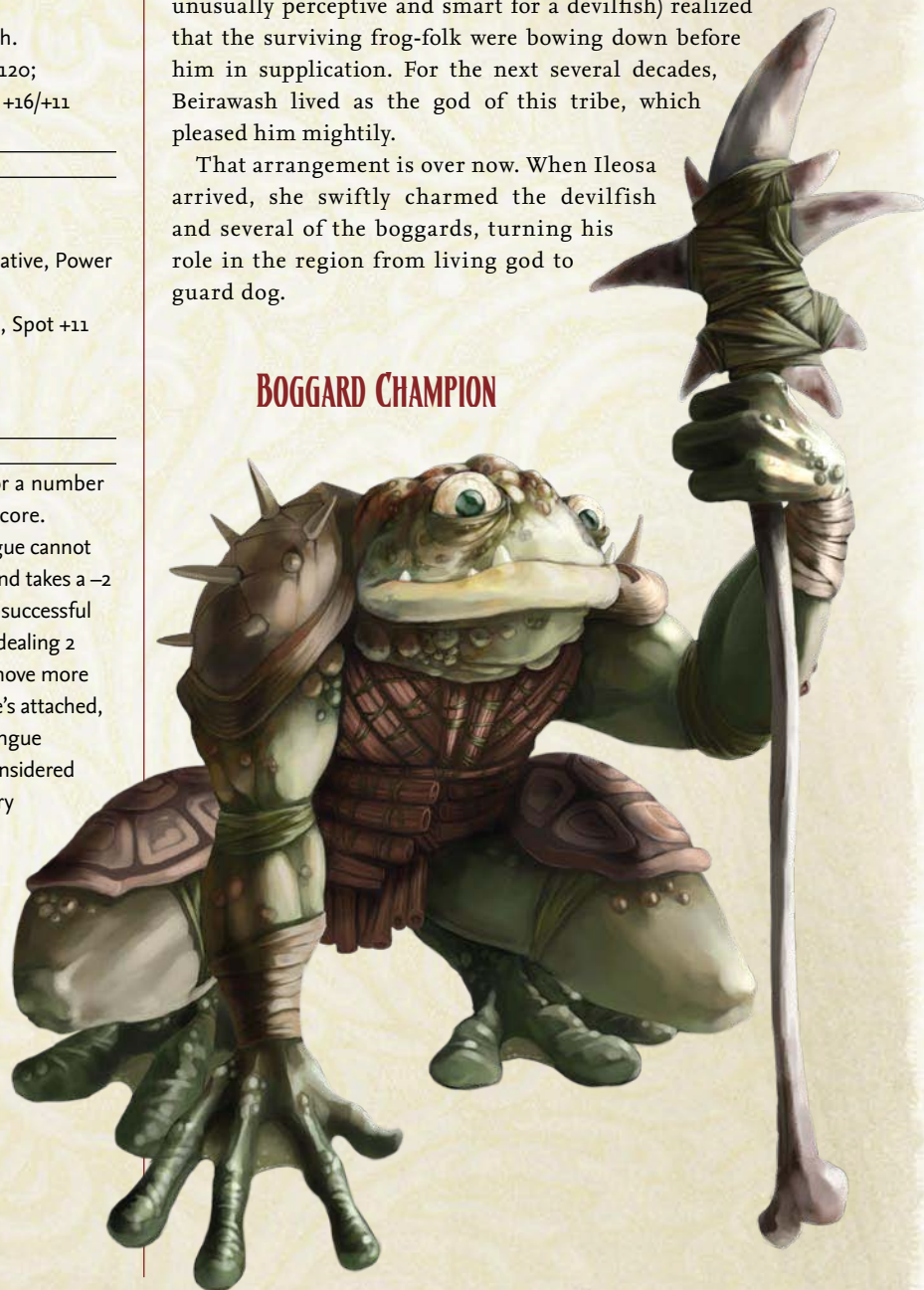
B1. Entrance Hall (EL 15)

A descending set of stairs leads to a submerged hall. Near the bottom, the tilted stairway drops into a horizontal layer of silt. The walls and pillars are decorated with hundreds of stylized images of the same beautiful woman carved onto the pyramid's face.

Creature: This large chamber is the lair of the devilfish Beirawash. Washed deep into the Mushfens decades ago by a winter storm, the already huge Beirawash ended up lost in the swamp. After navigating the deeper waterways, he eventually discovered the large pool at the base of the Sunken Queen—and the boggard tribe that dwelt nearby. After eating several boggards, Beirawash (being unusually perceptive and smart for a devilfish) realized that the surviving frog-folk were bowing down before him in supplication. For the next several decades, Beirawash lived as the god of this tribe, which pleased him mightily.

That arrangement is over now. When Ileosa arrived, she swiftly charmed the devilfish and several of the boggards, turning his role in the region from living god to guard dog.

BOGGARD CHAMPION



BEIRAWASH

CR 15

Advanced elite devilfish

Gargantuan magical beast (aquatic)

Init +6; **Senses** see in darkness; Listen +1, Spot +14

DEFENSE

AC 24, touch 12, flat-footed 18

(+6 Dex, +12 natural, -4 size)

hp 356 (23d10+230)

Fort +23, **Ref** +19, **Will** +8

Resist cold 10

OFFENSE

Spd 10 ft., swim 40 ft.

Melee tentacles +31 (8d6+18/19-20)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tentacles)

Special Attacks Dagon's blood, improved grab, jet, savage bite
+31 melee (4d6+18/18-20 plus poison)

TACTICS

During Combat Beirawash attacks intruders on sight, jetting up to them if necessary to engage them. He pursues foes throughout the Sunken Queen. He can squeeze through 15-foot wide areas, and with a DC 30 Escape Artist check (normally an automatic success) he can even squeeze along 10 or 5-foot-wide tunnels—doing so reduces his swim speed to 10 feet and 5 feet respectively, and he cannot use his jet ability in such narrow confines. He does not pursue foes out of the water or beyond 100 feet from the Sunken Queen itself.

Morale Even after being subjected to countless *charm monster* spells, the immense devilfish secretly rankles at the change; if the PCs can dispel Ileosa's current *charm monster* effect, the devilfish breaks off combat and attempts to escape.

Barring that, he might try to bargain with the PCs, offering up his treasure in area **B2** as a bribe.

STATISTICS

Str 35, **Dex** 22, **Con** 31, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +23; **Grp** +47

Feats Cleave, Dodge, Improved Critical (tentacles), Improved Initiative, Improved Natural Attack (tentacles), Mobility, Power Attack, Spring Attack

Skills Escape Artist +32, Swim +20

Languages Abyssal, Aquan, Common

SQ water dependant

SPECIAL ABILITIES

Dagon's Blood (Su) Once per day as a standard action, Beirawash can create a 20-foot-radius cloud (or a 20-foot-radius burst on land) of black blood. In water, this provides total concealment (although Beirawash can see through the cloud with ease), while on land, it creates a slippery coating that creates difficult terrain. The cloud persists for 1 minute. Anyone who enters the cloud or is within range on land when it initially bursts must make a DC 31 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

Jet (Ex) Beirawash can jet backward once per round as a full-

round action at a speed of 240 feet; he must move in a straight line, but does not provoke attacks of opportunity. He might activate his Dagon's blood ability as part of his jet if he hasn't used the ability yet.

Improved Grab (Ex) To use this ability, Beirawash must hit a Huge or smaller creature with his tentacle attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can attempt a savage bite as a free action.

Poison (Ex) Injury (savage bite), Fortitude DC 31, 1d6 Str/1d6 Str. The save DC is Constitution-based.

Savage Bite (Ex) Beirawash can make a savage bite whenever he grapples a foe.

See in Darkness (Su) Beirawash can see perfectly in darkness of any kind.

Water Dependant (Ex) Beirawash can survive out of water for 1 hour, after which he becomes fatigued. After 2 hours he becomes exhausted and begins to suffocate.

B2. Treasury (EL 14)

A fifteen-foot-diameter crystal globe hangs suspended between two square pillars in this room. The sphere is connected to these pillars by thousands of glittering crystalline filaments. A crystal tube extends up from the eastern side of the sphere through a hole in the ceiling. Inside the sphere is a staggering amount of treasure: coins, gems, art objects, rolled-up tapestries, bars of precious metal, and more.

This globe is a sphere of magically enhanced crystal, once the heart of the Sunken Queen but now its treasury. When Ileosa arrived, this sphere was filled with *bloodseed*, stored magical energy for the dormant *Everdawn Pool* in area **B20** above. After she re-awakened the *Everdawn Pool*, the *bloodseed* drained into the chamber above. Realizing that the crystal itself was both an excellent display and a strong container, Ileosa filled it with the remaining treasure stolen from Castle Korvosa's treasury.

Apart from being transparent, the crystal of the globe itself is identical to the stone that makes up the Sunken Queen's walls. The only physical entrance is via several thin pipes that lead down from area **B20**, pipes that eventually empty into the central tube—a route requiring gaseous form or other similar magic. Ileosa used *dimension door* to enter and exit the treasury as needed, transporting the wealth via *portable hole*.

Creatures: As soon as Ileosa senses anyone entering the crystal globe, she reacts by releasing three restless spirits from the blood that fills the *Everdawn Pool*. These spirits, manifesting as blood-red dread wraiths, "drain" down through the crystal tubes and into this chamber 2 rounds after Ileosa notices the first intruder. The wraiths immediately attack anyone they encounter here, but due



to the *ghost-touch* nature of the crystal, they cannot attack foes who are outside of the globe.

DREAD WRAITHS (3)
hp 104 each (MM 258)

CR 11

Treasure: The vast majority of the treasure in the globe consists of art objects and coins—in all, the collection is worth 215,000 gp. Of course, all of this treasure technically belongs to the city of Korvosa; characters who abscond with it are likely to find an entire city government or an irate evil queen after them. The only magical item in the collection is a single empty *portable hole*, folded and draped over a crown near the southern edge of the area.

B3. Beirawash's Lair

A five-foot-wide tunnel ends in a spherical chamber formed from the surrounding mud, silt, and stone.

Beirawash dug out this small area from the silt that clogs the hallway to serve as a nest. The devilfish has to squeeze to enter this room, but he finds the compact area comforting.

Treasure: A single gold statuette of Sorshen worth 2,500 gp lies buried in the silt here (DC 25 Search to locate).

B4. Beirawash's Larder

This ancient chamber's flagstone floor is almost completely covered by a bed of rotting swamp algae, which piles up to a ten-foot-high heap in the south corner. The mangled, rotting carcass of a fifteen-foot-long alligator floats in the north corner amid a huge pile of strange bones.

The alligator and bones are remnants of Beirawash's last meals; the skeletons are all of boggards, their bones crushed to splinters in many cases as if they had been subjected to great pressure.

B5. Chamber of the Lynx

This ancient square room is littered with pottery shards and fragments of rusted metal, which piled up in the eastern portion of the chamber. The northwest wall is decorated with a large mosaic depicting a lynx on a dark background surrounded by floating globes of light.

This room was the lair of one of Sorshen's favorite pets, a hallowed lynx. The mosaic itself still retains a fragment of the long-extinct magical beast's power—anyone who touches the mosaic immediately gains a +5 insight bonus on all Charisma-based skill checks and Will saving throws for 1 hour. The magic dissipates after one touch, but replenishes itself naturally after 24 hours.

B6. Second Level Access Shaft

The walls and ceiling of this silt-floored chamber are crossed by hairline cracks. An archway in the southwest ceiling opens into a steeply angled shaft that leads upward.

The shaft that opens in the ceiling southwest of this chamber leads up 40 feet to area **B10**. In Sorshen's time, flight was required to navigate this shaft, but now that it is flooded, swimming works as well.

B7. Surface Entrance (EL 10)

Partially concealed by mangrove shrubs, this entrance to the Sunken Queen was created via *disintegrate* spells. The entrance was then disguised by an *illusory wall* (CL 15th).

Creatures: A single boggard champion stands in the center of the hallway, here—if he sees PCs approaching, he abandons his post to alert the other boggards who wait in area **B8**.

BOGGARD CHAMPION
hp 142 (*Pathfinder* #2 84)

CR 10

B8. Boggard Quarters (EL 16)

The northwestern portion of the sloping flagstone floor of this chamber has been fitted with a crude horizontal wooden platform. On the platform are nine filthy straw mats, leather bags, and fishing rods.

The wooden platform built by the boggards is 2 feet above the stone floor at the edge. Movement on the platform is not penalized by the structure's slope.

Creatures: The boggard champions recruited by Ileosa dwell here. One of the six is stationed at area **B7** to keep watch on the entrance, but as soon as the alarm is raised, they all seek out the PCs to attack them.

BOGGARD CHAMPIONS (6)
hp 142 each (*Pathfinder* #2 84)

CR 10

B9. Storage

A horizontal wooden platform has been built into the northwest portion of this chamber. On the platform are

a large barrel and a large wooden trunk. Several big fillets of smoked, spiced fish hang from a row of pegs along the wooden platform's edge.

The boggard champions store their food in this room. The fish fillets come from a giant gar and are quite delicious. The barrel contains boggard cranberry liquor mixed with honey and foul-tasting herbs—any non-boggard who drinks it must make a DC 14 Fortitude save or be nauseated for 1d10 rounds and then sickened for 2d6 hours. The trunk contains more than 100 pounds of groundnut tubers and other swamp legumes, but there is nothing of any real value stored here.

B10. Shaft Down

This shaft leads down to area **B6**. Beyond this point to the southeast, the water is too deep for a Medium creature to wade in.

B11. Flooded Chamber

The walls of this square flooded chamber are thick with reddish algae. Dozens of light yellow tadpoles the size of a human hand swim in all directions throughout the room.

Neither the reddish mold nor the tadpoles are dangerous, although boggards find both rather delicious. The water level in this room is 35 feet deep in the deep end, leaving 15 feet of air above.

B12. Crystal Tube

A crystal tube emerges from a dark hole in the floor up to the ceiling, where it splits into dozens of small tubes that wind along the walls and ceiling above until finally sinking into the stone, presumably burrowing upward to a level above.

The crystal tube is connected to the larger sphere in area **B2** below, and is made of the same tough material. The smaller tubes wind up through the stone to empty into the rim of the *Everdawn Pool* in area **B20** above. The water in here is 15 feet deep at its deepest point.

B13. Water Storage

The east corner of this chamber is fitted with a wooden platform that seems to float on the water's surface. A few barrels sit on the platform.

Water levels in this room are the same as for area **B11**. The platform itself contains three barrels of drinking water (while the boggards are fine simply drinking swamp water, Ileosa is not).

B14. Shaft Up

A soft, purplish light illuminates the northeastern part of this flooded chamber, where a large, square shaft opens in the ceiling.

This shaft leads up 35 feet to area **B15**. The walls of the shaft are very smooth—climbing them requires a DC 30 Climb check.

B15. Great Hall

The air in this large room is warm and pleasant. Floor, walls, and ceiling are tiled with polished rose-colored marble slats, and weaving in and out of the walls, climbing from the floor to the ceiling above, are dozens of thin crystal tubes. A shaft drops away in the floor to the southwest, while a second shaft rises up through the ceiling to the northeast.

The shaft to the southwest drops down to area **B14**, while the one to the northeast rises up to **B20**. The tubes in the walls lead up to the *Everdawn Pool* above.

B16. Ileosa's Furies (EL 16)

The northwestern portion of this room is occupied by a wooden platform. Several wooden chairs—the armrests, legs, and back fitted with straps and buckles—sit on the platform. At the northeast end is an empty weapon rack.

The platform is 2 feet above the floor at the lowest edge.

Creatures: Ileosa has taken to calling her four powerful erinyes minions her “furies.” These four erinyes, nominally the members of Sermignatto’s harem, were gifts from the *bdellavritra* to Ileosa in return for allowing Sermignatto such an open-ended free reign of Korvosa in the contract they both signed once Ileosa loses interest in the area. These four erinyes sit in meditation on the chairs here when at rest; as soon as the *Sunken Queen* goes on alert, the four of them wait for Ileosa to notify them when the PCs reach this floor, or teleport to her side if the PCs confront her in area **B20**.

DECABBARA, EVEANIE, SUISHANI, AND VERASIA—ILEOSA’S FURIES (4)

CR 12

Female advanced erinyes (MM 54)

LE Medium outsider (evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness, true seeing;

Listen +25, Spot +25

DEFENSE

AC 31, touch 16, flat-footed 25

(+7 armor, +6 Dex, +8 natural)

hp 189 (18d8+108)

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

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Spd 30 ft., fly 50 ft. (good)

Melee +2 *flaming burst returning trident* +22/+17/+12/+7
(1d8+17/19–20 plus 1d6 fire)

Ranged +2 *flaming burst returning trident* +27 (1d8+9/19–20
plus 1d6 fire) or
rope +24 (entangle)

Special Attacks entangle, *summon devil*

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 24), *minor image* (DC 22), *unholy blight* (DC 24)

TACTICS

During Combat The erinyes furies prefer to fight in melee, wielding their tridents two-handed and attacking with a 4-point Power Attack. They generally use their rope attacks against clerics or other healers. They avoid using their *summon devil* spell-like ability, saving that for emergencies (to call 1d4 bearded devils if an erinyes is brought below 40 hit points) or for a fight at Ileosa’s side.

Morale Bound by contract, the erinyes furies fight to the death.

STATISTICS

Str 21, **Dex** 22, **Con** 22, **Int** 14, **Wis** 18, **Cha** 20

Base Atk +18; **Grp** +23

Feats Dodge, Improved Critical (trident), Mobility, Point Blank Shot, Power Attack, Precise Shot, Shot on the Run, Spring Attack, Weapon Focus (trident)

Skills Concentration +27, Escape Artist +27, Hide +27, Knowledge (nobility and royalty) +23, Knowledge (the planes) +23, Listen +25, Move Silently +27, Search +23, Sense Motive +25, Spot +25

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Gear +3 *mithral shirt*, +2 *flaming burst returning trident*, rope

B17. Crystal Prison (EL 9)

The western portion of this room is occupied by an L-shaped wooden platform built on a pedestal. A small iron stand sits on the platform—cradled in it is a dark blue gemstone the size of a child’s fist.

Trap: The gemstone is an immense sapphire on which Ileosa used a *scroll of trap the soul* to lay an insidious trap for one of the PCs, using the trigger object variation of the spell to inscribe that PC’s name on the crystal. Which PC she chooses for this doom depends on whom, in your campaign, Ileosa has the biggest grudge—this should be the PC who has claimed *Seriththal* as his own.

SOULTRAPPING GEM

CR 9

Type spell (Conjuration [summoning])

EFFECTS

Trigger touch

Effect spell effect (trap the soul, CL 20th)

Treasure: The sapphire is worth 20,000 gp.

B18. Ileosa's Room

Three globes of fire hang suspended from the ceiling to illuminate this room with a soft, pleasant light. The southern portion of the floor is occupied by an L-shaped wooden platform built on a pedestal. The platform is furnished with a double bed, fine carpets, an angular cupboard and a chest of drawers. Atop the chest of drawers stands a crystal vase with fresh violets and lotus flowers. Next to the bed stands a beautiful harp with a matching stool.

The globes that light this chamber are crystal spheres containing *continual flames*. The furniture in this room is used by Ileosa, although since she began her attunement ritual in area **B20**, she hasn't spent much time here.

Treasure: The cupboard and chest of drawers contain beautiful clothes and precious jewelry worth a total of 12,000 gp—Ileosa's less favorite garments. The harp on the platform is a magical harp that combines the powers of a *harp of charming* and a *pipes of sounding*. The harp weighs 65 pounds and is worth 9,000 gp.

B19. Blood Repository

This chamber smells of blood. The eastern portion contains a large square basin, the rim of which is decorated with a convoluted bas-relief texture that resembles a jumble of snakes and slugs. A wooden platform to the southwest of the basin is cluttered with various alchemical supplies and surgical tools. Within the basin is a drop of three feet to the surface of a pool of what appears to be blood. A network of thin crystalline tubes extend out of the wall above the basin, pass through its rim, and emerge along the inner rim, each one protruding like a tiny spigot over the pool below. Something the size and shape of a human woman seems to be floating face-down in the center of the pool.

This pool of blood is "overflow" from the *Everdawn Pool* above—in the event of an emergency shortage of blood, the pipes and siphons in the Sunken Queen can replenish the *Everdawn Pool* with blood drawn from here. The basin itself radiates faint necromancy magic—this is from the basin's magical property that keeps blood held within fresh, warm, and non-clotted. Ileosa hasn't needed to use the blood here for refilling the *Everdawn Pool* yet, but she has found another use for it: as a place to cultivate and store blood simulacrum that aren't quite fully "grown" yet. The figure in the pool is an almost-formed Ileosa simulacrum—all it lacks is skin. It is not yet alive, and can be destroyed with ease.

B20. The Everdawn Pool (EL 21)

This huge, very high chamber is illuminated by braziers at the four corners. A soft light also filters from two very high oval windows on the southwestern wall. The twin windows are fitted with panes of blue crystal that filter some light from outside. Below the crystal "eyes," a band of mosaics on the south wall forms a single, huge map of an ancient, unknown land. The map features a river valley with many villages, each one labeled with a long-forgotten, strange name. To the northeast, a shaft drops away in the floor. Yet the most unusual feature of the room floats and undulates at its center—here, an amorphous blob of blood, over thirty feet wide, floats and ripples in the air. Shapes seem to form periodically on its rippling surface: faces, hands, buildings, and figures that last only long enough to melt back into the horrific mass. Dozens of thin crystal tubes extend from the upper walls of the room to a point just above the shifting mass of blood.

The oval windows in the wall correspond to the eyes of the carving of Sorshen on the face of the Sunken Queen outside. While from the outside her eyes are opaque, they serve as windows here, allowing those within to look out over the swamp. The mosaic map on the wall is an image of the nation of Eurythnia at the height of Sorshen's rule. The depiction covers an arc of 30 degrees, with the eye windows corresponding to the pyramid and the coastline near the base of the wall. The map is extremely detailed, but none of its features are recognizable today with the exception of the Sunken Queen itself, although in the map it is standing fully upright.

The floating mass of blood is the *Everdawn Pool*, one of Runelord Sorshen's greatest creations. Fully glutted on the blood of thousands of unknowing donors and by Ileosa's regular blood offerings (both from herself and various sacrifices she's taken here), the pool is a powerful tool that can be used to shape and manipulate life and death. Attuning it to a specific purpose requires long and complex rituals; given enough time, the *Everdawn Pool* can be used to create undead, spawn mindless automations of flesh and blood, create simulacrum of those who bathe within, heal wounds, restore life to the dead, or even grant eternal youth. It is this final use that Ileosa has recently set the *Everdawn Pool* to accomplishing, and as long as it remains aimed at this purpose, its other functions are suspended.

Creatures: Ileosa herself is here, suspended at the heart of the *Everdawn Pool* in a state of semi-trance. Inside the pool, she has no need to breathe or eat. As she is slowly infused with magical power, her youth becomes more and more locked in time. Each of her sessions in the *Everdawn Pool* lasts for several days, after which she emerges rejuvenated, spends a day or two allowing the *Everdawn Pool* to build up a new "charge," then re-enters the pool for

another attunement session. It's left up to you to decide how much longer she needs to continue these sessions; you should pick a duration that shouldn't force the PCs to rush through this adventure, but choose a timespan that is short enough to preserve a sense of impending doom for the PCs if they use spells like *divination* or *commune* to determine how much time they have left. A good rule of thumb is to assume that the PCs have enough time to attempt to defeat Ileosa twice—if they confront her two times and are forced to flee a second time before they destroy her, she'll finish her attunement and eternal youth will be hers—and at a tragic price for the people of Korvosa (see Concluding the Campaign on page 59).

When the PCs enter this room, Ileosa takes note immediately unless the PCs are particularly stealthy. If the PCs can reach her at the center of the room without her knowing they're here, they get an automatic surprise round at the start of combat. Once she notices them, the *Everdawn Pool* shakes and rumbles. It ripples briefly into a familiar shape—the Korvosa skyline—only to crumble as if during an immense earthquake. A moment later, Ileosa's beautiful but furious face appears in the blood as she shrieks in rage at the interruption—she has no speech prepared for the PCs at this point. Only fury.

Unfortunately for the PCs, Ileosa isn't the only creature in the *Everdawn Pool*. She already used it to create three dread wraiths and six simulacrum of herself, and keeps them "stored" in the pool until she needs them. As her face shrieks at the PCs, she unleashes the three dread wraiths on them (unless she already sent these three against the PCs in area **B2**). On the next round, she releases her six simulacrum; these false Ileosas drop from the *Everdawn Pool's* underside with *feather fall* and move to attack the PCs. Any of her erinyes furies who still live appear in the room at this time as well. Ileosa herself emerges from the *Everdawn Pool* on the third round to join the combat.

QUEEN ILEOSA ARABASTI

CR 20

Female devil-bound human aristocrat 2/bard 16

NE Medium humanoid (evil)

Init +9; **Senses** true seeing; Listen +22, Spot +22

DEFENSE

AC 43, touch 30, flat-footed 34

(+8 armor, +5 deflection, +9 Dex, +4 dodge +5 natural, +2 profane)

hp 230 (2d8+16d6+162); regeneration 20

Fort +23, **Ref** +28, **Will** +23

DR 10/adamantine; **Immune** fire, paralysis and other movement-impairing effects, poison; **Resist** acid 10, cold 10; **SR** 22

Weaknesses susceptible to *Seriththial*

OFFENSE

Spd 30 ft., fly 60 ft. (perfect)

Melee +4 dancing icy burst adamantine rapier +26/+21/+16 (1d6+8/18–20 plus 1d6 cold)

Special Attacks bardic music 16/day (countersong, *fascinate*, inspire competence, inspire courage +3, inspire greatness, inspire heroics, *song of freedom*, *suggestion*)

Spell-Like Abilities (CL 18th)

At will—*minor image*

3/day—quicken *charm monster* (DC 27)

1/day—*greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 27)

Spells Known (CL 16th)

6th (2/day)—*geas/quest* (DC 31), *irresistible dance*

5th (5/day)—*greater dispel magic*, *mind fog* (DC 30), *song of discord* (DC 30), *shadow walk*

4th (6/day)—*cure critical wounds*, *dimension door*, *freedom of movement*, *hold monster* (DC 29)

3rd (6/day)—*confusion* (DC 28), *displacement*, *gaseous form*, *slow* (DC 26)

2nd (7/day)—*cure moderate wounds*, *detect thoughts* (DC 25), *misdirection*, *suggestion* (DC 27)

1st (8/day; 3 used)—*cure light wounds*, *feather fall*, *grease* (DC 24), *hideous laughter* (DC 26), *silent image* (DC 24)

0 (4/day)—*light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance*

TACTICS

Before Combat When Ileosa notices the PCs entering the Sunken Queen, she casts *freedom of movement* on herself. As the PCs draw near, she casts *stoneskin* from her *ring of spell storing* and uses inspire heroics on herself, gaining a +4 dodge bonus to AC and a +4 morale bonus on saving throws.

During Combat Ileosa's first act in combat after she emerges is to activate inspire courage; she uses Harmonic Spell to weave a *greater dispel magic* spell into the activation as well. On this and the two rounds to follow, she hits the PCs with quickened *charm monsters* as well. On the second round, she uses inspire greatness on herself and two remaining allies, combining it with a *mind fog* on the PCs. On the following rounds, she uses a bardic *suggestion* combined with attack spells (common suggestions include, "Lay down your arms and bow before me," or "Return to Korvosa and hide, you coward!" or (to the appropriate PC) "Return to the floor below to find and take the largest purple gem you see." She releases her dancing rapier to attack foes as soon as any good targets are within her reach—as she does, the illusion that makes it appear to be a fan collapses, revealing her weapon for what it truly is.

Morale Although vain and egotistic, Ileosa knows when she's been beaten. If she reduced to 30 hit points or less, she decides to abandon her goals and flees. Unfortunately for her, the Sunken Queen's qualities slow her flight somewhat. She flees via *dimension door* to area **B7**, physically exits the structure, and then uses *greater teleport* to flee to Cheliox.

If Ileosa escapes in this manner, see “Continuing the Campaign” for some notes on what she might do next.

STATISTICS

Str 18, **Dex** 28, **Con** 28, **Int** 15, **Wis** 13, **Cha** 36

Base Atk +13; **Grp** +17

Feats Craft Wondrous Item, Extend Spell, Forge Ring, Greater Spell Focus (enchantment), Harmonic Spell, Quicken Spell-Like Ability (*charm monster*), Spell Focus (enchantment), Weapon Finesse

Skills Bluff +34, Concentration +24, Diplomacy +19, Intimidate +19, Knowledge (history) +18, Knowledge (nobility and royalty) +12, Listen +22, Perform (oratory) +24, Perform (stringed instrument) +20, Sense Motive +20, Speak Language, Spot +6, Use Magic Device +34

Languages Common, Draconic, Elven, Infernal, Thassilonian, Varisian

SQ bardic knowledge +17, contingency, contract bound

Combat Gear wand of magic missile (CL 9th, 34 charges); **Other Gear** +4 dancing icy burst adamantine rapier (disguised as a fan), Crown of Fangs, amulet of natural armor +5, bracers of armor +8, cloak of flight (as wings of flying, save that the cloak does not appear as wings when in use), gloves of Dexterity +6, ring of major spell storing (contains *heal*, *stoneskin*), ring of splendid security

SPECIAL ABILITIES

Contingency Queen Ileosa used a scroll of contingency to set up this effect—if she’s ever brought below 10 hit points, *cure critical wounds* (CL 16th) is cast on her.

Contract Bound (Ex) Queen Ileosa has forged a contract with an erinyes devil, granting her the benefits of the devil-bound template. Although she enlisted the aid of a contract devil to get more out of the contract than the erinyes bargained for, Ileosa’s immortal soul remains just as forfeit if she is slain. If this occurs, she cannot be brought back to life without the permission of Sermignatto; if that devil is slain, the contract itself reverts to Sermignatto’s hidden master, the Duke of Hell known as Lorthact.

Exceptional Stats (Ex) Queen Ileosa was destined from birth to achieve greatness and glory—it is to Korvosa’s great misfortune that her path took her along one of cruelty and arrogance. Her ability scores

were generated using 32 points, rather than the standard 25-point elite array. Additionally, she possesses a potent artifact and her gear was determined as if she were a PC rather than an NPC to account for her vast wealth. These advantages increase her total CR by 1.

Inherent Bonuses Strength +3, Dexterity +4, Constitution +4, Intelligence +3, Wisdom +3, Charisma +5; all gained at 14th level.

Susceptible to Serithtial (Ex) The infusion of Kazavon into Ileosa’s soul has given her an unsuspected weakness. Against the weapon *Serithtial*, her regeneration does not function. In addition, each time she takes damage from *Serithtial* she must make a DC 25 Fortitude save to avoid gaining a negative level, as the sacred blade carves away portions of the power granted her over the past several



**QUEEN
ILEOSA ARABASTI**

months by the draconic relics.

True Seeing (Su) Queen Ileosa continuously benefits from *true seeing*, as the spell.

DREAD WRAITHS (3)

CR 11

hp 104 each (MM 258)

FALSE ILEOSAS (6)

CR 8

hp 38 each (see page 34)

Rise of the Dragon

The process begun in the *Everdawn Pool* has been building for weeks. Powerful magic has been growing in the blood—the magic of life and eternal youth. Ileosa can temporarily leave the pool during an attunement ritual for short periods of time (such as to combat the PCs), but if she travels too far from the pool (say, teleports to Cheliox), or worse, if she’s slain, the building magic in the pool suddenly grows unstable. Just as the *Everdawn Pool* was infusing Ileosa, so were the *Fangs of Kazavon* reaching out to infuse the pool itself, and when Ileosa’s attunement ritual ends prematurely, the backlash of magic interacts with the fragment of Kazavon’s soul in a horrifying way—it begins to do its best to rebuild the dragon’s body from its own raw potential.

When this occurs, the blood of the pool shudders and shakes. A draconic talon lances out from one side, an immense skeletal wing from another. The entire room shakes and shudders, and a growing roar fills the air, quickly rising to deafening levels. With each passing round, an immense shape of blood and darkness rises from the puddle, assuming the form of a blue dragon from the skeletal inside out. Lightning crackles and chains of iron (identifiable with a DC 20 Knowledge [religion] check as a manifestation of Zon-Kuthon's favor) writhe and snap through the room. Each round, more and more of its body reforms as the chains seem to wrap around its form and transform into flesh, organs, and muscles. If nothing is done to prevent the growing manifestation, the blood of the *Everdawn Pool* exhausts itself and goes dormant once again as a new life—a great wyrm blue dragon—appears.

Each round, every PC in the room must make three saving throws—a Fortitude save, Reflex save, and Will save. The DC for each is 25.

Fortitude: This save is to resist being stunned for 1 round by the cacophonous noise echoing through the room.

Reflex: This save is to avoid the blasts of lightning and thrashing chains. Each round, PCs in the room take 5d6 points of bludgeoning damage and 5d6 points of electrical damage—a successful Reflex save halves the damage taken.

Will: This save is to avoid having fragments of thought stolen by the growing magic; each failed saving throw here results in 2 points of damage to Intelligence, Wisdom, and Charisma.

There are several ways the PCs can stop this event from reaching its awful conclusion. A *dispel evil* or *dispel law* spell cast on the dragon causes the process to suddenly halt if the caster can make a DC 30 caster level check. Antimagic can stop the effect, but only if the *antimagic field* can encompass the entire *Everdawn Pool*. While *dispel magic* has no effect, a *disjunction* disrupts the effect immediately, as can a *wish* or *miracle*. Perhaps the easiest method, though, is to plunge *Serithtial* into the manifesting dragon—if this is done, the entire thing suddenly explodes in a blast of gore that is just as quickly consumed by nearly-blinding radiance. This deals no damage, but all creatures in the room must make a DC 20 Fortitude save or be permanently blinded.

The creation of the great wyrm takes only 10 rounds. If the PCs haven't stopped it by then, they have a CR 25 blue dragon on their hands—see “Continuing the Campaign” for more guidelines on what to do in this event.

CONCLUDING THE CAMPAIGN

With the defeat of the manifestation of Kazavon, things finally grow silent in the Sunken Queen. Likewise,

HARMONIC SPELL

You can weave bardic music effects into your spellcasting.

Prerequisite: Bardic music ability, Perform (any) 8 ranks

Benefit: When you cast a harmonic spell, you can activate one of your bardic music abilities as a free action. The bardic music is incorporated into the spell's casting time, and the effect of the bardic music lasts for as long as the spell's casting time continues and for 5 rounds thereafter. Activating a bardic music ability with Harmonic Spell consumes an additional bardic music use per day, but does not increase the effective level of the spell being cast.

things quickly stabilize in the city of Korvosa, for the PCs have been victorious! Ileosa has been vanquished, and any remaining devils that linger in Castle Korvosa swiftly depart, drawn back to Hell or into the Ethereal Plane by Sermignatto if he still lives. Yet one thing remains to be addressed.

Although Ileosa has been defeated, the *Crown of Fangs* remains, and Kazavon's spirit is still strong in the evil artifact. The *Crown of Fangs* can be sundered with a strong blow from *Serethtial*, shattering it into splinters with a flash of light, yet even then Kazavon's indestructible *Fangs of Kazavon* lie cold and motionless on the stone floor. The fangs themselves can only be truly destroyed by the method given in the Relics of Kazavon article later in this volume.

When the PCs return to Korvosa, their success is already known to the public, if only because Neolandus and the rebels have likely reclaimed control of Castle Korvosa. Cressida is able to bring the Korvosan Guard back from the brink of death, and by the time the PCs return, she's already got things well under way toward normalcy. Cheering crowds wait for the PCs' return, and where things go from here depends largely on the desires of Korvosa's newest heroes. Consult the “Continuing the Campaign” section for several additional adventures that still might await the PCs.

What if Ileosa Wins?

If the PCs fail to stop Ileosa before she finishes her final attunement ritual in the *Everdawn Pool*, a horrific tragedy strikes the city of Korvosa. As the ritual ends, Ileosa draws upon the lifeblood of not only those who have pledged their lives to her (including all of the Gray Maidens), but also all of those who have been blooded by the Temple of Asmodeus. Thousands of Korvosan citizens are wracked with sudden pain. Blood pours from their bodies and just as swiftly evaporates into the air. Within a mere few seconds, these thousands lie dead and bloodless on the ground, while in the Sunken Queen, Ileosa enjoys her first taste of eternal youth.

RING OF SPLENDID SECURITY

Aura strong abjuration; **CL** 16th

Slot ring; **Price** 180,000 gp;

Weight —

DESCRIPTION

This extravagant ring is heavy with precious jewels. Even were the ring itself not magical, it would be worth thousands.

As fashions go in and out of style (or as your fancy shifts), you can alter the appearance of your armor, clothing, and even weaponry as you see fit at will as a standard action; this change is illusory and does not affect the actual abilities of gear or weapons (although drastic changes in size are beyond the scope of this ability).

A *ring of splendid security's* primary purpose, though, is to grant you protection from harm. As long as it is worn, the ring grants you a +5 deflection bonus to AC, a +5 resistance bonus on saving throws, and spell resistance 22.

CONSTRUCTION

Requirements Forge Ring, *minor image, resistance, shield* or *shield of faith, spell resistance*; **Cost** 90,000 gp, 7,200 XP



Of course, the mad queen's plans do not cease upon gaining immortality. Ileosa has always viewed Korvosa as a backwater, a fly-speck barely worth her attention. Now that eternal youth is hers, she turns her attention elsewhere—Cheliax is likely her first target, as she uses her newfound powers to enslave an army from Korvosan's ragged survivors. Ileosa doesn't seek the glory of rulership as much as she does the blind adoration of a captive nation; yet a creature as fickle and powerful as she quickly grows bored. If not stopped, she might well become one of Avistan's greatest villains.

In this case, if you wish to continue using Ileosa as a villain, increase her level to aristocrat 2/bard 20. She retains the benefits of the devil-bound template, but she should also gain several new powers from her new immortality. The type of powers she gains are left to you, although if you use the *Advanced Bestiary* in your campaign, either the *inveigler* or *suzerain* template would work well to model her newfound power.

Continuing the Campaign

Yet even if the PCs defeat the Curse of the Crimson

Throne and Ileosa no longer poses a threat to Korvosa, they might wish to continue adventuring. Ileosa might be gone, but that hardly means that nothing remains in Korvosa or the world beyond to challenge them. The following campaign seeds can serve as starting points to inspire numerous new adventures for your PCs.

Ileosa's Revenge: Great evil rarely seems to stay dead for long. In Ileosa's case, her death sends her soul spiraling into the depths of Hell—her contract with Sermignatto all but ensuring such a fate. Yet mythology is thick with stories of souls who escape from Hell. If Ileosa manages to do so, perhaps by using her silver tongue to bargain with an archdevil for a second chance, revenge against the PCs who disrupted her bid at immortality should loom large in her mind. If you wish to use this plot, you should probably hold off for a few levels. Let the PCs think Ileosa is gone, and then have them learn of a strangely familiar-sounding enemy who led an army of devils against a distant town. Upon arriving, they might find a resurrected Ileosa ready for a rematch!

Lorthact's Plot: Keen-eyed characters who study the infernal contract found in Castle Korvosa doubtless note that an unnamed individual seems to have had a role in the matter of Ileosa's rise to power. The "unnamed individual" spoken of in the contract is none other than the exiled Duke of Hell Lorthact, whose plans for Korvosa might only be kicking into action with Ileosa's defeat—perhaps it is the evil queen's soul that Lorthact requires to make his bid to return to Hell. Of course, Lorthact's unnamed enemies are unlikely to want this to occur, and in true wheels-within-wheels fashion, they might contact the PCs to step in and defeat the hidden ruler of the Acadamae before he can engineer his return.

Sorshen Rises: Ileosa certainly isn't the first mortal in the region to seek eternal youth. In fact, her methods follow almost exactly the routes laid out 10,000 years before by Runelord Sorshen. Although the PCs have defeated Ileosa, her reactivation of the *Everdawn Pool* and other actions taken in Castle Korvosa have triggered things in the deep and forgotten dungeons below the

Grand Mastaba. Dozens of Sorshen's vampiric followers remain there still, and as she quickens in her tomb, a plague of bloodthirsty undead could rise in Korvosa. Of course, in this case, the undead are but precursors to the true danger brewing deep below Korvosa.

In this adventure seed, the



PCs must delve into the dangerous dungeons below to deactivate the blood-powered ancient magic before one of the deadliest of all the runelords rises from her ages of sleep.

Kazavon Rises: Even if Ileosa is defeated and the *Crown of Fangs* is destroyed, the *Fangs of Kazavon* remain—as do the other six relics. Ileosa’s use of the fangs might have set into motion a series of events that ripples across the face of Avistan, causing the owners of the other six relics to begin converging. Kazavon himself was a great wyrm blue dragon, and who knows what strange and deadly powers he might gain if his relics are brought together?

Rulers of Korvosa: With the death of Queen Ileosa, the city of Korvosa is without a monarch for the first time in a century. The repercussions of this vacancy quickly have unexpected effects on the city of Korvosa—in a time where the city should be spending its energy recovering from recent events, the government instead grows more unstable as various power factions vie for control over the city or seek to place a new monarch on the Crimson Throne. Neolandus Kalepopolis has his hands full in tending to the day-to-day dealings of restoring Castle Korvosa, and he might well turn to the PCs for aid. Do they have any suggestions for who should ascend to the throne? Does one of them want to be king or queen? The political machinations of Korvosa’s wounded government, noble houses, and power factions could make for the basis of a very intriguing political campaign for years to come.

The Everdawn Pool: The Sunken Queen likely lies empty of guardians after this adventure concludes, yet the *Everdawn Pool* is likely to retain a fraction of power. Charged with ancient magic by Ileosa, the pool itself has many more uses than eternal youth, and while not enough power remains in the strange magical device to give anyone else the opportunity to follow in Ileosa’s footsteps, there is certainly enough to activate the pool’s other powers. Of course, determining what those powers are and what rare components might be needed to activate those powers are left to you to decide. Spells like *legend lore* and *vision* might reveal some of these powers and requirements, but others could well only be hidden in places like the Jorgenfist Library (see *Pathfinder* #4). Two possible *Everdawn* powers (and corresponding activation requirements) are listed below.

Inherent Bonuses: By infusing the blood of the *Everdawn Pool* with ichor harvested from a fiendish or celestial great wyrm dragon, a bather is granted a +5 inherent bonus to an ability score.

True Portal: Various rare gems can be used to temporarily change the pool’s color—those who enter the pool are then whisked away to any number of strange or exotic realms to explore.





RELICS OF KAZAVON

SEVEN ARTIFACTS OF ATROCITY

“Born of tainted womb and dragon lust, the Beast did crawl forth, shrieking and spitting lightning and eating of its week-dead parent’s flesh. Blood-born and twisted, terrible and enraged, even the promised centuries of cruelties and slaughter would never quell the shattered paragon’s bloodlust. And the Lord of Agonies smiled. Here was his will made flesh. And so he gifted the Beast with two natures, to spread terror and pain—shadow and suffering in mortal guise, mortal cunning in dragon form, this despoiler, this abomination, this Beast called Kazavon.”

—Seventh Chronicle of Saint Ferai, Dragon Slayer

For centuries, the name “Kazavon” has conjured images of violence and dread, a legend of cruelty rooted all too firmly in truth. In 4043 AR, Kazavon, the savior-general of Ustalav, scattered the orcs of Belkzen and tamed a frontier for sane and civilized men. In 4058, the hero Mandraivus and an alliance of noble warriors cut down the butcher Kazavon, beheading a fledgling nation of terrors and putting an end to a time of bleakness and atrocity. And for much of the world, so the age of a maniacal tyrant came to a close. Yet for the scions of Mandraivus and his allies—those left to watch in their forbearers’ wake—the evil of Kazavon did not end there.

THE SEVEN RELICS OF KAZAVON

These artifacts comprise the remaining relics of the dreaded wyrm Kazavon. All of the relics of Kazavon are powerful, intelligent artifacts that bear sentient fragments of Kazavon’s foul spirit. Each piece subtly encourages its bearer toward evil acts, inspiring its owner’s darkest desires and most selfish dreams. Should one of the artifacts be destroyed, the relic still remains, losing all of its powers except for its lingering consciousness.

The Armor of Skulls

Mandraivus charged the barbarian prince Kuiragh with bearing away the most fearsome of Kazavon’s remains: his skull. Upon reaching his tribe’s home in the Ortwaar Valley, Kuiragh rested but a single night before trekking onward to the Mountain of Frozen Echoes. Scaling the holy mountain, the noble barbarian entered the ancient shrine of his people’s ancestors and buried the *Skull of Kazavon*. Trusting in the spirits of his people to guard the foul relic, Kuiragh returned home a hero, but never did he speak of the indestructible skull hidden atop the mountain.

For nearly 600 years, the dragon’s skull lay entombed in the icy shrine, until the warlike Jhodagarn frost giants ventured into the Ortwaar Valley, intent on expanding the domain of their feared jarl, Yensiir Rimeblood. Slaughtering the barbarians, the Mountain of Frozen Echoes fell under the frost giants’ control, and they soon discovered the shrine at its summit. Posing as an ancient god of battle, the skull ordered the giants to bring the greatest of their number to the shrine. Soon, Jarl Rimeblood himself stood atop the mountain and freed the *Skull of Kazavon* from the ice.

With dreams of ruling the Tusk Mountains, the frost giant jarl took up the fearsome relic and crafted it into an armored emblem of his growing empire.

THE ARMOR OF SKULLS (MAJOR ARTIFACT)

Aura strong abjuration and transmutation; **CL** 20th

Slot body; **Price** —; **Weight** 35 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft. vision and hearing

Int 10, **Wis** 12, **Cha** 10

Communication empathy

Spell-like Powers *fear* 3/day, *freedom of movement* 3/day, *protection from energy* 3/day, *shout* 3/day

DESCRIPTION

The *Armor of Skulls* is a Large intelligent +4 *electricity resistant breastplate*. It grants its wearer a +4 enhancement bonus to

Strength and a +4 enhancement bonus to Constitution. Once per day, the wearer of the *Armor of Skulls* can cause Kazavon’s skull to unleash a 120-foot line of electricity—damage 24d8 electricity, Reflex DC 37 for half. Alternatively, the armor can release as a burst of electricity affecting everything within 30 feet—damage 6d8 electricity, Reflex DC 37 for half. Using either the armor’s line or burst of electricity takes up the use of the other for the day.

DESTRUCTION

One who has never killed another creature must bind the *Armor of Skulls* in gold chains (worth 100,000 gp), then slowly shatter the armor by shortening the chain by one link every day for 1,000 days.



The Bound Blade

Speaking not a word upon receiving Mandraivus’s charge, the stern paladin of Abadar, Roianda, took up the *Claws of Kazavon*, walked out of Scarwall and—as tales among her order go—was never seen again. In truth, the fateful paladin took her duty the most gravely of all her companions, leaving Avistan and all she knew.

Through the deserts of Osirion, the arcane wonders of Nex and Geb, and even farther south, Roianda wandered endlessly, living far longer than any human naturally could. In her 180th year, the Lawbringer, the herald of Abadar, appeared to her bearing a massive tablet of gold, steel, and adamantine. The metal bore a message warning Roianda that, in one month, her life would end. Taking

hammer and chisel in hand, the ancient hero set to work, knowing her time was short. Over the course of the next month, Roianda forged chains of adamantite and a bier of steel and gold. She bound the evil claws in the unbreakable chains, filled the heavy stand with molten gold, and cast the dragon's remnants inside. Dragging her work deep into the mountains, she found a lonely cave. Collapsing the entrance, she trapped the bier and herself inside, and with a prayer to Abadar she lay down upon her work and died.

For long centuries the paladin's resting place lay undisturbed, and the *Claws of Kazavon* languished. Scant decades ago, however, a lone choker slipped through a barely perceptible crevice connecting deeper caves to Roianda's crypt. What it found was an ancient skeleton made from gold atop a fantastic sword etched with perverted Abadarian runes, wrapped in chains, and with a blade forged of adamantite and the claws of a massive dragon. Lusting after the thing, the depraved trespasser scattered the bones and stole the sword, dragging it into the savage wilds of the Darklands.

THE BOUND BLADE (MAJOR ARTIFACT)

Aura strong necromancy; **CL** 20th

Slot —; **Price** —; **Weight** 6 lb.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft. vision and hearing

Int 10, **Wis** 10, **Cha** 12

Communication empathy

Spell-like Powers *deathwatch* continually active, *deeper darkness* 3/day, *rage* 3/day, *slow* 3/day

DESCRIPTION

The *Bound Blade* is a +3 *unholy adamantite bastard sword*. Particularly for worshipers of Abadar, the *Bound Blade* is heresy made manifest. The sword grants the user a +6 enhancement bonus to Strength. As a free action, upon striking a killing blow upon an opponent, the *Bound Blade* can cast *soul bind*, forcing the target to make a DC 25 Will save or have his soul trapped within the sword. While there is a soul trapped within the sword, the *Bound Blade* emanates a 50-foot aura of desecration, as per the spell *desecrate*. This aura lasts for a number of days equal to the number of Hit Dice the slain creature possessed. After a number of days passes equal to the bound soul's Hit Dice, the soul within is destroyed and cannot be restored by any method short of divine intervention. The user of the *Bound Blade* can release a trapped soul by using the sword's *soul bind* ability on another creature.

DESTRUCTION

The *bound blade* shatters if used by a paladin of Abadar to slay a blackguard dedicated to Zon-Kuthon.

The Crown of Fangs

Upon Kazavon's death, the wyrm's skull was thoroughly dismembered, leaving a noble Shoanti shaman of the Sklar-

Quah, Coja Eyes-Aflame, with the burden of hiding the dragon's fangs for all times. Rather than traveling back to his people, Coja journeyed among Varisia's seven quahs, seeking the council of his people's oldest shamans and the totem spirits of all the Shoanti. His journey took him more than a year, but in the end he returned to his people in the Varisian lowlands. Having thought much on the subject and weighed the council of wise men and spirits, the brave shaman went to the cliffs that kept the waters back from his people's lands. There, in an ancient, forsaken place, stood one of the sacred sites of the Shoanti, the Grand Mastaba—a great plateau-pyramid, a remnant from an age long ago.

Into the monument the brave shaman went, but he never emerged. To honor Coja Eyes-Aflame and keep his promise to eternally guard his cursed charge, the shamans of the Sklar-Quah protected the Grand Mastaba for many centuries. Even when the armies of strangers from the south came, the Shoanti fought tenaciously to keep them from the sacred site. And even when they were ousted to the lands of fire and ash, the Sklar-Quah watched from afar, wary of the danger over which their enemies build their homes.

THE CROWN OF FANGS (MAJOR ARTIFACT)

Aura strong enchantment, illusion, necromancy; **CL** 20th

Slot head; **Price** —; **Weight** 4 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft. vision and hearing

Int 10, **Wis** 10, **Cha** 12

Communication empathy

Spell-like Powers *alter self* at will, *dominate person* 3/day, *major image* 3/day, *mirror image* 3/day, *mislead* 3/day

DESCRIPTION

Donning the *crown of fangs* grants the wearer a +6 enhancement bonus to Constitution and Charisma, as well as regeneration 20. Only the blade *Serethial* can inflict lethal damage on the wearer.

In addition, the wearer gains the personal benefits of the spell *foresight*. This spell grants the wearer a powerful sixth sense, instantly warning him of impending danger. The crown's wearer is never surprised or flat-footed, and gains a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever the wearer would lose his Dexterity bonus to AC.

DESTRUCTION

The *Crown of Fangs* is destroyed if struck by a holy sword forged by a once-mortal god.

The Howling Horn

Mandraivus entrusted *Kazavon's Horns* to the elven sorcerer Laizuriel. On his journey back to Kyonin, Laizuriel was attacked by the green dragon Cadrilkasta. Drained from his past battles, Laizuriel fell and the dragon carried off the two horns. Having sensed the power locked in Kazavon's bones, the ambitious dragon spent long years communing with

Kazavon's intellect, once travelling briefly to Scarwall to seek the tyrant's remains, but finding only legions of the dead and no trace of the dragon's skeleton.

For the seven centuries since Kazavon's death, Cadrilkasta has borne these horns, granting them a place of prominence in her hoard hidden among the sea cliffs of Razmiran. Ages of dotting on her prized treasure and the efforts of dozens of kidnapped mortal laborers have shaped the horns from mere bones into a deadly instrument capable of sounding the terrible roar of Kazavon himself.

THE HOWLING HORN (MAJOR ARTIFACT)

Aura strong evocation; **CL** 20th
Slot —; **Price** —; **Weight** 12 lbs.

STATISTICS

Alignment LE; **Ego** 10
Senses 30 ft. vision and hearing
Int 10, **Wis** 10, **Cha** 12
Communication empathy
Spell-like Powers *circle of death* 3/day, *repulsion* 3/day, *waves of exhaustion* 3/day

DESCRIPTION

The *Howling Horn* grants the bearer a +4 enhancement bonus to Dexterity and Charisma. Sounding the *Howling Horn* forces all non-evil creatures within 40 feet to make a DC 25 Fortitude save or be deafened for 2d6 rounds. A user who makes a DC 20 Perform (wind instruments) check while using the horn summons forth the roar of Kazavon, a blast that deals 20d6 points of sonic damage to creatures within a 40-foot cone, stuns the creatures for 1 round, and deafens them for 4d6 rounds (a DC 25 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take double damage with no save unless they're held, worn, or carried by creatures. In addition, any non-evil creature within 10 feet of the horn's bearer when he uses the roar of Kazavon must make an additional DC 25 Will save or be affected as per the spell *insanity*.

DESTRUCTION

A performer must use the *howling horn* to make a DC 40 Perform (wind instruments) check to entertain a good-aligned deity.

The Shredskin

The shattered ribs of Kazavon fell to the Qadiran scholar-priest of Irori, Vahahn, to protect. Traveling back to his home in Gurat, he meditated for months on how to hide or destroy the relic. Unfortunately, days of pondering the question led to a single answer: no power of mortals could destroy the artifact, and no mortal vault could be trusted to forever house such an evil. Accepting this grim

truth, Vahahn sought a way to journey beyond the bounds of Golarion to find a reality where such vileness could be reliably constrained for all time.

Wise Vahahn traveled to countless worlds and impossible realms, and several of his journals documenting his travels eventually made their way back to Golarion where they are held within the Monastery of the Setting Star in the Zho Mountains. Soon after leaving Golarion, however, the priest realized he had been followed. The Golarion-born priest fought chain devils on the streets of Axis, escaped an ancient umbral dragon in Elysium, and treated with the cunning demon lord Abraxas in the Abyss, but in the end, Vahahn's fate is uncertain.

What is said, however, is that the *Ribs of Kazavon* now lie in the clutches of the merciless god Zon-Kuthon. None know how or when the god of pain gained the artifact, but priests of the foul deity claim the relic lies within the vaults of Xovaikain on the Plane of Shadow, twisted into a mantle of bone fragments and hung alongside the eternally tormented soul of Vahahn. Whether the claims of madmen can be trusted, or if Vahahn and his unholy charge still elude Zon-Kuthon's minions, none can truly be sure.



THE SHREDSKIN (MAJOR ARTIFACT)

Aura strong divination and illusion; **CL** 20th
Slot shoulders; **Price** —; **Weight** 20 lb.

STATISTICS

Alignment LE; **Ego** 10
Senses 30 ft. vision and hearing
Int 10, **Wis** 12, **Cha** 10
Communication empathy
Spell-like Powers *deeper darkness* 3/day, *shadow walk* 3/day, *symbol of pain* 3/day

DESCRIPTION

The *Shredskin* can be worn as a mantle and grants its wearer a +6 enhancement bonus to Wisdom and a +5 resistance bonus to saves. The mantle allows the user to speak with shadows, similar to the spell *stone tell*. The shadows willingly tell the relic's wearer about any creature who has come in contact with them in the past 24 hours, and what dangers the shadows might hide. The shadows can only relate information about creatures they have fallen across. A creature bearing a torch or other open light source is usually not touched by shadows cast by terrain, though shadows can tell when they've been dispelled or moved by passing light. Shadows have no knowledge of events that occur in complete light or darkness.

In addition, the mantle's wearer can use the Hide skill even while being observed. As long as he is within 10 feet of some

sort of shadow, the wearer can hide himself from view without anything to actually hide behind. He cannot, however, hide in his own shadow.

DESTRUCTION

The mantle must be taken to the Positive Energy Plane or Sarenrae's domain on Nirvana and be exposed to direct light for 1 month.

Staff of the Slain

One of the survivors of the final battle with Kazavon was a shrewd wizard named Kolwyddon. Even as Mandraivus divided the dragon's remains for disposal, Kolwyddon guessed that, though Kazavon's body lay dead with his parts ready to be scattered across the face of the world, the dragon's evil spirit might endure. He advised Mandraivus that someone should remain at Scarwall to ensure that the dragon's bones not find their way back home, but although Kolwyddon volunteered for the task, Mandraivus took the responsibility as his own.

Sympathetic to Mandraivus's sacrifice, Kolwyddon sought to test his theory. Taking the *Tailbones of Kazavon* with him back to his tower in Taldor, he conducted endless experiments upon the remains. For months he attempted to commune with whatever consciousness might lurk within the bones, with no success. Working late into the night of the winter solstice, Kolwyddon was caught off guard when the bones tried to seize control of his mind. The wizard fought back, but knew that he was too weak to best the ancient draconic spirit. In desperation, he blasted his own body to ashes, denying the fragment of Kazavon a physical vessel. In doing so, however, his own intellect became forever ensnared by the tailbones' malicious spirit.

STAFF OF THE SLAIN (MAJOR ARTIFACT)

Aura strong evocation; **CL** 20th

Slot —; **Price** —; **Weight** 6 lbs.

STATISTICS

Alignment NG (Kolwyddon), LE (Kazavon); **Ego** 10

Senses 30 ft. vision and hearing

Int 12, **Wis** 10, **Cha** 10

Communication empathy

Spell-like Powers *create/destroy water* 3/day, *detect magic* at will, *dimension door* 3/day (while Kolwyddon is dominant), *hallucinatory terrain* 1/day, *lightning bolt* 3/day (while Kazavon is dominant), *major image* 3/day, *mirage arcana* 1/day, *veil* 3/day, *ventriloquism* at will.

DESCRIPTION

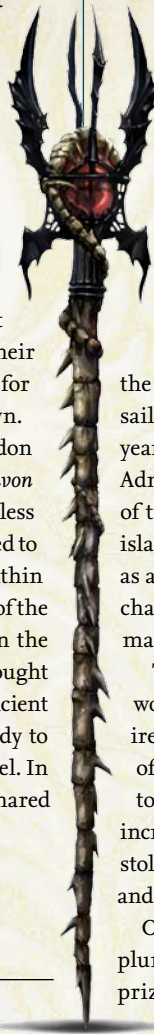
The *Staff of the Slain* is an intelligent is a +5 *spell-storing shock quarterstaff* that harbors two personalities: the dragon Kazavon's and the wizard Kolwyddon's. The staff's personalities and powers change depending on the time of day. Once per day, Kazavon's stronger personality can attempt to take control of the staff by making a DC 20 Will save (it has a +3 modifier to this roll). If it wins control,

Kazavon manifests and controls the staff for one daylight hour.

The *Staff of the Slain* grants the wielder a +4 enhancement bonus to Intelligence. In addition, the staff allows the wielder to change the energy type of any spell he casts to electricity. For example, the wielder of the *Staff of the Slain* could cast a *fireball* that, instead of dealing fire damage, deals electricity damage.

DESTRUCTION

Unknown to either personality, destroying the staff requires it be submerged for 24 hours (from dawn until the following dawn) in a pool of silver dragon tears.



The Throne of Nalt

The *Wings of Kazavon* fell to the honorable dervish, Kallad of Rahadoum, to protect. On his travels back to Azir, a powerful storm beset the desert wanderer and Kallad and his ship were lost.

In 4618 AR, due west of the iniquitous city of Ilizmagorti, the shiftless smuggler Nalt Tarbrow hauled a strange leather sail from the sea and was instantly transfixed. Within a year, nearly two hundred men and three ships served under Admiral Nalt's black-winged banner, unloading all manner of treasures and ill-gotten gains onto their leader's hidden island refuge of Eel's Skull. In his sea cave fortress, Nalt ruled as a pirate prince, even crafting the wings that heralded his change in fortune into an imperious throne, setting it with a massive sea serpent's skull and great horns of gold.

The *Throne of Nalt* was occupied for but a brief time. The would-be pirate lord's swift ascent into infamy sparked the ire of numerous other notorious villains. The loose tongue of one of Nalt's captains soon brought an armada of enemies to the pirate lord's doorstep. After weeks of siege by sea, an increasingly unhinged Nalt—refusing to have his treasures stolen away—set Eel's Skull aflame, destroying the fortress and burying his treasure vaults beneath tons of rock.

Over the centuries, dozens of treasure hunters have plumbed the ruins of Eel's Skull, but the best-known prize, Nalt's grim throne, has never been reclaimed.

THE THRONE OF NALT (MAJOR ARTIFACT)

Aura strong divination and enchantment; **CL** 20th

Slot —; **Price** —; **Weight** 3,475 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft. vision and hearing

Int 10, **Wis** 12, **Cha** 10

Communication empathy

Spell-like Powers *detect evil* at will, *detect good* at will, *discern lies* at will, *dismissal* 3/day, *greater command* 3/day, *planar binding* 1/day

DESCRIPTION

Sitting on the *Throne of Nalt* grants the user a +6 enhancement bonus to Charisma and a +4 bonus to Wisdom. In addition, when the throne's user uses an enchantment spell or special ability on an evil creature, the user adds a +6 insight bonus to the spell's

save DC. Once per day, the user can cast *geas/quest*, but may only target evil outsiders. Evil outsiders take the throne's normal penalty against enchantment effects. You must be seated on the *Throne of Nalt* to employ the throne's powers.

DESTRUCTION

The *Throne of Nalt* crumbles to dust if a man who wants nothing sits upon it and bequeaths all he has to another.

REUNITING THE RELICS

Although the relics of Kazavon have no ability to unify themselves, the servants of Zon-Kuthon have long sought to restore the foul wyrm. While the artifacts currently lie scattered across Golarion, should two pieces of Kazavon ever be reunited, the dragon's shattered spirit would increase in power—a first step toward the tyrant's resurrection.

Should two of the artifacts (even just the bones) ever come within 100 feet of one another, the fractured intelligences instantly reconnect, forming a unified and more lucid facet of the dragon's scattered mind. At this point, the two relics of Kazavon are treated as having the same ability scores, senses, and methods of communication—essentially becoming one intelligence controlling two items. In addition, the reunited relics gain several increased benefits.

United Abilities: Upon the reunion of his pieces, Kazavon's mental powers increase. For the purposes of determining the unified relics' ability scores, treat their base Intelligence, Wisdom, and Charisma as 10. For each of the artifacts' mental scores that is higher than 10, add +2 to the combined mental score of the relevant ability. If this is the same ability for two reunited items, the increase stacks. For example, as the *Howling Horn* has Charisma 12 and the *Staff of the Slain* has Intelligence 12, their combined stats would be Int 12, Wis 10, Cha 12. If the *Crown of Fangs* was to be joined with these two relics, their unified stats would become Int 12, Wis 10, Cha 14.

United Sense: When multiple pieces of Kazavon reunite, the dragon's spirit regains a portion of its sentience, strength of will, and ability to influence the world. Thus, the relics' combined ego, methods of communication, and senses increase as noted on the following chart (see page 269 of the DMG for full details).

United Purpose: Upon the reunification of three pieces of Kazavon's remains, the wyrm has recovered enough of its sentience and personality to realize its situation. At this point, the artifacts gain a unified purpose: the recovery of Kazavon's remaining parts. Either through the domination of bearers or subtle manipulations, the relics seek out their brethren in an attempt to resurrect Kazavon.

Scattering the Relics: Although the relics of Kazavon gain significant powers upon being reunited, their bonds are tenuous. If a relic is ever taken farther than 100 feet from the others, the relic reverts to its normal statistics and the group of as-

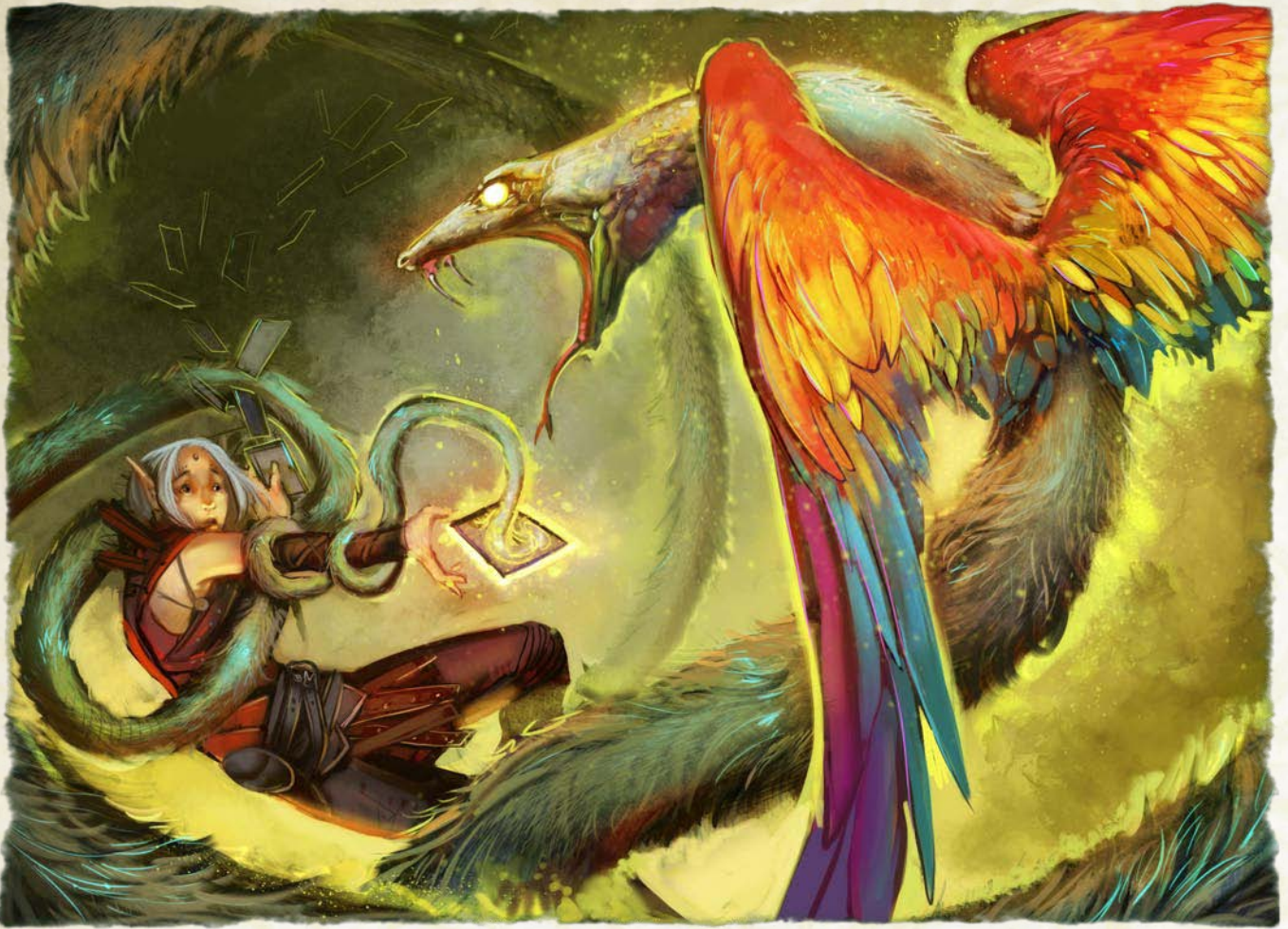
# of Relics	Methods of Communication	Senses	Ego
1	Empathy	30 ft. vision and hearing	10
2	Empathy	60 ft. vision and hearing	12
3	Speech	120 ft. vision and hearing	14
4	Speech	120 ft. vision, 60 ft. darkvision, and hearing	16
5	Speech	120 ft. vision, 60 ft. darkvision, and hearing	18
6	Speech, telepathy	120 ft. darkvision and hearing	20
7	Speech, telepathy	120 ft. darkvision, blindsense, and hearing	22

sembled artifacts decreases in ability scores, communication, senses, and ego.

RESURRECTING KAZAVON

Even if all of the relics of Kazavon are reunited, the dragon is still far from restored. To resurrect Kazavon, his bones must be brought to a site holy to Zon-Kuthon and, on the night of the winter solstice, be consecrated by a powerful cleric of the god of pain as part of a lengthy, blood-soaked ritual. This ceremony involves the torture and sacrifice of several innocent mortals, a living adult dragon, and a descendant of one of Mandraivus's cabal. At the completion of this three-hour-long ceremony, the great wyrm Kazavon, the Champion of Zon-Kuthon, is reborn. Only then can the relics of Kazavon and the legendary dragon truly be destroyed.





HARROW DECK OF MANY THINGS

She told me not to look. But, of course, I was young and curious—what else could I do? It was such a little thing, just a tiny box stained red—what could it hurt? So I peeked.

“Cards. Just a set of Harrow cards—red and purple checked, wrapped in azure silk. The same kind she used to tell her fortunes and bilk gadgies out of their silver. Nicer, maybe, and definitely older, but still nothing special. I flipped over the top card mostly out of disappointment.

“It’s all a blur now, but with that first draw came beauty and wit. It was amazing! I could feel myself and the world around me shift. Changing, like everything I thought was real was just some twisted reflection—like the way life should actually be lay within the cards. Impossible, I thought. So I drew again, and that card brought with it fortune and fame. Incredible! It was like some gift from the gods!

“Greedy. I took a third card... and threw it all away.”

—Mirona the Accursed, meal-slave of the daemon Angorax

Mysterious and dangerous, powerful and fickle, the *deck of many things* reigns as one of the most famed and infamous magical items in existence. What few know, however, is that the powers of that tempestuous deck are not unique. Other similar magical decks—born of exotic cultures and empowered with their own fate-altering magic—travel the realms of Golarion, leaving miracles and misfortune in their wake. Among such magical decks, however, none exhibit such variety, such cryptic portents, such strange powers, and such danger as the Varisian *Harrow deck of many things*.

To use a *Harrow deck of many things*, a character who wishes to draw a card must announce how many cards he will draw before he begins. Cards must be drawn within 1 hour of each other, and a character can never draw more cards than he announced. If the character does not willingly draw his allotted number of cards, or if he is somehow prevented from doing so, the cards flip out of the deck on their own.

The *Harrow deck of many things* radiates strong magic from all schools and has a caster level of 20.

GMs who wish to add the *Harrow deck of many things* to their game but don't own a Harrow deck can simulate the experience using dice or playing cards. See *Pathfinder* #7 for further details on the Harrow, simulating the deck, and the meanings of each card.

EFFECTS OF THE HARROW

The 54 cards in the *Harrow deck of many things* all have wildly differing powers. While many effects occur instantaneously and are permanent, some can be delayed. Unless otherwise noted, effects caused by the deck are permanent and can only be undone by deific intervention, the powers of another artifact, or a *miracle* or *wish* spell. Many effects change elements of the game world, and as such are integrated however the GM sees fit, with consideration to the alignment and intention of each card.

The Avalanche: The character is imprisoned, either by the *imprisonment* spell or some powerful being.

The Bear: The character gains the lycanthrope template, becoming a werebear. This lycanthropy is considered to be inherited for the purposes of curing the curse.

The Beating: While in combat, the character is always considered to be flanked. Attackers gain a +2 flanking bonus on the character and may sneak attack at will.

The Betrayal: The character's animal companion, familiar, cohort, or other NPC ally is alienated and forever after hostile. If the character has no such allies, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

The Big Sky: This card grants the character the one-time ability to avoid any situation or effect—even an instantaneous occurrence. The card cannot enable something to happen; it

DRAWS FROM THE HARROW

As with the classic *deck of many things*, the *Harrow deck of many things* is a powerful magical item with great potential to derail an ongoing campaign. As with any artifact, the GM should consider the possible ramifications of adding such a powerful and potentially devastating element to the game. Fortunately, the drawing mechanism of using a *Harrow deck of many things* allows the GM to control any potential damage. At the GM's discretion, the players may each be limited to making a single draw from the *Harrow deck of many things*, or the deck may vanish after a certain number of uses—make sure the players are aware of these changes to the usual rules. Alternatively, if the GM fears a character being swept off by The Tyrant or doesn't want to add a *holy avenger* to his game via The Paladin, he can merely take out the cards he doesn't want to deal with. The *Harrow deck of many things* has 54 effects—more than double the standard *deck of many things*—so if the GM takes out one or two cards, no one will notice.

can only stop something or reverse a recent occurrence. The reversal is only for the character who drew the card; other party members may still have to endure the situation.

The Brass Dwarf: The character becomes immune to one energy type of his choice. He also gains vulnerability to another energy type of the GM's choice.

The Carnival: Upon drawing this card, The Carnival is set aside and the GM draws additional cards until he has one card of each alignment. These cards are laid face up for the user to view. The cards are then flipped face down and the GM quickly rearranges them. The user then selects one card, taking that card's effects as normal.

The Courtesan: The character's favorite item—preferably a magic weapon—becomes intelligent. Use the rules for intelligent items on page 268 of the DMG to randomly generate the item's abilities. If the character has no items, an intelligent item soon falls into the character's possession.

The Cricket: Upon drawing this card, the character may draw up to 3 additional cards. In addition to those cards' effects, the character's base land speed increases by +10 feet for each card he draws.

The Crows: The character must make a choice between his most valuable item or a major ally of the GM's choice. Whichever the character does not select is destroyed or slain and cannot be restored by any mortal means.

The Cyclone: An elder air elemental appears. The character must fight it alone. If the character cannot defeat the elemental in 1d6+1 rounds, he is transported to the Elemental Plane of Air.

The Dance: Whenever the character rolls initiative, he now rolls 2d20 and selects whichever result he prefers.

The Demon's Lantern: An enemy gains a powerful fiendish ally of the GM's choice.

CURSE OF THE CRIMSON THRONE



The Avalanche
You are imprisoned.



The Courtesan
Your favorite item becomes intelligent.



The Fiend
Gain the enmity of a powerful fiend.



The Inquisitor
Force another to answer one question truthfully.



The Bear
Gain werebear lycanthropy.



The Cricket
Draw more cards to increase your base land speed.



The Foreign Trader
Trade years of your life for magical treasures.



The Joke
Draw three cards; first an ally and then you pick one.



The Beating
You are always flanked.



The Crows
Lose your most valuable item or a major ally.



The Forge
One of your weapons changes into another.



The Juggler
Gain a +2 bonus to two ability scores and swap them.



The Betrayal
An ally betrays you.



The Cyclone
Defeat an air elemental or be whisked off to the Elemental Plane of Air.



The Eclipse
Lose one level.



The Keep
Gain a keep.



The Big Sky
Avoid any situation you choose... once.



The Dance
Choose between two initiative rolls from now on.



The Empty Throne
Inherit a noble title and 25,000 gp.



The Liar
Your most powerful magic item becomes cursed.



The Brass Dwarf
Gain immunity to one energy type and vulnerability to another.



The Demon's Lantern
An enemy gains a powerful fiendish ally.



The Hidden Truth
Know the answer to your next conundrum.



The Locksmith
Open any one binding, door, lock, or portal.



The Carnival
Draw three cards and gamble for the best.



The Desert
Travel to any location on the same plane.



The Idiot
Your Charisma, Intelligence, and Wisdom are each reduced to 3.



The Lost
You cannot take more levels in your primary class.

HARROW DECK OF MANY THINGS



The Marriage
Take a genie spouse or gain the wrath of an elemental court.



The Publican
One GM-chosen enemy becomes your ally.



The Tangled Briar
One defeated enemy returns to life and seeks revenge.



The Unicorn
Undo one past mistake.



The Midwife
Gain one level.



The Queen Mother
Gain several formian followers.



The Teamster
You must undertake a dangerous quest for a great reward.



The Uprising
Gain 3d6 unruly commoner followers.



The Mountain Man
Your size increases one category.



The Rabbit Prince
All threatened critical hits made by or against you confirm.



The Theater
Steal an ability score bonus from the next monster you kill.



The Vision
You receive two visions; one is true, one is false.



The Mute Hag
Your best-kept secret becomes known.



The Rakshasa
You are dominated by an unknown enemy.



The Trumpet
Summon an outsider of your alignment once per day.



The Wanderer
One mundane object becomes magical.



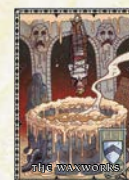
The Owl
Scry one target for 1 minute, but be detected.



The Sickness
Gain a permanent random disease.



The Twin
Your gender changes.



The Waxworks
1d6 vengeful duplicates of you appear within 20 miles.



The Paladin
Gain a *holy avenger*.



The Snakebite
Your alignment switches to the diametrically opposed alignment.



The Tyrant
You are enslaved by a powerful evil.



The Winged Serpent
You are granted one wish.



The Peacock
Your skin turns to stone.



The Survivor
Next time you die, you are fully restored.

The Desert: The character and up to 10 allies or 2,000 pounds of goods may travel to any location on the same plane instantly. The character must know exactly where he wishes to travel, such as a place he has been or a location on a map, but not a vague or hidden location, like the richest dungeon in the world or the Lost City of Ird. The transportation ignores all barriers against teleportation or other magical effects. The character may use the effects of this card whenever he wishes, but only once.

The Fiend: A powerful evil outsider takes notice of the character and sets plans in motion to destroy him.

The Foreign Trader: The mysterious entity known as the Foreign Trader appears and offers the character any treasure he wishes in return for years of his life. If the character accepts, he must choose to age a number of age categories (see page 109 of the DMG). The character takes all the ability score penalties for his new age, but gains none of the benefits. For each age category he advances, however, he gains 10,000 gp worth of credit with the Foreign Trader, which can be spent on any magic item in the DMG. Any credit a character does not spend is lost. After the character is done spending his credit, the Foreign Trader vanishes. Years taken by the Foreign Trader can only be restored by deific intervention.

The Foreign Trader does not trade with characters who cannot die of old age. If the character is immortal, the Foreign Trader vanishes, leaving behind another card.

If the character declines to bargain with the Foreign Trader, the trader disappears in a puff of acrid yellow smoke.

The Forge: The character must choose one weapon or piece of armor in his possession to be reforged into another weapon or piece of armor of equal or lesser gp value. For example, should a character choose to have a +3 *longsword* reforged (18,315 gp), he could have it transformed into any one of hundreds of items, like a +1 *axiomatic scimitar* (18,315 gp) or a suit of +3 *full-plate of silent moves* (12,300 gp). Any gp value not spent is lost.

The Eclipse: The character gains one permanent negative level.

The Empty Throne: The character inherits a noble title and 25,000 gp soon after drawing this card. The GM decides the particulars of when and how this occurs.

The Hidden Truth: This card grants the character the one-time ability to call upon a source of wisdom to solve any single problem or fully answer any question upon his request. Whether the information gained can be successfully acted upon is another question entirely.

The Idiot: The character's Charisma, Intelligence, and Wisdom are all reduced to 3.

The Inquisitor: This card grants the character the one-time ability to force another creature to answer a single question truthfully. The card does not grant the user or creature questioned any special insight. Thus, a creature might still answer a question falsely if she believes the

falsehood, and, if truly ignorant, informs the user that she doesn't know.

The Joke: Upon drawing this card, The Joke is set aside and the user selects one of his allies. Three new cards are then drawn by the GM. The user's ally gets first pick of one of these cards and gains the effects. The user then selects one of the remaining two and gains that card's effects. The final card is discarded.

The Juggler: The user gains a +2 bonus to two ability scores of his choice, but must swap them with one another.

The Keep: The user gains a castle. The castle appears in any open area he wishes, but the decision where to place it must be made within 1 hour of drawing the card.

The Liar: The user's most powerful, most valuable, or favorite magic item (GM's choice) manifests a curse. Roll on the Cursed Item table on page 272 of the DMG to generate this effect, re-rolling results for specific items.

The Locksmith: This card grants the character the one-time ability to open any one binding, door, lock, or portal, or other locked barrier. This also includes magical gates or portals that require specific objects to activate.

The Lost: The user can never gain another level in whichever class he currently has the most levels in.

The Marriage: A comely genie of the user's preferred gender appears and proposes marriage. Should the character accept, he must organize a lavish marriage ceremony by the end of the week and ever after be bound to the exotic outsider. If the user declines, the genie is heartbroken and returns to her home plane, provoking the ire of her associated elemental court. The genie's type, personality, actions, and possible retribution are determined by the GM.

The Midwife: The user gains exactly enough experience to advance one level.

The Mountain Man: The user grows one size category, gaining all the benefits and penalties of increased size. His equipment does not increase in size.

The Mute Hag: The user's most private secret—as determined by the character and GM—becomes known by anyone who sees him. If the character has no such secret, an entirely believable lie is spread instead.

The Owl: This card grants the character the one-time ability to scry on any target anywhere for 1 minute. The target, however, is immediately aware that she is being scryed upon by the character.

The Paladin: The character is granted a *holy avenger*. This weapon functions in all ways as a normal *holy avenger* except that the character can choose to thrust the sword into the ground, causing the weapon to transform into a paladin two levels higher than him. The paladin wields her own *holy avenger* and aids the character in any way her alignment permits for either one battle or 30 minutes outside of combat. Once this time is over, the paladin vanishes and the *holy avenger* is forever reduced to a +2 *cold iron longsword*.

The Peacock: The character's skin hardens, becoming rigid and pebbled. He gains a permanent +2 bonus to his natural armor, but takes a -2 penalty to Dexterity.

The Publican: The GM chooses one of the character's enemies. This enemy has a complete change of heart and now favors the character.

The Queen Mother: 1d4 formian warriors appear to serve the character. These creatures eagerly seek to help and protect the character, but likely don't understand his culture. Unless the character speaks Formian, he cannot verbally communicate with these followers. If a formian dies, a new formian appears to replace it a day later (this does not penalize the character's chances to attract followers).

The Rabbit Prince: All attacks the character makes that threaten to critically hit a foe automatically confirm. Conversely, all attacks made against the character that threaten to critically hit also automatically confirm.

The Rakshasa: The character becomes the puppet of a mysterious enemy. The GM chooses how this card is fulfilled—perhaps the character is possessed by a spirit, perhaps he loses bodily control under certain circumstances, perhaps some entity can choose when to manipulate him from afar. The character gains no information on what controls him or how unless the GM allows it.

The Sickness: The character becomes afflicted with an incurable disease. Roll 1d10, comparing the results to the table on page 292 of the DMG to determine the disease (the GM may create his own chart if he wishes). While the disease cannot be cured, the effects of the affliction can be negated through the use of spells like *restoration*.

The Snakebite: The character's alignment switches to the opposite alignment—lawful good characters become chaotic evil, neutral good characters become neutral evil, and so on. Wholly neutral characters get to choose their new alignment. If the character fails to act according to his new alignment, he gains a negative level.

The Survivor: The next time the character is reduced to -10 hit points, he is instantly restored to full hit points. If he is killed by an effect that slays him without dealing hit point damage (such as *disintegrate*), the effect fails to kill him and he is restored to full hit points. If he is killed by a hostile environment (such as a lava flow or teleportation to a dangerous plane), he is transported to the last safe place he occupied, and is restored to full hit points. This card does not save the character from effects that would permanently disable him, like petrification.

The Tangled Briar: A slain enemy returns to life and seeks vengeance. The GM decides how the enemy returns to life and what form her retribution takes.

The Teamster: Upon drawing this card, a powerful being appears before the character and tasks him to undertake a dangerous quest. If the character proves resistant to undertaking the task, he is afflicted by *geas/quest* until the

quest is completed. Upon completing the quest, the powerful being reappears, granting the character a lavish reward. The specifics of the quest, the powerful being's identity, and the character's reward are determined by the GM.

The Theater: The next time the character kills a creature, he is granted a +2 bonus to the same ability score as the creature's highest ability score.

The Trumpet: This card grants the character the ability to summon an outsider of his alignment once per day. This outsider must be of a CR equal to or less than the character's level.

The Twin: The character physically becomes a member of the opposite gender.

The Tyrant: Upon drawing this card, an incredibly powerful evil entity appears, subdues the character, and drags him off to its foul lair. The specifics of the evil creature, its lair, and whether or not the PC is retrievable are decided by the GM.

The Unicorn: This card enables the character to undo one past choice or regrettable action. The fabric of reality is unraveled and respun, potentially restoring creatures to life or altering the course of history depending on how the character acted and how he wishes he would have acted. The player chooses what situation he would have acted differently in and how and the GM determines how reality changes to reflect that act. The change primarily affects the character, affecting others as little as possible.

The Uprising: Instantly, 3d6 unruly, accident-prone 1st-level commoners appear and choose to serve the character as followers. If these followers are killed, the character takes the usual penalties to attracting further followers. Knowledge of these commoners' mistreatment or deaths spreads far, with the GM determining any repercussions.

The Vision: The character receives two visions, along with the knowledge that one vision is true and the other false, though he does not know which is which. The GM determines the specifics of these visions. The visions may be views of the past, present, future, cryptic symbols, or complete fantasies.

The Wanderer: One of the character's mundane possessions becomes a magical item worth 20,000 gp or less. The GM determines which item manifests magical properties and what those properties are.

The Waxworks: Upon drawing this card, 1d6 exact duplicates of the character appear within a 20-mile radius. These duplicates have the alignment opposite the original character's and oppose his goals.

The Winged Serpent: The character is granted a single wish. This wish functions similarly to the spell *wish* when it comes to affecting rules and statistics, but can also change reality in ways outside the bounds of the spell's effects—such as rerouting a river or ending a war. The GM decides what the wish can and cannot accomplish.



PINK LIKE ME

17 Lamashan, 4707 AR

Belkzen is a hard land, and each day I'm here, I grow harder as well. A year ago, the sight of Joskan's face as he lay pinned beneath the burning timber, his screams as I turned my back, would have haunted me, the guilt almost unbearable. Now his name is already fading, erased further with each shuffling footfall, buried beneath each puff of sun-scorched dust. It's a terrible thing for a man to grow cold. But I'm managing.

For several days following the fire, I had walked east across the Hold's sparse fields, digging myself shallow trenches to sleep in during the day and traveling by night, silent as a ghost. With Joskan gone, there was no longer any need to make noise. I ate, I slept, and I followed the wayfinder. That was all.

Now, however, things were changing. Looming out of the rolling grasslands, a vast and white-walled city rose from the earth like a many-layered cake, tier upon tier of stone buildings and monuments forming a mountain that glimmered in the morning sun. Once, I knew, this had been Koldukar, one of the great dwarven Sky Citadels, massive fortresses built when the stout folk first emerged onto

Golarion's surface. Now it bore another name, one bestowed by the great orc warlord Belkzen himself: Urgir, meaning "First Home." Several times during my approach, I curved well out of my way in order to triangulate headings with the wayfinder and see if there might be some way to avoid passing through its walls, but all to no avail.

Fortunately for me, most of the caravan traffic entering and leaving the city appeared to be doing so to the north, via the vast dried riverbed known as the Flood Road. Standard or no, I didn't trust the goodwill of the residents just yet, and I kept well clear of the occasional dust cloud kicked up by travelers as I skulked to within bowshot of one of the main gates, breaking up my profile by keeping to the tallest grasses. Finally, though, the ground turned to packed dirt, and I was left with few options. Holding the tattered standard of the Broken Spine clan crosswise above my head, I walked quickly and purposefully toward the small group of orcs lounging next to the monolithic stone doors of the gatehouse.

It took a moment for them to register what they were seeing, and I had covered half the ground between us by the time they had pulled themselves upright on their spears, sneering

and pointing. In terms of appearance, they were much the same as the orcs of the Broken Spine clan, but their spears and armor appeared to be in better repair—perhaps pickings were better in the city. In addition, each bore a breastplate adorned with a crude painting of a black fist. I approached and stopped just short of skewering range.

“Ho there! I am a trader and emissary seeking entrance to the city,” I said, not caring that the claim was ludicrous, given my meager pack.

One of the orcs snorted.

“In’s not the hard part, pinkskin,” he laughed. “Out’s more’n your worry.”

“Nevertheless, you will let me pass,” I said.

His face hardened at my tone, and he started forward. “Maybe a piece at a time,” he growled, but before he could get farther, a shadow dropped over him, and a monster stepped out from behind the curtain wall.

Now I could see why the orcs had seemed so lackadaisical in their guard duty. The ettin that emerged from the shadows of the gatehouse was nearly as tall as the fortifications themselves, towering above its companions. Almost completely naked, the shambling behemoth had vaguely porcine features, seemingly a grotesque blending of orc and giant. More disturbing than its stature, however, were its two heads—one, apparently the dominant, stared straight at me with rheumy eyes, while the other stared off into space and drooled. Around the neck of the former swung a pendant bearing the black hand symbol. The beast hefted two spiked clubs, each thicker than my chest.

“Whosat?” It gurgled.

The orcs, who had been confident a moment before, were still snickering, but now they backed slowly away to leave a direct path between me and the giant.

“Pinskin come to make trouble, Wargus,” one of them called. “Squish him, yeh?”

The ettin looked back at me, obviously sizing up how much trouble something my size could be. Taking the initiative, I stepped forward.

“I’m just a trader seeking entry. By the laws of your city, you must let me pass.”

The giant perked up. “Token?” it asked.

I held up the broken standard, and the giant’s brows furrowed like a stymied toddler.

“Not token,” it grunted, raising its clubs to swing.

“No,” I continued, striding boldly forward, bloodstained banner raised. “And I don’t need one. You recognize this banner, and you know what it means. To let it touch an enemy’s hand would shame the entire Broken Spine clan, and they’d all die to defend it. Yet here I am, unscathed. Obviously, I have their blessing. Tokens would be redundant.”

One of the orcs started to speak, but I ignored him and pressed on, eyes still locked with ettin, who appeared uncertain once more.

“More importantly, you know what the penalty is for disobeying the lord of Urgir. So as I see it, you have two choices: You can let me pass, and get back to squeezing travelers for bribes, or you can continue to stand in my way and see what happens when the ones who gave you that,” I used the standard to gesture at the badge around his neck, “find out you waylaid a foreign emissary with official business under the protection of the Broken Spine.” I stopped moving, close enough now to smell the giant’s pungent reek of sweat and livestock, craning my neck to look up at his two heads. With both hands, I held the standard horizontally between us, its haft flat against the ettin’s belly.

“Now *choose*,” I said, and shoved.

To my surprise, the mountain of greasy flesh fell back, moving once more into the shadow of the gatehouse.

“Pass,” it growled. Behind me the orcs snorted in astonishment, but seemed unwilling to contradict their massive idiot guardian. Unhampered, I moved through the gate and into the teeming streets of Urgir.

One would have thought that passing through Urglin would have prepared me for what I found, but in fact the opposite was true. Whereas Urglin was squalid through and through, a festering and fortified sore spreading from the banks of the Ooze, this was for a short time one of the greatest cities of the ancient world, and not even a hundred generations of degenerate rule could tarnish it completely. Before me stretched huge boulevards paved with marble fit for a throne room, winding between breathtaking statues and buildings that seemed to grow from the stone itself. Supported by vast arches and buttresses, buildings crowded one atop another in a seemingly endless heap, serviced by soaring elevated avenues and thoroughfares that became tunnels into the city’s heart, where the architecture was so dense as to become subterranean. This was the lifework of generations of the dwarves’ master builders, a triumph of engineering and the imagination.

And then it fell. After my initial moment of appreciation, I began to notice the evidence of degradation. Here a statue had been crudely defiled, there a line of crumbled buildings sloughed down the urban mountain like a landslide. Stonework meant to last millennia cracked and buckled under the stress of ancient wounds. Sewage filled a cistern. And everywhere—everywhere!—thronged orcs milled and shouted, fought and groped. This was their capital. This was First Home. Gathering my nerve, I strapped the standard securely to my back, gripped my sword, and plunged into the crowd.

I appeared to be in the market district, which I counted as lucky. All around me, vendors hawked and haggled, the only difference between here and other cities being the increased violence—indeed, the best merchants seemed to be the burliest and most scarred. Surprisingly, I saw a number of fellow humans in the crowd, albeit keeping a relatively low

profile and moving with purpose. I even saw a well-dressed elven trader, his stall of magical curiosities flanked on either side by two especially bestial orc guards. Definitely no dwarves, though—I tried to imagine the shame one of their kind would feel upon seeing a site of such historical significance swarmed over by their ancient enemy, and failed. Attachment to places is a liability in my line of work.

Eager to replace the supplies lost in the ankheg stampede, I searched in vain for a fellow human merchant, settling for one of the smaller orc vendors. No sooner had I taken a step that direction, however, than a hand closed on my shoulder.

“Stop,” a deep voice barked, and I spun with one hand on my sword, knocking away the offending arm.

Before me, in a ragged semblance of military formation, stood six orcs carrying spears, several of them pointed casually in my direction. Upon all of their chests hung the same black-fisted icon as the gate guards. The largest reached up with casual disdain and grabbed my shoulder once more, thick nails biting through my clothes.

“You will come,” he grunted. “If you fight, you will be broken, and then you will come.”

There’s brave, and then there’s stupid. With odds like these, in a city like this, the two look an awful lot alike. Lifting my hand slowly away from my sword, I moved to the center of the group and let the unit march me farther into the city, the crowd parting around us.

Before long we came to a squat, bunker-like building where several similarly garbed orcs milled about throwing dice and wrestling. Above the doorway, a shield bearing the black fist hung above crossed spears. Beneath this awning we passed, and the transition from bright sunlight to near-perfect darkness left me blinking. Makes sense—having originated underground, the orcs were undoubtedly adapted for it.

Most of the guards—and here I made an assumption, for despite their appearance, their actions bespoke authority—peeled off at this point to join their fellows, leaving only two to guide me through the darkness to a heavy wooden door. Eyes still straining, I was walked through it into a new chamber, this one thankfully illuminated by a single candle and unexpectedly furnished with a table, chairs, and a few pages of parchment scattered across the table’s scarred surface.

Looking up from his seat behind the desk was a bizarre figure. While obviously once tall and broad-shouldered, the orc’s thin frame was hunched and bent, and long, stringy white hair hung around his face. I realized with a start that this was the first truly aged orc I had ever seen—I suppose their society isn’t conducive to long lifespans.

“This him?” the old one inquired with a rasping wheeze.

In response, one of my handlers pulled the Broken Spine standard from my pack and tossed it on the table. The white-hair nodded in approval.

“Good. Go.” The two guards turned and left without any salute that I could notice—apparently obedience was

obedience enough in this place. I was left standing alone, unhindered, while the old orc fondled the banner and chuckled to himself. After a moment, he looked at me again.

“Tell me how you got this,” he demanded.

“I’m an emissary and trader from lands west of here,” I said. “The Broken Spine clan allows me to carry this to prove I act with their blessings.”

“Really,” the orc said, and the word was not a question. Faster than I could blink, the old one scooped a dagger off the table and whipped it overhand, sending it whistling past my ear and burying it deep in the wooden door. Apparently you don’t make it that long as an orc without quick reflexes.

“Are you sure that’s your answer?” he asked, voice flat.

As a rule, I don’t like to tell anyone more than they need to know, but with the dagger still humming softly behind me, this seemed like a good time to make an exception. Too tired to lie, I told him the entire story of my travels since entering Belkzen, leaving out only my quest with the wayfinder. The old orc listened quietly, eyes shining with delight at my description of Chief Kroghut’s humiliation and Joskan’s betrayal. When I was finished, he chuckled again.

“Another Pathfinder come to Urgir—Chief Uldeth’s dream is coming true. Urgir will grow fat, and the Empty Hand will be first among tribes.” He tapped the ornate black-fist emblem that hung from a necklace of teeth and sinew.

“Another?” I asked.

“So you didn’t know,” the old one replied. “Interesting. Yes, one of yours came through several months ago.”

“Do you know where he went?” I pressed, thinking of my wayfinder. The orc cackled.

“Straight to the palace, upon order of Grask Uldeth himself. He never came out.”

I pondered that for a moment, while the orc stroked the banner once again. Finally, he spoke.

“Your tale is good, pinkskin,” he said. “If I didn’t know better, I’d say you were one of us.”

He hefted the banner. “This is not a token, manchild. This is an insult to the entire Broken Spine clan. Which is why I’m going to trade you a token for it. The Broken Spine cowards are no friends of the Empty Hand, and to see Kroghut shamed by a pinkskin is priceless. In exchange, you will be free to wander Urgir as you see fit, unmolested. Agreed?”

Seeing little choice, I nodded, and the old one tossed me a thong bearing a horn plaque, different than his own but still blazoned with the black fist. I slipped it over my head.

“Thank you, constable...?” I ventured

The orc snorted. “Just Ardax,” he said. “Ardax the White-Hair. Titles are for those without reputations.” Raising his voice, he called out to the two guards who had brought me in, who appeared immediately.

“Take this one out to the street and release him into the care of his own kind,” he ordered.

Grabbing my arms, the two guards marched me out to the front of the building, then stopped and scanned the crowds of bustling passersby until they saw the telltale flash of pale flesh. With a whistle and a gesture, they summoned over a slightly portly man just shy of middle age, well dressed and with his own token prominently displayed. He bowed low as he approached, cringing.

"Y-yes, lords?" he quavered.

"Take this one," they ordered, gesturing for me to go with the newcomer. "Keep him out of trouble." I needed little urging, and quickly moved to the man's side, following him as he backed away with another series of low bows.

The stranger turned out to be a merchant of a fairly decent sort, an antiquities trader from Nirmathas named Brunoe. Once back in the markets where he felt more at home, he lost some of his sheepish demeanor and explained in low tones how things worked in the city. Apparently Grask Uldeth, leader of the Empty Hand tribe, had held the city unequivocally for the last two decades, and had recently raised his aim even higher. Envyng the way monarchs in human lands sat back and let wealth come to them through taxes and trade, he began instituting a series of heavy-handed policies designed to make the city more appealing to foreigners. Chief among these programs were the badges we now wore—while human slaves might be a hot commodity in Urgir, anyone bearing a token was not to be touched except by order of Uldeth himself.

"And that actually works?" I asked, having difficulty imagining the typically anarchic orcs succumbing to such comparatively harsh restrictions.

"See for yourself," Brunoe replied, gesturing skyward. For the first time I took a moment to stop and observe the strange crenellations on many of the surrounding rooftops, staring long enough to note they weren't stonework at all, but rather dozens of green-skinned orc heads impaled on spikes. The grisly display continued all the way down the central strip of the marketplace.

"Comforting," I said.

"Isn't it, though?"

Unfortunately, Brunoe explained, just because the orcs weren't allowed to enslave and eat you didn't mean life in Urgir was all pie and roses. As with any city, foreigners were a target. Merchants tried to cheat you. Thieves stole your goods. Locals blamed you for their problems. And of course, though you couldn't legally be slaughtered, that didn't mean you were any less likely to be stabbed in the back and robbed, just like any other citizen. Even as he accompanied me in re-supplying, I began to see what he meant. Children threw



*Two heads, and not half
a brain between them.*

stones and then disappeared into allies. Passersby made a point of slamming into me with their meaty shoulders, several times almost sending me to the ground. After one particularly obvious jostling, I turned to pursue the laughing orc, but Brunoe's hand stopped me.

"Just keep your head down and don't make trouble," he said. "This is what they do. Shrug it off." I gritted my teeth, but said nothing. Soon we came to a stall that sold some of the basics of outdoor life—I could replace things like rope and tindertwigs, which the giant insects had carried off and scattered—and I waited patiently as an orc before me cursed, shouted, and threatened violence before finally paying for his goods and leaving, not appearing overly dissatisfied. Stepping up to the counter, I had the surly shopkeeper lay out a nearly identical package, for which he quoted me an outrageous price.

"I'll take the same price as the orc who just left," I said.

“Try it, runt,” the merchant countered. Before I could go on, Brunoe stepped easily between us and took over the bargaining. Though he was masterful—going from pleasant tones to high rage and back again in instants—he was unable to get the price lower than double what the orc had paid. Reluctantly, I accepted, handed over the coins, and turned to leave. Behind us, there was a hacking noise, and something wet hit the back of my neck.

“Pinkskins.”

I turned back toward the grinning shopkeeper, my sword halfway out of its scabbard, but again Brunoe stopped me.

“Head down,” he said, his own eyes lowered and studiously staring off into the distance as he wiped the greasy spittle from his cheek. “Walk away.”

It took every ounce of my strength, but finally my gratitude to the little man won out and I did as he said. Together we returned to Brunoe’s own stall, a display of rare and sometimes magical works of art from throughout the ages, guarded by a several silent but effective orc mercenaries. While there were few in Urgir looking to buy such wares, numerous unsavory characters found the city a treasure trove of dwarven artifacts, and were eager to unload such items for coppers. Sharing a similar passion for history, if not the adventurous manner in which I pursued it, the merchant was eager to hear stories of my life as a Pathfinder, and I regaled him gladly in exchange for lunch.

At one point during our repast, we were interrupted by a deep rumble, a bass growl that seemed to come from the stones themselves. In the streets, people stopped, many of them taking cover in nearby buildings as the ground began to shake. After a moment it passed, and people resumed going about their business as if nothing had happened.

“Earthquake,” Brunoe explained. “Happens all the time. Occasionally something collapses, but for the most part, they’re not dangerous.”

He continued to press me for stories of my wanderings, but all the talk succeeded in reminding me of my original

intentions in Urgir. Checking my wayfinder, I saw that it pointed due east down the wide boulevard, past the market strip and out of the light entirely, into the subterranean warren of structures hidden by the rising towers. As he’d already come in handy once that day, I asked Brunoe to be my guide. He agreed readily, then promptly choked on his bread and cheese as I pointed into the darkness.

“You don’t know it, but you’re insane,” the merchant said. “The outer city is bad enough, but to go inside the warrens—that’s their ghetto, where the orcs who don’t have the money or temperament to interact with the rest of the world live. It’s dark, it’s dangerous, and it’s absolutely out of the question.”

“I’ll pay you,” I offered.

“I appreciate the offer,” he replied, “but taking you through there would be instant death, token or no. I flatly refuse to die for anything less than ten gold.”

“Eight.”

“Sold. I’ll get some torches.”

Lights in hand, we walked east along the broad street, quickly passing into the shadows of the buildings above us. Before long, their foundations arched over our heads and met, turning the road into a massive tunnel beneath the many layers of city above. Inside, things were closely packed, dirtier, more like Urglin. It was clear that this section was not visited by outsiders often, and many were the hard stares and catcalls we received as we progressed. The architecture here was a strange mishmash—obviously the dwarves, being creatures of the earth themselves, had built these tunnels with care, carving out great vaulted halls and chambers that were just as much part of the city as the sunlit streets. Yet alongside the monuments sat newer, ragtag constructions, lean-tos and shanties assembled from broken chunks of masonry and debris. Refuse covered the streets, and at one point I narrowly escaped a rain of offal from an upper-story gallery, the contents of someone’s chamber pot spattering my shoes. Judging by the ensuing laugh, I doubted it was an accident. Jaw tense, I kept walking. Shortly thereafter, Brunoe stopped at a crossroads where several tunnels met, orcs traveling this way and that with more purpose than before. At the corners, vast spiral staircases led up into the ceiling, presumably to the other layers of city I’d viewed from afar.

*Orcs rarely
live to reach
old age.*



"This is the central crossing for this level," my guide informed me. "Choose your direction—everything leads back out into the light, and I could stand to be done with the smell in here sooner rather than later."

Nodding my agreement, I withdrew my wayfinder and checked the needle, which still pointed due east. "It seems we may have passed through here for nothing," I said. "We're still head—"

A heavy shoulder slamming into mine combined with an outthrust leg to knock me to the floor, my pack falling open and disgorging some of its contents onto the filthy stone.

"Watch it, pinkskin," the orc snickered, not even breaking stride.

For a brief second, everything froze. Onlookers smirked at my fall. Brunoe's mouth was open, no doubt choked with platitudes. My heart beat loud in my ears, pulse making the veins in my temples throb. I took a single, deep breath. And then I was on him.

The orc didn't expect it, and so he didn't see it. Cocking my legs, I launched myself at him, colliding with the center of his back in a flying tackle that took us both to the ground. His hands found my shirt and tore at me, but I tangled my own in his long, greasy hair and began to methodically slam his face into the stone floor, each hit punctuating my fevered words.

"That's *right*," I yelled. "That's *right*, you son of a bitch! That's what you *get* for messing with a godsdamned pinkskin." With a heave I rolled him over and began to work him with my fists, sending blow after blow into the bloody ruin of his face as he wailed and attempted to choke me. "Who's the pinkskin now?!" I asked, smearing blood across green skin with my knuckles. Then I found a rhythm and settled into it, closing my eyes and seeing different faces. Joskan. Devoren. The hellknight who killed Sascha.

From behind me, Brunoe made a feeble cry, and I looked up to see him standing off to the side with a hand over his mouth. All around us, orcs were moving in toward the fight. I paused in my pummeling long enough to rise up on my knees, still straddling the orc's waist, and lift the blood-spattered token from my chest.

"You know what this means!" I roared. "It means you can't touch me!" I brandished it like a holy symbol, and the onlookers fell back obligingly. I howled with pure, animalistic delight, my rage and shame and frustration with everything that had happened since leaving Magnimar boiling out in that cry.

"*Diplomatic immunity, you bastards!*" I screamed, and slammed my fist home one last time, then knelt there breathing heavily, head down and shaking. A moment later, I felt Brunoe's tentative hand on my shoulder.

"Eando? You alright?" he asked.

I sighed, one long breath of letting go.

"Yeah," I said. "Sorry. Bastard had it coming."

"Of course," he replied. "And you certainly showed her." My eyes flew open.

"What did you say?" I asked, but even as I did, I was looking down, past the green skin and armor, the bulky clothes and corded muscle, seeking the telltale curves.

"Just that I bet she'll think twice before picking on a pinkskin again."

A woman. Gods.

Standing slowly, I moved away from the groaning form on the ground, leaning on Brunoe for support.

"Come on, Brunoe," I said. "Let's get out of here."

Walking quickly, heedless of the stares at my bloodied clothes, the two of us followed the wayfinder's heading east, through another long tunnel. At last we emerged on the other side of the city, stepping out into a wide plaza that stretched for hundreds of yards before ending in a towering keep, larger than any of the buildings I'd seen so far.

"That's the great palace, the chieftain's seat," Brunoe said, gesturing at the structure. "That's where Grask Uldeth lives and rules. This," he said, gesturing to the immense stretch of flat marble, unbroken by so much as a bench, "is the Plaza of Sky." He pointed at my feet, and I saw that though the entire thing could be called white, slight gradations in the coloring formed a vast mosaic depicting scenes of caverns and subterranean cities, dwarves and other underground creatures. "This represents the past, everything over which the dwarves triumphed to burst forth and build this place." He paused. "For a time, anyway. The orcs have left it untouched, as in a way, it represents their own struggle."

Fascinating as it was, I couldn't quite bring myself to get excited over the history. Instead, I pulled forth my wayfinder to take another reading. And blinked.

The needle was spinning free.

"Impossible," I breathed. While Brunoe looked on, I scampered back and forth across the plaza like a madman, attempting to get some sort of reading. Nothing. Not so much as a quiver.

"So what do I do now?" I asked nobody in particular. Throwing my head back, I screamed at the sky. "*I'm here!*" I announced. "*Now what?*" In response, I received only Brunoe's concerned expression.

"Sorry," I said, slumping back against the tunnel entrance and letting the wayfinder drop, its thong swinging it against my chest with a thump. "It's just that I've just been following this thing for so long..."

"Maybe you still can," Brunoe offered. I glanced up, and he gestured toward my chest.

I looked down at the wayfinder, held vertical against my shirt by the thong around my neck. From this angle, the needle was indeed pointing again.

Straight down.

"Oh," I said.



BESTIARY

CROWN OF FANGS

Legend grows as wild as vipervine on the brink of Varisia's most noisome wilderness. Over algae-smelling tankards of bog grog and unhealthily marbled moss pig, the swamp folk of Wartle spin yarns of the God of the Swamp. On his island of lily pads and amaranth, King Frog, Lord of the Great and Dismal, presides over a realm of fenberries, flies, and croaking princelings. His three bubbled eyes survey a nation of toads, and his croak guides lost wanderers out of the muck. And to those who come to listen to his baritone melody, the God of the Swamp grants wonders, wishes, and promises of peace.

"Utter nonsense? Of course. But year after year the hopeful and the hopeless wander into the Great Green Gamble, intent on finding the fabled Island of the Frog. Few return. Perhaps some actually find the God of the Swamp... or, perhaps, he finds them."

—Cevil "Redwing" Charms Esq., Eidolon

This month's *Pathfinder* Bestiary unleashes pure evil. Dark things have taken up residence in Korvosa in the wake of the Curse of the Crimson Throne. The denizens of hell flock to the crumbling city, eager to treat with its desperate citizens, but not to help. The works of insane arcanists draw upon the lives of innocents to fuel their own unnatural existences. And, in the depths of the swamp, the croaking god-kings of the boggard race lurch to life, hungering for meat more satisfying than flies. Conspired against from within, the fall of Korvosa, the Jewel of Varisia, might not come with a siege, but with a whisper.

WANDERING MONSTERS

Terrible things lurk in the Mushfens, Avistan's largest swamp. Aside from insects the size of bucklers, hungry predators, and mires that can swallow wanderers whole, some of the deadliest creatures in Varisia make their homes among the stinking muck and brackish waters. Few dare ply the reed-choked waterways or roam the overgrown trails of the man-eating swamp, as for every terrible tale of dripping terror that stumbles forth from the swamp, the truth is far worse.

The following descriptions present various encounters in the Mushfens in more detail.

Boggards: The swamps echo with the croaking warsongs of frog-like boggards, the largest group of sentient creatures to live in the Mushfens. Lone boggard hunters sometimes wander the swamp (EL 2), but are more frequently found in hunting bands of 2d6 (EL 8). As numerous tribes of the swamp-dwellers battle for control of diverse marshy territories, warbands comprised of 2d12 boggards and a priest-king (EL 9) frequently roam the deepest depths of the swamp. In the cases of these largest warbands, there is also a 1 in 10 chance that the warriors go into battle with one of their terrible god-kings, the mighty mobogo (see page 88)!

Dragon: None can say how many dragons make swampy lairs within the depths of the Mushfens. Several black and green dragons are known to hunt the mire's depths, subtle kings of the muck. Among the best known of these is the young adult green dragon, Enderais Fogwing (EL 11), who silently preys upon lone swamper and whole herds of moss pigs—snapping up hairy sows unnoticed even under the eyes of the most watchful swineherds. The withered ancient black dragon, Ghradnorvaul the Black-Crowned (EL 19), father of Ranavcyed and Zarmangarof, has also long haunted the fens, claiming a territory near the Lady's Light which no man, boggard, or other swamp-dweller dares to trespass upon.

Quicksand: Patches of quicksand can be found throughout the Mushfens, frequently in beds roughly 5d20 feet in diameter. See page 88 of the DMG for details on quicksand.

MUSHFENS RANDOM ENCOUNTERS

d%	Monster	Avg. EL	Source
1–3	1 bat swarm	2	MM 237
4–8	2d6 goblins	2	MM 133
9	1d4 land lampreys	2	TOHR 253*
10–11	1 Large monstrous spider	2	MM 288
12–13	1d4 bonesnappers	3	TOHR 46*
14–16	1d6 giant geckos	3	<i>Pathfinder</i> #1
17–18	1d4 assassin vines	4	MM 20
19	1 bunyip	4	TOHR 50*
20	1 devilfish	4	<i>Pathfinder</i> #7
21–22	1d12 giant flies	4	<i>Pathfinder</i> #8
23	1d12 human zombies	4	MM 265
24–27	1d4 moss pigs	4	MM 270**
28	1 kelpie	4	TOHR 249*
29–30	1d6 giant leeches	5	TOHR 255*
31	2d6 goblin dogs	5	<i>Pathfinder</i> #1
32	1 forester's bane	5	TOHR 204*
33–35	1d4 mosquito swarms	5	W2: <i>River Into Darkness</i> 29
36–39	1 nightbelly boa**	5	MM 280
40–43	2d12 stirges	5	MM 236
44	1d4 amphisbaenas	6	TOHR 12*
45–46	1d4 otyughs	6	MM 204
47–48	1 shambling mound	6	MM 222
49	1d4 tentamorts	6	TOHR 341*
50–54	1d12 alligators**	7	MM 271
55	1 black pudding	7	MM 201
56	1d6 faceless stalkers	7	<i>Pathfinder</i> #2
57–58	1d4 scrags	7	MM 247
59–60	1d12 shocker lizards	7	MM 224
61–62	1 giant slug	8	TOHR 232*
63	3 green hags	8	MM 143
64	1d4 tendriculoses	8	MM 241
65–67	1d6 trolls	8	MM 247
68–69	1d4 will-o'-wisps	8	MM 255
70	1 wolf-in-sheep's-clothing	8	TOHR 372*
71–73	1d12 giant alligators**	9	MM 271
74–76	1d12 giant dire frogs	9	TOHR 206*
77–78	1d12 harpies	9	MM 150
79–80	1d4 dark nagas	10	MM 191
81	1d6 dracolisks	10	TOHR 161*
82	1 mogobo	10	<i>Pathfinder</i> #12
83–86	1d6 marsh giants	11	<i>Pathfinder</i> #5
87	1 elder black pudding	12	MM 201
88	1 froghemoth	13	TOHR 208*
89–90	1d4 ten-headed hydras	13	MM 155
91–94	Quicksand	—	DMG 88
95–99	Boggards	—	<i>Pathfinder</i> #2
100	Dragon	—	see description

* From the *Tome of Horrors Revised*.

** Local animals (use boar, crocodile, or giant constrictor snake).



AKARUZUG

A grim statue quietly hovers here, its slow, seemingly weightless bobbing belying its obvious bulk. Sculpted in the shape of a grim, horned angel, gigantic wings and terrible, long clawed arms jut from a legless body that tapers into a blunt, blade-like trunk. Upon the ominous form's breast hang the fresh remains of a crucified corpse.

AKARUZUG

LE Large construct

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

Aura unhallow 40 ft.

DEFENSE

AC 29, touch 11, flat-footed 27
(+2 Dex, +18 natural)

hp 176 (32d10+30)

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

DR 15/good; **Immune** construct traits

OFFENSE

Spd fly 40 ft. (perfect)

Melee 2 claws +33 (1d8+10) and
2 wing slams +28 (1d8+5) and
body slam +28 (2d8+5)

Special Attacks soul slave, soul steal

STATISTICS

Str 30, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +24; **Grp** +38

SQ soul engine

ECOLOGY

Environment any

Organization solitary

Treasure none

Advancement 33–36 (Large); 37–49 (Huge)

Level Adjustment —

SPECIAL ABILITIES

Soul Engine (Su) An akaruzug draws the energy it requires to function from a living creature crucified upon its frame. An active akaruzug (or another creature working with an inactive akaruzug) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the akaruzug draws the creature's soul into it, an effect similar to the spell *magic jar*. While the soul remains in the akaruzug, the construct remains active. If the body crucified upon it is removed, the soul within the construct is freed and the akaruzug deactivates after 1d4 rounds. An akaruzug's victim cannot be resurrected while its soul is still trapped within the construct.

The most likely ways to free a body from an active akaruzug are to pull it free or magically remove the body. A creature who makes a grapple attempt against an akaruzug can target the body hung on the construct. The akaruzug gains a +10 bonus on the opposed grapple check to keep its victim in place. If the akaruzug fails this check, its victim is freed. Casting a spell like *teleport object* on an akaruzug's victim can remove it from its bindings. If a saving throw is allowed to resist the spell, the akaruzug makes it for its victim. As an akaruzug's victim is dead, it no longer counts as a creature for the purposes of spells that target individuals. An akaruzug's victim cannot be targeted in any ways besides these, and thus cannot be destroyed without first destroying the construct.

Destroying an akaruzug or removing its victim's body releases the soul restrained within. A released soul is not returned to its body, however, and instead departs just as any other slain soul.

Soul Slave (Su) Using the soul trapped within its frame, an

akaruzug can manifest ghostly representations of its victim to attack its enemies as a standard action. These soul slaves appear as the akaruzug's victim did in life and wield a weapon favored by that individual. Aside from this, the soul slave functions similarly to the spell *spiritual weapon* cast by a 15th-level sorcerer (though with an AC adjusted by the victim's size). An akaruzug can use this ability up to three times a day.

Soul Steal (Su) An akaruzug can attempt to draw additional soul energy into it. Once every 1d4 rounds, the construct can unleash a blast of soul essence that seeks to flense the life force of any living creature within 20 feet. All living creatures in the area must make a DC 26 Fortitude save or gain 1d4 negative levels. The save DC is Constitution-based. For each negative level bestowed, the akaruzug gains 5 temporary hit points.

Unhallow (Sp) An akaruzug emanates a 40-foot aura of unholy energy, as per the spell *unhallow*. The construct's creator determines what, if any, additional spell effects are tied to the akaruzug's *unhallow* aura at the time of its creation. The construct benefits from any spell effects tied to its *unhallow* aura. Common choices are *darkness*, *detect good*, *freedom of movement*, and *invisibility purge*.

Akaruzugs serve as temptations of the Lower Planes, powerful, blasphemous constructs rarely used by fiends, but whose designs are coveted by diabolical mortal magic users. Crafted in the appearance of grim, towering angels and creatures of warped beauty, these creations stand in mockery of light, life, and all that is good. By their very existence—powered by souls trapped in torment—they spread death and despair, their every atrocity heaping guilt upon the dark souls of their creators.

Most akaruzugs are 15 feet tall or larger, and weigh upward of 3 tons, depending on the materials used in their creation. They commonly attack using claws, wings, and the lashing of a broad sword-like tail, though some akaruzugs have been created with multiple arms and great impaling horns.

ECOLOGY

In an akaruzug's creation process, a powerful warrior is entombed alive within a massive sculpture of lead, granite, or iron. As the statue's shape is refined and empowered—a process involving the efforts of a skilled artisan and a magic-user adept at channeling diabolical powers—the warrior inside slowly expires, her weakening screams and futile struggles likely sounding through the sculpture as it develops. As part of the rite to animate the akaruzug, the body is washed over in hellfire, a process that reduces the body inside into a substance similar to packed ash. These remains and the magic woven over the construct prevent the escape of the lingering warrior soul within. At this point, the akaruzug's "soul engine" is complete,

but the construct still requires spirit energy to animate. Constructed with shackles upon its breast, the construct requires a second creature to be sacrificed to activate it, the unfortunate soul being drawn into the ash and smoldering hellish cinders within the foul construct. This second infusion of stolen life force activates the akaruzug, causing it to rise into the air and spread its profane aura. From then on, it is a grim slave to its creator's perverse will.

Although mindless, akaruzugs have an innate hatred for the living. Terrible icons of evil, they typically remain still, hovering ominously above the ground, bearing their crucified burden and shedding their blasphemous aura. Unless specifically forbidden by its master, an akaruzug attacks any mortal creature that it detects, attempting to consume ever more life force.

With their ominous shapes, unsettling abilities, and the corpse displayed upon their breasts, akaruzugs are often used as terrifying messengers, blasphemous retaliations against those who would stand against the constructs' creator. When the Taldan knight Arstlan besieged the tower of Vodcross, the home of the cruel wizard Cheseive, Poison Lady of Ganholm, he was not heard from for weeks. When he reemerged, it was in rent armor, crucified upon the breast of a serpent-winged akaruzug bearing his face. The thing laid waste to Ganholm, and hovered soundlessly above the ruins for thirteen years before finally being felled by the adventurers known as the Order of Vermilion.

HABITAT AND SOCIETY

As unthinking constructs, akaruzugs have no ways or culture of their own. Rather, they are used by infernal tempters to spread the dark works of devils and further diabolical agendas. Due to the murder and dark spells required to create an akaruzug, becoming the master of one of these hellish creations is in itself a damning act. As the plans for creating these creatures are well documented in the libraries of the Nine Hells, watchful and conniving devils often assure that these formulas fall into the hands of cruel, ambitious, and desperate spellcasters in answer to their Hell-bound wishes.

CONSTRUCTION

An akaruzug is created from a 15-foot-tall hollow statue of a fallen angel. More than 6,000 pounds of dark stone, iron, or lead are utilized in the construct's creation, along with a variety of rare infernal admixtures and empowering agents costing at least 15,000 gp. Assembling the body requires a DC 24 Craft (sculpting) or Craft (armorsmithing) check. In addition, a martially skilled humanoid of at least 5th level must be trapped inside the sculpture.

CL 15th; Craft Construct, *enervation*, *magic jar*, *unhallow*, caster must be at least 15th level; Price 160,000; Cost 80,000 gp + 6,400 XP.



BELIER DEVIL, BDELLAVRITRA

An amphisbaenic monstrosity with the body of a mottled, slimy slug slithers through the ether with a stomach-wrenching grace. At one extremity of its body is the wormish mouth of a leech, while at the other is a knot of three human heads, their features contorted in expressions of incredible pain. Between the teeth of the creature's three human mouths lash three elongated, writhing tongues, each slashing through the air like hair-thin, deadly blades.

BELIER DEVIL (BDELLAVRITRA) CR 16

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

Init +4; **Senses** darkvision 60 ft., see in darkness; **Listen** +28, **Spot** +28

DEFENSE

AC 35, touch 15, flat-footed 29
(+6 Dexterity, +20 natural, -1 size)

hp 195 (17d8+119)

Fort +17, **Ref** +16, **Will** +20

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 30

OFFENSE

Spd 20 ft., fly 60 ft. (perfect)

Melee 3 tongues +23 (1d6+7) and
1 bite +21 (2d6+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongues)

Special Attacks attach, blood drain, constrict 1d6+7, improved grab, possession, *summon devils*

Spell-like Abilities (CL 16th; +22 ranged touch)

At will—*acid arrow*, *etherealness*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *magic circle against good*, *persistent image* (DC 22)

3/day—*acid fog* (DC 23), *dimensional anchor*, *dominate person* (DC 22), *greater scrying* (DC 24), *mass suggestion* (DC 23)

1/day—*blasphemy* (DC 24), *demand* (DC 25), *plane shift*, *waves of exhaustion* (DC 24)

TACTICS

Before Combat A bdellavritra prefers to hide its presence, achieving its goals through the use of its possession ability. If it is detected, though, it uses the abilities of its possessed body to dispatch its foes. If its possessed body is destroyed, it uses its *magic circle against good*, *persistent image*, and enchantment abilities to prepare for battle and confuse its foes.

During Combat With the ability to move between the Material Plane and the Ethereal Plane at will, a bdellavritra delights in appearing upon the Material Plane, attacking and grabbing an opponent, and then shifting back to the Ethereal Plane, where it can dispatch or possess its foe at its leisure. If it fears pursuit, it uses its *dimensional anchor* ability to trap foes on one plane—preferably the Ethereal Plane.

Morale All bdellavritras are wildly protective of their true forms. If a bdellavritra's body is approached or damaged, it immediately releases its possessed host and returns to defend itself. If reduced to fewer than half of its hit points, a bdellavritra uses *greater teleport* to flee.

STATISTICS

Str 24, **Dex** 22, **Con** 25, **Int** 25, **Wis** 26, **Cha** 24

Base Atk +17; **Grp** +28

Feats Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip, Iron Will, Multiattack

Skills Bluff +27, Concentration +27, Decipher Script +27, Diplomacy +33, Gather Information +27, Hide +22, Intimidate +29, Knowledge (arcana) +27, Knowledge (nobility and royalty) +27, Knowledge (the planes) +27, Listen +28, Move Silently +26, Sense Motive +28, Spellcraft +27, Spot +28

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

ECOLOGY

Environment The Nine Hells

Organization solitary

Treasure standard coins, double goods, double items

Alignment lawful evil

Advancement 18–26 HD (Large); 27–36 HD (Huge)

SPECIAL ABILITIES

Blood Drain (Ex) A bdellavritra drains blood for 1d4 points of Constitution damage each round it maintains a hold with its bite. The bdellavritra gains 5 temporary hit points every round it deals Constitution damage.

Constrict (Ex) A bdellavritra deals 1d6+7 points of damage with a successful grapple check against a Huge or smaller creature. Because it seizes its victim by the neck, a creature in the bdellavritra's grasp cannot speak or cast spells with verbal components. While constricted by a bdellavritra, a creature is considered to be suffocating (see DMG, page 304).

Improved Grab (Ex) To use this ability, a bdellavritra must hit with either its bite or tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can blood drain (if it hit with its bite attack) or constrict (if it hit with a tongue attack).

Possession (Su) To use this ability, the bdellavritra must be on the same plane as the targeted creature and make a successful grapple attempt against the victim. If the bdellavritra can maintain a grapple with a creature for a whole round, the target must make a DC 25 Will save to resist being possessed. If the creature fails, the bdellavritra possesses the creature, gaining control of the being and shunting its own body to the Ethereal Plane. This ability is similar to a *magic jar* spell (caster level 17th), except that it does not require a receptacle. A creature that successfully saves is immune to that same bdellavritra's possession ability for 24 hours. The save DC is Charisma-based. A bdellavritra cannot use this ability while on the Outer Planes or any other area not connected to the Ethereal Plane.

While possessing a creature, a bdellavritra can relinquish or retake control of its host body whenever it pleases, without leaving the host's body. The host creature becomes immune to all other mind-affecting effects while possessed. Even when not in control, the devil can still sense the world by using its host's senses. Any attempt to detect thoughts or alignment, or similar divination effects cast upon the host, detects only the properties of the entity controlling the body at that time, whether it be the host or the bdellavritra. If the bdellavritra is forced from its host's body, the host body is slain, or the devil voluntarily gives up control, its consciousness instantly returns to its body on the Ethereal Plane. A bdellavritra is subconsciously aware of its body's condition and immediate surroundings on the Ethereal Plane. Should its body be damaged or have a creature or threat approach within 5 feet, the devil likely relinquishes control of its host and returns its consciousness to its true body to defend itself.

Summon Devils (Sp) Once per day a bdellavritra can attempt to summon 1d6 barbed devils or a horned devil with a 45% chance of success. This ability is the equivalent of a 4th-level spell.

Masterful possessors and foul masterminds, bdellavritras possess some of the most feared intellects in the Nine Hells. Their sadistic genius and patient, calculating plots prove all the more terrifying as the worm-like fiends care little for the politics and backbiting of the Outer Rifts, their divisive attentions favoring the unpredictability and challenges of the Material Plane. With bodies like pale worms or leeches grown to monstrous sizes, bdellavritras are enigmatic horrors. Slick with greasy bile and with mouths at both ends of their gut-churning bodies, the fiends possess a grotesque kind of ambidexterity, favoring no dominant end. As such, the creatures' voices can emanate from their wormlike maws, any one of their human-like mouths, or all four orifices at once, as they choose.

Bdellavritras typically reach sizes of up to 16 feet from worm-mouth to human heads, and weigh upwards of 2,000 pounds.

TREASURE

Bdellavritras do not carry any gear, and rarely bring treasures with them when they travel to the Material Plane. They often hoard treasures belonging to their possessed hosts and to the victims of their schemes. It's not uncommon for the fiends to create vast troves in ethereal lairs, each treasure significant to a creature they've possessed, manipulated, or damned. The value of such items is insignificant to bdellavritras, though the troves of experienced devils can reach thousands of gold pieces in worth.

SAMPLE BDELLAVRITRAS

Bdellavritras have long manipulated the powerful and ambitious of Golarion, promising wealth and power to those with the conviction to follow the fiends' depraved orders. Several famed historic manipulators are known or suspected to have actually been bdellavritras in disguise.

Marvondo: The poet, prophet, and seer of secrets, Marvondo the Mystic, has performed in the royal courts and theaters of Avistan for nearly two centuries. Many have tried to learn from the magician or debunk his visions and marvels, yet most who do vanish forever. One Andoren scholar who attempted to discredit Marvondo's performance disappeared, reappearing forty years later, seemingly unaged but raving mad and uttering the semi-comprehensible words, "devil worm."

Eunecto-Vas: The Pale Visir, the bdellavritra known as Eunecto-Vas, guided the meteoric rise in wealth and power of the Thuvian Emir Cestesos of Pashow in the late 44th century. For many years the emir was a captive of the devil's manipulations, until finally the hero known as Jadvist the Rat-Catcher freed his lord by ensnaring the fiend in an iron flask. The *Iron Flask of Jadvist the Rat-Catcher* is said to still be tended by an order of Sarenrae's priests, hidden deep within the Barrier Wall mountains.



CONTRACT DEVIL, PHISTOPHILUS

Rust-colored flesh covers the stern, muscular features of this tall, obviously devilish figure. Straight black hair sweeps back from a high forehead ringed by sharp, crown-like ridges. A sharp goatee and slender eyes frame the perpetual sly smile that angles across his craggy features. Numerous curving black horns sprout from his back, jutting high above his head and coiling around his sides. Unfurled scrolls festoon these horns, every inch of their ancient lengths crowded with jagged runes that seem to slither with diabolical meaning.

CONTRACT DEVIL (PHISTOPHILUS)

CR 10

Always LE Medium outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; **Listen** +14, **Spot** +21

DEFENSE

AC 21, touch 15, flat-footed 16
(+5 Dex, +6 natural)

hp 104 (11d8+55)

Fort +12, **Ref** +12, **Will** +16

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Spd 30 ft.

Melee gore +14 (1d8+3) and
2 binding contracts +9 (1d4)

Special Attacks impale 2d8+4, *summon devil*

Spell-like Abilities (CL 14th)

At will—*bestow curse* (DC 19), *detect thoughts* (DC 18), *dimension door* (DC 20), *erase* (DC 17), *identify*, *major image* (DC 19), *polymorph* (DC 20), *produce flame*, *sending* 3/day—*arcane eye*, *break enchantment* (DC 21), *greater teleport*, *hold person* (DC 19), *locate creature*, *private sanctum*, *scorching ray*, *silence* (DC 18), *shield of faith*, *vision* 1/day—*contact other plane*, *delayed blast fireball* (DC 23), *dismissal* (DC 21), *plane shift*, *symbol of pain* (DC 21)

TACTICS

Before Combat Contract devils abhor combat and always teleport away before fighting begins. If an opponent particularly frustrates one of these fiends, it uses its *summon devil* ability to leave a fiercer devil behind while it retreats. Should some effect prevent a contract devil's retreat, it casts *shield of faith* upon itself and attempts to use *detect thoughts* on opponents, seeking hidden desires that it might use to bargain its way out of danger.

During Combat If forced into combat, a contract devil talks constantly, attempting to coax its opponents into seemingly beneficial bargains or using its enchantment spell-like abilities while staying behind summoned bodyguards.

Morale Contract devils find fighting—especially their own battles—distasteful, seeing themselves as above such uncouth brawling. If an interaction comes to violence, most leave in frustration or boredom before the fighting even begins. A contract devil never again treats with a creature that has attacked it—that is, unless it's paid a sizable apology fee.

STATISTICS

Str 17, **Dex** 20, **Con** 21, **Int** 24, **Wis** 24, **Cha** 22

Base Atk +11; **Grp** +14

Feats Dodge, Improved Initiative, Iron Will, Mobility, Negotiator*, Persuasive*

Skills Appraise +21, Bluff +22, Concentration +12, Decipher Script +21, Diplomacy +26, Forgery +21, Gather Information +20, Intimidate +17, Knowledge (religion) +21, Knowledge (the planes) +21, Knowledge (any two others) +14, Listen +14, Profession (scribe) +21, Search +14, Sense Motive +23,

Sleight of Hand +14, Spellcraft +16, Spot +21
Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan, Undercommon; telepathy 100 ft., *tongues*
SQ infernal contract, infernal investment
 * bonus feat

ECOLOGY

Environment The Nine Hells
Organization solitary, or court (2–12)
Treasure standard
Advancement by character class; **Favored Class** wizard
Level Adjustment —

SPECIAL ABILITIES

Impale (Ex) A contract devil deals 2d8+4 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex) To use this ability, a contract devil must hit with a binding contract. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale.

Infernal Contract (Su) As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects. To receive these benefits, however, the mortal must sign his true name to the document of his own free will. Upon doing so the mortal's soul is foresworn to the contract devil, condemning him to an eternity of servitude in Hell rather than whatever fate would naturally befall him after death. Thus, should the mortal die, no spell or ability short of divine intervention can resurrect him.

In return for a mortal soul, contract devils commonly draft one of the following three contracts.

Evil Wishes: Upon signing this contract, a mortal is granted 3 wishes, as per the spell *wish*. He can use these wishes immediately or at a point in the future by calling upon the contract devil (see the devil's infernal investment) ability. While the mortal chooses the intention of the wishes, the contract devil decides upon the specifics, allowing for its own diabolical interpretation of the results should the mortal imprecisely phrase his wish.

Hellbound Heart: Upon signing this contract, a mortal is bound to a specific willing devil, gaining the devil-bound template (see the *Advanced Bestiary*). If the mortal does not name a particular fiend or type of devil the contract devil chooses one for him.

Infernal Slave: A mortal can negotiate with a contract devil for the lifelong service of a devil. The mortal chooses any type of devil with Hit Dice equal to or less than his own at the time of the bargain (except for a contract devil). Upon signing the contract, the mortal's infernal slave appears and is bound to do him no harm and follow his orders for as long as he lives. Although the devil must obey its master's

commands, many devils delight in corrupting their orders' intentions in all manner of cruel or mischievous ways.

Breaking a Contract: An agreement with a contract devil can only be broken in two ways. Upon a contract being signed, two copies of the contract are made, one held by the devil and one given to the mortal. Mortals are free to do whatever they please with the lengthy, obviously evil documents, and contract devils typically keep all of their active contracts with them at all times. Should both a mortal and a contract devil's copies of a contract be destroyed, any effects caused by the contract (spell effects, granted templates, etc.) are canceled or reversed and the mortal's soul goes to its normal place of rest after death and can be resurrected as normal.

Alternatively, a second mortal might be allowed to adopt the terms of a contract—his soul replacing that of the original contract signer after death. The mortal who seeks to pay the debt of another must contact the contract devil who holds the relevant contract. The contract devil has a choice in whether or not to allow one mortal to pay another's debt, but value religious and good-aligned souls over others. Shrewd manipulators, contract devils often only agree to allow one mortal to pay another's debt in return for some service or proof of worth. If a contract devil agrees to accept another soul in payment, the original contract signer retains all of the benefits of his contract, but is released from damnation and may be resurrected as normal. The new signer, however, receives no benefits, cannot be returned to life upon dying, and spends an eternity in Hell after death.

Infernal Investment (Su) As a sub-clause of all infernal contracts, a contract devil can scry at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt.

Summon Devil (Sp) Once per day a contract devil can attempt to summon 1d6 bearded devils or a bone devil with a 50% chance of success. This ability is the equivalent of a 4th-level spell.

Tongues (Su) Contract devils can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Phistophilus, widely known throughout the planes as contract devils, serve Asmodeus, archfiends, and the vast bureaucracy of Hell as clerks, scribes, and bargainers in mortal souls. They exist to keep track of the damned, manage Hell's endless ordinances, and, when time and opportunity permit, to coax mortals into damnation. Most phistophilus spend their eternities in the various courts of Hell's nine circles; the Fallen Fastness, Dis's maze-like fortress-library where all laws and oaths are recorded; and occasionally on the Material Plane when summoned by particularly desperate, arrogant, or foolish mortals.



MOBOGO

Of bulbous body and bizarre shape, this gigantic, toad-like beast combines the most disgusting traits of dragon and amphibian. Reptilian wings unfurl from its leaking corpulence, its frame heaped with rolls of corded muscle and moist frog fat. Three buckler-sized yellow eyes protrude above a wide, drooling maw lined with teeth the size of daggers. From this cavernous hollow echoing with deep croaking belches darts a thick tongue the color of an angry bruise, darting forth to greedily snatch up flies, birds, and anything else that comes too near.

MOBOGO

CR 10

Always CE Huge magical beast (boggard)

Init +2; **Senses** darkvision 60 ft., lowlight vision; Listen +10, Spot +17

DEFENSE

AC 24, touch 10, flat-footed 22
(+2 Dex, +14 natural, -2 size)

hp 138 (12d10+72); regeneration 5 (acid, cold, fire)

Fort +16, **Ref** +10, **Will** +6

OFFENSE

Spd 30 ft., fly 30 ft. (clumsy), swim 40 ft.

Melee slam +19 (1d8+9) and

bite +14 (2d6+4)

Ranged tongue +12 (1d6+4)

Special Attacks crush 2d8+13, Gogunta's song

Spell-like Abilities (CL 8)

At will—*charm animal* (DC 14), *create water*, *pass without trace*, *speak with animals*, *water breathing*
3/day—*control water*, *fog cloud*, *gust of wind* (DC 15), *plant growth*, *quench* (DC 16), *soften earth and stone* (DC 15), *sound burst* (DC 15)

TACTICS

Before Combat Preferring to lair in the deepest, muddiest, most overgrown parts of the swamp, mobogos use their *plant growth* and *soften earth and stone* to assure that their surroundings always suit their simple, repulsive tastes. Should a mobogo detect enemies, it croaks loudly to summon any boggard allies and hides amid nearby vegetation, preparing to ambush its foes.

During Combat Whenever possible, a mobogo attempts to slow down its prey, miring enemies with its *plant growth* and *soften earth and stone* abilities. It then makes great crushing leaps, hopping clumsily into the air with the aid of its broad wings and crashing down upon opponents. Using its powerful tongue, it attempts to restrain any creatures that survive to flee.

Morale Savage and always hungry, a mobogo rarely flees from creatures smaller than it. If reduced to fewer than a quarter of its hit points, it makes use of its spell-like abilities to escape into nearby water or overgrowth.

STATISTICS

Str 28, **Dex** 14, **Con** 22, **Int** 6, **Wis** 14, **Cha** 16

Base Atk +12; **Grp** +29

Feats Combat Reflexes, Great Fortitude, Improved Overrun, Power Attack, Wingover

Skills Hide -6 (+8 in swamps), Jump +17, Listen +10, Spot +17

Languages Boggard

SQ swamp stride

ECOLOGY

Environment temperate marshes

Organization solitary, or lump (2-4)

Treasure standard

Advancement 13-24 HD (Huge); 25-30 HD (Gargantuan)

Level Adjustment —

SPECIAL ABILITIES

Crush (Ex) As a standard action, a flying mobogo may land

on opponents of Medium size or smaller, using its terrible girth to crush them. A crush attack affects as many creatures as can fit under the mobogo's body. Creatures in the affected area must succeed on a DC 22 Reflex save or be pinned, automatically taking 2d8+13 bludgeoning damage during the next round unless the mobogo moves off them. If the mobogo chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Gogunta's Song (Su) As a standard action, a mobogo can unleash a thunderous croak. Any non-boggard within 50 feet of the mobogo must make a DC 17 Will save or become shaken for 1d4 minutes. Creatures that succeed at this save cannot be affected by the same mobogo's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based.

In addition, creatures with the boggard subtype within the area of Gogunta's song are affected as per the spell *aid*.

Regeneration (Ex) Fire, cold, and acid deal normal damage to a mobogo.

Swamp Stride (Ex) A mobogo can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a mobogo normally.

Tongue (Ex) A mobogo can attack any creature within 40 feet with its tongue. If a mobogo strikes a Medium or smaller creature with this attack, the tongue latches onto the opponent's body. This deals 1d6+4 damage and drags the stuck opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless that creature breaks free, which requires a DC 29 Escape Artist check or a DC 25 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. Once a stuck creature is within 10 feet, the mobogo deals automatic bite damage. A mobogo's tongue has 20 hit points and can be attacked by making a successful sunder attempt. However, attacking a mobogo's tongue does not provoke an attack of opportunity. If its tongue is currently attached to a target, the mobogo takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing its tongue deals no damage to a mobogo, but prevents it from using its tongue attack for 1 week.

Skills Mobogos have a +8 racial bonus on Jump and Spot checks, and a +8 racial bonus on Hide checks made in a marsh environment.

The Brood of Gogunta, the Swamp Kings, mobogos are the primeval paragons of boggard-kind. Huge and hungry, merging the features of gigantic toads and swampy dragons, mobogos lair in the deepest, oldest swamps of Golarion, where whole tribes of boggards serve their fickle, idiot whims.

Most mobogos stand approximately 18 feet tall and weigh upward of 3 tons. A mobogo's loudest croaks cut

through the humidity and underbrush of even the densest swamps and can be heard up to a mile away. See *Pathfinder* #2 for more details on boggards.

ECOLOGY

Mobogos reside in the most primal swamps of Golarion, grotesque eldritch wildernesses unchanged for centuries. The crude religion of boggard-kind says that when the massive goddess Gogunta deposited her frogspawn in the muddy morass of Golarion's still-forming continents, the mobogo were among the first creatures to emerge. Ever since, these Swamp Kings have slept and fed, preying upon the beasts of their fetid meres, growing huge and lethargic, dreaming inscrutable amphibious dreams of their godly mother's return.

Few mobogos exist even in the largest swamps. Although boggards claim mobogos are immortal and divine, in truth the creatures likely have lifespans measuring in centuries. Most mobogos never meet another of their kind, with the endless attentions of their boggard followers assuring the corpulent creatures rarely have any need to move from their sacred pools and marshy temples. Should two mobogos actually meet, however, the result is either a pitifully small cluster of frogspawn or a titanic battle of thrashing flesh and deafening croaks.

HABITAT & SOCIETY

Few mobogos exist that are not attended by tribes of boggards. Whether the toad-men and mobogos are actually related remains a widely debated question by scholars of other races. Boggards don't question the matter, however, holding the massive, warty beasts as the holy offspring of their foul swamp goddess, Gogunta. Mobogos remain silent on the matter, their crude intelligences caring little for matters of origins and philosophies. Instead, they care only for the endless sacrifices of food, victims, and pleasing swamp art brought to them by their obedient tribes.

While boggard tribes blessed by the presence of a mobogo look to the fleshy beasts as leaders, the mandates of these monstrosities rarely seem profound or divine—mostly tending toward croaks for more food or sunnier thronemounds. In many tribes, a cunning boggard priest-king takes the role of liaison or attendant to the demigod and interprets his own agenda amid the beast's commands, croaks, and belches, becoming the obvious power behind and before the throne. On rare occasions, though—typically upon ingesting copious amounts of strange, poisonous dragonflies—mobogos go into lengthy dazes that can last days or months. Upon emerging, the Swamp Kings sometimes spout strange demands or blaze a path of devastation as they bound into the swamp. Boggards view these whims and migrations as commands from Gogunta herself, and zealously obey or follow the addled urges of their corpulent masters.

EZREN

MALE HUMAN WIZARD 14

ALIGN NG **INIT** +3 **SPEED** 30 ft.

DEITY: Atheist **HOMELAND:** Absalom

ABILITIES

11	STR
9	DEX
12	CON
25	INT
15	WIS
9	CHA

DEFENSE

HP 50
AC 17
touch 11, flat-footed 17
Fort +9, Ref +7, Will +13

OFFENSE

Melee *staff of evocation* +7/+2 (1d6)
Base Atk +7; **Grp** +7
Spells (CL 14th, +6 ranged touch)
 7th—*limited wish, prismatic spray* (DC 24), *project image*
 6th—*disintegrate* (DC 23), *greater dispel magic, mislead, stone to flesh*
 5th—*cone of cold* (DC 22), *dismissal, teleport, wall of force*
 4th—*dimension door, enervation, ice storm, stoneskin, wall of fire*
 3rd—*dispel magic* (2), *fireball* (DC 20), *fly, haste, ray of exhaustion*
 2nd—*bull's strength, invisibility, mirror image, scorching ray* (2), *web* (DC 19)
 1st—*alarm, magic missile* (3), *ray of enfeeblement, shield*
 0—*daze* (DC 15), *detect magic* (2), *light*

SKILLS

Appraise	+10
Concentration	+18
Knowledge (arcana)	+24
Knowledge (geography)	+24
Knowledge (history)	+24
Knowledge (the planes)	+21
Spellcraft	+26

FEATS

Combat Casting, Empower Spell, Great Fortitude, Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Penetration, Weapon Focus (ray)

FAMILIAR

Sneak (weasel, MM 282)



Combat Gear *rod of lesser quicken metamagic, staff of evocation* (50 charges); **Other Gear** dagger, light crossbow with 20 bolts, *bracers of armor* +4, *cloak of resistance* +2, *headband of intellect* +6, *ring of protection* +2, *ring of force shield, blessed book, rations* (6), scroll case, diamond dust (250 gp), 100 gp pearls (2), 100 gp

Ezren's pleasantly safe childhood changed when his father was charged with heresy by the church of Abadar. Ezren worked to repair his father's reputation, but when he discovered proof of his father's guilt he abandoned his family and set out into the world. He fell naturally into wizardry, and while he often argues on the value of religion with Seelah, and his atrophied sense of humor often makes him the butt of Lem's jokes, his world experience and keen wit are quite valued by his younger traveling companions.

SEELAH

FEMALE HUMAN PALADIN 14

ALIGN LG **INIT** +0 **SPEED** 20 ft.

DEITY: Iomedae **HOMELAND:** Katapesh

ABILITIES

20	STR
10	DEX
18	CON
8	INT
14	WIS
17	CHA

DEFENSE

HP 137
AC 30
touch 12, flat-footed 30
Fort +16, Ref +7, Will +9

OFFENSE

Melee +2 *holy cold iron longsword* +22/+17/+12 (1d8+7/17-20)
Ranged +1 *holy composite longbow* +15/+10/+5 (1d8+6/x3)
Base Atk +14; **Grp** +19
Special Attacks lay on hands (42 hp/day), smite evil 3/day, turn undead 6/day (+4, 2d6+14, 11th)
Spells Prepared (CL 7th)
 3rd—*dispel magic*
 2nd—*resist energy, remove paralysis*
 1st—*bless, bless weapon, divine favor*
Special Qualities aura of courage, *detect evil, divine grace, divine health, remove disease* 3/week, *special mount*

SKILLS

Concentration	+7
Heal	+6
Knowledge (religion)	+6
Ride	+10
Sense Motive	+9

FEATS

Cleave, Improved Critical (longsword), Power Attack, Ride-By Attack, Mounted Combat, Weapon Focus (longsword)

MOUNT

Aristide (heavy warhorse; MM 273)



Gear +5 *full plate*, +3 *heavy steel shield*, +2 *holy cold iron longsword*, +1 *holy composite longbow* (+5 Str) with 20 arrows, *arrows of evil outsider slaying* (2), *amulet of health* +4, *cloak of Charisma* +4, *belt of giant strength* +4, *phylactery of faithfulness, ring of protection* +2, backpack, rations (4), gold holy symbol, 41 gp

Seelah's parents were slain by gnomish raiders within months of their settling in Solku. When a group of Iomedae's knights arrived to help defend the town, Seelah was taken with their beautiful, shining armor. She stole a helm from one of the paladins, but became overwhelmed with guilt. Worse, before she had a chance to return the helm, the paladin was herself slain. Wracked with guilt, Seelah confessed her guilt and vowed her life to the paladins' cause. A full paladin today, she values Ezren's wisdom and Harsk's conviction, but it is irreverent Lem who Seelah is most amused by, even if she sometimes feels his jokes go too far.

HARSK

MALE DWARF RANGER 14

ALIGN LN INIT +5 SPEED 20 ft.

DEITY: Torag HOMELAND: Druma

ABILITIES

14	STR
20	DEX
16	CON
10	INT
13	WIS
6	CHA

DEFENSE

HP 108
AC 29
 touch 18, flat-footed 24
 +4 against giants
Fort +12, Ref +14, Will +5
 +2 against poison and spells; evasion

OFFENSE

Melee +2 greataxe +18/+13/+8
 (1d12+5/x3)
Ranged +3 flaming burst giant bane heavy crossbow +22/+17/+12
 (1d10+3 plus 1d6 fire/17–20)
Base Atk +14; Grp +16
Special Attacks favored enemy (giants +6; undead +4; dragons +2), +1 on attack rolls vs. orcs and goblinoids
Spells Prepared (CL 3rd)
 3rd—*cure moderate wounds*
 2nd—*bear's endurance*
 1st—*entangle* (DC 12), *longstrider*, *resist energy*
Special Qualities camouflage, darkvision 60 ft., stability, stonecunning, swift tracker, woodland stride

SKILLS

Heal	+18
Hide	+27
Listen	+18
Move Silently	+27
Spot	+23
Survival	+18
Wild Empathy	+12

FEATS

Crossbow Mastery, Endurance, Far Shot, Imp. Crit. (heavy crossbow), Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Rapid Shot, Track

ANIMAL COMPANION

Biter (dire badger, MM 268)



Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +5 studded leather armor, +2 greataxe, +3 flaming burst giant bane heavy crossbow with 30 bolts, screaming bolt (3), masterwork silver dagger, amulet of natural armor +3, eyes of the eagle, gloves of Dexterity +4, lens of detection, ring of protection +3, boots of elvenkind, cloak of elvenkind, backpack, rations (4), signal whistle, tea pot, 40 pp

Harsk is, in many ways, not your standard dwarf. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). Much of his anger stems from the death of his brother's warband. Slain to a man by giants, Harsk came upon the slaughter moments too late to save his brother. His companions value his skill at combat even if they're somewhat afraid of him.

LEM

MALE HALFLING BARD 14

ALIGN CG INIT +10 SPEED 20 ft.

DEITY: Shelyn HOMELAND: Cheliox

ABILITIES

8	STR
22	DEX
13	CON
12	INT
8	WIS
24	CHA

DEFENSE

HP 65
AC 27
 touch 20, flat-footed 21
Fort +6, Ref +16, Will +9
 +2 vs. fear, evasion

BARDIC MUSIC

14/day; countersong, fascinate, inspire competence, inspire courage +3, inspire greatness, *song of freedom*, suggestion

OFFENSE

Melee +1 short sword +11/+6
 (1d4/19–20)
Ranged +1 shock sling +19/+14 (1d3 plus 1d6 electricity)
Base Atk +10; Grp +5
Spells Known (CL 12th)
 5th (2/day)—*mislead*, *shadow walk*, *song of discord* (DC 22)
 4th (4/day)—*c. crit. wounds*, *dim. door*, *hold monster* (DC 21), *shout* (DC 21)
 3rd (5/day)—*charm monster* (DC 20), *dispel magic*, *haste*, *major image* (DC 21)
 2nd (5/day)—*alter self*, *c. mod. wounds*, *mirror image*, *sound burst* (DC 18)
 1st (5/day)—*cure light wounds*, *feather fall*, *hideous laughter* (DC 18), *silent image* (DC 19)
 0 (4/day)—*detect magic*, *ghost sound* (DC 17), *light*, *message*, *prestidigitation*, *summon instrument*

SKILLS

Bardic Knowledge	+15
Bluff	+24
Climb	+1
Concentration	+18
Diplomacy	+24
Hide	+11
Jump	–3
Listen	+10
Move Silently	+8
Perform (comedy)	+24
Perform (wind instruments)	+14
Tumble	+23
Use Magic Device	+24

FEATS

Dodge, Improved Initiative, Mobility, Quick Draw, Spell Focus (illusion)



Combat Gear *rod of wonder*, *wand of cure moderate wounds* (50 ch.), *wand of lightning bolt* (50 ch.); **Gear** +5 leather armor, dagger, +1 short sword, +1 shock sling (20 bullets), cloak of Charisma +6, gloves of Dexterity +4, ring of evasion, ring of protection +3, backpack, masterwork flute, rations (6), spell component pouch, 40 pp

Growing up a slave in the devil-haunted empire of Cheliox exposed Lem to a shocking range of decadence and debauchery. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that almost make up for his small stature and impulsive nature. Lem's reasons for traveling with his current companions vary upon the day and his mood, but he certainly values their strengths—and the never-ending supply of comedy material their antics provide him with.



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