



THE REAPING STONE

A DELUXE ADVENTURE FOR
4-6 CHARACTERS OF 2ND LEVEL



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

THE REAPING STONE

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ADVENTURE BACKGROUND

Three years ago, Azrenar, a half-elf cleric devoted to the goddess Maramaga, met with King Thurzen XVI of Maerh-Varza to request the king's royal blessing to build a public temple. King Thurzen, well-versed in ancient history and religion, knew the truth behind the ancient worship of Maramaga and declined the cleric's request with great vehemence. The learned king had read tales of mass human sacrifice of the old and the infirm, and of the proliferation of rot and disease, all in Scythe Mother's name.

Azrenar's request filled King Thurzen with dread, revulsion, and anger. So strong was the king's fury that several days after ejecting Azrenar from the royal court, he ordered his assassins to seize the cleric, put his followers to the sword, and hang their bodies in full view of the road into Maerh-Varza as a warning to others. The king's orders were carried out, but his assassins failed to capture Azrenar. Instead, Azrenar lost his wife, three children, and a dozen loyal followers when the king's men laid siege to the cult's temporary encampment just outside the city walls. Azrenar was away at the time, and when he returned he was driven mad with rage and despair at the sight of his slaughtered family hanging limp and bloody alongside his loyal followers. He swore a blood oath to Maramaga that he would have his revenge.

Azrenar had originally chosen Maer-Varza as the site of his temple because a lifelong series of mystical dream-visions led him to believe that an ancient holy site sacred to Maramaga existed somewhere in the deep catacombs beneath the city. So, after burying his family and gathering his few remaining followers, Azrenar slipped into the city and secretly began months of painstaking subterranean exploration. Finally, after many setbacks and lives lost, Azrenar and his cult discovered the great vaulted cavern of Hrazhad-Kul and the ancient and profane Temple of Maramaga.

Azrenar's exploration of the ancient temple soon revealed the site was originally constructed by an evil sect of dwarves devoted to Maramaga centuries before the city of Maerh-Varza even existed. These dwarves were led by a wizard-priest of great and terrible power called the Midnight King. The Midnight

King oversaw the creation of the Reaping Stone, a profane artifact rumored to be a divine fragment of the goddess Maramaga herself. When Azrenar finally breached the doors leading into the temple's inner sanctum and laid eyes upon the Reaping Stone, his already unstable mind was immediately inundated with visions of pestilence, blood, and horror that coalesced into a cruel and twisted plot for vengeance.

Now, three years after his fateful meeting with King Thurzen, Azrenar is finally putting his mad plan of revenge into motion. Having tapped into the power of the Reaping Stone, Azrenar has created a supernatural disease he has dubbed the reaping sickness. Though terrible for its ability to slay those it afflicts and then animate their corpses as ravenous plague-carrying zombies, the reaping sickness is even more devastating because Azrenar controls the only cure.

Azrenar's goal is to unleash the reaping sickness on Maerh-Varza in a series of coordinated attacks. He then plans to spread word that he holds the only cure, which he promises to those who pledge themselves to Maramaga and join his crusade to overthrow King Thurzen. If his plan fails and the king is not overthrown, Azrenar is content to let the reaping sickness slay every living creature in Maerh-Varza, and turn the city into a great zombie-infested necropolis.

ADVENTURE SUMMARY

The PCs throw a wrench in Azrenar's plan when they survive one of the initial cultist attacks at a local inn. Following clues found on the dead cultists who attacked them, the PCs first head into the city's sewer system, where they must navigate through the labyrinthine tunnels and battle swarms of hungry vermin and worse horrors. Next, the PCs investigate a long-abandoned haunted orphanage in the city slums populated by guardian undead loyal to the cult as well as older, even more malevolent undead. From there, the PCs follow clues leading them to a run-down mortuary, home to a gang of corpse-stealing criminals led by Azrenar's half-sister. After dealing with an unexpected zombie infestation in the mortuary's lower level, the PCs face Azrenar's half-sister and what's left of her criminal gang. Next, additional clues lead the

PCs to a local reliquary shrine and into the ancient burial catacombs beneath it, where they must battle through a horde of ancient undead and their huecuva masters. Once they bypass these catacombs, the PCs finally locate the great vaulted cavern of Hrazhad-Kul, home to Azrenar's newly re-sanctified Temple of Maramaga. In the Temple of Maramaga, the PCs face Azrenar's inner circle as well as dozens of fanatical—and monstrous—cultists, finally confronting the mad priest himself before the profane glory of the Reaping Stone.

OBJECTIVES

The objectives in The Reaping Stone are linear, but not so strict that you can't adapt the adventure to your campaign's particular needs. The default adventure assumes the PCs have recently arrived in the ancient port city of Maerh-Varza and have settled in at the Stirge and Hammer Inn, where the first scene plunges them immediately into a harrowing adventure.

Possible adventure objectives and motivations include the following:

- The PCs must discover a cure for the reaping sickness for themselves or perhaps as a heroic act to save the afflicted citizens of Maerh-Varza.
- Heroic PCs might want to bring the main villain Azrenar to justice for his hand in creating and spreading the reaping sickness.
- Heroic PCs might also want to defeat Azrenar and eradicate the evil cult of Maramaga, or perhaps even destroy the Reaping Stone as part of a holy quest.
- PCs loyal to the city and King Thurzen might want to defend the city and thwart Azrenar's sinister coup d'état.
- PCs interested in exploration might be interested in exploring the catacombs under the Reliquary of Saint Naratha, the great cavern of Hrazhad-Kul and its dwarven ruins, and the ancient Temple of Maramaga.

CHALLENGE RATING

The Reaping Stone is a five-part mega-adventure intended for six PCs of 2nd level, with an average party level (APL) of +2, and a medium rate of XP advancement. It is a dangerous adventure that could mean the death of one or more player characters and will take extra precaution or resourcefulness to navigate it successfully. The word "Reaping" in the title of this adventure is also a serious hint: players should proceed with extreme caution.

2nd Level: The PCs should begin the adventure as 2nd level characters.

3rd Level: The PCs should reach 3rd level when they finish their investigation of Ambrik House at the end of Part 1.

4th Level: The PCs should reach 4th level at some point during the exploration of the catacombs under the Reliquary of Saint Naratha during Part 3.

5th Level: The PCs should reach 5th level at some point during the exploration of Hrazhad-Kul in Part 4, before they enter the Temple of Maramaga in Part 5. The PCs should reach 5th or possibly 6th level by the adventure's end.

SCALING THE ENCOUNTER

Many encounters throughout The Reaping Stone contain a "Scaling the Encounter" note that offers suggestions for GMs running the adventure for parties containing less than six PCs.



PART I WELCOME TO MAERH VARZA

Wherein the PCs:

- Are attacked by cultists of Maramaga in the taproom of the Stirge and Hammer Inn.
- Uncover clues as to why the cultists attacked the inn.
- Retrace the cultists' trail through the sewers of Maerh-Varza.
- Investigate a long-abandoned orphanage the cultists used as a staging area before their attack.

THE STIRGE AND HAMMER INN

The Stirge and Hammer is a modest two-story inn in Maerh-Varza's Market Hill district that caters to the Maerh-Varzan working class and the occasional wandering adventurer. Its owner and proprietor, Vasaro, purchased the inn 15 years ago after retiring from Maerh-Varzan military service. Vasaro is an honest man who charges a fair price for his food and lodging. In addition to running the inn, Vasaro has converted part of the inn's seldom-used stables into a small brewery where he brews a locally famous strong black beer called Old Blind Stirge. It is the only alcohol available at the Stirge and Hammer.

Vasaro does not allow gambling or whoring on the premises, as he wants the inn to uphold its respectable reputation. He is very protective of his buxom young daughter, Basila, who works as a serving maid in the inn's taproom.

INN PRICES:

Lodging (per night)

Common Room (bedroll and floor space in the taproom)	1 sp
Private Room (2 beds)	1 gp
Noble Suite (bedroom with feather bed and separate sitting room)	10 gp
Meal (typically a meaty stew and bread)	1 sp
Old Blind Stirge	
Tankard	2 cp
Hand keg	1

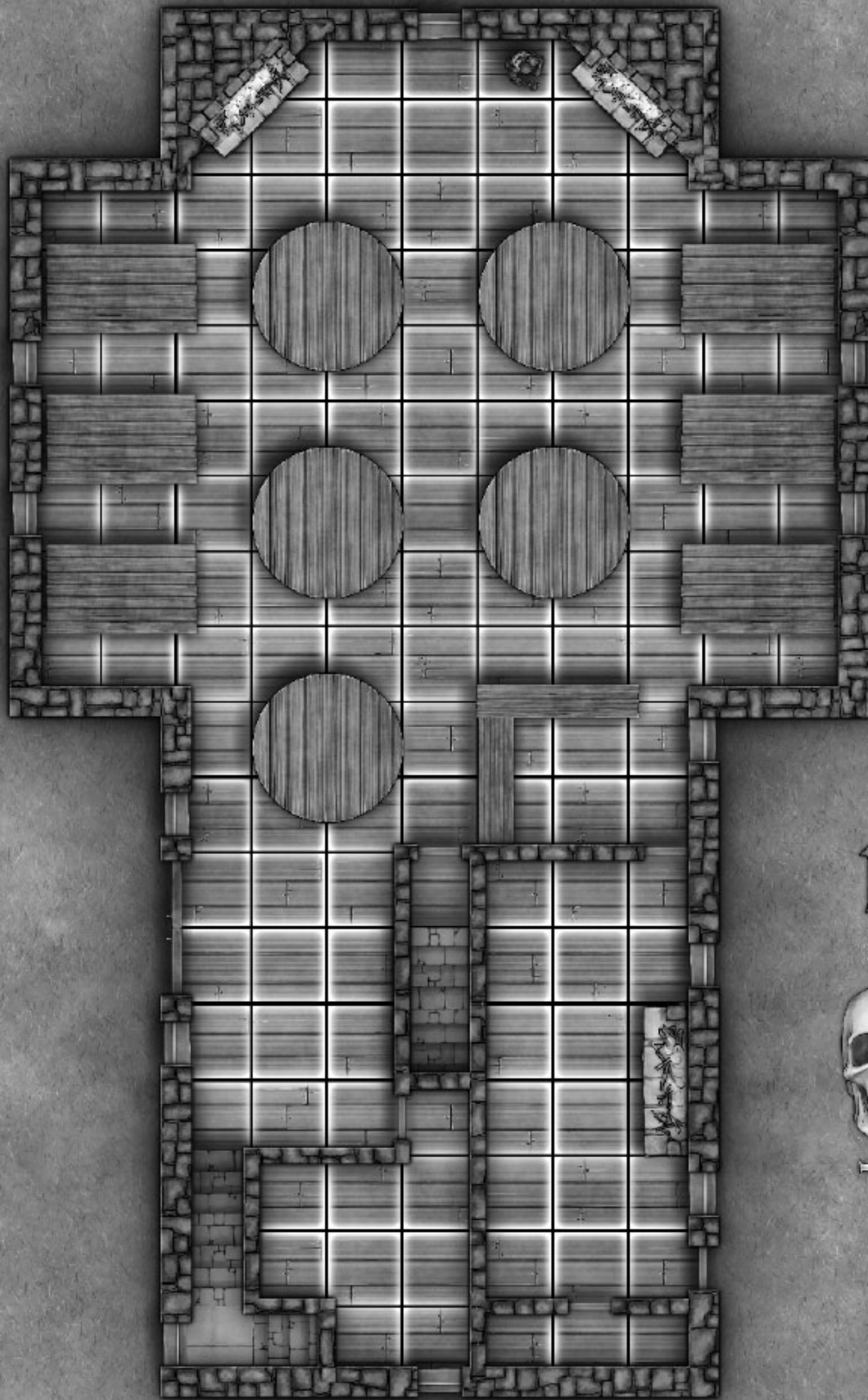
VASARO & BASILA: A tall lean man in his early 50s, with hawk-like features, greying curly black hair, and a twisted beak of a nose, Vasaro spent 20 years serving with the King's Rovers, the scouting branch of the Maerh-Varzan army. As a Rover, Vasaro patrolled the lands within 100 miles of the city and worked to protect outlying villages and keep the roads safe from bandits, raiding humanoids, and predatory monsters. During this time Vasaro developed a particular hatred for gnolls, as noted by his collection of stuffed gnoll heads above the inn's fireplace and the nearly 9-foot tall not-so-well-preserved body of a gnoll chieftain standing in the taproom.



Basila is Vasaro's 17-year-old daughter. Energetic, dark-eyed, and voluptuous, Basila is Vasaro's greatest treasure and only living family member, having lost his wife and infant son 12 years ago during childbirth. Though she's a pretty thing, Basila is far from a brainless doxy. She has a good head for numbers, is warm and welcoming with the inn's customers, and has become a decent shot with the crossbow under her father's persistent tutelage.



The Stirge and Hammer Inn



1 square = 5 feet
Cartography by Richard A. Hunt

VASARO THE INNKEEPER	XP	CR	HP
	600	2	18

Middle-aged human male expert 3 / fighter 1

N Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 Dodge)

hp 18 (1d10+3d8-4)

Fort +2, Ref +3, Will +2

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+1/19-20)

Ranged mwk light crossbow +7 (1d8/19-20)

STATISTICS

Str 12, Dex 15, Con 9, Int 12, Wis 8, Cha 10

Base Atk +3; CMB +4; CMD 17

Feats Dodge, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)

Skills Bluff +4, Diplomacy +7, Handle Animal +4, Intimidate +5, Knowledge (geography) +6, Knowledge (local) +8, Knowledge (nobility) +5, Perform (sing) +7, Profession (brewer) +6, Profession (innkeeper) +6, Sense Motive +6

Languages Common, Dwarven

Combat Gear mwk light crossbow, dagger

BASILIA	XP	CR	HP
	200	1/2	8

Female human commoner 2

N Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 Dodge)

hp 8 (2d6)

Fort +0, Ref +2, Will -1

OFFENSE

Melee unarmed +1 (1d3 nonlethal)

Speed 30 ft.

STATISTICS

Str 10, Dex 14, Con 10, Int 14, Wis 9, Cha 13

Base Atk +1; CMB +1; CMD 14

Feats Dodge, Point Blank Shot, Precise Shot, Simple Weapon Proficiency (light crossbow)

Skills Knowledge (local) +4, Perception +4, Profession (barmaid) +4, Profession (brewer) +3, Profession (innkeeper) +5, Sense Motive +4

Languages Common, Dwarven, Elven

MAYHEM AT MIDNIGHT CR 4

This scene assumes the PCs arrive in the city and settle in at the Stirge and Hammer. Allow the PCs to explain what their characters are doing at the inn, and then read or paraphrase the following:

As the city bells chime the midnight hour, you find yourselves in the taproom of the Stirge and Hammer Inn. The inn's fieldstone walls are adorned with dozens of hunting trophies and war mementos—including a collection of two dozen gnoll heads mounted over the large twin fireplaces and the well-preserved body of a snarling gnoll chieftain clutching a rusty and dented great axe. The taproom has an L-shaped bar well and a dozen or so tables and benches, and is well-lit by the roaring fires in the fireplaces and several oil lamps hanging from the walls.

Steady rain since mid-afternoon has produced a slow evening for Vasaro the innkeeper and his daughter, Basila, who have provided swift and courteous service to you and your comrades over the past few hours. In fact, you and your companions are the only patrons currently enjoying the inn's taproom. As you contemplate turning in for the evening, your tranquility is suddenly interrupted by a rush of footsteps and a series of high-pitched yips and growls. This noise precedes the appearance of three small reptilian humanoids, followed by two armored men wielding scythes and a woman in dark, blood-red robes.

As you quickly come to your senses and move to defend yourselves, you see that two of reptilian humanoids carry smoking wooden batons and the other one carries a small bulging cloth bag. As the creatures prepare to throw their items at you, the robed woman draws a glass vial from the folds of her robe and shouts an order: "For the glory of the Scythe Mother! Kill them all!"

Tieranda, a low-ranking cleric of Maramaga, volunteered to lead this strike team to attack the Stirge and Hammer. Her mission is to expose all of the occupants of the inn's taproom with the reaping sickness, which she does during the first round of combat. Tieranda is devoted to Maramaga, but she's not a suicidal fanatic like the cultist warriors accompanying her. She is exceptionally ruthless and considers the kobolds and cult warriors to be expendable resources.

Tieranda is tall and willowy with long brown hair and hazel eyes. Her comely features are marred by a long scar that runs down the middle of her forehead, over her slightly disfigured nose, and hooks across her left cheek.

Note: Tieranda has already cast deathwatch and shield of faith. These bonuses are reflected in her stat block.

TIERANDA	XP	CR	HP
	800	3	31

Female human cleric 4

CE Medium humanoid (human)

Init +3; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 armor, -1 Dex, +2 shield of faith)

hp 31 (4d8+8)

Fort +7, Ref +1, Will +10

OFFENSE

Speed 20 ft.

Melee +1 sickle +4 (1d6+1)

Special Attacks bleeding touch, lightning arc

Spells Prepared (CL 4th, concentration +7)

2—cure moderate wounds, dread bolt (DC 15), spiritual weapon, wind wall ^D

1—cause fear D (DC 14), deathwatch, protection from good, shield of faith, ray of sickening (DC 14)

0—(at will) bleed (DC 13), detect magic, light, stabilize

D Domain spell; **Domains** Air, Death

STATISTICS

Str 10, Dex 9, Con 14, Int 12, Wis 17, Cha 13

Base Atk +3; CMB +3; CMD 12

Feats Combat Casting, Improved Channel, Improved Initiative, Iron Will

Skills Diplomacy +6, Heal +10, Knowledge (local) +5, Knowledge (religion) +8, Sense Motive +7, Spellcraft +8

Languages Common, Draconic

SQ aura, channel negative energy (4/day, DC 15, 2d6), spontaneous casting

Combat Gear +1 sickle, breastplate; Other Gear +1 cloak of resistance, two vials containing the reaping sickness, map of sewers that shows the route to Ambrik House

SPECIAL ABILITIES

Bleeding Touch (Su) Six times per day, Tieranda can make a melee touch attack that deals 1d6 bleed damage for 2 rounds.

Channel Negative Energy (Su) Four times per day, Tieranda can channel negative energy to injure the living or heal the undead (DC 15, 2d6).

Lightning Arc (Su) Six times per day, Tieranda can emit an arc of lightning as a ranged touch attack at a foe within 30 feet for 1d6+2 points of damage.

The cult warrior fanatics are both strongly built, wild-eyed human males in their early 20s. Their heads are clean shaven and they each have the unholy symbol of Maramaga (a two-headed vulture) branded onto their foreheads.

CULT WARRIOR FANATICS (2)	XP	CR	HP
	200	1/2	20

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 20 (2d10+5)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee scythe +5 (2d4+3/20/x4)

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B Bonus feats

Skills Intimidate +4

Languages Common

Combat Gear iron lamellar armor, scythe



KOBOLDS (3)	XP	CR	HP
	100	1/4	5

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee sickle +0 (1d4-1)

STATISTICS

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; CMB -1; CMD 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

Combat Gear sickles, smokesticks (2), tangle foot bag

TACTICS: The Tactics information is usually found in the individual NPC and monster stat blocks, but it is provided here to help GMs visualize a potentially complicated encounter. The cultists use the following tactics during their attack.

Round 1: The two kobolds throw their smokesticks into the midst of the PCs and the other kobold throws its tanglefoot bag at the strongest-looking PC. The smoke from each of the kobolds' smokesticks fills a 10-foot square area and lasts for one minute. Tieranda breaks a glass vial of clear liquid at her feet that contains the reaping sickness. The two cult warrior fanatics remain flanking Tieranda, and ready themselves if the PCs approach.

Round 2: The kobolds draw their sickles and engage the PCs in melee. The human warriors continue to flank and protect Tieranda. Tieranda casts wind wall and places the wind wall barrier between herself and the PCs. The innkeeper Vasaro and his daughter Basila take cover behind the bar; Vasaro arms himself with the light crossbow stashed behind the bar and Basila ducks down out of sight. Behind the bar, Vasaro has improved cover (+4 AC) and Basila has total cover.

Round 3: The cult warrior fanatics move to engage the PCs in melee. Tieranda casts dread bolt. Vasaro begins shooting kobolds, cult warrior fanatics, or Tieranda, in that order.

Round 4: Tieranda casts cause fear.

Round 5: Tieranda casts ray of sickening.

Round 6: through 10: Tieranda targets PCs with her Lightning Arc power.

Round 11+: Tieranda draws her sickle and engages the PCs in melee.

MORALE: The kobolds flee when two of them are slain. The cult warrior fanatics fight to the death. Tieranda flees if the two cult warrior fanatics are slain or she is reduced to 10 hit points or less. She heads for the sewers and makes her way back to Ambrik House, where she intends to lay low for 24 hours before making her way back to the Temple of Maramaga.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 cult warrior fanatic and 1 kobold.

INFECTION AND AFTERMATH

Due to the concentrated amount of disease in Tieranda's vial, everyone in the Stirge and Hammer's taproom is automatically exposed to the reaping sickness when she breaks the vial at her feet.

Vasaro the innkeeper and his daughter Basila both automatically fail their Fortitude saves and are infected with the disease, which is immediately noticeable when they both complain of feeling suddenly weak (from the loss of a point of Constitution). Their eye-whites also turn a soft shade of pink, and they begin to cough trace amounts of blood.

Obviously frightened and worried for his daughter's and his own health, Vasaro offers the PCs 500 gp and free room and board for a month if they follow the cultists' trail through the sewers to locate their hideout and find a cure for he and his daughter.

Note: See "Appendix 1: The Reaping Sickness" for additional details on the reaping sickness.

PCs might uncover the following clues:

- A DC 10 Perception check notices a trail of muddy footprints leading down to the inn's cellar and from there through a heavy wooden door leading to the city sewers. The door has been forced open from the outside.
- A search of Tieranda's body reveals another glass vial containing a clear liquid identical to the vial she smashed at the onset of the fight. This is another dose of the reaping sickness. If the vial's wax seal is removed or if the vial is broken, everyone within 60 feet is exposed to the disease. If the PCs can't identify the disease themselves, they can take it to a local cleric or sage. See the "Concluding Part One" section for additional details.
- A search of the cult warrior fanatics reveals that one of them is carrying a poorly rendered, filth-stained cloth map of a portion of the city's labyrinthine sewer system. The map has a path in red ink linking one point on the map to another. A DC 20 Knowledge (dungeoneering, geography, or local) check identifies one point as the Stirge and Hammer Inn and the other point as somewhere in the Rooksden district (the Maerh-Varzan city slums). It's obvious to anyone with any ranks in Knowledge (dungeoneering, geography, or local) that it will be much easier to find the mysterious location in Rooksden by following the map's directions through the city sewers. Indeed, due to the shoddy map, it takes a DC 30 Knowledge (dungeoneering, geography, or local) check and 2d6 hours to identify and locate the Ambrik House as the other point on the map.
- A DC 15 Knowledge (religion) check identifies Tieranda's unholy symbol as one dedicated to an ancient and obscure goddess of disease and decay named Maramaga. See "Appendix 2: Maramaga" for a description of the goddess Maramaga.

INTO THE SEWERS

This section assumes the PCs discovered the sewer map on the defeated cult warrior fanatic and have decided to follow it in order to retrace the cultists' trail through the sewers.

SEWER FEATURES

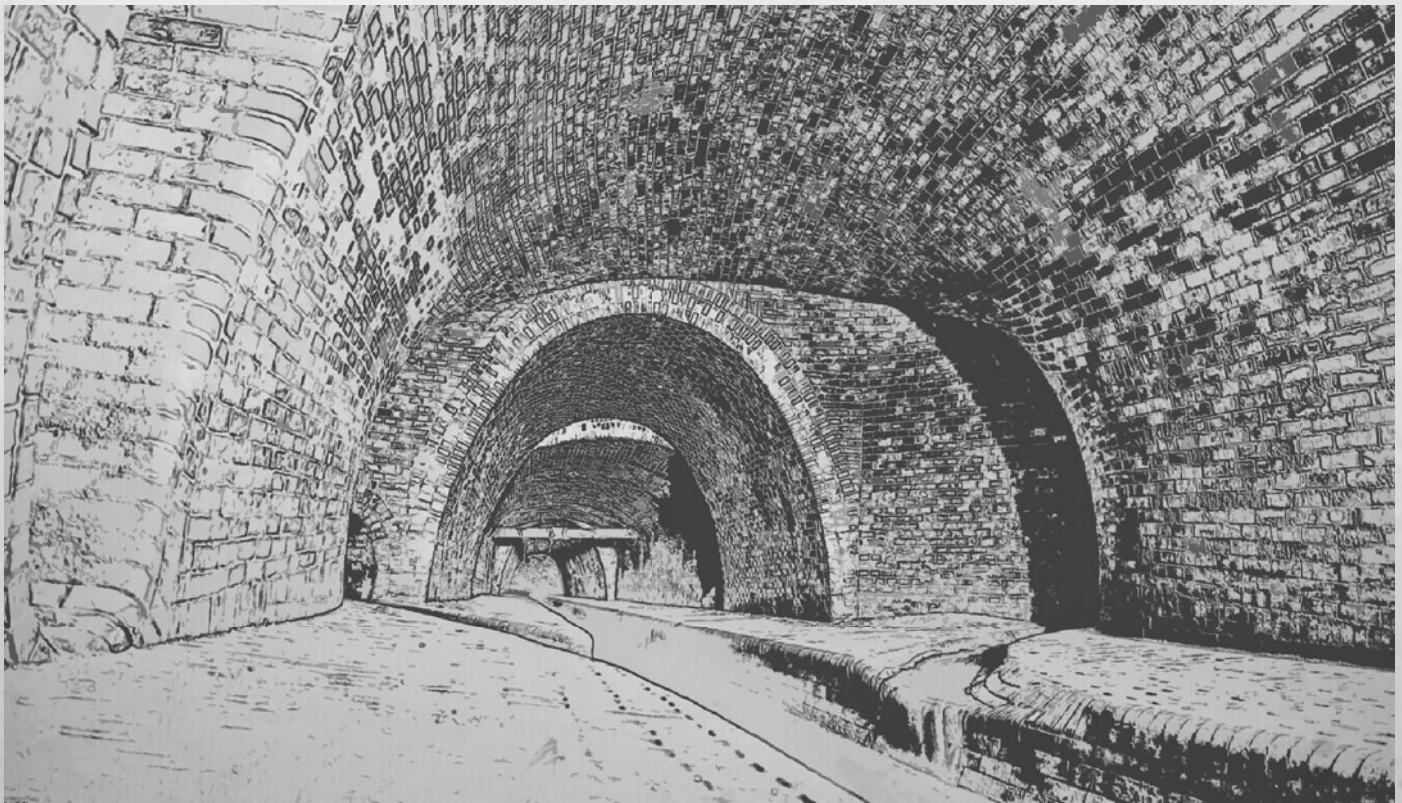
The city sewers were built by the original dwarven founders of Maerh-Varza 1,000 years ago. Though ancient and crumbling in places, the dwarf-engineered tunnels remain reasonably safe, and are a testament to the dwarves' exceptional engineering expertise. The sewers are composed of a labyrinthine network of primary, secondary, and tertiary tunnels. Propelled by a cleverly designed system of cisterns and mechanical pumps, the sewer tunnels eventually discharge their vile contents from multiple exit points hundreds of yards north and south of the city walls, directly into the Bay of Blades.

Primary tunnels are 15 feet wide, with a 5-foot wide walkway that runs parallel to a 10-foot wide, 10-foot deep, culvert of constantly moving water. The sewer

tunnel's rounded ceiling rises another 15 feet above the walkway. Every hundred feet or so, the sewer tunnels branch off into smaller (10-foot diameter) secondary tunnels, and even smaller (5-foot diameter) tertiary tunnels. Small stone bridges extend across the water-filled culverts wherever a primary tunnel is bisected by another primary tunnel.

The sewers are avoided by most honest folk and are widely known to be infested with all sorts of dangerous vermin and monsters. The city's Guild of Streetsweepers and Lanternlighters is officially responsible for maintaining the sewers and clearing out any dangerous inhabitants. However, due to the guild's meager resources it largely ignores the sewers, unless a particularly dangerous sewer denizen is discovered. When this happens, the guild hires monster-hunting mercenaries to do the dirty work.

The cultists' map follows one of the larger primary sewer tunnels. This trail is clearly marked on the cultists' map and stretches for three miles from the cellar of the Stirge and Hammer Inn to the cellar of Ambrik House.



IT'S MADE OF WHAT CR 4

Forty minutes into the sewers, the PCs quite literally stumble into a vile-smelling mass of protoplasm, offal, and raw sewage—a disgusting slime-creature called an effluvium jelly. The effluvium jelly's disgusting body chemistry produces a dreadful stench that sickens living creatures that come within 30 feet of it. PCs who fail to notice the jelly will certainly smell it when they come within 30 feet of the repulsive creature.

After navigating the foul smelling sewer-ways of the Maerh-Varzan underworld for the better part of an hour, the reek of the sewers suddenly becomes almost overpowering. Your eyes water and your throats clench in protest as you look about for the source of the dreadful odor.

The effluvium jelly is lying in wait on the stone walkway of the primary sewer tunnel. PCs must succeed on an opposed Perception check vs. the effluvium jelly's Stealth check of +18 to notice it. If the first PC in line does not notice the jelly, the PC walks blindly into the creature and is automatically affected as if struck by the effluvium jelly's slam attack. If this happens, the PC is also immediately subject to the effluvium jelly's paralysis and disease attacks.

Note: The effluvium jelly is a new monster detailed in "Appendix 4: New Monsters."

EFFLUVIUM JELLY	XP	CR	HP
	1,200	4	46

N Large ooze

Init +1; **Senses** blindsense 90 ft.; Perception +2

Aura stench (30 ft., DC 19)

DEFENSE

AC 10, touch 10, flat-footed 9 (+1 Dex, -1 size)

hp 46 (4d8+28)

Fort +8, Ref +2, Will +3

Defensive Abilities cesspit camouflage;

Immune acid, cold, ooze traits

Weaknesses fire vulnerability

OFFENSE

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

Melee slam +4 (disease and paralysis)

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

Special Attacks blood drain (1d4 Con), disease (DC 12), paralysis (DC 19)

Skills Stealth +8 (+18 in sewer environments)

TACTICS

During Combat The effluvium jelly focuses its attack on a single PC and ignores all other threats.

Morale The effluvium jelly fights until destroyed.

STATISTICS

Str 10, Dex 12, Con 24, Int -, Wis 14, Cha 1

Base Atk +3; **CMB** +4; **CMD** 18 (can't be tripped)

SPECIAL ABILITIES

Blood Drain (Ex) An effluvium jelly can only drain blood from a victim that it has successfully paralyzed. It then drains 1d4 points of Con per round from the incapacitated prey.

Cesspit Camouflage (Ex) An effluvium jelly is composed of transparent protoplasmic goo mixed with animate chunks of sewer waste, miscellaneous refuse, and other foul debris. When encountered in their preferred habitat (sewers) effluvium jellies gain a +10 bonus to their Stealth checks. Furthermore, effluvium jellies are able to move at full speed in water without taking a penalty on Stealth checks. A creature that fails to notice an effluvium jelly and walks into it is automatically affected as if it was struck by the effluvium jelly's slam attack and is immediately subject to paralysis and disease.

Disease (Ex) Effluvium jellies are infested with disease-causing parasites and bacteria. Living creatures coming into contact with an effluvium jelly, including creatures struck by its slam attack, must succeed on a DC 12 Fortitude save or contract filth fever.

Filth Fever: disease—injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Paralysis (Ex) An effluvium jelly's slam attack causes no damage. However, living creatures struck by its slam attack must succeed on a DC 19 Fortitude save or fall victim to the effluvium jelly's neurotoxic venom and be rendered paralyzed for 3d6 minutes. The save DC for the paralysis venom is Constitution-based.

Stench (Ex) An effluvium jelly's body chemistry produces a dreadful stench when mixed with sewage waste. Creatures within 30 feet of an effluvium jelly must succeed on a DC 19 Fortitude save or become sickened for as long as they remain within 30 feet of it. When a sickened creature moves more than 30 feet from the effluvium jelly, they remain sickened for another 1d4 rounds.

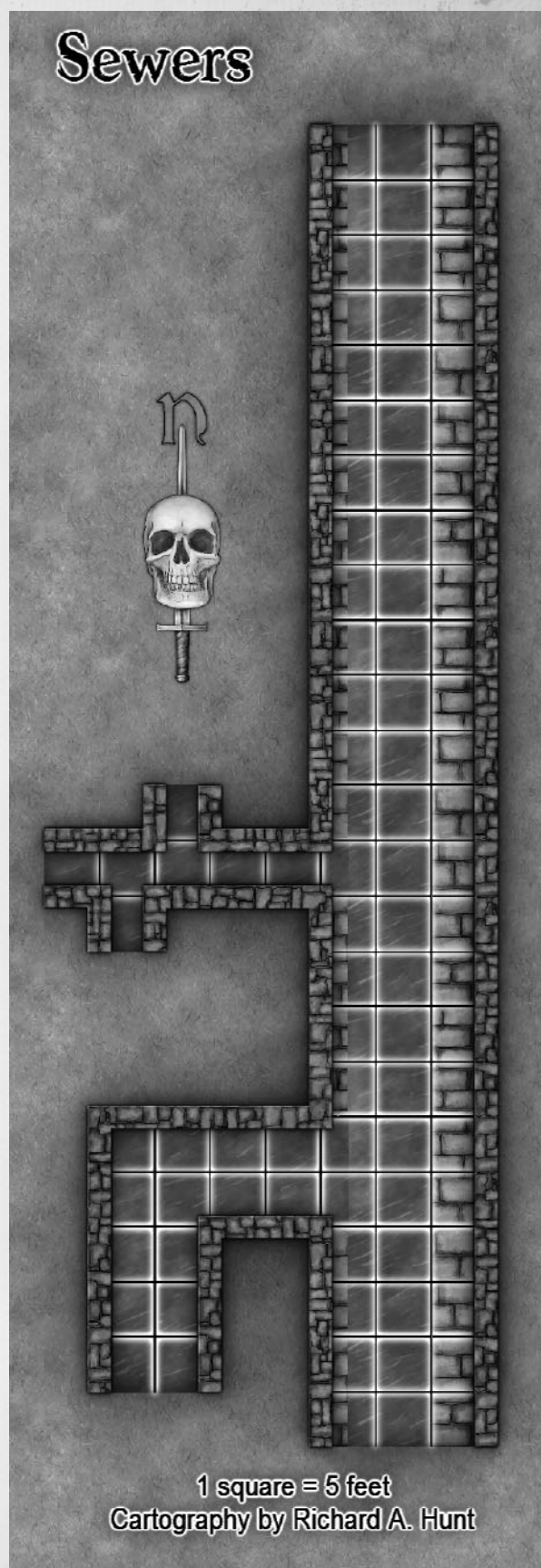
THE RAT MAN

One hour after their encounter with the effluvium jelly, the PCs are noticed by a pack of sewer rats allied with a wererat named Slernik. Slernik, already bitter from his recent exile from a local wererat clan, is still agitated because of the trespassers—the Maramagan cultists—who recently made their way through his newly established domain. Unwilling to face the large group of armed cultists, the wererat sees the PCs' smaller group as easy prey and a good opportunity to vent his anger.

RAT SWARM CR 2

As you make your way along the sewer tunnel, the babbling flow of sewer water is slowly drowned out by an ever-increasing series of pips, squeaks, and chaotic skittering. Suddenly, a massive pack of sewer rats appears behind you, quickly and inexorably moving toward you.

MONSTERS: These rats are the first of Slernik's minions to notice the PCs. The rat swarm only fights for two rounds before the rats scatter and flee to warn Slernik that the PCs have entered his territory. In the event the PCs destroy the swarm in two rounds Slernik is instead warned by a single sewer rat who watched the battle from a safe distance.



RAT SWARM	XP	CR	HP
	600	2	16

N Tiny animal (swarm)

Init +6; Senses low-light vision, **scent**; Perception +8

DEFENSE

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

hp 16 (3d8+3)

Fort +4, Ref +5, Will +2

Defensive Abilities swarm traits (as a swarm of tiny creatures, a rat swarm takes only half damage from piercing and slashing attacks)

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease (DC 12), distraction (DC 12)

STATISTICS

Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

Base Atk +2; CMB —; CMD —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Creatures that take damage from the rat swarm's swarm attack are exposed to filth fever.

Filth fever: Swarm—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

PROBING ATTACK CR 3

Ten minutes after they encounter the rat swarm, the PCs enter a large cistern chamber bisected by four primary sewer tunnels. This chamber was the lair of a particularly voracious otyugh for many years, until two months ago when the creature was overwhelmed and slain by Slernik and his rat hordes. The otyugh's rotting corpse—now a nearly unidentifiable mound of maggot-infested carrion—is still here however, and fills the chamber with a dreadful stench.

Because of the stench of the rotting otyugh corpse, PCs entering the cistern chamber must succeed on a DC 15 Fortitude save or become sickened for as long as they remain inside the chamber, plus an additional 1d4 rounds after they leave. The rats are immune to this effect.

As you enter this large cistern chamber, the reek of the sewers is immediately dwarfed by the dreadful stench of rotting carrion. The odor seems to emanate from a huge mound of decomposing, grey-green flesh piled into in one of the corners. A 5-foot long, half-eaten tentacle protrudes from the appalling carcass.

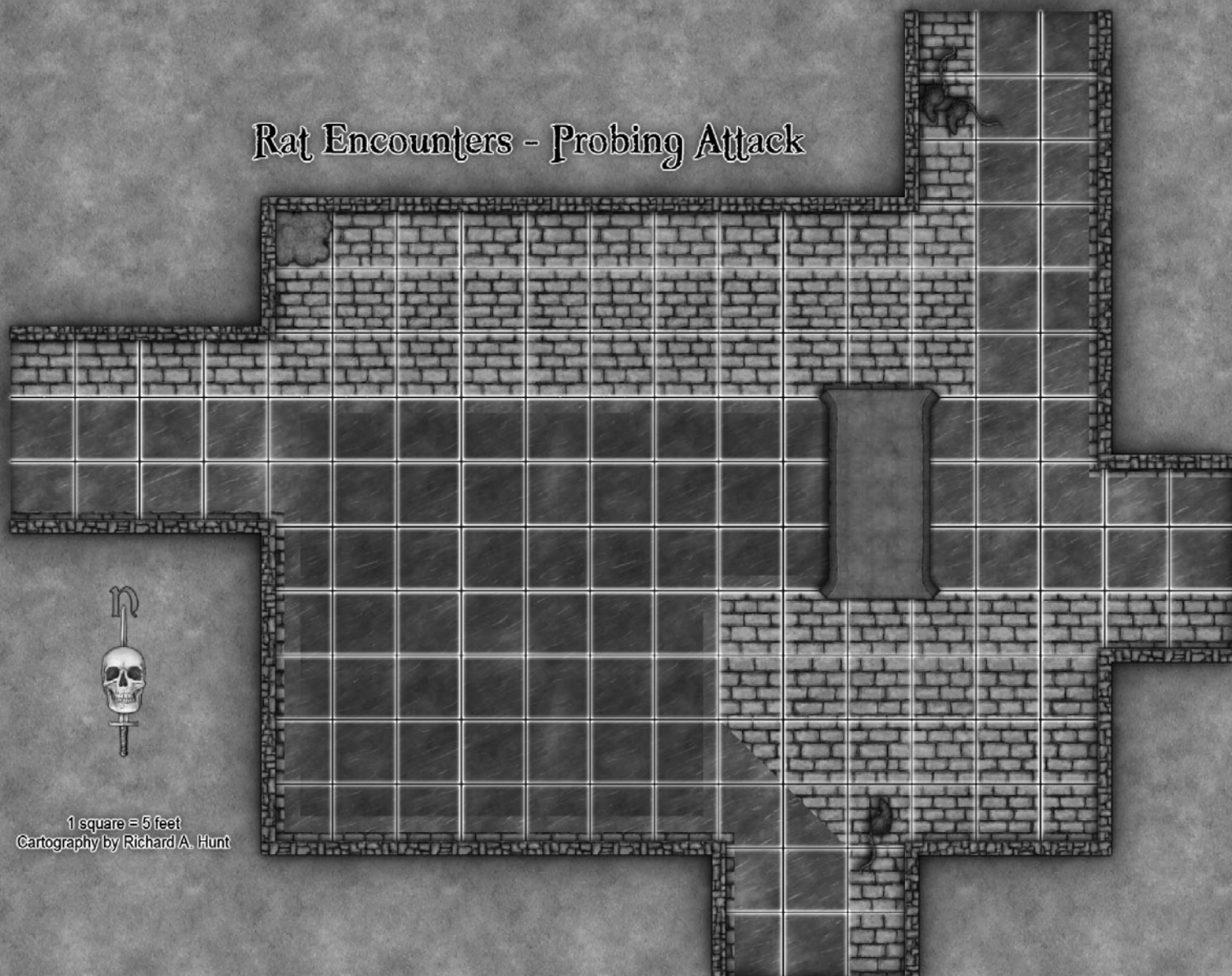
MONSTERS: Slernik has commanded his minions to attack the PCs here to test their strength and weaken them so they'll be easy prey when he ambushes them himself. The wererat's minions consist of another rat swarm and four dire rats.

When the PCs enter the cistern chamber, two of the dire rats are waiting in plain view near the far exit (marked "X1" on the encounter map), while the other two dire rats lurk 10 feet down the primary tunnel to the north (marked "X2" on the encounter map). The rat swarm is currently located inside the rotting corpse of the otyugh.

TACTICS: When the PCs enter the cistern chamber the two dire rats in the open squeal a warning to their comrades and all four dire rats move to engage the PCs in melee. Two rounds later, the rat swarm boils out of the otyugh corpse and also attacks the PCs.

MORALE: The rat swarm and dire rats all fight to the death.

Rat Encounters - Probing Attack



RAT SWARM

XP	CR	HP
600	2	16

N Tiny animal (swarm)

Init +6; Senses low-light vision, **scent**; Perception +8

DEFENSE

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

hp 16 (3d8+3)

Fort +4, Ref +5, Will +2

Defensive Abilities swarm traits (as a swarm of tiny creatures, a rat swarm takes only half damage from piercing and slashing attacks)

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease (DC 12), distraction (DC 12)

STATISTICS

Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

Base Atk +2; CMB —; CMD —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Creatures that take damage from the rat swarm's swarm attack are exposed to filth fever.

Filth fever: Swarm—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

DIRE RATS (4)	XP	CR	HP
	135	1/3	5

N Small animal

Init +3; Senses low-light vision, **scent**; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

OFFENSE

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

Melee bite +1 (1d4 plus disease)

Special Attacks disease (DC 11)

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Creatures that take damage from the dire rat's bite attack are exposed to filth fever.

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

TREASURE: A successful DC 15 Perception check notices a very old, partially-decayed backpack lying almost completely buried by the dead otyugh. Lost here years ago by an unlucky adventurer, the pack contains 100 feet of silk rope, four vials of holy water, two flasks of alchemical fire, a leather coin purse holding 36 sp and 13 gp, and a leather scroll case holding a scroll of consecrate and a scroll of lesser restoration.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 dire rats.

FINAL AMBUSH CR 4

Assuming the PCs are weak and ripe for the taking, Slernik now decides to ambush them himself. The wererat stages the ambush at another cistern chamber, about a half mile from the cistern where the Probing Attack took place. The route marked on the cultists' map leads the PCs directly into Slernik's ambush.

You have entered another large cistern chamber. The landing above the cistern basin borders the chamber's south and east walls, and is littered with garbage and other refuse that form a collection of garbage mounds that are each taller than a man's head. The cistern's water-filled basin is dominated by a bewildering array of mechanical stone gears, grinding brass machinery, and loud water-pumps that are attached to the cistern's floor and ceiling. This machinery appears to be a complicated sewage pumping system.

MONSTER: Slernik assumes hybrid form for the ambush and is supported by five dire rats. Slernik is short (5 feet tall) and emaciated, with matted, filth-caked black fur, beady red eyes, and a half-shorn left ear.

TACTICS: Before combat begins, have each PC make an opposed Perception check vs. Slernik's Stealth check of +8. Those who fail the opposed check are surprised by Slernik and his rats.

Surprise Round: When the first PC reaches the "X" on the encounter map, Slernik uses a free action to signal the dire rats to attack. The dire rats (each marked "R" on the map) emerge from their refuse piles and charge the closest PC. Slernik (marked "S" on the map) emerges from the shadows and targets any obvious spell-casters with his shortbow.

Round 1: The dire rats continue their attack and try to flank the PCs if possible. Slernik continues to use his shortbow, preferably targeting a flat-footed PC so he can inflict sneak attack damage.

Rounds 2 and 3: The dire rats continue their attack. Slernik targets another PC with his shortbow.

Round 4+: The dire rats continue their attack. Slernik drops his bow, draws his shortsword, and moves in to flank a PC.

MORALE: The dire rats fight savagely and only flee if Slernik is slain. Slernik flees when four of the dire rats are slain. He tries to escape into the maze-like tertiary tunnels and only returns to his lair after three days have passed to collect his possessions and relocate to another sewer location.

SLERNIK (HYBRID FORM)	XP	CR	HP
	800	3	27

Male natural wererat rogue 3

NE Medium humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 27 (3d8+6)

Fort +3, Ref +5, Will +4

Defensive Abilities evasion, trap sense

OFFENSE

Speed 30 ft.

Melee mwk shortsword +4 (1d6/19-20)

Ranged shortbow +4 (1d6/20/x3)

Special Attacks curse of lycanthropy (DC 15), sneak attack (2d6)

STATISTICS

Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 8

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

Feats Alertness, Improved Initiative, Iron Will, Weapon Focus (shortsword)

Skills Acrobatics +8, Appraise +8, Bluff +5, Climb +6, Diplomacy +3, Disable Device +9, Escape Artist +8, Knowledge (dungeoneering) +6, Knowledge (local) +8, Perception +9, Sense Motive +8, Sleight of Hand +6, Stealth +8, Swim +6

Languages Common, Dwarven, Undercommon

SQ change forms, fast stealth, lycanthropic empathy +6, trapfinding

Combat Gear arrows (20), dagger, mwk shortsword, shortbow; **Other Gear** mwk thieves' tools

SPECIAL ABILITIES

Change Forms (Su) As a wererat, Slernik can change into hybrid or animal forms.

Curse of Lycanthropy (Su) Any enemy Slernik bites must succeed on a DC 15 Fortitude save or contract lycanthropy.

Evasion (Ex) If Slernik succeeds at a Reflex save for half damage, he takes none instead.

Fast Stealth (Ex) Slernik can move at full speed while using the Stealth skill without penalty.

Lycanthropic Empathy (Ex) Slernik has a +6 to Diplomacy checks to improve the attitude of rats.

Trap Sense (Ex) Slernik has a +1 bonus on Reflex saves and AC against traps.

Trapfinding (Ex) Slernik receives a +1 bonus to find or disable traps.

DIRE RATS (5)	XP	CR	HP
	135	1/3	5

N Small animal

Init +3; **Senses** low-light vision, **scent**; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

OFFENSE

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

Melee bite +1 (1d4 plus disease)

Special Attacks disease (DC 11)

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

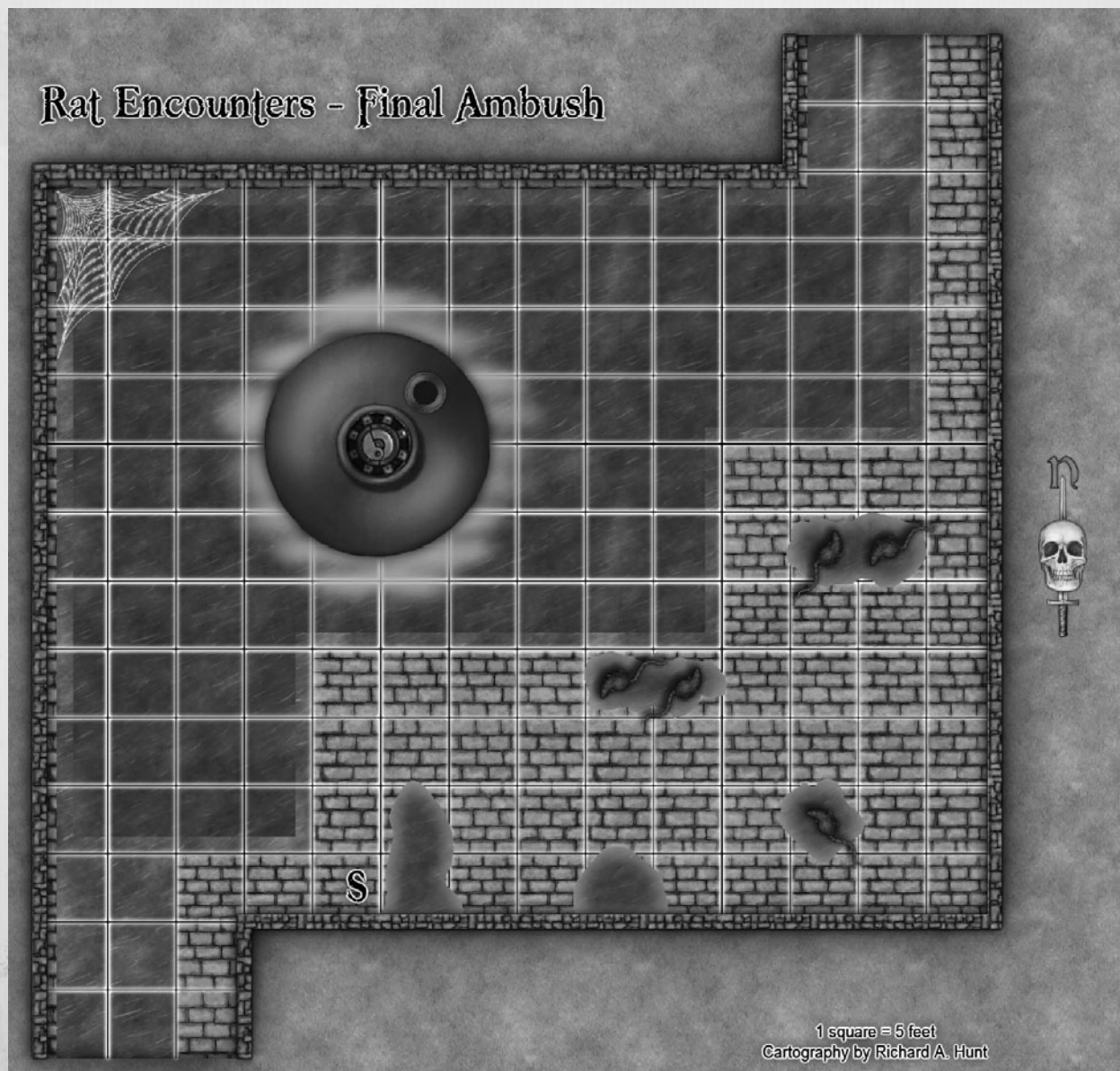
SPECIAL ABILITIES

Disease (Ex) Creatures that take damage from the dire rat's bite attack are exposed to filth fever.

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 3 dire rats.



SLERNIK'S LAIR CR 3

Slernik's lair is located 100 feet down the primary tunnel from the Final Ambush site, conveniently in the direction the PCs need to take in order to follow the cultists' map and reach Ambrik House. Slernik's lair is a small natural cave connected to the primary sewer tunnel by a winding 2-1/2-foot diameter tunnel.

The entrance to the small tunnel is partially hidden by rubble and refuse, and requires a DC 15 Perception check to notice.

You are forced to crawl along to navigate this cramped, rat-dug tunnel. After winding through the earth for about 20 feet, the tunnel finally opens into a small kidney-shaped cave with a low ceiling. The floor is littered with reeking garbage and all manner of useless junk.

MONSTER: Guarding Slernik's lair is a corpulent old rat nearly 5-1/2 feet long and weighing 200 pounds. Due to its advanced age and obesity, the giant rat is no longer very mobile, though it is still quite ferocious. It never leaves the small cave and attacks any creature except Slernik who enters.

The small cave is kidney-shaped, roughly 15 feet long and 5 feet wide, with a 4-foot ceiling. It is filled with all sorts of rubbish Slernik has collected: shredded clothing, old mismatched shoes, broken tools, and other useless odds and ends.

GIANT RAT	XP	CR	HP
	800	3	20

N Medium animal

Init +0; **Senses** Low-Light Vision, Scent; Perception +7

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 20 (2d8+6)

Fort +6, Ref +3, Will +0

OFFENSE

Speed 5 ft.

Melee bite +3 (1d6+1)

Special Attacks disease (DC 14)

STATISTICS

Str 12, Dex 10, Con 16, Int 2, Wis 10, Cha 4

Base Atk +1; CMB +2; CMD 12 (16 vs. Trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +7, Stealth +4

SPECIAL ABILITIES

Disease (Ex) Creatures that take damage from the giant rat's bite attack are exposed to filth fever.

Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

TREASURE: A successful DC 15 Perception check notices a small wooden box hidden among the refuse. The box contains Slernik's treasure: 730 sp, 160 gp, a scroll of dispel magic, two potions of bear's endurance, and a potion of lesser restoration.

A separate successful DC 20 Perception check notices two boots amid the litter in the cave that actually match one another. These are a long lost pair of boots of elvenkind. Tucked inside one of the boots is a long forgotten wand of magic missile with 16 charges.

AMBRIK HOUSE

Following the cultists' map, the PCs are eventually led to the cellar of the long-abandoned Ambrik House, located in the city's Rooksden district.

THE AMBRIK HOUSE TRAGEDY: Just over 60 years ago, the Ambrik House orphanage tragically burned to the ground. Twenty-four orphans perished in the fire along with the orphanage's much-adored headmaster, Marden Ambrik, a retired merchant who dedicated his last decades of life to housing and caring for the orphans of Maerh-Varza. In truth, Marden Ambrik was secretly an evil devil-worshipper who used the orphanage as a cover to mask his despicable deeds. Old Ambrik enjoyed smoking his pipe in bed, and it was a stray ember from this careless habit that started the fatal blaze. The fire consumed Ambrik as he slept, and then quickly engulfed the orphanage's second floor and attic. The hapless orphans—locked in the attic dormitories—perished as well.

Since that terrible night, the fire-scarred building has remained abandoned and avoided by the citizens of the Rooksden district. Many of the district's more superstitious residents believe the old orphanage is haunted, and they are correct.

Now an undead fire wraith, the hateful spirit of Marden Ambrik still haunts the secret chamber on the orphanage's second floor where he once engaged in all manner of unspeakable perversities. Though he

cannot leave Ambrik House, he lured two unfortunate victims into the ruined orphanage many years ago, who both continue to serve him as fire wraith spawn. Additionally, Ambrik's wickedness and the violence of his and the orphans' passing have left a spiritual taint on Ambrik House resulting in the manifestation of several dangerous haunts. Finally, the orphanage's ruined attic dormitory is home to an attic whisperer, spawned by the horror and suffering experienced by the souls lost to the fire.





THE CULTISTS: The cultists of Maramaga gathered in the orphanage's cellar before they separated into four strike teams and carried out their simultaneous attacks designed to spread the reaping sickness. They chose Ambrik House because of its proximity to the city sewers and because they hoped the building's reputation would prevent others from noticing their nefarious activities. The cultists camped in the cellar for several days, meditating and finalizing their plans for the bloodshed to come. After encountering several of the minor haunts on the ground floor, the cultists decided not to venture into the orphanage's upper floor or attic.

The cultists left behind several undead guardians

to act as a rear guard. Left under the command of the skeletal necromancer, Araisha, the undead remain in Ambrik House's cellar, and are under orders to guard the cellar for one week before returning to the Temple of Maramaga.

AMBRIK HOUSE ENCOUNTERS

Alarm! Araisha, the skeletal necromancer, has warded two areas (**A1** and **A8**) with an alarm spell from her wand of alarm, as designated on the encounter map. If the PCs trigger one of her alarms, Araisha receives a silent mental warning and immediately positions her undead minions to face intruders. See areas **A2**, **A3**, and **A4** for specific tactics if Araisha is alerted to the PCs' presence.

CELLAR

Unless otherwise noted, the rooms in the cellar have brick-lined floors and walls. The ceilings are 10 feet high and made of packed earth supported by heavy oak beams. Though swollen by age and moisture, the cellar doors are still in good condition. They are made of thick oak, reinforced with rusty iron bands (hardness 5, hit points 20, break DC 20).

A1 CLUTTERED STORE ROOM

Note: The door leading into this room from the sewers is warded with an alarm spell as described in the above note.

This appears to be a neglected store room with a very low ceiling. The entire room is packed with piles of broken and damaged furniture, the remnants of shattered barrels and crates, jagged pieces of scrap metal, and miscellaneous other debris, some of which is piled all the way to the ceiling.

The ceiling here is only five feet high. The entire floor of this cluttered room counts as difficult terrain and is somewhat dangerous to traverse due to the jagged shards of rusty metal and splintered wood. As the PCs make their way through the room, they must each succeed on a DC 10 Reflex save or suffer 1d3 points of damage as they injure themselves on the debris.

TREASURE: If the PCs search through the discarded furniture, a successful DC 20 Perception check notices a false drawer in an old desk now lying on its side. The long-forgotten drawer holds a +1 dagger sheathed inside a silver scabbard inlaid with pieces of jade and mother of pearl, worth 400 gp.

A2 STORE ROOM CR 3

Unlike the previous room, this room is completely devoid of furnishings.

MONSTERS: If Araisha was alerted to the PCs' presence by her alarm spell, she orders six skeletons into this room. If the alarm spell was not triggered, this room is empty and the skeletons will be encountered in area A3 along with the zombies.

The skeletons attack on sight. They each wear chain shirts and attack with their bony clawed hands.

SKELETONS (6)	XP	CR	HP
	135	1/3	4

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4+2)

TACTICS

During Combat The mindless skeletons move forward en masse to engage the PCs.

Morale The skeletons fight until destroyed.

STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Gear chain shirt

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 skeletons.

A3 WELL ROOM CR 3

A well is set into the northwest corner of this long room. Much of its low retaining wall has collapsed, scattering bits of stony rubble and broken bricks around it. Six dusty oak barrels, all swollen with age, line the south wall. The entire room reeks of rotten meat.

The ground within five feet of the well is considered difficult terrain due to the debris around it. The well shaft is roughly five feet in diameter and lined with rough hewn stone. The shaft descends 40 feet where it bisects a swift-flowing freshwater stream. The barrels along the south wall are all lidless and are full of brown water that reeks of mold and mildew. The stench of rotting meat emanates from the zombies, who have been stationed here for nearly a week.

MONSTERS: Four zombies guard the well room. If Araisha was alerted to the PCs' presence by her alarm spell, she orders two of the zombies to hide on either side of the door leading into the room from area **A2**. They will attempt to flank the first PC who enters the room. The other two zombies are positioned in front of the door leading into area **A4**. As soon as they spot the PCs, they moan loudly and shuffle forward to attack.

If the alarm spell was not triggered, the PCs encounter the six skeletons from area **A2** in here as well, making this room a CR 5 encounter. In this case, the skeletons and zombies stand motionless in the center of the room and move to attack as soon as they notice the PCs.

ZOMBIES (4)	XP	CR	HP
	200	1/2	12

NE Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+3)

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

TREASURE: One of the barrels against the south wall partially hides a small niche in the wall about a foot off the floor, which is spotted with a successful DC 20 Perception check. If the barrel is moved aside (requiring a DC 15 Strength check) the PCs can see a small bundle of oiled cloth, placed here decades before even Marden Ambrik purchased the place. Wrapped inside the cloth are six potions of cure moderate wounds and a wand of magic missile with 6 charges.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 zombie.

A4 MAIN CELLAR CR 5

This large room smells dank and musty. A dozen or so small puddles of filthy water on the floor attest to the room's recent flooding. A sagging wooden workbench sits against the north wall, and on the wall above it is a pair of empty wooden shelves. A flight of stone steps set against the east wall lead up.

The ceiling here is 15 feet high. This room was poorly designed and tends to flood when it rains. The flooding is rarely higher than a foot or two, but the water left behind takes weeks to drain away. The current puddles are only a few inches deep, and though they might at first appear to be hazards they do not hinder movement. The workbench is sodden and its wood is almost completely rotten. It collapses into a soggy heap if more than 30 pounds of weight is placed upon it. The stone stairs lead 10 feet up to a 5-foot square earthen landing, and then continue up to the orphanage's dining room (area A6).

MONSTERS: A skeletal champion necromancer named Araisha and her two fast zombie mastiffs currently occupy this room. Araisha is a member of the Sisterhood of the Cowled Skull, an ancient order of undead necromancers and clerics who have formed a tenuous alliance with Azrenar and his Maramagan cult. (See area E9 in Part 4 for more information on this alliance and the Sisterhood of the Cowled Skull.)

Araisha wears voluminous hooded black robes over her fleshless frame. A few long wisps of red hair still cling to her grinning skull, held in place by an ebony hairpin. She waits patiently on the landing for enemies to enter.

ARAISHA	XP	CR	HP
	1,200	4	22

Skeletal champion necromancer 2

NE Medium undead

Init +6; **Senses** darkvision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 dodge)

hp 22 (2d8+2d6)

Fort +1, Ref +5, Will +8

Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+1)

Spells Prepared (CL 2, +5 concentration)

1—cause fear (DC 14), magic missile, ray of enfeeblement (DC 14), ray of sickening (DC 14)

0—acid splash, bleed, detect magic, mage hand

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If Araisha is alerted to the PCs' presence by her alarm spell, she closes and bars the door leading into the room from area A3 with a piece of wood (Break DC 12 to force the door open). She then orders the fast zombie hounds to stand in front of the door, while she takes a defensive position on the stairway landing as indicated on the Ambrik House map.

During Combat Araisha begins combat by casting ray of enfeeblement, followed by cause fear, ray of sickening, and magic missile. After she casts these spells, she enters melee and tries to use her grave touch ability before she resorts to claw attacks. She is quick to cast bleed on any stabilized PCs.

Morale Without support from her fellow cultists, Araisha understands she has no choice but to fight until she's destroyed.

STATISTICS

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

Base Atk +2; CMB +3; CMD 16

Feats Combat Casting, Command Undead, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll

Skills Appraise +7, Craft (alchemy) +8, Intimidate +7, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +7, Perception +8, Spellcraft +10, Stealth +9

Languages Abyssal, Aklo, Common, Daemonic

SQ bonded object (bone ring), grave touch, mental link

Combat Gear +1 cloak of resistance; Other Gear bone ring (bonded object), wand of alarm (26 charges), ebony hairpin worth 100 gp, gold ring worth 60 gp

SPECIAL ABILITIES

Bonded Object (Su) Araisha's bonded object is a bone ring she wears on her left ring finger. She must succeed on a DC 20 + spell level check to cast spells without the bonded object. Once per day, Araisha can cast any spell in her spellbook for free.

Command Undead (Su) Six times per day, Araisha can channel energy and take control of undead that fail a DC 11 Will save.

Grave Touch (Su) Six times per day, as a standard action, Araisha can make a melee touch attack that causes a living creature to become shaken for 1 round. If Araisha touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice.

Mental Link (Su) The undead members of the Sisterhood of the Cowled Skull share the ability to communicate telepathically with one another up to a range of one mile, during which they can exchange messages of up to 30 words or less each round. Receiving a message is not an action and does not provoke an attack of opportunity. However, sending a message is a full round action that does provoke an attack of opportunity.

Note: Araisha is currently more than a mile away from her sisters, and is unable to contact any of them with her mental link ability.

FAST ZOMBIE HOUNDS (2)

XP	CR	HP
400	1	16

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 16 (3d8+3)

Fort +1, Ref +4, Will +3

Immune undead traits

OFFENSE

Speed 60 ft.

Melee bite +4 (1d6+3 plus trip)

Special Attacks quick strikes

TACTICS

During Combat The fast zombie hounds follow Araisha's commands. They attempt to flank the PCs when possible.

Morale The fast zombie hounds fight until they are destroyed.

STATISTICS

Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD 17 (21 vs. trip)

Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex) When a zombie hound takes a full-attack action, it can make one additional bite attack at its highest base attack bonus.

TREASURE: The cultists left four backpacks behind before they left to execute their attacks. The packs sit on the earthen landing, next to Araisha. The packs mostly contain ordinary adventuring gear (rope, lantern oil, flint and steel, rations, etc.). However, one of the packs also contains Araisha's spellbook (which contains the spells listed in her stat block, standard

0-level spells for a necromancer, and the following: 2nd—*scare*, *spectral hand*; 1st—*chill touch*, *decompose corpse*, *interrogation*, and *jump*.) The last pack the PCs search contains a potion of cure moderate wounds, a scroll of *surmount affliction*, and a hand-drawn map of the city bearing some interesting markings.

The hand-drawn map of the city has four large red Xs marked on it. A successful DC 15 Knowledge (local) check recognizes that the Xs each correspond to a local inn, and include The Notched Axe, The Golden Keg, Mother Tala's Inn, and the Stirge and Hammer Inn. These are the four inns the cultist strike teams targeted. The map also has a building circled in red with the word "Safe" scrawled in Abyssal script next to it. A successful DC 15 Knowledge (local) check identifies this building as the Grave Street Mortuary.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 fast zombie hound.

GROUND FLOOR

Unless otherwise noted, the rooms throughout Ambrik House have oak floors and ceilings and walls made of light grey bricks covered with crumbling plaster. The ceilings are 10 feet high. Though the ceiling on the ground floor is scorched in many places, the rooms are still intact and safe to enter.

The orphanage's wooden doors are all very old and in poor condition (hardness 5, hit points 8, break DC 14). The orphanage's windows were once paned with glass and had sturdy, brightly painted wooden shutters. Now, the windows are open maws ringed with broken glass. The few remaining shutters are faded and half-rotten.

WHERE ARE YOU, NATHIEN? Four young boys lurk outside Ambrik House, anxiously waiting for their friend Nathien to return. The boys dared Nathien to enter Ambrik House and signal them from the attic with his lantern. Nathien entered the orphanage an hour ago through the kitchen door (area **A7**), and then made his way stealthily upstairs. Though he

avoided detection by the fire wraith spawn on the second floor and did not trigger the collapsing floor in the upstairs hallway, Nathien fell victim to the attic whisperer's bite attack and now lies comatose in the attic (area **A13**). Nathien's friends spot the PCs when they enter the kitchen and plead for them to find their missing friend.

A5 FOYER CR 2

This large foyer smells damp and musty. Long lines of yellow-brown mold streak the walls and a layer of undisturbed dust covers the old oak floor. On the wall opposite the entry door, barely visible under a coat of mold and grime, is a faded mural depicting two dozen smiling children standing around a smiling, heavy-set man with a thick white beard. Above the mural are the words "Ambrik House Orphanage" in faded gold letters.

Upon realizing they are inside Ambrik House, PCs that succeed on a DC 15 Knowledge (history or local) check recall the tragic history of Ambrik House as detailed in the "The Ambrik House Tragedy" section. This knowledge does not reveal that Marden Ambrik was anything other than the orphanage's much-adored, caring headmaster.

HAUNT: When the PCs enter this room have them each attempt a DC 16 Perception check to hear a disembodied whispered plea (see below) one round before the haunt manifests. The haunt targets a random PC, whether or not they heard the whisper. The haunted PC sees a flash of movement out of the corner of their eye. When the PC turns for a better look, the PC sees a shadowy apparition rush directly toward him or her. The apparition vanishes as soon as it comes in contact with the PC, triggering the cause fear effect.

HAUNTING WHISPER	XP	CR	HP
	600	2	4

CE haunt (all of area A5)

CL 2nd

Notice Perception DC 16 (to hear a high-pitched disembodied voice whisper “Not again! Please!”)

hp 4; **Trigger** proximity; **Reset** 1 day

EFFECT

A *cause fear* spell targets the haunted PC (Will DC 13 resists, CL 2)

Destruction This haunt is destroyed if the fire wraith Marden Ambrik is destroyed.

A6: Dining Room (CR 2)

Note: The door leading into the stairs that descend into the cellar is warded with an alarm spell.

A warped table surrounded by wooden chairs stands in the center of this dining room. The furniture and floor are both covered with a thick layer of dust. A mass of dusty cobwebs shroud most of the south wall. The ceiling is blackened and scorched from a long ago fire.

The cobwebs along the south wall contain hundreds of harmless tiny spiders. They scatter if the webbing is disturbed.

A successful DC 15 Perception check notices footprints in the dust leading from the kitchen door to the cellar stairs. These were left by the cultists of Maramaga when they entered Ambrik House about a week ago.

HAUNT: When the PCs enter this room have them each attempt a DC 16 Perception check to notice the faint smell of burnt flesh. This smell grows stronger until one round later when the haunt manifests and six ghostly flaming hands materialize and attack.

SCORCHING HANDS (HAUNT)	XP	CR	HP
	600	2	4

CE haunt (all of area A6)

CL 2nd

Notice Perception DC 16 (to notice the smell of burning flesh)

hp 4; **Trigger** proximity; **Reset** 1 day

Weaknesses susceptible to cold damage and positive energy

Effect Six ghostly child-sized hands wreathed in blue-white flames rise into the air. When the haunt is triggered, the tiny flaming hands fly forward and strike a random target. Each scorching hand strikes as a melee touch attack with a +5 to hit and deals 2d6 points of fire damage. No more than one hand attacks a single target. If there are more hands than targets, the extra hands do not attack at all. At the end of the round, the hands vanish, but the tiny hand-shaped scorchmarks remain as permanent scars until this haunt is destroyed.

Destruction This haunt is destroyed if the fire wraith Marden Ambrik is destroyed.

A7 KITCHEN

A long wooden table, its surface scored and stained with mold and dust, dominates the center of this kitchen. Empty shelves line the walls, and a large brick fireplace is set in the middle of the north wall. A door leading outside stands slightly ajar on the west wall and another smaller door is set against a slanted wall to the southwest. A flight of stairs to the east leads up to the second floor.

Nathien’s four friends (Aren, Bilthan, Tenrik, and Vronk) wait just outside the door leading into the kitchen from outside. The door is ajar, allowing the frightened boys to see clearly into the room. When they spot the PCs, they swallow their courage and plead for them to help find their missing friend. They will not enter Ambrik House themselves.

As the PCs ascend the stairs, allow them each a DC 18 Perception check. A success indicates they briefly hear what sounds like a child sobbing coming from somewhere above. These sobs come from the attic whisperer's aura of sobs ability. Allow the PCs to each make additional Perception checks from time to time to hear the occasional sound of sobbing.

NATHIEN'S FRIENDS (4)	XP	CR	HP
	65	1/6	4

Male young human commoner 1

N Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 4 (1d6-1)

Fort -1, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee unarmed -1 (1d3-1 nonlethal)

Ranged rock +2 (1d3-1)

STATISTICS

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

Base Atk +0; CMB -2; CMD 10

Feats Alertness

Skills Climb +5, Diplomacy +1, Knowledge (local) +4, Perception +6, Sense Motive +2, Stealth +4

Languages Common

A8 PANTRY CR 3

This large pantry is lined with dozens of empty shelves. Several of the lower shelves have collapsed and lie in a dusty heap on the floor.

HAUNT: When the PCs enter the pantry, have them each make a DC 16 Perception check to notice the two dozen ghostly children's faces that materialize on the walls. The faces stare silently at the PCs for one round until the haunt triggers.

SHRIEKING CHILDREN (HAUNT)

XP	CR	HP
600	2	4

NE haunt (all of area A8)

CL 2nd

Notice Perception DC 16 (to notice the ghostly children's faces appearing on the walls)

hp 4; Trigger proximity; Reset 1 day

EFFECT

When this haunt is triggered, the ghostly faces on the wall suddenly animate and unleash nerve-wracking shrieks. All living creatures in area A8 must succeed on a DC 14 Will save or become shaken for one hour. This is a mind-affecting fear effect.

Destruction This haunt is destroyed if the fire wraith Marden Ambrik is destroyed.

SECOND FLOOR

The fire that ruined Ambrik House originated here on the second floor. All of the second floor's walls, floors, and ceiling are blackened and covered in a thin layer of ash and dust.

Creaking Floors: Because of the damaged, creaking floors, all Stealth checks made on the second floor receive a -6 penalty.

A9 UNSAFE HALLWAY CR 1

The floor of this empty, fire-scarred hallway creaks and groans in protest as you traverse it.

Note: The two fire wraith spawn in area A10 react to any noise in this hallway and immediately move in to investigate. If the PCs attempt to move stealthily, allow them an opposed Stealth check vs. the fire wraith spawn's Perception modifier of +8. Remember that all Stealth checks here receive a -6 penalty due to the creaking floors. If the unsafe floor collapses (see below), the fire wraith spawn automatically hear it and immediately move in to attack.

HAZARD: The floor here was greatly weakened by the fire and its collapse is well overdue. If more than 100 pounds of weight is placed on the 10-foot by 5-foot area on the Ambrik House map marked with an “X”, the floor collapses. PCs that fall victim to the collapsing floor drop 15 feet into the dining room (area **A6**) below.

UNSAFE FLOOR	XP	CR
	400	1

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** repair

Effect 15-foot fall (1d6 damage); multiple targets (all creatures in the 10 ft. by 5 ft. area indicated on the Ambrik House map); **DC** 15 Reflex save avoids

DEVELOPMENT: A DC 15 Perception check notices Nathien’s footprints in the dust leading down the hallway and up the attic stairs.

AIO PLAY ROOM CR 4

A thick drape of dust- and ash-covered cobwebs conceals most of the open doorway leading into this fire-ravaged room. Beyond the webs, is a dark room littered with small charred items.

This entire room is scorched and blackened. All of the furnishings in this play room were consumed by the fire, leaving behind charred bits of wood and a few burnt and blackened children’s toys.

MONSTERS: Two fire wraith spawn inhabit this room. In life, they were the twin brothers Eli and Enwick Ordul, two children who foolishly decided to explore Ambrik House 36 years ago and fell afoul of the fire wraith Marden Ambrik. The two fire wraith spawn attack intruders on sight. Much like their master, they are supernaturally bound to the Ambrik House’s second floor and cannot leave it.

FIRE WRAITH SPAWN (2)	XP	CR	HP
	600	2	18

Small fire wraith (wraith variant)

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +8

Aura heat aura (5 ft.), unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 15 (+4 deflection, +3 Dex, +1 size)

hp 18 (3d8+6)

Fort +3, Ref +4, Will +5

Defensive Abilities channel resistance +2, incorporeal; **Immune** fire, undead traits

Weaknesses cold vulnerability, soulbound, sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +5 (1d6 negative energy and 1d6 fire)

Special Attack burning incorporeal touch (DC 14)

STATISTICS

Str —, Dex 16, Con —, Int 10, Wis 10, Cha 14

Base Atk +2; **CMB** +5; **CMD** 17

Feats Combat Reflexes, Improved Initiative

Skills Fly +5, Intimidate +8, Perception +8, **Sense Motive** +6, Stealth +8

Languages Common

SPECIAL ABILITIES

Burning Incorporeal Touch (Su) Creatures struck by a fire wraith spawn’s incorporeal touch attack suffer 1d6 points of negative energy damage and 1d6 points of fire damage and must succeed on a DC 14 Reflex save or catch fire. Creatures that catch fire suffer an additional 1d6 points of fire damage each round for the next 1d4 rounds. A burning creature can attempt a new Reflex save as a full-round action to extinguish the flames and end the additional fire damage. Drop-

ping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a fire wraith with natural weapons or unarmed attacks suffer 1d6 points of fire damage as though hit by the fire wraith's touch attack (but not the 1d6 points of negative energy damage) and must succeed on a Reflex save to avoid catching on fire as described above.

Heat Aura (Su) Due to the extreme heat a fire wraith spawn generates, all creatures that end their turn within 5 feet of one suffer 1d6 points of fire damage.

Lifesense (Su) Fire wraith spawn notice and locate living creatures within 60 feet, just as if they possessed the blindsight ability.

Soulbound (Su) Fire wraith spawn are supernaturally bound to their creator. Unlike normal wraith spawn, fire wraith spawn do not become free-willed if their creator is destroyed. If Marden Ambrik is destroyed, the fire wraith spawn are also destroyed.

Sunlight Powerlessness (Su) If a fire wraith spawn is caught in sunlight, it cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a fire wraith spawn, unless the animal's master succeeds on a DC 25 Handle Animal, Ride, or Wild Empathy check.

TREASURE: A successful DC 20 Perception check recognizes one of the charred items on the floor as a scorched and nearly unrecognizable bird's feather. This is actually a still functioning floating feather token.

Scaling the Encounter
If you are running the encounter with less than six PCs, remove 1 fire wraith spawn.

ALL MARDEN AMBRIK'S BED ROOM CR 4

The only furniture in this fire-scarred bedroom is the charred remains of a large bed, which is now little more than a heap of burnt and blackened rubbish.

Though Marden Ambrik lurks in the secret room next door (area **A12**), due to that room's thick, sound-re-

sistant walls, Ambrik only hears the PCs if they make a great deal of noise. Allow Ambrik to attempt a DC 30 Perception check to notice the PCs after the Burning Bed haunt triggers. If the haunt does not trigger, Ambrik is not aware of the PCs (unless the GM's decides the PCs make a great deal of noise). If Marden Ambrik is aware of the PCs, he passes through the wall and immediately attacks them in his old bed chamber.

SECRET DOOR: A successful DC 20 Perception check notices a slightly discolored brick in the middle of the north wall. If this brick is pressed inward, it slides back an inch into the wall with an audible click. A section of the brick wall then slides quietly to the left, revealing a secret room beyond (see area **A12**).

HAUNT: When the PCs enter this room, have them each attempt a DC 16 Perception check to notice the smell of burnt bed sheets mingled with burnt flesh. One round later, each PC in the room must attempt another DC 16 Will save in the order in which they entered the room. The first PC to fail the Will save falls victim to the haunt as described below.

THE BURNING BED (HAUNT)	XP	CR	HP
	1,200	4	8

CE haunt (the bed)
CL 4th
Notice Perception DC 16 (to notice the smell of burnt bed sheets mingled with burnt flesh)
hp 8; **Trigger** proximity; **Reset** 1 day

EFFECT
The first PC to fail the DC 16 Will save suddenly sees the bed transform into a perfectly intact, clean and comfortable-looking bed. The haunted PC is compelled to approach the bed and lie down, whereupon they immediately fall into a deep sleep. While asleep, the PC dreams that they are Marden Ambrik. The dreaming PC sees a long series of disturbing, fragmented visions of themselves as Marden Ambrik brutalizing various people in unspeakable ways. Then, the visions abruptly vanish and are replaced by one of Marden Ambrik lying in bed and smoking his pipe. As Ambrik dozes off to sleep, his pipe drops from his

mouth and a stray ember sets his bed on fire. The fire engulfs the bed, including the sleeping—and eerily motionless—Ambrik. The fire then engulfs the room and then the orphanage’s second floor and attic. The sleeping PC is suddenly jolted awake amid the desperate wailing screams of the trapped orphans. At that moment, the ruined bed around the PC bursts into flames for one round, dealing 3d6 points of fire damage (DC 20 Reflex save for half). If the PC survives the burning damage, they must also succeed on a DC 16 Will save or suffer 1d6 points of Wisdom damage from witnessing and reenacting the horror that Marden Ambrik inflicted on his victims. Though these events seem to last for a long time to the haunted PC, it only lasts a single round to any onlookers.

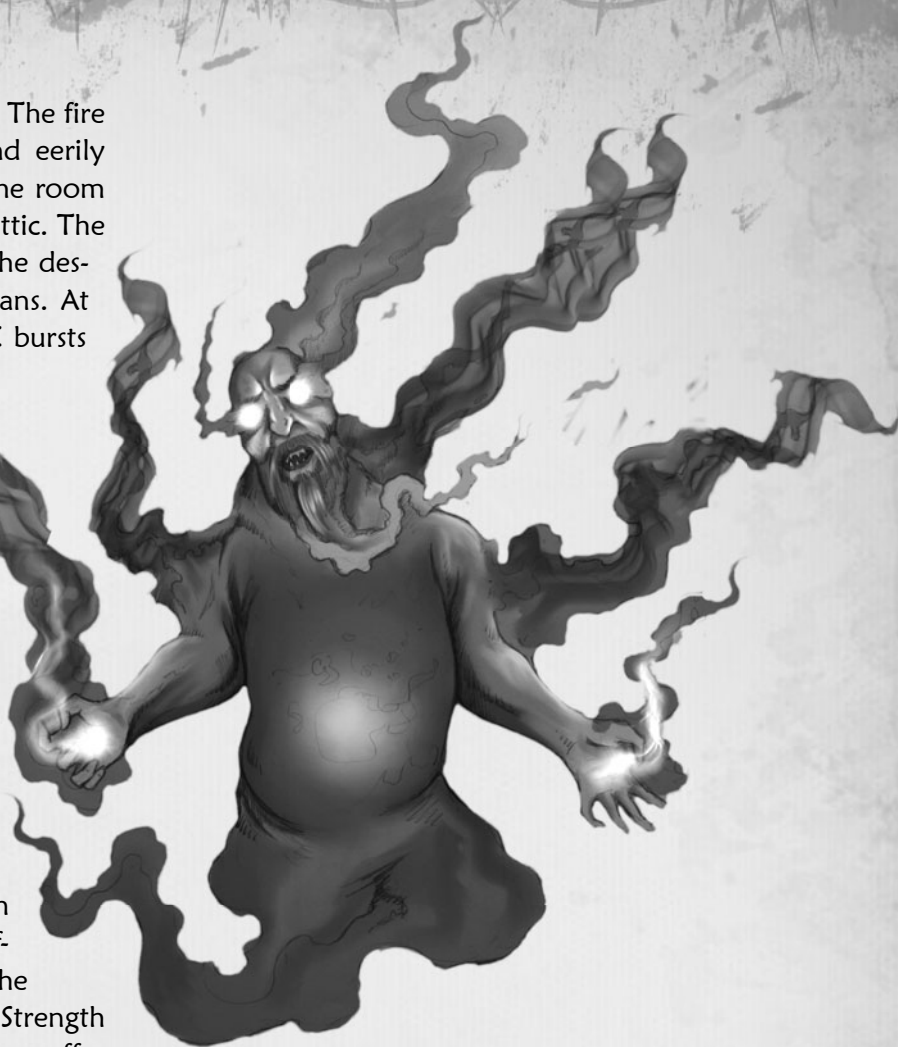
Destruction This haunt is destroyed if the fire wraith Marden Ambrik is destroyed.

TREASURE: A successful DC 15 Perception check notices a small fire-blackened brass coffer partially buried under the ruined bed. The damaged coffer requires a successful DC 15 Strength or Disable Device check to force open. The coffer contains a small malachite carving depicting an erinyes devil and a male human embracing (though it is difficult to determine if the embrace is romantic or if the erinyes is assaulting the man) worth 250 gp and a dull brown earth elemental gem.

A12 SECRET ROOM CR 5

This small windowless room appears to have escaped extensive damage from the fire. A small desk and chair sit in the northwest corner, and atop the desk sits a rusting hooded lantern. A ratty, stained mattress lies on the bare floor against the east wall. Two sets of shackles hang from hooks on the wall above the mattress.

This 10-foot by 10-foot room was custom-designed by Marden Ambrik and used as his private pleasure chamber. The interior walls are one foot thicker than



those in the rest of Ambrik House and are designed to muffle sound as described in area A11.

MONSTER: The fire wraith Marden Ambrik lurks here. Cursed to undeath and bound here for eternity for his heinous crimes, Ambrik cannot leave the orphanage’s second floor. In fact, due to his morbid attachment to this room, he rarely ever leaves it.

MARDEN AMBRIK	XP	CR	HP
	1,600	5	46

Fire wraith (wraith variant)

LE Medium undead (incorporeal)

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

Aura heat aura (5 ft.), unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

Fort +9, Ref +7, Will +8

Defensive Abilities channel resistance +4, incorporeal; Immune fire, undead traits

Weaknesses cold vulnerability, sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy and 1d6 fire)

Special Attacks burning incorporeal touch (DC 17), create spawn

STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 21

Base Atk +3; CMB +6; CMD 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (religion) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL ABILITIES

Burning Incorporeal Touch (Su) Creatures struck by a fire wraith's incorporeal touch attack suffer 1d6 points of negative energy damage and 1d6 points of fire damage and must succeed on a DC 17 Reflex save or catch fire. Creatures that catch fire suffer an additional 1d6 points of fire damage each round for the next 1d4 rounds. A burning creature can attempt a new Reflex save as a full-round action to extinguish the flames and end the additional fire damage. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a fire wraith with natural weapons or unarmed attacks suffer 1d6 points of fire damage as though hit by the fire wraith's touch attack (but not the 1d6 points of negative energy damage) and must succeed on a Reflex save to avoid catching on fire as described above.

Create Spawn (Su) A humanoid slain by a fire wraith rises as a fire wraith spawn in 1d4 rounds. These spawn are less powerful than typical fire wraiths (see area A9 for their description). Fire wraith spawn are under the command of the fire wraith that created them and are immediately destroyed if the fire wraith that created them is destroyed. They do not possess any of the abilities or memories they had in life.

Heat Aura (Su) Due to the extreme heat a fire wraith generates, all creatures that end their turn within 5 feet of one suffer 1d6 points of fire damage.

Lifesense (Su) Fire wraiths notice and locate living creatures within 60 feet, just as if they possessed the blindsight ability.

Sunlight Powerlessness (Su) If a fire wraith is caught in sunlight, it cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a fire wraith, unless the animal's master succeeds on a DC 25 Handle Animal, Ride, or Wild Empathy check.

TREASURE: On the desk, next to the rusty hooded lantern, is a pair of small iron keys (to the shackles) and a journal bound in black leather containing 66 poems and dozens of prayers dedicated to the arch-devil Belial handwritten in Infernal script by Marden Ambrik (easily worth 100 gp to a diabolist or collector of the macabre). Both sets of shackles hanging over the mattress are masterwork quality.

Tucked under the desk is an unlocked iron-bound oak chest containing 1,144 cp, 612 sp, 166 gp, six uncut garnets worth 50 gp each, a large violet pearl worth 500 gp, two potions of cure moderate wounds, a potion of heroism, a scroll of fireball, a ring of climbing, and a scarlet and blue sphere ioun stone.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Marden Ambrik's heat aura ability. Also, reduce the damage of his burning incorporeal touch attack to 1d4 points of negative energy damage and 1d4 points of fire damage, with no chance of a victim catching fire.

ATTIC

Though the fire originated in Marden Ambrik's bedroom on the second floor, the attic seems to have taken the worst of the damage.

Creaking Floors: Because of the damaged, creaking floors, all Stealth checks made on the second floor receive a 6 penalty.

A13 ATTIC CR 4

All of the attic's walls, floors, and ceilings are burnt and blackened, and only a few of the interior walls still stand. Almost one-third of the roof is gone as well, leaving the entire northwest corner open to the sky. The wind howls ominously through the breached roof, as the attic's ruined timbers cast long shadows over everything.

Young Nathien lies at the point on the Ambrik House map marked with an "N." He was bitten three times by the attic whisperer and has fallen into a deep, enchanted sleep.

NATHIEN	XP	CR	HP
	65	1/6	4

Male young human commoner 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 4 (1d6-1), Nathien currently has 1 hp

Fort -1, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee unarmed -1 (1d3-1 nonlethal)

Ranged rock +2 (1d3-1)

STATISTICS

Str 8, Dex 14, Con 8, Int 10, Wis 10, Cha 15

Base Atk +0; **CMB** -2; **CMD** 10

Feats Alertness

Skills Climb +5, Diplomacy +3, Knowledge (local) +4, Perception +6, Sense Motive +2, Stealth +4

Languages Common

MONSTER: Hiding in the shadows near Nathien's prone body is an attic whisperer, who has haunted the attic since the death of the orphans over 60 years ago. The creature resembles a fire-blackened, emaciated child wearing a cloak of dusty cobwebs with a half-dozen tiny floating rat skulls where its head should be. The attic whisperer is fascinated by young Nathien, and although it will not outright kill the boy, it will never let him leave the attic. Unless Nathien is rescued, he will remain the attic whisperer's "play mate" until he succumbs to madness and then slowly dies from exposure or lack of food and water.

ATTIC WHISPERER	XP	CR	HP
	1,200	4	45

NE Small undead

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

Aura sobs (10 ft.)

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 Dodge, +3 natural, +1 size)

hp 45 (6d8+18)

Fort +5, Ref +6, Will +8

Immune undead traits

OFFENSE

Speed 20 ft.

Melee bite +9 (1d4-1 plus steal breath), touch +4 (steal voice)

TACTICS

Before Combat When the PCs enter the attic, the attic whisperer attempts to hide in the shadows (Stealth +17) so it can take the PCs by surprise.

During Combat The attic whisperer begins combat by rushing at the PCs, hoping to envelop them in its aura of sobs.

Morale The attic whisperer fights until destroyed. It will not leave the attic.

STATISTICS

Str 9, Dex 19, Con —, Int 14, Wis 16, Cha 17

Base Atk +4; CMB +2; CMD 17

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +9, Climb +8, Knowledge (history) +8, Knowledge (local) +8, Perception +12, Stealth +17

Languages Common, Elvish, Dwarven

SPECIAL ABILITIES

Aura of Sobs (Su) All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) A creature bitten by an attic whisperer must succeed on a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using dispel magic, remove curse, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature hit by an attic whisperer's touch must succeed on a DC 16 Will save or lose its ability to speak for 1 hour. During this time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

TREASURE: The skeletal remains of two human men lie in a crumpled heap in the attic's northeastern corner. A few years after the Ambrik House fire, these

two rogues sought to use the attic as a hideout after committing a series of murders and daring robberies. Though the two scoundrels avoided encountering Marden Ambrik, they ran afoul of the attic whisperer. The attic whisperer swiftly rendered them both unconscious and then chewed out their hearts as they slept.

A search of the skeletal remains turns up a +1 human bane dagger, a ring of protection +2, two potions of spider climb, a potion of see invisibility, and a rotting leather satchel containing 613 gp.

XP AWARD: Award the PCs an additional 1,200 XP if they manage to rescue Nathien from the attic whisperer.

CONCLUDING PART ONE

The PCs have, at this point, braved the vermin-infested sewers of Maerh-Varza, defeated the undead minions of a dangerous cult, explored a haunted orphanage, and possibly saved a young boy from a slow, horrifying death, yet they should feel the cult of Maramaga and the terrible reaping sickness are still dire threats. Having discovered the cultists' map in the Ambrik House's cellar, the PCs' next logical move is to investigate the Grave Street Mortuary.

A LITTLE KNOWLEDGE

If the PCs have not been able to identify the reaping sickness yet, they will likely be interested in speaking with a knowledgeable expert or performing research on their own. This could be especially true if one or more of the PCs have contracted the reaping sickness and begin to lose a point of Constitution each day.

PCs might also want to research additional topics. For example, PCs that are unable to succeed on a Knowledge (local) check might require help locating the Grave Street Mortuary using the cultists' map. Other PCs might want to research information on the obscure goddess Maramaga after they identify Tieranda's unholy symbol. GMs should feel free to expand the following information to suit the specific needs of their campaign.

Maerh-Varza is a metropolis and has numerous options available to the PCs through which they can seek answers to their questions, including healers, sages, libraries, temples, a wizard's guild, or even the resources of the Maerh-Varzan royal court. It takes the PCs 1d4+1 hours and a successful DC 10 Diplomacy or Knowledge (local) check to locate and secure an audience with a subject matter expert or locate an appropriate venue where the PCs can perform the research on their own.

It takes 2d6 hours for a PC to research the answer to a question at a library on their own or 3d6 hours for a subject matter expert to research a question for the PCs. PCs that perform research on their own at a library receive a +2 on their skill checks. An NPC expert is assumed to have a skill modifier of +10 for the subject and will request a base payment of 20 gp, plus an additional 5 gp per hour of research.

MARAMAGA

Consult the following information when a PC or NPC attempts to learn more about Maramaga.

Knowledge (religion) check:

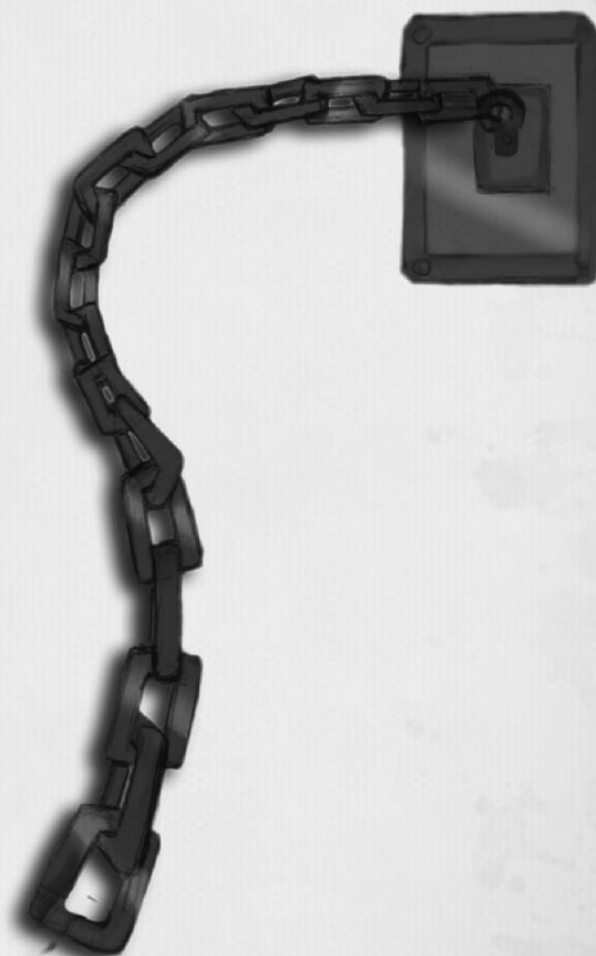
DC Information

- | | |
|-------|--|
| DC 15 | Maramaga is an ancient, little-known goddess whose spheres of influence include disease, decay, death, the harvest, sacrifice, and vengeance. She and her evil cult are both thought to be extinct. Her unholy symbol is a two-headed vulture, staring in opposite directions. |
| DC 20 | This reveals the details of the goddess Maramaga as described in "Appendix 2: Maramaga", excluding the last paragraph. |
| DC 30 | This reveals the information in the last paragraph. |

Knowledge (local) check:

DC Information

- | | |
|-------|---|
| DC 15 | There are no public temples or shrines dedicated to Maramaga in Maerh-Varza. In fact, the open worship of evil deities is outlawed by royal decree. |
| DC 20 | Three years ago, a cleric of Maramaga tried unsuccessfully to commission the construction of a temple to his goddess. |
| DC 25 | King Thurzen was so infuriated by the cleric's request he had the cleric and his followers put to the sword. |
| DC 30 | The cleric's name was Azrenar. A few people believe Azrenar still lives, and somehow escaped the king's wrath. |



PART 2 THE BODY THIEVES

Wherein the PCs:

- Come face to face with reaping sickness plague zombies on the streets of Maerh-Varza.
- Investigate the Grave Street Mortuary and fight their way through hordes of ravenous zombies in the mortuary's lower level.
- Uncover clues that reveal the location of the secret Temple of Maramaga.

THE HUNGRY DEAD CR 4

This encounter can occur at any point after the PCs finish their exploration of Ambrik House, but before they investigate the Grave Street Mortuary.

Note: If the PCs have not reached 3rd level by the conclusion of Part 1, consider running one or more encounters with similar roving bands of plague-carrying zombies.

As you make your way through the city, you notice the streets are noticeably less crowded than they should be. The townsfolk you pass keep to themselves and spare you little more than a curt nod or furtive glance. Indeed, you can feel that a palpable sense of fear and dread hangs over all of Maerh-Varza. Suddenly, a cry for help echoes from the depths of a nearby alley. Turning to face the source of the plea, you see seven figures attempting to mob a pair of women.

The PCs witness a pack of seven plague zombies attacking two young women, Celma and Sisreen.

MONSTERS: Last night, the taproom of the nearby Golden Keg Inn was attacked by a cultist strike team similar to the one that attacked the PCs at the Stirge and Hammer. These seven zombies are the former innkeeper and patrons of the Golden Keg who were exposed to the reaping sickness and either rolled a natural "1" on their Fortitude saves or were bitten and then killed by other plague zombies.

REAPING SICKNESS PLAGUE ZOMBIES (7)	XP	CR	HP
	200	1/2	12

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

Celma and Sisreen are sisters on their way to the Market Hill district to purchase food for their families.

CELMA & SISREEN	XP	CR	HP
	200	1/2	6

Female human commoner 2

N Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (2d6)

Fort +1, Ref +0, Will -1

OFFENSE

Speed 30 ft.

Melee unarmed +1 (1d3 nonlethal)

TACTICS

Morale As long as they are under attack, the sisters have the cowering condition.

STATISTICS

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +1; CMD 11

Feats Skill Focus (Craft: Cooking)

Skills Climb +6, Craft (cooking) +7, Handle Animal +4, Knowledge (local) +1, Perception +3, Ride +2

Languages Common

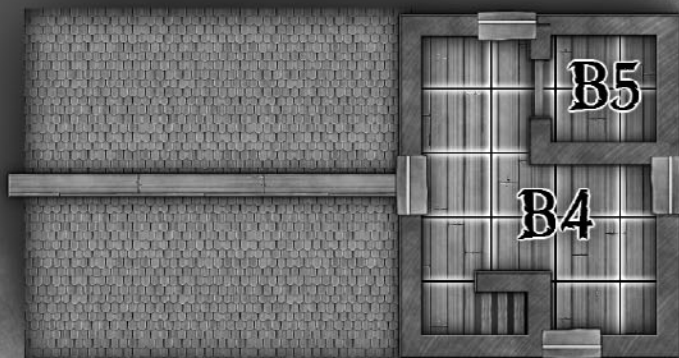
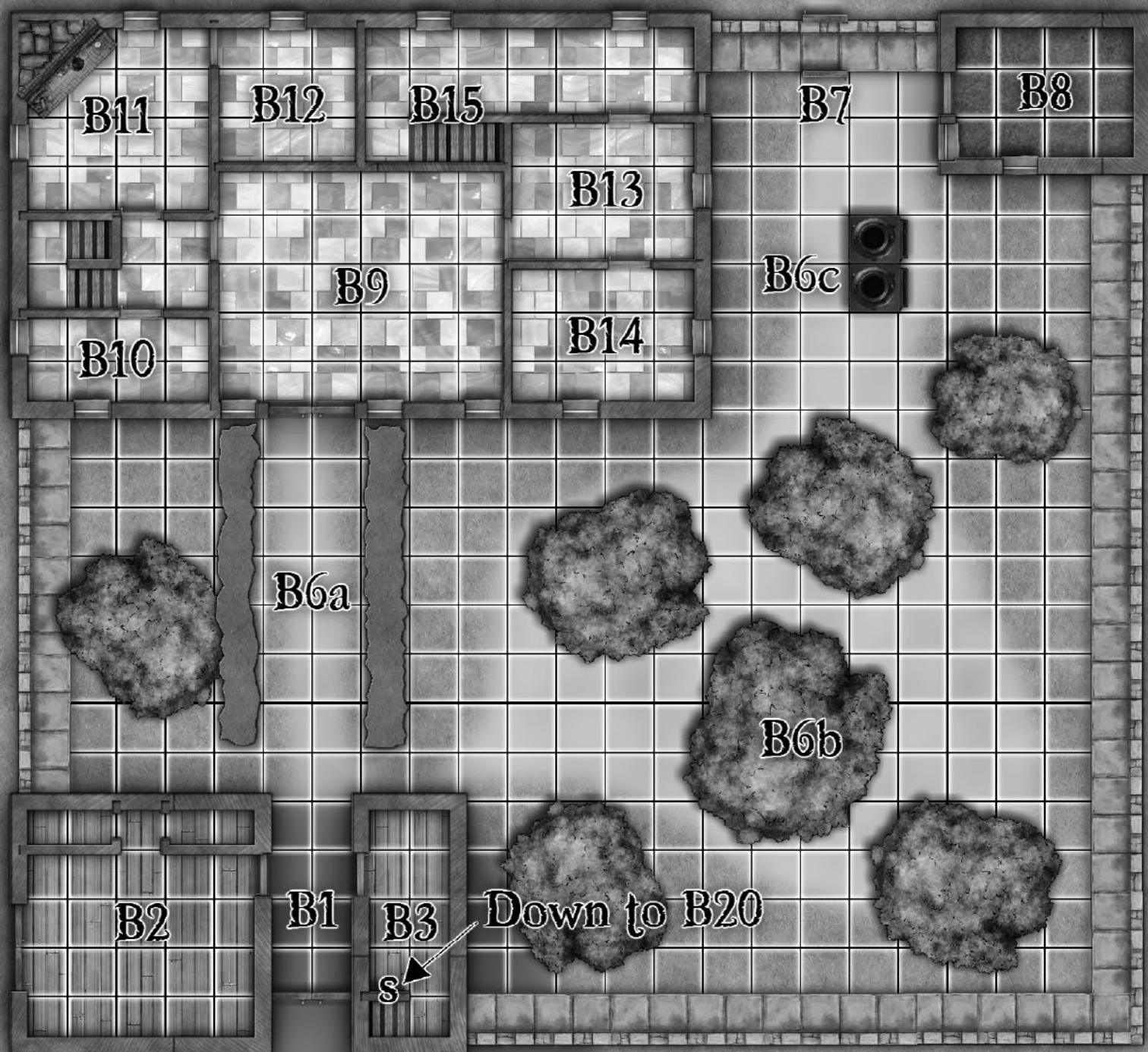
Other Gear Each sister carries a wicker basket and 3d6 sp.

XP AWARD: Award the PCs an additional 200 XP for each woman they manage to rescue from the zombies.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 reaping sickness plague zombies.





Mortuary - Upper

1 square = 5 feet
Cartography by Richard A. Hunt

THE GRAVE STREET MORTUARY

Following the cultists' map discovered in the Ambrik House cellar, the PCs are eventually led to the Grave Street Mortuary.

THE MORTUARY: The Grave Street Mortuary is a privately owned mortuary and crematorium located on Grave Street, at the edge of the Rooksden district. The mortuary is directly across the street from the Boneyard, a sprawling oak-lined cemetery park nestled between Rooksden and the Temple Hill district.

Owned by the venerable life-long bachelor Tirus Dreen, the mortuary has been in the Dreen family for four generations. Eight years ago, Tirus Dreen was approached by a woman named Ferista who inquired about a possible partnership. Though the mortuary business had been in steady decline for many years and Tirus desperately needed Ferista's gold, he refused her initial offer after he learned that Ferista had connections with several criminal organizations. However, Ferista's persistence—as well as multiple castings of charm person—eventually persuaded the old man to accept her deal. Now, though Tirus Dreen runs the mortuary's day-to-day legitimate affairs, Ferista has turned the mortuary into a base of operations for her gang of cutthroats, extortionists, and thieves.

The mortuary itself is a single-story red brick building that has seen better days. Many of its bricks are chipped and crumbling, and the building's slate roof sags ominously in several places. The mortuary and its grounds are surrounded by a 10-foot tall brick wall. A two-story brick carriage house stands at the mortuary entrance.

THE BODY THIEVES: Ferista and her young protégée, Elleste, lead a gang of street thugs that specialize in small-time larceny and protection rackets. Recently, however, Ferista and her gang have entered the lucrative and highly illegal corpse and body parts trade.

Ferista's men scour Maerh-Varza's less reputable neighborhoods each day, where they collect the recent dead and cart them back to the mortuary. Though the collection and cremation of the dead is entirely legal (and Ferista earns 1 sp from the city's Gravedig-

gers' Guild for each body they remove from the city streets), the sale of corpses and body parts is illegal. Considered "Capital Necromancy" by the crown, the practice is punishable by death.

Ferista earns a considerable amount of coin secretly selling bodies and body parts to various unsavory individuals. Her clients include several wizards from the local wizards' guild, numerous low-level necromancers who live within a day's ride of the city, a coven of witches who dwell in the Red Hill district, and three noble houses who each secretly animate the dead and use them as guardians. Ferista's best customer, however, is one of Azrenar's lieutenants, a halfling necromancer named Pelren.

FERISTA AND THE CULT: Ferista is actually the Maramagan cult leader Azrenar's half-sister (and the vampire cleric Torian's full-blooded sister, see area **H1** in Part 5). Though Ferista and her gang are not Maramagan cultists, they are allied with Azrenar, and his cult sometimes uses the mortuary as a safe house. In fact, one of the cultist strike teams—the only team to survive their mission to disperse the reaping sickness—is currently lying low at the mortuary after completing their mission. These cultists, led by the tiefling cleric Xerdek, plan to return to the Temple of Maramaga in a few days.

ELLESTE'S EXPERIMENT: Unknown to Ferista, her apprentice Elleste obtained a vial containing the reaping sickness from the cultist strike team's leader, Xerdek. Curious to know what would happen if the supernatural affliction was injected into an already deceased corpse, Elleste crept into the mortuary's morgue (area **B17**) and injected the contents of the vial into the seven bodies stored there. To Elleste's disappointment, nothing happened. Elleste observed the corpses for nearly an hour before giving up and leaving the morgue, falsely concluding that the reaping sickness only reacts with living tissue.

An hour before the PCs arrive at the mortuary the seven corpses suddenly animated as reaping sickness plague zombies and went on a rampage in the mortuary's lower level. Taken completely by surprise, most of Ferista's men have been bitten by the zombies and are either dead or have swelled the ranks of the undead.

GROUND LEVEL

Perimeter Wall: A 10-foot tall, two-foot thick red brick wall surrounds the mortuary grounds. The wall is climbable (DC 15), though Ferista's men have embedded shards of glass, old nails, and jagged pieces of scrap metal all along the top of the wall to deter such activity. PCs climbing the wall must succeed on a DC 12 Reflex save or cut themselves for 1d4 points of damage.

Doors: Exterior doors are made of thick oak, reinforced with iron bands (hardness 5, hit points 20, break DC 23). Interior doors are thinner and of lighter construction (hardness 5, hit points 10, break DC 18).

Windows: All of the windows are paned in glass and covered by wooden shutters that can be latched from within (shutters: hardness 5, hit points 10, break DC 13). Unless stated otherwise, all window shutters are currently closed and latched, blocking line of sight. Additionally, all of the windows in the main mortuary building that face the street (the windows facing west and north) each have iron grates (hardness 10, hit points 60, break DC 26, bend DC 20) set inside the shutters for extra security.

B1 CARRIAGE HOUSE AND MAIN GATE

The carriage house is a split-level red brick building, with a single-story barn dominating its western half and two-story building making up the eastern half. A large iron gate, secured with a padlock and chains, stands before a 10-foot wide, 25-foot long passageway that leads through the center of the carriage house and into the mortuary grounds beyond. A tarnished brass sign attached to the gate reads: "Grave Street Mortuary, Tirus Dreen, Proprietor. Our Family Helping Yours".

The entry gate is secured with a chain (hardness 10, hit points 5, break DC of 26) and an average quality lock (DC 25). A key to the gate hangs on the wall in area **B3**, and Ferista (area **B24**) also carries a key. Attached to the east wall just in front of the entry gate is short leather cord attached to a brass signal bell. If the cord is pulled, the bell here rings loudly. Ringing the bell alerts Chomper (see area **B4**).

Ferista normally posts two of her thugs as guards here at all times. However, due to the emergency in the lower level, no guards are currently present.

B2 BARN CR 3

Note: The large double doors leading into the barn are sealed and barred from within (hardness 5, hit points 25, break DC 25).

This simple barn provides storage for the mortuary's wagon, as well as two stalls for horses. Only a single horse resides here now, a large chestnut draft horse that looks well-cared after. On the rear wall of the barn hang tack, leather riding harnesses, saddles, tools, and other items typically found in a barn.

The ceiling inside the barn is 15 feet high and the floor is clean except for the stray bits of straw scattered here and there. The wagon itself looks old, but is in serviceable condition. A large, well-oiled tarp is bundled up and stored in the back of the wagon, securely tied in place. The wagon's floorboards are stained with old blood and other even less wholesome bodily fluids.



MONSTER: Lurking under the wagon is Chomper's pet mountain lion. Though the great cat is well trained and does not pose a threat to Chomper, any of Ferista's gang, or the draft horse, it does not get along well with the guard dogs that patrol the mortuary grounds. So, unless it is accompanying Chomper on an assignment on behalf of Ferista, the mountain lion is usually found here.

The mountain lion knows all of the mortuary's residents by scent and attacks any creature it does not recognize.

MOUNTAIN LION	XP	CR	HP
	800	3	26

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 26 (4d8+8)

Fort +6, Ref +8, Will +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+3 plus grab) and 2 claws +7 (1d4+3 plus grab)

Special Attacks pounce, rake (2 claws +7, 1d4+3)

TACTICS

During Combat The mountain lion hides under the wagon and tries to take the PCs by surprise.

Morale The mountain lion attempts to flee if reduced to 10 hit points. If it can escape from the barn it immediately heads to warn Chomper.

STATISTICS

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +6 (+10 grapple); CMD 20 (24 vs. trip)

Feats Skill Focus (Perception), Spirited Runner, Weapon Finesse

Skills Acrobatics +12, Climb +7, Perception +10, Stealth +8; Racial Modifiers +4 Acrobatics, +4 Stealth

DRAFT HORSE	XP	CR	HP
	600	2	20

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural)

hp 20 (2d8+10)

Fort +8, Ref +7, Will +3

OFFENSE

Speed 50 ft.

Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11

Base Atk +1; CMB +7; CMD 21 (25 vs. trip)

Feats Endurance, Run

Skills Perception +8

SQ docile

SPECIAL ABILITIES

Docile (Ex) Since it is not trained for combat the draft horse's hooves are treated as secondary attacks.

B3 BUNK HOUSE

This long, narrow room has six bunk beds along the east wall and a small table with six wooden stools to the south. Also on the south wall is a flight of wooden stairs that leads up to the second floor.

This room is a bunk house for six of Ferista's men, who take turns using the bunks when they are not on guard or fulfilling some other duty for their mistress. A wooden pitcher of wine and six mismatched tin and pewter mugs sit on the table to the south. Two of the mugs are half-full of wine. A third mug once was, but now lies overturned on the table. The spilled wine stains the tabletop and has formed a small pool on the floor. Hanging on a hook on the wall next to the entry door is a single iron key on a small leather cord. This is the key to the main entry gates (area B1).

The six guards normally stationed here were summoned to the main house about an hour ago, shortly after the zombies began their rampage. Any significant noise here will alert Chomper upstairs (see area B4).

SECRET DOOR: A DC 20 Perception check notices a cleverly hidden 3-foot wide by 4-foot high secret panel set into the south wall against the stairs. If the panel is removed, it reveals a small cubby hole under the stairs with a 5-foot square shaft descending into darkness. A rusty iron ladder is set into the wall. This shaft descends 40 feet to area B20. Hanging on the wall inside the cubby hole is an unlit hooded lantern full of lamp oil.

TREASURE: Unknown to its previous owners, one of the tin mugs on the table is actually enchanted with powers identical to a chime of opening (4 uses left).



B4 UPSTAIRS APARTMENT CR 4

Note: As the PCs ascend the stairs, they immediately notice the putrid odor of rotten meat. The smell intensifies the closer the PCs get to the top of the stairs.

When you enter this L-shaped room, the source of the foul smell you detected on the stairs is readily apparent. Dozens of grotesque totems made from the bones and rotting carcasses of cats, rats, squirrels, and other small animals hang from the ceiling from lengths of string all about the room. Surrounded by clouds of flies and boiling with maggots, these totems sway eerily in the wind coming through the four open windows.

PCs entering this room must succeed on a DC 14 Fortitude save or become sickened for as long as they remain in this room or area B5, plus an additional 1d6+1 rounds.

MONSTER: A malformed and somewhat unstable ogrekin named Chomper lurks here. Extremely superstitious, he constructed the revolting animal carcass totems with the misguided belief that they ward away evil spirits. Chomper is Ferista's bag man and her most trusted underling. She sends the hulking, misshapen brute to collect on past due accounts as well as provide additional muscle when the need arises.

Chomper is very tall and lean, standing just over seven feet tall and weighing 200 pounds. His misshapen, goatish face is dominated by an over-sized mouth full of huge square teeth. His tangled mane of stringy black hair drops down to the middle of his back and his dark eyes are tiny, sunken, and pig-like. He wears a grime-covered chain shirt under a fine cloak of smooth grey cloth, and fights with a dwarf-forged warhammer in his left hand. His twisted, constantly twitching vestigial right arm is covered with scabs and old scars from Chomper's habit of absentmindedly gnawing at it.

When the Ferista's thugs were called to the main house an hour ago, Chomper elected to stay behind and keep an eye on the mortuary entrance. When the PCs arrive, he is in this room listening quietly for any sign of intruders.

CHOMPER	XP	CR	HP
	1,200	4	47

Male ogrekin rogue (thug) 3 / warrior 2

CE Medium humanoid (giant, human)

Init +1; **Senses** Low-Light Vision; Perception +9

DEFENSE

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 47 (2d10+3d8+10)

Fort +6, Ref +4, Will +4

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 warhammer +9 (1d8+5/x3) and bite +4 (1d4+2)

Special Attacks bleeding attack, brutal beating, sneak attack (2d6)

TACTICS

Before Combat If he detects the PCs, Chomper stealthily climbs out one of the open windows and tries to stealthily observe the PCs from the carriage house rooftop.

During Combat Chomper prefers to wait for the opportunity to leap down on the PCs from the roof and use his Death From Above feat. He fights with his hammer and bite attack, and targets the largest, strongest-looking PC first.

Morale Chomper flees if reduced to 10 hit points or less. If he knows his pet mountain lion is dead (see area B2), Chomper becomes enraged and fights to the death.

STATISTICS

Str 19, Dex 12, Con 14, Int 9, Wis 12, Cha 6

Base Atk +4; **CMB** +8; **CMD** 19

Feats Cleave, Death from Above, Iron Will, Power Attack, Weapon Focus (bite)

Skills Acrobatics +6, Climb +15, Intimi-

date +10, Knowledge (Dungeoneering) +3, Knowledge (Local) +5, Perception +9, Stealth +12, Swim +2

Languages Common

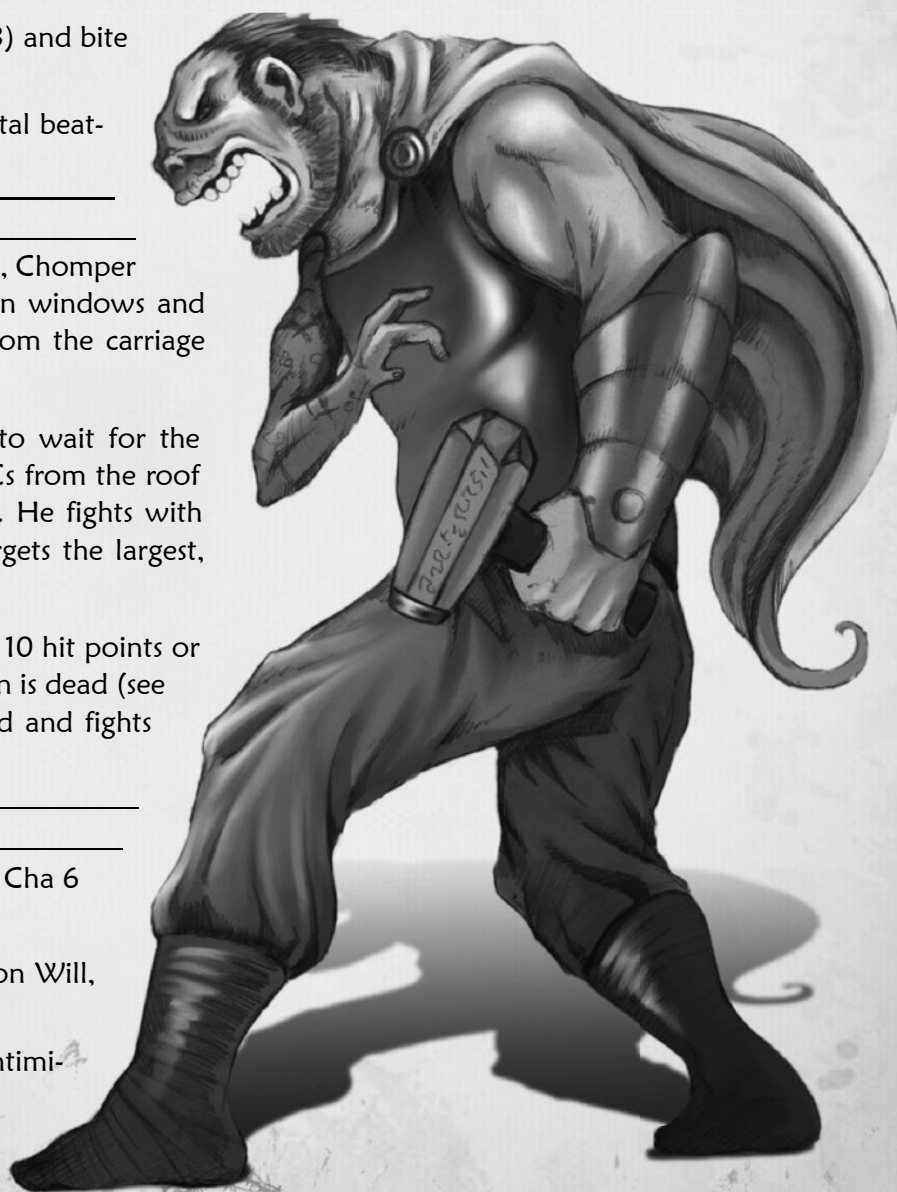
SQ frightening

Combat Gear +1 warhammer, chain shirt; Other Gear cloak of elvenkind, ring of climbing, key to the strongbox in area B5

SPECIAL ABILITIES

Bleeding Attack (Ex) Chomper's sneak attacks also deal 2 bleed points of damage per round.

Brutal Beating (Ex) Chomper can forgo 1d6 of his sneak attack damage to sicken the target for 1 round.



Evasion (Ex) If Chomper succeeds at a Reflex save for half damage, he takes none instead.

Frightening (Ex) When Chomper successfully uses Intimidate to demoralize a creature the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, Chomper can instead decide to make the target frightened for 1 round.

B5 CHOMPER'S ROOM

A shabby straw-filled mattress and a pile of soiled blankets sit in the southeast corner of this small windowless room. The air here is thick with the aroma of sweat and pipe smoke.

This is Chomper's rather spartan sleeping quarters. Hidden under the pile of blankets is an oak strongbox, secured with a good lock (DC 30). Chomper carries the key.

TREASURE: The strongbox contains a well-used clay pipe with a silver mouthguard (worth 50 gp), a cloth pouch holding a half-pound of cheap pipe weed, 31 tindertwigs, a flint and steel set, two bottles of cheap rotgut whiskey (truly foul stuff), and a large purple velvet pouch holding 129 gp, an uncut garnet worth 50 gp, an uncut topaz worth 250 gp, and a small silver hand mirror set with four bloodstones worth 350 gp.

B6 MORTUARY GROUNDS CR 5

The mortuary grounds are a bit overgrown. The lawn is about shin-high and dotted with small prickly weeds. Several big trees—five very old oaks and three smaller sugar maples—provide a large amount of shade, and an unkempt hedge, nearly as high as a man's head, lines a gravel walkway leading from the carriage house to the mortuary's front door.

B6 A GRAVEL PATH

This 10-foot wide gravel path leads from the carriage house to the mortuary's front door. A thick 6-foot tall hedge runs along either side of the path.

B6 B WOLFHOUNDS CR 5

Ferista and her gang keep five mean-tempered, well-trained wolfhounds as guards. During the day, the hounds are kept in the old caretaker's cottage (area B8), which was converted into a kennel. At night, Ferista's men release the hounds and allow them to patrol the mortuary grounds.

When the zombies began their rampage an hour ago, one of Ferista's thugs—wounded and fleeing the carnage—made his way to the kennel and released the hounds. He then unlocked and fled through the rear gate (area B7), closed the gate behind him, and never looked back.

When the wolfhounds emerged from the kennel, they smelled the zombies and refused to enter the main mortuary building. They are currently hunkered down among the cluster of trees in the southeast corner of the mortuary grounds. The well-trained hounds know all of the mortuary's residents by scent and they attack any creature they don't recognize. As soon as they detect the PCs and realize they aren't zombies, the dogs move in cautiously and try to surround and overwhelm the PCs. Terrified of the zombies, the hounds will not voluntarily enter the main mortuary building.

WOLFHOUNDS (5)	XP	CR	HP
	400	1	14

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 14 (2d8+4)

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

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

TACTICS

During Combat The wolfhounds pair up and attempt to flank foes.

Morale Vicious and well-trained, the wolfhounds fight to the death.

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 wolfhound.

B6 C CREMATORY CHIMNEY

A 10-foot tall, twin-stacked brick chimney protrudes from the ground here.

Both chimney stacks descend 40 feet into the crematory oven in area **B16**. A successful DC 12 Perception check recognizes that the chimneys have not seen use in several years—both stacks are filled with cobwebs and bird nests. A small-sized creature can squeeze down either of the chimney stacks with a successful DC 12 Escape Artist check combined with a DC 15 Climb check. Failure of either roll indicates the creature slips 40 feet down the chimney shaft into the unit cremation oven in area **B16** and suffers 2d6 points of damage. A successful DC 15 Acrobatics check reduces this damage to 1d6.

A successful DC 12 Perception check notices the sound of moaning and banging coming from somewhere below. This noise comes from the zombies trying to break down the doors to area **B16**.

B7 REAR GATE

The rear gate is made of reinforced wooden panels and opens outward. It is currently latched closed.

This gate is usually chained and locked shut. However, though the gate is latched closed, the chain and average quality lock both lie on the ground, and the key is actually still inside the lock. This is the work of one of Ferista's men, who fled the mortuary a little less than an hour ago, as detailed in area **B6-B**.

A successful DC 20 Perception check or a successful DC 15 Survival check notices a set of fresh footprints here as well as a few drops of drying blood. The footprints lead from the mortuary's back door, to the kennel, and then out the rear gate.

B8 KENNEL

The door to this small cottage stands ajar. Inside, the one-room cottage has been converted into a kennel. The air is ripe with the pungent smell of dog feces and urine, and several half-gnawed animal bones lie on the floor amidst the castings and filth. Five wooden buckets sit against the south wall. Three of them hold water and two hold a vile mixture of cereal grains and raw meat.

This cottage was once home to Durtheek, an elderly half-orc who tended the mortuary grounds for nearly 50 years. Unfortunately, four years ago, Durtheek got into a bitter argument with the halfling Haddy, who murdered the old half-orc and hid his dismembered body under the floor of the carpentry workshop (area **B14**). Shortly after that, the cottage was converted into a kennel for Ferista's guard dogs.

The wolfhounds that usually dwell here are currently hunkered down under the copse of trees in the southeastern section of the mortuary grounds (area **B6-B**).

TREASURE: Old Durtheek was a bit of a skinflint who saved most of his meager earnings. If the PCs search the room, a successful DC 25 Perception check notices a loose floorboard in the middle of the room. A PC can remove the loose board with a crowbar or similar tool and a DC 12 Strength check. Stashed under the floorboard is a small sack containing 520 sp, 29 gp, 1 pp, and a potion of remove disease.

B9 ENTRY HALL

This large hall features a floor of light grey marble tiles and a high vaulted ceiling. Painted on the east, west, and north walls are three exquisitely rendered murals that each depicts an idyllic scene: a peaceful woodland clearing, a beach overlooking calm seas, and a majestic range of mountains under a gentle, glowing sun.

The ceiling here is 15 feet high near the walls and rises to 25 feet in the center of the hall. The lower half of the walls is covered with dark oak paneling, though many of the panels are discolored by dust and age. The marble floor has not been swept in some time, and is marred by a thin layer of dust and grime.

BIO OFFICE CR 3

This office features a large oak desk, a comfortable chair, and two wooden cabinets. The desk is cluttered with papers, a ledger, and other odds and ends. A small cot sits behind the desk, against the west wall.

This is the mortuary's business office, which hasn't been cleaned or organized in years. The papers on the desk are an assortment of old bills and business documents, some of which date back 20 years or more. The cabinets are only slightly better organized, and are crammed full of old documents and bills of sale, the oldest of which date back nearly a century. The ledger on the desk is sadly out of date and reveals little about the mortuary, except that business has trickled off to almost nothing over the past eight years. Other odds and ends on the desk include six vials of black ink, a well-used ink pen, a monkey's skull being used as a paper weight, and a half-full bottle of very good rum.

MONSTER: Ferista employs a halfling scoundrel named Haddy to keep an eye on Tirus and help the old man run the mortuary just in case someone visits for legitimate business. Haddy is small for a halfling (2'6" tall, 30 pounds), but exudes the confidence of a much larger

being. He dresses in a black mortician's suit, carries a silver-tipped walking stick, and wears a pair of round wire spectacles. His curly red hair and thick mutton chops give him an almost devilish appearance, which is the source of his nickname.



Haddy has been employed here for nearly eight years and has a decent understanding of the mortuary business. His main duty is to speak with any strangers that visit the mortuary and ascertain whether or not they are threats to Ferista's clandestine activities. Haddy is a homicidal sociopath. He's become adept at using his small stature to lull those he meets into believing he's merely a harmless mortician's assistant.

When Ferista's men were ordered to the lower level an hour ago, Haddy followed his standing orders and remained here to keep an eye on things. He's heard

nothing from the lower level since that time and knows nothing about the zombies. By the time the PCs arrive, Haddy is growing increasingly concerned and anxious. If the PCs engage the halfling in conversation, allow them an opposed Sense Motive check vs. Haddy's Bluff check (+14) to notice that the halfling is anxious and nervous about something.

Haddy's actions depend on the circumstances in which he encounters the PCs. If the PCs sneak into the mortuary without announcing themselves, Haddy assumes they are threats. If the PCs attempt to bluff their way into the mortuary, Haddy plays the part of a friendly, helpful mortician's assistant until he determines the PCs' agenda.

HADDY THE IMP	XP	CR	HP
	800	3	28

Male halfling rogue (charlatan) 4

CE Small humanoid (halfling)

Init +3; **Senses** Perception +10

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 size, +1 natural)

hp 23 (4d8)

Fort +2, Ref +8, Will +3

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 *small agile dagger* +3 (1d3+4/19-20)

Special Attacks sneak attack (2d6)

TACTICS

During Combat If Haddy decides the PCs are a threat, he will try to stealthily apply black adder venom to his +1 *small agile dagger* and sneak attack one of the PCs.

Morale Though loyal to Ferista, Haddy won't die for her. He tries to flee if reduced to 10 hit points or less. If Haddy realizes that zombies now infest the lower level, he assumes Ferista is dead and flees.

STATISTICS

Str 6, Dex 16, Con 10, Int 12, Wis 12, Cha 16

Base Atk +3; **CMB** +0; **CMD** 13

Feats Alertness, Go Unnoticed, Skill Focus (Bluff)

Skills Acrobatics +12, Appraise +8, Bluff +13, Craft (Carpentry) +7, Craft (Traps) +7, Diplomacy +10, Disable Device +10, Disguise +7, Escape Artist +10, Intimidate +7, Knowledge (Local) +5, Perception +10, Profession (Mortician) +5, Sense Motive +10, Sleight of Hand +7, Stealth +13

Languages Common, Dwarven, Halfling

SQ fearless, natural born liar, rumormonger

Combat Gear +1 *small agile dagger*; **Other Gear** *amulet of natural armor* +1, black adder venom (3 doses), silver-handled walking stick (worth 100 gp), keys to Tirus Dreen's room (area B11) and the workshop (area B14)

SPECIAL ABILITIES

Charmer (Ex) Once per day, Haddy can roll 2d20 for Diplomacy checks and take the better result.

Evasion (Ex) If Haddy succeeds at a Reflex save for half damage, he takes none instead.

Fearless (Ex) Haddy receives a +2 morale bonus vs. fear saves.

Go Unnoticed (Ex) During the first round of combat, flat-footed opponents are considered not to have noticed Haddy yet for the purposes of Stealth skill checks, allowing him to make a Stealth check that round to hide from them.

Honeyed Words (Ex) Once per day Haddy can roll 2d20 while making a Bluff check, and take the better result. He must choose to use this talent before making the Bluff check.

Natural Born Liar (Ex) Creatures deceived by Haddy's Bluff check take a -2 penalty vs. his Bluff checks for the next 24 hours.

Rumormonger (Ex) Up to three times per week,

Haddy can attempt to spread a rumor through a settlement by making a Bluff check.

Uncanny Dodge (Ex) Haddy retains his Dex bonus to AC when flat-footed.

TREASURE: The desk drawer is unlocked and holds a small-sized mwk dagger and a coin pouch containing 40 sp and 17 gp.

Under Haddy's cot is a small unlocked oak chest. Though unlocked, Haddy has trapped the chest's lid with a mechanism that fills the entire office with dream powder poison if the chest is opened before the mechanism is disabled. The chest contains a set of trapmaking tools, a set of masterwork thieves tools, one dose of dream powder (see below), four doses of black adder venom, 389 gp, 26 pp, an uncut moonstone worth 25 gp, a deep blue spinel worth 120 gp, a *potion of magic fang*, and a *potion of remove disease*.

DREAM POWDER TRAP	XP	CR
	1,200	4

Type mechanical; Perception DC 18; Disable Device DC 20

EFFECTS

Trigger open chest; **Reset** repair

Effect poison gas (dream powder, see below)

Dream Powder

Type poison (inhaled); **Save** Fort DC 18

Onset immediate

Effect unconsciousness 1 hour and 1d4 points of Wisdom damage; **Cure** 1 save

Cost 500 gp

A pinch of this shimmering violet dust is enough to fill a 20-foot radius. Those affected by dream powder suffer immediate unconsciousness and terrible mind-rending dreams.

B11 KITCHEN

A large brick fireplace dominates the northwest corner of this kitchen. A large oak table stands in the center of the room. On top of it is a large cast iron kettle, a clay pitcher nearly full of wine, and six loaves of hard black bread. Shelves on the walls hold a collection of wooden and ceramic plates, bowls, and drinking cups, steel cutlery, a set of kitchen knives, a number of pots and pans, a large sack of flour, several haunches of salted pork, baskets of fresh vegetables, and assorted grains and dried goods.

The kitchen sees regular use by Ferista's small army of thugs, who cook most of their meals here. The wine is average quality and the rest of the food stores are unremarkable. Even a cursory examination of the food stored here is enough to realize it is enough to feed at least three or four dozen men for a month.

TREASURE: The set of nine steel kitchen knives have ivory handles and are of superior elven craftsmanship. They are worth 45 gp as a set.

B12 TIRUS DREEN'S ROOM CR 1

Note: The door to this room is locked with a simple lock (DC 20) from the outside. Haddy (area B10) has the only key.

This small tidy room contains a comfortable bed, a small table and chair, and a solid oak armoire.

This is Tirus Dreen's room. Ferista keeps the old man locked up and only allows Haddy to set him free at meal times and when customers arrive with legitimate mortuary business. After she partnered with Dreen eight years ago, Ferista began to cast *charm person* on the old man every day for nearly five years. Now, even though Ferista only casts *charm person* on him once a month, the old man's psyche has been forever altered and he is effectively under a continuous *charm person* effect. As a result of this prolonged arcane mental conditioning, he loves and adores Ferista like she was his own daughter.

Tirus Dreen is 90 years old, with a scarecrow-like build and pale, hollow facial features. He's a stoic,

but amiable fellow who always speaks slowly and enunciates his words carefully, almost as if he's speaking to a child. Though he prefers not to resort to violence, until his enchantment is broken (see below), Tirus defends Ferista and will do his best to convince the PCs she is a good and trustworthy person. If the PCs somehow break Ferista's enchantment over him, Tirus comes to his senses and tells the PCs everything he knows about Ferista, which includes the following:

- Ferista is a wizard and she has a pretty young apprentice named Elleste.
- The halfling Haddy should not be trusted. Tirus suspects he murdered Durthek the old half-orc caretaker several years ago.
- Ferista and her men are con artists and thugs that run an extensive and lucrative protection racket.
- Ferista partnered with Tirus eight years ago in order to use the mortuary as a cover for her numerous illegal activities.

TIRUS DREEN	XP	CR	HP
	400	1	9

Venerable male human expert 3

N Medium humanoid (human)

Init -1; **Senses** Perception +8

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (3d8-3)

Fort +0, Ref +0, Will +5

OFFENSE

Speed 30 ft.

Melee unarmed attack +0 (1d3-2 nonlethal)

STATISTICS

Str 7, Dex 9, Con 8, Int 13, Wis 15, Cha 14

Base Atk +2; **CMB** +0; **CMD** 9

Feats Persuasive, Prodigy [Craft (Carpentry), Profession (Mortician)], Skill Focus [Profession (Mortician)], Skilled Driver (Land)

Skills Bluff +8, Craft (Carpentry) +7, Diplomacy +9,

Handle Animal +8, Intimidate +4, Knowledge (Local) +7, Knowledge (Religion) +7, Perception +8, Profession (Mortician) +13, Ride +3, Sense Motive +8

Languages Common, Dwarven

SPECIAL ABILITIES

Skilled Driver (Ex) Tirus gains a +4 bonus on driving checks made with horse-drawn wagons and carts.

TREASURE: The armoire contains Tirus Dreen's clothing, which consists of several black morticians' suits and a few other unremarkable outfits. Tucked in the back of the armoire is a small brass coffer containing 100 sp, 33 gp, and an exquisitely fashioned mithral locket on a thin silver chain (worth 1,000 gp) that opens to reveal the delicately engraved image of a beautiful young lady. This is Tirus Dreen's long dead fiancé, Imyla, who tragically died a few months before she and Tirus were supposed to wed nearly 70 years ago.

B13 SHOWROOM

This large room contains 13 dusty wooden caskets, all pushed haphazardly against the walls. The middle of the room and a path to all three doors has been kept clear.

Due to the caskets stored here, the 5-foot squares marked with **X's** on the map are considered difficult terrain.

Two generations ago, this room was used as a showroom for the Dreen family's much sought after hand-made caskets. Back when Tirus Dreen's grandfather ran the mortuary, the mortuary's caskets were quite popular and the family made a very good living selling them. Unfortunately, Tirus Dreen's father was not a very skilled craftsman, and the quality of the family's caskets fell dramatically when he took over. When young Tirus took over the business 65 years ago, he had the crematory oven constructed (see area **B16**) and shifted the mortuary's focus to cremation and large-scale disposal of bodies. Tirus only has a basic understanding of carpentry, and the few dusty caskets he stores here are of unremarkable quality.

B14 CARPENTRY WORKSHOP CR 3

Note: The door to this room is locked with a simple quality lock (DC 20). Haddy (area B10) has the only key.

This room appears to be a workshop, though the dusty workbench in the middle of the room and cobweb-covered tools hanging from the walls indicate it hasn't been used in some time. A large red stain mars the floor next to the workbench.

This workshop hasn't seen use in almost eight years. In fact, no one has even entered here since DurtheK, the old half-orc caretaker, was murdered here four years ago (see below for details). The solid oak workbench is pitted by countless errant saw and chisel strikes, and a set of masterwork quality carpentry tools sit on shelves and hang from pegs along the west wall.

A successful DC 10 Heal or Survival check identifies the red stain on the floor as an old blood stain. This is where Haddy murdered and dismembered the old caretaker, before hiding the remains under the floorboards. Though Haddy cleaned up after himself, he wasn't able to scrub away the large red blood stain.

A successful DC 25 Perception check notices that a few of the floorboards against the south wall were pulled up at one time and then hastily nailed back into place. This is where Haddy stashed DurtheK's dismembered body.

MONSTER: Shortly after his murder, DurtheK's spirit returned to his dismembered body and animated it as a wight. DurtheK resembles a disfigured half-orc male covered with dried blood, with red glowing eyes that trail a thin greasy mist. His head and limbs are barely attached to his torso by thin ribbons of undead flesh.

Note: Due to DurtheK's dismembered condition, he suffers a penalty of -10 feet to his Speed, has the staggered condition, gains DR 5/slashing, and gains the gruesome manifestation ability. The wight's base CR remains unchanged.

DURTHEK

XP	CR	HP
800	3	30

Male dismembered wight (unique wight variant)

LE Medium undead

Init +1; **Senses** darkvision; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d8+8)

Fort +3, Ref +2, Will +5

DR 5/slashing; **Immune** ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

OFFENSE

Speed 20 ft.

Melee slam +5 (1d4+1 plus energy drain)

Special Attacks energy drain (1 level, DC 14), gruesome manifestation (DC 14)

TACTICS

Before Combat Alerted by the presence of living beings, DurtheK awakens from his supernatural torpor and bursts through the floor 1d3 minutes after the PCs enter the room. It takes DurtheK 2 rounds to smash away the floorboards.

During Combat Once free, DurtheK uses a free action to invoke his gruesome manifestation ability as he attacks the closest PC. After eliminating his foes here he makes his way to area B10 to exact its vengeance on his murderer Haddy. If the halfling is already dead or has fled the mortuary, DurtheK vents his fury on any living creature he encounters.

Morale DurtheK fights until he is destroyed.

STATISTICS

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception), Weapon Focus (slam)

Skills Intimidate +9, Knowledge (Religion) +7, Perception +11, Stealth +16

Languages Common

SQ create spawn, resurrection vulnerability, staggered

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature Durtheek kills becomes a wight itself in 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. These spawn are under Durtheek's command.

Energy Drain (Ex) Foes hit by Durtheek's slam attack must succeed on a DC 14 Fortitude save or gain one negative level. Durtheek gains 5 temporary hit points for each negative level he inflicts.

Gruesome Manifestation (Su) Once per minute, as a free action, Durtheek can force all creatures within 30 feet that can see him to attempt a DC 14 Will save. Creatures failing this save gain the cowering condition for 1d4 rounds. If the Will save is successful, the creature is shaken for 1d4 rounds instead. This is a mind-affecting fear effect.

The save DC is Charisma-based.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (though a Will save negates this). Using the spell in this way does not require a material component.

Staggered (Ex) Durtheek can only perform a single move action or standard action each round (he has the staggered condition). Durtheek can move up to his speed and attack in the same round as a charge action.

B15 STORAGE CR13

This long narrow hallway was converted into a storage area. Three wooden gurneys—each designed to hold a humanoid cadaver—sit against the north wall. Three unlit hooded lanterns hang from hooks along the west wall, and above them is a shelf holding a number of small leather flasks. In the northwest corner sits a small, lidless barrel full of torches. A ramp descends along the south wall into darkness.

As soon as the PCs enter the storage room, they can clearly hear the zombies in area B16 moaning and banging against the double-doors at the bottom of the ramp.

The mortuary's owners have long used this room to discreetly bring cadavers into the main building after transporting them through the rear gate (area B7). The gurneys and three hooded lanterns are in fine working condition. The leather flasks—17 in all—each hold lantern oil. A small lidless wooden box containing 36 tindertwigs is tucked behind the flasks. The barrel in the northwest corner holds 15 torches.

The ramp along the south wall gradually descends 20 feet, turns back on itself and descends another 20 feet, and then turns back on itself one more time before descending 20 more feet to a set of double-doors leading to area B16.

A successful DC 15 Perception check notices a single bloody footprint near the door that leads to the outside (towards area B7). A successful DC 15 Survival check indicates the person who made the footprint came up the ramp and made their way out the door about an hour ago. The footprint was made by the wounded, fleeing thug as described in areas B6-B and B7.

MONSTER: A legless, completely naked plague zombie lurks out of sight 30 feet down the ramp. It is feeding on the remains of one of Ferista's men, but will crawl up the ramp and attack the PCs as soon as it detects them.

This is the zombie that injured the gang member who escaped the mortuary about an hour ago (as detailed in areas **B6-B** and **B7**). The fleeing gang member and his companion (the half-eaten corpse) escaped from the zombies in area **B16** and sealed the doors to the crematorium, allowing only this zombie to escape. Though the zombie killed his companion, the other gang member was able to hack off the creature's legs with his sword before fleeing for his life.

LEGLESS REAPING SICKNESS PLAGUE ZOMBIE	XP	CR	HP
	135	1/3	12

NE Small undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+1 size, -1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

Immune undead traits

OFFENSE

Speed 10 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 8, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

SQ no legs

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

No Legs (Ex) This zombie's legs have been severed. It is now a small-sized creature, suffers a -4 to its Dex score, and its Speed is reduced to 10 feet. These penalties reduce the zombie to a CR 1/3 monster.

TREASURE: The half-devoured corpse once wore a set of masterwork studded leather armor, but the armor is now slashed and ruined by the ravenous zombie. Tucked into the corpse's belt, however, is a perfectly serviceable masterwork dagger with an exquisitely cut, thumbnail-sized tiger's eye set in its pommel (worth 100 gp).

LOWER LEVEL

All of the rooms and hallways in the lower level are lined with dark grey rectangular bricks. The hallway ceilings are eight feet high and most of the rooms 10 feet high. Hallways that extend 30 feet or longer have stone torch sconces set at 5-foot height on one wall, each spaced 30 feet apart. Each of the sconces contains a normal unlit torch. These torches are in place for emergency use only, as Ferista and her men usually carry around their own light sources.

Shortly after partnering with Tirus Dreen, Ferista quietly hired a crew of engineers to expand the mortuary's cellars to meet the needs of her expanding criminal enterprise. Thus, many of the rooms and hallways feature a mix of old and newer constructions. Ferista also had all of old doors replaced. The lower level doors are all made of thick oak, reinforced with iron bands (hardness 5, hit points 20, break DC 23).

B16 CREMATORIUM CR 6

Note: The double-doors leading into this room are currently sealed, but have almost been breached by the zombies. The door has 4 hit points left when the PCs reach the bottom of the ramp from area B15. The PCs can easily see the mass of zombies trying to break through what is left of the quickly disintegrating door, and the zombies can probably also see them. As soon as the zombies detect the PCs, they intensify their attacks against the door and finish breaking it down in 1d4+1 rounds. During this time the door grants the zombies cover (+2 AC) and concealment (20% miss chance) from attacks originating from the other side of the door, though the zombies cannot reach and attack PCs.

This large L-shaped chamber is dominated by a huge oven set into the east wall. The great cast iron oven is easily large enough for a man to crawl inside. It looks as if a massacre recently occurred here. The floors and walls of the chamber are covered with buckets of blood, and severed body parts and entrails litter the floor.

This is the mortuary's crematorium. The massive crematory oven was used extensively in the decades before Ferista took control of the mortuary, but is now cold and filled with cobwebs. The oven's twin chimney stacks each ascend 40 feet to the surface (area B6-C for additional details).

MONSTERS: Sixteen plague zombies currently infest this chamber. For the past hour the zombies have been beating away at the sealed double-doors in an attempt to bash them down and follow the fleeing gang members (see area B15 for details). Six of these zombies are part of the original seven corpses Elleste injected with the reaping sickness (the seventh original zombie is the legless creature currently haunting the ramp up to area B15). The other ten are former members of Ferista's gang recently transformed into zombies.

Due to the zombies' distracted state, unless the PCs enter this chamber by opening the sealed double-doors, the PCs automatically receive two full rounds of action before the zombies notice them and react. This makes the 16 zombies a CR 6 encounter.

REAPING SICKNESS PLAGUE ZOMBIES (16)	XP	CR	HP
	200	1/2	12

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +5; **CMD** 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

TREASURE: If the PCs search the bodies of the seven partially-clothed zombies (Ferista's men), they find two shortswords, three daggers, four masterwork daggers, a masterwork shortsword, a +1 *punching dagger*, and coinage amounting to 88 sp, 26 gp, and 2 pp.

A successful DC 25 Perception check notices that one of the partially clothed zombies is wearing a boot with a hollow heel. The heel easily twists off to reveal a tiny storage space holding an exquisitely cut fire opal (worth 500 gp).

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 4 reaping sickness plague zombies.

B17 MORGUE

This large chamber contains a dozen wooden tables, neatly lined up along the west, north, and east walls. A gurney sits against the far north wall, its contents covered by a tarp. Embedded into the floor, a few feet from the entryway, is a 3-foot diameter seal made of shimmering blue metal. The seal is covered with strange runes.

This is where the mortuary stored the dead before they were taken away for burial or disposed of in the crematory oven. Though several of the tables contain recent bloodstains, the tables are currently empty. The seven corpses recently stored here animated as plague zombies.

Mortuary - Lower

1 square = 5 feet
Cartography by Richard A. Hunt



The tarp on the gurney covers a ghastly collection of body parts culled from numerous small-sized humanoids—including 17 legs, 10 arms, and three head- and limb-less torsos. All of the body parts have been drained completely of blood and are under the effect of a *gentle repose* spell. They were collected for the halfling necromancer Pelren, one of Azrenar's lieutenants, who is due to collect them in one week.

THE SEAL: The round seal on the floor is made of solid electrum and radiates a moderate aura of necromancy. A successful DC 25 Linguistics check, a DC 20 Knowledge (Arcana) or Spellcraft check, or a *read magic* spell deciphers the strange runes and reveals that the seal has the ability to magically preserve corpses for a short period of time. Any corpse brought into this room that touches the seal gains the effects of a *gentle repose* (CL 10th), effectively preserving it for ten days. A corpse can only be affected by the *gentle repose* effect once. If the seal is somehow pried loose from the floor (requiring the use of a crowbar or similar tool and a DC 18 Strength check), the magic is lost. However, the 20-pound seal is still worth 500 gp for its electrum.

B18 CULTIST QUARTERS CR 4

Note: The door to this room is barred from within (hardness 5, hit points 20, break DC 23). While the PCs fight the zombies in area B16, Xerdek and his warriors hear the noise and ready themselves.

This room contains four bunk beds and a table surrounded by wooden stools. A wooden platter holding a half-eaten haunch of roasted pork, a pitcher of wine, and three wooden cups sit atop the table. Sitting under the table is a worn leather backpack.

Previously a storage room for the crematorium, Ferista had this room converted into quarters for Azrenar's cultists to use during their infrequent visits to the mortuary. It is currently occupied by a tiefling cleric of Maramaga named Xerdek and two cult warriors. These men are survivors of the only strike team to survive their mission to disperse the reaping sickness, though they did lose five kobolds in the endeavor. They have been resting here since the night of the

attacks and had planned to return to the Temple of Maramaga in another day or two.

When the zombie rampage began an hour ago, Xerdek and his men retreated here and barred the door. They have been hiding here ever since, hoping the zombies will eventually leave and allow them the opportunity to escape. After the PCs begin their battle with the zombies, Xerdek unbars the door and observes the fight. When the fight with the zombies ends Xerdek and his men move in to attack them.

Xerdek is muscular and lean, standing 6'1" and weighing 150 pounds. He appears human except for his pale grey skin and several black knob-like growths encircling the crown of his bald head. He is typically grim and expressionless, except in battle, where he becomes overly animated and relentlessly berates his foes with obscene curses and vulgar threats.

XERDEK	XP	CR	HP
	800	3	34

Male daemon-spawn tiefling cleric (crusader) 4
CE Medium outsider (native)

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

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 shield, +1 Dex)

hp 34 (4d8+8)

Fort +6, Ref +4, Will +6

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft.

Melee mwk sickle +8 (1d6+3)

Special Attacks channel negative energy (7/day, DC 14, 2d6), destructive smite

Spell-Like Abilities (CL 4, concentration +6)

1/day—*darkness*

Spells Prepared (CL 4, concentration +6)

2—*aid*, *shatter* ^D (DC 14), *silence* (DC 14)

1—*cause fear* (DC 13), *divine favor*, *murderous com-*

mand (DC 13), *true strike* ^D (DC 13)

0—(at will) *bleed* (DC 12), *sotto voce* (DC 12), *spark* (DC 12)

D Domain spell; **Domain** Destruction

TACTICS

Before Combat If Xerdek expects combat is imminent, he casts aid and divine favor on himself.

During Combat Xerdek opens combat by casting silence, hoping to catch as many PC spellcasters as possible in the spell's area of effect. He follows that up by targeting the strongest-looking PC with murderous command, then another PC with cause fear. Before moving into melee with his sickle, Xerdek casts true strike. In melee, Xerdek enhances his sickle attacks by combining his Channel Smite feat and his destructive smite ability.

Morale Utterly fanatical, Xerdek fights to the death to honor his goddess.

STATISTICS

Str 16, Dex 12, Con 14, Int 12, Wis 15, Cha 14

Base Atk +3; **CMB** +6; **CMD** 17

Feats Channel Smite, Extra Channel, Lightning Reflexes, Weapon Focus (sickle)

Skills Acrobatics -3, Climb -1, Diplomacy +7, Escape Artist -3, Heal +6, Intimidate +6, Knowledge (planes) +5, Knowledge (religion) +8, Ride -3, Sense Motive +8, Spellcraft +5, Stealth -3, Swim -1

Languages Abyssal, Common, Daemonic

SQ aura, spontaneous casting

Combat Gear +1 *steel lamellar armor*, light dark-wood shield, mwk sickle; **Other Gear** potion of displacement, silver unholy symbol of Maramaga (worth 50 gp), a coin purse holding 21 sp, 17 gp and 2 pp, gold ring set with a matched pair of moonstones (worth 300 gp, Elleste traded Xerdek this ring for a vial containing the reaping sickness)

SPECIAL ABILITIES

Channel Negative Energy (Su) Up to 7 times per day, Xerdek can channel negative energy to injure the living or heal undead (DC 14, 2d6).

Destructive Smite (Su) Up to 5 times per day, Xerdek can make a single melee attack with a +2 morale bonus on damage rolls. Xerdek must declare the destructive smite before making the attack.

The cult warriors are both strongly built human males in their early 20s. Their heads are clean shaven and they each have the unholy symbol of Maramaga (a two-headed vulture) branded onto their foreheads.

CULT WARRIOR FANATICS (2)	XP	CR	HP
	200	1/2	20

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 20 (2d10+5)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee scythe +5 (2d4+3/x4)

TACTICS

During Combat The cult warriors recklessly charge into battle, each focusing on a different PC.

Morale The cult warriors fight to the death.

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Endurance B, Iron Will, Toughness ^B, Weapon Focus (scythe)

^B Bonus feats

Skills Acrobatics -7, Climb -1, Intimidate +4, Ride -7, Stealth -7, Swim -1

Languages Common

Combat Gear iron lamellar armor, scythe

TREASURE: The backpack under the table belongs to Xerdek. It contains assorted mundane gear (50 feet of silk rope, a small hammer, six iron spikes, flint and steel, two sunrods, and a full waterskin), a potion of *cure moderate wounds*, a potion of *levitation*, and a bone scroll tube. The scroll tube is fashioned to resemble a skeletal snake with a human skull. It holds two scrolls of *lesser restoration* and a parchment map of a portion of the city's labyrinthine sewer system that shows a path leading from one point on the map to another point.

If the PCs retrieved the map from the cultists after the attack on the Stirge and Hammer Inn, they automatically notice both maps are strikingly similar. A successful DC 20 Knowledge check (dungeoneering, geography, or local) identifies one point on the map as the Notched Axe Inn and the other point as the Ambrik House orphanage. This was the map Xerdek and his team used to navigate through the city sewers to reach his mission objective, the taproom of the Notched Axe. PCs following up on this clue later can verify that the taproom of the Notched Axe Inn was attacked the same night the Stirge and Hammer was attacked.

If the PC searching the backpack succeeds on a DC 20 Perception check, they discover a small hidden pocket containing a scrap of parchment with the following cryptic phrases inscribed in Abyssal script:

Call the watcher by name or risk immediate death. Kneel before the twice-slain fool and lift your gaze to reveal the hidden sign. Seek the bearded squire then touch silver to the second sign to open the way.

Xerdek wrote this to remind himself how to safely approach the Reliquary of Saint Naratha and open the hidden entrance to the catacombs. See "Concluding Part Two" for additional details.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 cult warrior fanatic.

B19 CELLAR CR 2

Note: The door to this room is locked with a good quality lock (DC 30). Ferista (area B24) has the only key.

This large cellar has many old barrels and dusty crates lining its walls, many of which look like they haven't been touched in decades. A hooded lantern hangs from an iron hook in the center of the north wall, its light illuminating the northern half of the room. Even with only half of the room illuminated, it's easy to see that some sort of massacre recently occurred here. The entire cellar is spattered with blood and gore. Six bloody humanoid corpses lie in crumpled heaps in the middle of the room.

This is the mortuary's main cellar. Most of the barrels and crates are very old and contain ancient business documents, discarded clothing, and other unremarkable odd and ends.

Shortly after the zombies began their rampage, Ferista ordered eight of her men to make a stand here against the growing zombie horde. Though they held off the zombies long enough for Ferista and Elleste to flee to their private chambers to the south, the gang members were all slaughtered.

MONSTERS: Three of the six bodies lying here have recently animated as plague zombies. As soon as they detect the PCs, they rise from the floor and attack.

REAPING SICKNESS PLAGUE ZOMBIES (3)	XP	CR	HP
	200	1/2	12

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +1, **Will** +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

TREASURE: If the PCs search the zombies and dead bodies, they find five daggers, a longsword, two masterwork daggers, a masterwork light crossbow, a quiver holding seven crossbow bolts and three +1 crossbow bolts, a silver and onyx ring (worth 80 gp), and coinage amounting to 48 sp, 16 gp, and 3 pp.

B20 SHAFT CR 3

A small, three-foot square hole cut into the southern wall here opens into a narrow shaft. The shaft ascends and descends out of sight. An old iron ladder is set into the opposite wall of the shaft.

This five-foot square shaft ascends 40 feet to the secret cubby hole in area **B3**. It also descends 20 feet from here, where the shaft's bottom is lined with sharpened wooden stakes. The ladder ascends to area **B3** above, but does not descend to the shaft's bottom.

TRAP: The last ladder rung is designed to break away from the wall if more than 25 pounds of weight is placed on it, possibly dropping anyone using it into the spiked shaft below.

MONSTER: A plague zombie lurks at the bottom of the shaft. It accidentally fell into the shaft a short time ago and was wounded but not destroyed. It is trapped here, but attacks anyone it can reach.

COLLAPSING RUNG AND SPIKED PIT TRAP

XP	CR
800	3

Type mechanical; **Perception** DC 21; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** repair

Effect A creature that puts more than 25 pounds of weight on the last ladder rung breaks the rung and must succeed on a DC 20 Reflex save or fall into the 20-foot deep shaft and suffer 2d6 points of falling damage. Anyone falling into the shaft is targeted by 1d4 pit spikes (Atk +10, 1d6 points of damage each).

REAPING SICKNESS PLAGUE ZOMBIE

XP	CR	HP
200	1/2	8

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3) – currently 8 hp

Fort +0, **Ref** +1, **Will** +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

B21 LOWER BARRACKS CR 5 AND CR 5

Note: Just like area B16, due to the zombies' distracted state the PCs automatically receive two full rounds of action before the zombies notice them and react. This makes the 10 zombies here a CR 5 encounter. Also, Elleste and her companions do not exit the rope trick's extra-dimensional space until after the zombies are destroyed. So, Elleste and her companions are a separate CR 5 encounter.

This large room is a barracks of some sort. Twelve bunks are lined up two rows deep along the north wall and a long table surrounded by wooden stools is set against the south wall. Attached to the middle of the south wall is a wooden rack containing various weapons. It looks as if another massacre has occurred here. This entire room is spattered with blood and gore and the half-eaten bodies of five men lie in crumpled heaps about the room. In the northeast corner, levitating some five feet off the ground, hangs a length of silk rope. One end touches the ground, while the other end seems suspended in mid-air.

The weapon rack holds three daggers, nine shortwords, two longwords, two battle axes, four light maces, one heavy mace, a boar spear, and a masterwork halberd.

The strange floating rope marks the entrance to an extra-dimensional space created by Elleste's rope trick spell (see below for details).

MONSTERS: A dozen plague zombies are here. Nine of the zombies are feeding on the five corpses that litter the room, while two of them pound away ineffectually at the reinforced door to area **B22**. A final zombie stands in the northeast corner of the room, tugging vainly at the rope trick rope hanging in mid-air there. This zombie saw Elleste and the three gang members climb into the rope trick's extra dimensional space here and is mindlessly tugging on the rope.

REAPING SICKNESS PLAGUE ZOMBIES (12)

XP	CR	HP
200	1/2	12

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +5; **CMD** 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See the "Appendix 1: The Reaping Sickness" section for details.

TREASURE: If the PCs search all of the corpses here, they can find a total of 68 sp, 15 gp, and 4 pp.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 3 reaping sickness plague zombies.

DEVELOPMENT: When Ferista and Elleste fled the carnage of the zombie attack in the cellar (area **B19**), they rallied the few surviving gang members here. Before they could prepare a proper defense, the zombie horde that overwhelmed the gang members in the cellar made their way here and overran them. Ferista fled through the door to the west and locked it behind her, leaving her men and her apprentice Elleste to their fates.

As the zombies slaughtered the remaining gang members, Elleste desperately cast a rope trick spell, and then she and three gang members climbed into the

extra dimensional space. They have been hiding there since the zombies overran the room just under an hour ago.

Elleste has been watching the zombies intently from the extra-dimensional space. Having discussed the reaping sickness at length with the cultist Xerdek after purchasing a vial of it from him, Elleste has correctly deduced that the zombies are infected with the reaping sickness. Terrified of contracting the supernatural disease, Elleste waits until the PCs dispatch the zombies before she and her men emerge from the rope trick and attack the PCs.

Elleste is a pretty young woman with short black hair and icy blue eyes. Vivacious, impulsive, and thoroughly wicked, Elleste has an incredibly inflated ego and sense of self-worth. She believes herself superior to most beings, including her boss and mentor Ferista. Behind this smug, overconfident attitude, Elleste is still a very intelligent and capable spellcaster.

ELLESTE	XP	CR	HP
	800	3	27

Female human wizard 4

CE Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 mage armor)

hp 27 (4d6+8)

Fort +3, Ref +2, Will +5

DR 1/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4/19-20)

Spells Prepared (CL 4, +7 concentration):

2—*rope trick*, *fire breath* (2, DC 15)

1—*mage armor* (DC 14), *charm person* (DC 15), *burning disarm* (DC 14)

0—(at will) *haunted fey aspect* (DC 13), *acid splash*, *mage hand*, *detect magic*

TACTICS

Before Combat Elleste has already cast *rope trick*, which she and her companions are currently using to hide from the zombies. She also cast *mage armor* an hour ago when the zombies attacked, and this is reflected in her AC. Just before she emerges from the *rope trick*'s extra-dimensional space, she casts *haunted fey aspect* on herself. This grants her DR 1/cold iron from one opponent's attacks for the first 4 rounds of combat.

During Combat Elleste begins combat by targeting the strongest-looking PC with *burning disarm*, and then expends two charges from her wand of *admonishing ray*. Next, she attacks with her masterwork dagger using her hand of the apprentice ability. She casts *fire breath* if a PC engages her in melee.

Morale If the three gang members are killed, Elleste casts *charm person* on a non-spellcasting PC and tries to talk them into allowing her to leave in peace. If that tactic fails, Elleste makes a run for it.



STATISTICS

Str 10, Dex 12, Con 14, Int 16, Wis 8, Cha 17

Base Atk +2; CMB +2; CMD 13

Feats Combat Casting, Improved Iron Will, Iron Will, Scribe Scroll, Spell Focus (Enchantment)

Skills Appraise +8, Bluff +6, Diplomacy +7, Knowledge (arcana) +10, Knowledge (local) +9, Knowledge (planes) +7, Knowledge (religion) +7, Sense Motive +2, Spellcraft +10, Stealth +4

Languages Abyssal, Celestial, Common, Elven

SQ bonded object (wand of admonishing ray), hand of the apprentice

Combat Gear mwk dagger, wand of *admonishing ray* (11 charges); **Other Gear** potion of *cure light wounds*, assorted non-magical gold and silver rings (worth a total of 300 gp), a gold and onyx hairpin (worth 100 gp), gold and ivory earrings (worth 120 gp), key to the footlocker in area **B23**

SPECIAL ABILITIES

Bonded Object (Su) Elleste's bonded object is her wand of *admonishing ray*. She must succeed on a DC 20 + spell level check to cast spells without the bonded object. Once per day, Elleste can cast any spell in her spellbook for free.

Hand of the Apprentice (Su) Up to 4 times per day, Elleste can cause her melee weapon to fly from her grasp and strike a foe and then instantly return to her. As a standard action, she can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that Elleste adds her Intelligence modifier (+3) on the attack roll instead of her Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver.

GANG MEMBERS (3)

XP	CR	HP
400	1	18

Male human rogue (thug) 2 / warrior 1

CN Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 18 (1d10+2d8+3)

Fort +3, Ref +4, Will +0

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk shortsword +6 (1d6+2/19-20) or dagger +4 (1d4+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack (1d6)

TACTICS

During Combat Two of the gang members try to flank opponents to make use of their sneak attack ability. One of them hangs back to protect Elleste, and takes pains to stand between her and any attackers.

Morale Infatuated with Elleste, the gang members fight to the death as long as she lives. If Elleste is slain, they drop their weapons and beg for mercy.

STATISTICS

Str 15, Dex 12, Con 12, Int 10, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 15

Feats Improved Initiative, Intimidating Prowess, Skill Focus (Intimidate), Weapon Focus (shortsword)

Skills Acrobatics +7, Appraise +4, Bluff +5, Diplomacy +4, Handle Animal +3, Intimidate +10, Perception +6, Ride +5, Sense Motive +5, Sleight of Hand +5, Stealth +7

Languages Common

SQ frightening

Combat Gear leather armor, mwk shortsword, dagger, thunderstone; **Other Gear** thieves tools, potion of cure light wounds, 4d6 gp

SPECIAL ABILITIES

Frightening (Ex) When a gang member successfully uses Intimidate to demoralize a creature the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the gang member can instead decide to make the target frightened for 1 round.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 gang member.

DEVELOPMENT: If the gang members surrender and the PCs question them, they are eager to trade information for their freedom. Unfortunately, they know nothing of the reaping sickness or Ferista's connection to Azrenar's cult. They do know about Ferista's criminal activities and that Ferista sells corpses and body parts to various disreputable individuals. If asked about the small-sized body parts in area **B17**, the gang members grow visibly pale and claim that Ferista collects them for an evil halfling necromancer named Pelren.

If Elleste is unable to escape she tries to bluff her way through any interrogation. Unless she is coerced with *charm person* or similar magic, won over with a DC 28 Diplomacy check, or successfully demoralized with a DC 13 Intimidate check, she offers the PCs a vivid assortment of lies if asked about Ferista's criminal endeavors. If pressed, she tries to paint herself as an innocent wizard's apprentice, forced into the criminal underworld by the evil, manipulative Ferista. In truth, though she is privy to all of Ferista's criminal dealings, Elleste knows nothing of her mistress's connection to Azrenar and the cult of Maramaga. However, having recently conversed with Xerdek and purchased a vial of the *reaping sickness* from him, Elleste suspects that Ferista is somehow connected to a cult that is trying to spread a supernatural disease throughout the city.

B22 WIZARDS SANCTUM CR 3

Note: The door to this room is locked with a good lock (DC 30). Ferista (area **B24**) carries the key.

This opulently furnished room contains a pair of plush divans, a mahogany dining table with two matching chairs, and a rug crafted from a huge white-furred bear. A wooden shelf along the south wall holds a collection of books, folios, and tomes, and under the shelf sits a stout wooden cabinet. Silk tapestries cover each of the walls and an exquisitely crafted green marble statue of a naked nymph stands partially embedded into the center of the north wall.

This is Ferista and Elleste's private sanctum and lounge. The two wizards use this room to relax, study magic, and plot their various criminal escapades.

MONSTER: The nymph statue was a gift from one of Ferista's admirers (a wizard from the Jade Tower), and is actually a caryatid column completely under Ferista's control. This caryatid column does not fight with a weapon. Instead, it uses its clawed stony hands to tear its opponents to shreds. Before she fled to her private quarters (area **B24**), Ferista commanded the construct to slay any creatures that enter the room.

CARYATID COLUMN	XP	CR	HP
	800	3	36

N Medium construct (caryatid column variant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, Ref +0, Will +1

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

OFFENSE

Speed 20 ft.

Melee 2 claws +7 (1d4+4)

TACTICS

During Combat The caryatid column tries to use its statue ability to take the PCs by surprise. It always focuses its attacks on the closest PC.

Morale The mindless construct fights until it is destroyed.

STATISTICS

Str 18, Dex 9, Con -, Int -, Wis 11, Cha 1

Base Atk +3; **CMB** +7; **CMD** 16

SQ statue

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- A *transmute mud to rock* spell immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its immunity to magic for 1 round.

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

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue. An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column begins combat from this pose, it gains a +6 bonus to its initiative check.

TREASURE: The dire polar bear rug weighs 80 pounds and is worth 300 gp. The four silk tapestries on the wall each weigh 40 pounds and are worth 100 gp each.

There are two dozen books on the shelf. Twenty-three of the books cover a variety of topics (history, politics, art, religion, arcane theory, etc.), while one of them—a thin snakeskin-bound ledger without a title—contains detailed instructions on how to create a homunculus. The last three pages of the ledger contain dozens of sketches of various homunculi. This is a ruse however as these pages are each enchanted with a secret page spell that hides the following spells: arcane eye, mirror image, and mending. With the secret spells intact, the ledger could easily fetch up to 1,000 gp from a wizard or arcane caster.

The wooden cabinet on the south wall is bolted to the floor and to the wall and is locked with a good lock (DC 30, Ferista in area **B24** carries the key). Inside the cabinet is a silver serving set (worth 300 gp), five delicate crystal goblets (worth 20 gp each), nine bottles of rare perfume (worth 10 gp each), and two bottles of fine brandy (worth 50 gp each).

A successful DC 25 Perception check notices a wand of *lightning bolt* (4 charges) cleverly strapped to the underside of the mahogany dining table.

After the caryatid column detaches from the north wall, a successful DC 20 Perception check notices a secret sliding panel set into the wall. The panel easily slides aside to reveal a storage cavity holding a small unlocked brass coffer. The coffer contains 1,080 sp, 555 gp, 85 pp, a potion of owl's wisdom, a wand of *identify* (23 charges), two bars of soul soap, and a darkwood spirit board engraved in Abyssal script (worth 250 gp) and a matching cold iron planchette shaped to resemble a smirking heroically-proportioned succubus.

B23 ELLESTE'S ROOM

This room contains a comfortable bed and a small wooden writing desk and chair. An open leather-bound tome sits on the desk and on top of it sits an unfurled scroll held down by a small skull made of pale green stone. An unlit hooded lantern hangs from a peg on the wall next to the table.

This is Elleste’s private quarters. The open book is Elleste’s spellbook, which is currently opened to a blank page. The unfurled scroll is a scroll of *touch of idiocy*, which Elleste was preparing to inscribe into her spellbook when the zombie rampage began. The writing desk drawer contains a bottle of black ink, three ink pens, a pouch holding 19 tindertwigs, a flask of lantern oil, and a masterwork dagger. The hooded lantern hanging from the wall is full of oil.

TREASURE: The small green stone skull is made of malachite. It weighs one pound and is worth 100 gp.

Elleste’s spellbook contains all 0-level wizard’s spells, plus the following: 1st—*ant haul, bungle, burning disarm, decompose corpse, charm person, feather fall, grease, identify, jump, mage armor, magic missile, memory lapse, mount, unseen servant, vocal alteration*, 2nd—*admonishing ray, fire breath, knock, locate object, rope trick, and whispering wind*.

Under the bed is a small wooden chest locked with a good lock (DC 30, Elleste carries the key) that contains clothing, shoes, a number of unremarkable personal items, a potion of *cure serious wounds*, a *bird feather token*, and a coin purse holding 97 gp and 12 pp.

B24 FERISTA’S ROOM CR 6

A flickering torch set into a brass sconce in the middle of the north wall bathes this room in a soft orange-red glow. A large mahogany-framed bed covered with thick furs, silken sheets, and velvet pillows dominates the middle of the east wall. In the southwest corner, a small wooden writing desk and chair sits next to a large oak and brass sea chest. A series of shelves, clothing racks, and wooden hooks and pegs cover the entire south wall. Displayed here are dozens of colorful gowns, dresses, wigs, scarves, shoes, and various other items of clothing.

This is Ferista private quarters. The torch set into the north wall is an everburning torch.

MONSTER: Ferista stands in the southeast corner of the room. Due to her illusion of calm spell, she appears to stand motionless with her hands out in front of her, almost as if she is surrendering peacefully.

Plump and middle-aged, with a pig-like nose and dark beady eyes, Ferista wears tight-fitting leather armor, a flashy embroidered robe, gaudy jewelry, and an ill-fitting blond wig in a vain attempt to cling to her lost youth. Looks aside, Ferista is deviously clever and charismatic, and has earned the loyalty and respect of her criminal followers who admire and fear her ruthless cunning and potent spellcasting abilities.

FERISTA	XP	CR	HP
	2,400	6	35

Middle-aged female human rogue 1 / wizard 6
NE Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 dodge)

hp 35 (1d8+6d6)

Fort +2, Ref +8, Will +6



OFFENSE

Speed 30 ft.

Melee +1 gladius +8 (1d6/19-20)

Special Attacks sneak attack (1d6)

Spells Prepared (CL 6, +9 concentration):

3—*call the void* (DC 16), *dispel magic*, *lightning bolt* (DC 16)

2—*admonishing ray*, *invisibility* (2), *knock*

1—*charm person* (DC 14), *grease* (DC 14), *illusion of calm* (DC 14), *sleep* (DC 14)

0—(at will) *daze* (DC 13), *detect magic*, *guidance*, *light*

TACTICS

Before Combat By the time the PCs breach the door to area B24, Ferista is ready for combat. She drinks her potion of cat's grace, casts grease on the floor in front of the door, and then casts illusion of calm on herself just before the PCs enter the room.

During Combat Ferista hopes her illusion of calm spell fools the PCs into thinking she is not a threat. She begins combat by using her hand of the apprentice ability to sneak attack a flat-footed PC with her +1 gladius. She then casts lightning bolt, call the void, sleep, and admonishing ray. She always uses a swift action to invoke her Arcane Armor Training feat before casting any spells to eliminate any chance of arcane spell failure.

Morale Though haughty and proud, Ferista is a survivor. If reduced to 15 hit points or less, she casts invisibility on herself and tries to flee. She surrenders and begs for mercy if she's unable to escape.

STATISTICS

Str 9, Dex 18, Con 10, Int 16, Wis 12, Cha 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Arcane Armor Training (Light), Combat Casting, Craft Wand, Dodge, Quick Draw, Scribe Scroll, Weapon Finesse

Skills Acrobatics +10, Appraise +10, Bluff +9, Climb +5, Diplomacy +8, Disable Device +8, Disguise +6,

Intimidate +6, Knowledge (arcana) +13, Knowledge (local) +10, Perception +8, Sense Motive +8, Sleight of Hand +6, Spellcraft +13, Stealth +10

Languages Common, Draconic, Dwarven, Elven

SQ bonded object (wand of acid arrow), hand of the apprentice, trapfinding +1

Combat Gear +1 gladius, mwk leather armor, wand of acid arrow (19 charges); **Other Gear** potion of cat's grace, potion of cure serious wounds, mwk thieves' tools, a collection of gaudy gold and silver rings (worth a total of 400 gp), two silver necklaces (worth 25 gp each), a pair of gold and onyx earrings (worth 150 gp), key to the main entry gate (area B1), keys to the doors to area B19 and B22, key to the cabinet in area B22, key to the sea chest in area B24

SPECIAL ABILITIES

Bonded Object (Su) Ferista's bonded object is her wand of acid arrow. She must succeed on a DC 20 + spell level check to cast spells without the bonded object. Once per day, Ferista can cast any spell in her spellbook for free.

Hand of the Apprentice (Su) Up to 6 times per day, Ferista can cause her melee weapon to fly from her grasp and strike a foe and then instantly returning to her. As a standard action, she can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that Ferista adds her Intelligence modifier (+3) on the attack roll instead of her Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver.

TREASURE: The furs and silk sheets on the bed are of exceptional quality and are worth a total of 100 gp. Ferista's collection of dresses, gowns, wigs, shoes, and other clothing would impress even the city's most fashionable nobles. Though bulky and difficult to transport, these items could be worth 1,500 gp (equivalent to 15 nobles' outfits) if the PCs find the right buyer. Mixed in with her shoe collection is a pair of silver slippers studded with tiny shards of pink quartz, that are actually slippers of spider climbing.

Resting on top of the writing desk is a small leather-bound journal (see “Ferista’s Journal” below). The desk itself has a single unlocked drawer. It contains eight vials of black ink, two ink pens, 27 sheets of blank parchment, and a leather scroll case holding a scroll of *dispel magic* and a scroll of *web*.

The sea chest is locked with a superior lock (DC 40, Ferista carries the only key) and contains six leather bags (four of which hold 300 gp each and two hold 100 pp each), a *cauldron of brewing*, and Ferista’s spellbook.

Ferista’s spellbook contains all 0-level wizard’s spells, plus the following: 1st—*ant haul*, *bungle*, *burning disarm*, *decompose corpse*, *charm person*, *feather fall*, *grease*, *identify*, *illusion of calm*, *jump*, *mage armor*, *magic missile*, *memory lapse*, *mount*, *shadow weapon*, *sleep*, *unseen servant*, *vocal alteration*, 2nd—*acid arrow*, *admonishing ray*, *fire breath*, *invisibility*, *knock*, *locate object*, *rope trick*, *whispering wind*, 3rd—*arcane sight*, *call the void*, *dispel magic*, *lightning bolt*, *tiny hut*, and *vision of hell*.

Scaling the Encounter

If you are running the encounter with less than six PCs, assume that Ferista has already cast all of her 3rd level spells.

DEVELOPMENT: If Ferista is captured she remains silent unless she is coerced with *charm person* or similar magic, won over with a DC 27 Diplomacy check, or successfully demoralized with a DC 18 Intimidate check. If coerced, she tells the PCs about her half-brother Azrenar’s cult and his plot to release a supernatural plague on the city in order to exact revenge against King Thurzen, who Azrenar blames for the death of his family. Ferista tries her best to convince the PCs that Azrenar is a good man and his actions are justified against the city’s wicked king. Ferista can also reveal that Azrenar’s secret temple is located in a deep cavern somewhere under the Reliquary of Saint Naratha. She then gives the PCs the note on the folded scrap of parchment tucked inside her journal and tells them the name of the watcher mentioned in the note is “Chevreshnekar”.

FERISTA’S JOURNAL: Ferista wrote her journal using a bewildering mix of elven script and dwarven runes, often using elven and dwarven characters in the same sentence. As a result, one must be fluent in both Dwarven and Elven and succeed on a DC 15 Linguistics check to decipher her text. It takes 1d4+4 hours to decipher and read the entire journal.

Most of the journal contains a detailed listing of Ferista’s protection racket schemes, and includes names, addresses, and monthly amounts her clients must pay her. The journal also details Ferista’s other criminal endeavors, which include blackmailing local justices and guild leaders, a dozen or so thefts and burglaries committed by her followers, and the collection and sale of corpses and body parts to various individuals of dubious character. The journal contains several entries of interest to the PCs. These entries are recreated in “Appendix 3: Ferista’s Journal.”

When the PCs read Ferista’s journal, they find a small scrap of parchment folded into the journal’s last page with several cryptic phrases inscribed in draconic script (see below). Azrenar had Xerdek (area **B18**) give this note to Ferista in case she contracted the reaping sickness and needed to reach him in the temple of Maramaga for a cure. See “Concluding Part Two” for additional details.

Call the watcher by name or risk immediate death. Kneel before the twice-slain fool and lift your gaze to reveal the hidden sign. Seek the bearded squire then touch silver to the second sign to open the way.

B25 COLLAPSED TUNNEL

The tunnel here appears to have collapsed long ago. Deep cracks radiate along the walls, floor, and ceiling here.

This tunnel appears unstable, but a successful DC 15 Knowledge (engineering) check realizes that it is now safe and stable. Removing the rubble is an arduous task requiring the proper equipment and a week of constant labor. Beyond the rubble, the tunnel eventually connects with the city sewers.

B26 POOL CAVERN CR 6

The floor suddenly drops away a few feet into this area to reveal a large cavern dominated by a pool of deep water to the south. The north wall of the cave is worked stone, though it looks as if the work was abandoned a long time ago. The ceiling rises high above and is dotted with stalactites and other rock formations. On the east wall, half-submerged by the pool, sits the skeletal remains of a humanoid, apparently fused to the wall by calcium deposits.

The ceiling here rises to a height of 30 feet. The entryway floor drops 20 feet to a mud covered area at the edge of a spring-fed pool. The pool is about 5 feet deep along the edge of this sandy area, but drops off dramatically after that to 20 feet deep.

The 20-foot drop-off to the cave floor has no handholds and is a difficult climb since the wall tends to crumble and disintegrate at the slightest touch. A successful DC 25 Climb check is needed to climb the wall. A failed Climb check means the climber automatically falls and slides down the crumbling wall, suffering 1d6 points of damage.

The muddy floor north of the pool runs about a foot deep and makes the entire floor difficult terrain to any creature of medium size or smaller. The difficult terrain does not affect the otyugh.

The calcified remains belong to a dwarf adventurer who lost his life here nearly 300 years ago, long before the mortuary was built. The great axe across his lap is too damaged by time and calcification to be serviceable, as is the dwarf's half-plate armor and other barely identifiable gear.

MONSTER: This cave has long been the home of a mutant otyugh bred and raised by Tirus Dreen's father. Due to his father's use of alchemical reagents and transmutation magic, this otyugh is stronger than most of its kind, is completely amphibious, and has an extra tentacle.

After nearly falling victim to it as a youth, Tirus Dreen developed a terrible fear of the monster and never visited it again. Left alone for many years, the creature has managed to survive on the small number of fish and cave eels that occasionally find their way into the cave's stream-fed pool.

Shortly after establishing her partnership with Tirus Dreen, Ferista and her minions discovered the creature and began to feed it the occasional client who was delinquent in paying Ferista her protection money. As a result of these gruesome feedings, the creature has developed a fondness for human flesh.

ADVANCED THREE-TENTACLED MUTANT AMPHIBIOUS OTYUGH	XP	CR	HP
	2,400	6	51

N Large aberration (aquatic, variant otyugh)

Init +0; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 21, touch 11, flat-footed 19 (+10 natural, +2 Dex, 1 size)

hp 51 (6d8+24)

Fort +5, Ref +4, Will +8

Immune disease

OFFENSE

Speed 20 ft., Swim 20 ft.

Melee bite +9 (1d8+6 plus disease), 3 tentacles +5 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3)

TACTICS

Before Combat The otyugh remains submerged in the pool 15 from the muddy shore, with only its eye-

stalks above water. This grants it a +10 bonus to its Stealth check as it tries to remain hidden from view (total of +22 Stealth). The otyugh waits for one or more PCs to reach the calcified dwarf before it moves in and attacks.

During Combat Ravenously hungry, the otyugh focuses its attacks on the closest PC. It tries to grab and carry its meal into the pool, hoping to drown it. Once it disables a PC, the mutant otyugh spends two rounds consuming its meal before returning to the shore to resume its attacks on any remaining PCs.

Morale With nowhere to run, the otyugh fights to the death.

STATISTICS

Str 22, Dex 14, Con 17, Int 5, Wis 17, Cha 10

Base Atk +4; CMB +11 (+15 grapple); CMD 23 (25 vs. trip)

Feats Skill Focus (Perception), Toughness, Weapon Focus (tentacle)

Skills Perception +12, Stealth +12; Racial Modifiers +8 Stealth

Languages Common

SQ amphibious

SPECIAL ABILITIES

Amphibious (Ex) The otyugh can breathe both air and water with equal ease.

Disease (Ex) Creatures that take damage from the otyugh's bite attack are exposed to filth fever.

Filth fever: Bite—injury; save Fort DC 16; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

TREASURE: PCs standing next to the dwarf's remains that succeed on a DC 15 Perception check notice a great glimmering red ruby (worth 1,000 gp) attached to the haft of his calcified masterwork great axe. The calcium deposits encasing the axe can be chipped away with weapons or tools. The calcium surrounding the axe has hardness 5 and 15 hit points.

Scaling the Encounter

If you are running the encounter with less than six PCs, reduce the otyugh's hit points to 38. Perhaps it was wounded by a pair of plague zombies that wandered down this way.

CONCLUDING PART TWO

After retrieving Xerdek's note, Ferista's journal, or interrogating NPCs, the PCs will likely be interested in learning more about Saint Naratha and locating her reliquary. Consult the following information when a PC or NPC attempts to learn more about Saint Naratha.

After reading Ferista's journal, a successful DC 15 Knowledge (local) check determines that the "reliquary of that silly, twice-murdered paladin" likely refers to the Reliquary of Saint Naratha the Twice-Martyred, a long-dead local hero. Her reliquary is a public monument located in the heart of the Rooksdan district, half a dozen blocks away from Ambrik House.

A successful DC 20 Knowledge (history, local, or religion) check recalls that Saint Naratha was a paladin who served Maerh-Varza 500 years ago during the dark years of the Gnoll and Demon Wars. She is famous for sacrificing her life to save young Prince Derremir (who eventually became King Derremir II of Maerh-Varza) by taking on an entire pack of nabasu demons by herself. Naratha's dwarven squire Khundren recovered her body and she was soon resurrected. Naratha continued to serve Maerh-Varza for many years until her tragic final death. She was famously betrayed by three close friends, who led her into a trap where she was overwhelmed by demons and dragged screaming into the Abyss. Presumed dead, the city constructed the Reliquary of Saint Naratha the Twice-Martyred to honor her memory.

A successful DC 25 Knowledge (history, local, or religion) check recalls that Naratha's squire Khundren helped capture the three individuals who betrayed Naratha—a cleric, an inquisitor, and a monk—and supposedly had them entombed alive in the secret catacombs beneath the reliquary. These three are known to history as the Betrayers.

PART 3 THE RELIQUARY

Wherein the PCs:

- Decipher the cryptic notes they discovered at the Grave Street Mortuary to locate and gain entry into the catacombs beneath the Reliquary of Saint Naratha.
- Encounter the reliquary's dangerous guardian, Chevreshnekar.
- Explore the catacombs beneath the reliquary where Saint Naratha's Betrayers and their undead minions guard the entrance to the great cavern of Hrazhad-Kul and the Temple of Maramaga.

THE RELIQUARY OF SAINT NARATHA THE TWICE MARTYRED

Following clues gathered from the Grave Street Mortuary, the PCs are eventually led to the Reliquary of Saint Naratha the Twice-Martyred.

XERDEK'S NOTE

Xerdek wrote a note to remind himself how to safely approach the reliquary and open the hidden entrance to the catacombs. As instructed by Azrenar, he created a copy of the note for Ferista in case she ever needed to join her brother at the Temple of Maramaga.

Here are the cryptic phrases in Xerdek's note and what they mean:

"Call the watcher by name or risk immediate death." This is a reminder to call the phase spider Chevreshnekar by name before entering the reliquary atrium (area **C1**). The phase spider has orders to slay anyone who enters the reliquary that does not first speak its name.

"Kneel before the twice-slain fool and lift your gaze to reveal the hidden sign." This is a reminder that one must kneel before the statue of Saint Naratha (area **C2**) and look up at her to reveal the magically hidden rune.

"Seek the bearded squire then touch silver to the second sign to open the way." Once the hidden rune is revealed, an identical rune magically appears on the lid of the stone sarcophagus of Saint Naratha's loyal squire Khundren, located in the chamber behind the statue (area **C3**). If any item made of silver touches this rune the secret door in area **C3** opens.

THE RELIQUARY

The Reliquary of Saint Naratha the Twice-Martyred is a large public monument located in the heart of the city's Rooksden district. Built 500 years ago to honor Naratha's memory, the site contains a towering bronze statue of the paladin-hero as well as a smaller tomb dedicated to her faithful dwarf squire, Khundren.

Due to its location in the middle of the city slums, the vastly underfunded Guild of Streetsweepers and Lanternlighters, who are responsible for the cleaning and maintenance of all of the city's public sites, only sends a crew to the reliquary twice each year to clean and perform general maintenance. So, due to neglect, the monument's once-fine stonework has grown pitted and cracked, and the floors and walls are covered with a layer of dust, grime, and small pieces of broken stonework.

The reliquary building stands 60 feet high and is composed of huge blocks of light grey stone. The reliquary has a single entrance, a great 20-foot high, 20-foot wide open entryway on the building's south face

A pair of *everburning torches* flanks the entryway. They are set inside stone sconces 15 feet above the floor. Inside, the reliquary's only illumination comes from a pair of large stone urns each enchanted with continual flame set to either side of Saint Naratha's statue (area **C2**).

C1 ATRIUM CR 6

Beyond the reliquary's open entryway is a huge atrium. The ceiling here is well over three stories high, and supported by a forest of tall stone pillars, each carved to resemble a host of flying, sword-wielding angels. The walls here are covered with a series of brightly painted frescoes depicting a valiant warrior-woman doing battle against an assortment of monsters, dragons, and evil outsiders. Directly ahead stands the towering statue of Saint Naratha the Twice-Martyred.

The atrium floor is made of light gray stone, and is stained with dust and grime from years of neglect. The walls are covered with painted frescoes, all depicting the valiant deeds of Saint Naratha and her loyal dwarven squire Khundren.

The ceiling inside the atrium rises to a height of 40 feet. A five-foot wide stone ledge runs along the west, south, and east walls 30 feet above. A successful DC

20 Perception check made from the atrium floor notices a scattered collection of debris along the ledge. PCs that gain access to the ledge quickly identify the debris as the bloodless remains of 13 human men and women, all victims of the phase spider, Chevreshnekar.

MONSTER: A cunning phase spider named Chevreshnekar has recently allied itself with Azrenar's cult and has been watching over the reliquary for the past three weeks. Azrenar ordered the creature to slay any creature that enters the reliquary that does not first speak its name. In the course of fulfilling these orders, Chevreshnekar has killed 13 citizens and stashed their bodies on the atrium ledge high above.

When the PCs first enter the reliquary, Chevreshnekar hides 30 feet above on the darkened ledge, at the position marked "X" on the reliquary map.



CHEVRESHNEKAR

XP	CR	HP
2,400	6	69

Phase spider rogue 2

NE Large magical beast

Init +7; **Senses** darkvision, low-light vision; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, -1 size, +5 natural)

hp 69 (6d10+2d8+24)

Fort +8, Ref +11, Will +6

Defensive Abilities ethereal jaunt, evasion

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +12 (2d6+7 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks ethereal ambush, poison bite (DC 18), sneak attack (1d6)

TACTICS

Before Combat Chevreshnekar waits until all of the PCs are inside the reliquary atrium before it attacks.

During Combat Chevreshnekar ethereally ambushes its prey and bites them, then ethereally jaunts away to wait for its poison to take effect. It uses this method of attack as many times as it feels is safe to do so. Note that due to its Surprise Attacks rogue talent, Chevreshnekar's opponents are automatically flat-footed during the surprise round.

Morale If reduced to 10 hit points or less Chevreshnekar flees to the Ethereal Plane and abandons its guardianship of the reliquary.

STATISTICS

Str 20, Dex 17, Con 16, Int 7, Wis 14, Cha 10

Base Atk +7; CMB +13; CMD 26 (34 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Iron Will, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +18, Intimidate +4, Perception +9, Sense Motive +6, Stealth +10

Languages Aklo, Common

SQ surprise attacks, trapfinding +1

SPECIAL ABILITIES

Ethereal Ambush (Ex) When Chevreshnekar attacks foes on the Material Plane in a surprise round, it can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) Chevreshnekar can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).

Evasion (Ex) If Chevreshnekar succeeds at a Reflex save for half damage, it takes no damage instead.

Poison Bite (Ex) Chevreshnekar's bite is poisonous.

Phase spider poison: Bite—injury (DC 18) Poison deals 1d2 points of Con damage, 1/round for 8 rounds; cure 2 consecutive saves.

Surprise Attacks (Ex) Opponents are always flat-footed against Chevreshnekar in the surprise round.

TREASURE: One of the bloodless corpses on the ledge 30 feet above belongs to a city watch captain named Aerwin. Following up on the recent disappearances in the neighborhood, Captain Aerwin investigated the reliquary alone two nights ago and fell prey to the phase spider. Aerwin still wears her +1 chainmail, and her masterwork cold iron longsword remains sheathed in its scabbard. A thorough search of Aerwin and the other remains turns up 51 sp, 9 gp, and a potion of levitation.

Scaling the Encounter

If you are running the encounter with less than six PCs, reduce Chevreshnekar's hit points to 51. Perhaps it was wounded by Captain Aerwin when she investigated the reliquary two nights ago.

C2 STATUE OF SAINT NARATHA

This huge bronze statue towers over the reliquary's atrium. It depicts the paladin-hero Naratha standing vigilant in her full plate armor. She holds her left fist over her heart and clutches the pommel of her greatsword Heaven's Rage in her right hand with the blade's tip touching the ground. A pair of large stone urns carved to resemble regal gold dragons flanks the statue. The urns radiate a constant stream of flickering red flames that bathe the statue in an eerie scarlet glow.

The statue of Saint Naratha stands atop a 10-foot high stone dais accessed by a short flight of steps. The statue itself stands 25 feet tall and is made of interlocking pieces of solid bronze. After five centuries the bronze now has a slight greenish tint to it, and is also covered in cobwebs and irregular patches of grime.

The stone urns are each five feet in diameter, 10 feet tall, and weigh 3,000 pounds. The scarlet flames they emit are a *continual flame* effect at caster level 15.

THE HIDDEN SIGN: If a creature climbs the dais, kneels in front of the statue, and then looks up at Saint Naratha's face, a small glowing silver rune appears under her chin. The rune is only visible to the person that kneeled before the statue and only remains for a few seconds before it fades away. The rune changes each time this effect is triggered and never displays the same rune twice. If two or more creatures kneel before the statue simultaneously, they each see a different glowing silver rune.

C3 KHANDREN'S TOMB

This low-ceilinged tomb is dominated by a large rectangular sarcophagus, carved to resemble a sleeping dwarf wearing a suit of full plate armor. The walls of this small tomb are plain and unadorned.

This is the tomb of Khundren, Naratha's loyal squire and companion. A series of runes are carved into the top of the sarcophagus. The inscription is in the dwarven tongue and reads: "Here lies Khundren, son of Khadar, blood of Khelharzen, a true friend and companion. He was loyalty and honor personified."

A quick examination of the sarcophagus reveals that it is a solid chunk of stone and does not contain a hollow space for Khundren's mortal remains. A successful DC 25 Knowledge (history or local) check recalls that Khundren was cremated and his ashes were sprinkled into the sea.

The secret door on the south wall is spotted with a successful DC 30 Perception check, though it cannot be opened unless the PCs reveal the second sign (see below).

THE SECOND SIGN: When the magical rune is triggered at the statue of Saint Naratha (area C2), an identical rune magically appears on the top of Khundren's stone sarcophagus. The rune is quite large and covers the entire surface of Khundren's sarcophagus. It also glows with a brilliant silver-white light, equal in radiance to a light spell. However, the rune is only visible to the creature that kneeled before Naratha's statue. If two or more creatures triggered the magical rune at Naratha's statue, they each see the same rune they saw on the statue's chin here.

The glowing rune only remains for five minutes before it disappears. One must trace an item made of silver (even a silver coin will work) over the engraved rune before it disappears to reveal the hidden entrance to the catacombs beneath the reliquary. If the creature who triggered the rune traces any item made of silver over the rune, a five-foot wide, 10-foot high section of the east wall slides soundlessly into the floor, revealing a short hallway leading to a spiral staircase that descends to the catacombs below. The opening in the east wall remains open for one minute and then silently rises back into place.

C4 SENTINEL OF THE STAIRWAY CR 4

A narrow hallway continues for a dozen or so paces before it reaches a set of spiral stairs. The stairs spiral downward and out of sight.

After the wall section rises back into place, anyone on the catacomb side of the wall sees a stone lever set into the wall. Turning this lever makes the section of wall slide back into the floor for one minute. The spiral staircase descends 500 feet to area D1 of the Reliquary Catacombs.

MONSTER: Lurking 10 feet down the spiral stairs out of direct sight is a grave risen, an undead servant of the Betrayers. It looks very much like a rotting human zombie wearing half-plate armor. It has blackened eye sockets and long, filthy nails, and the stench of death clings to it.

The grave risen attempts to use stealth to move in and confront the PCs when they pass through the opening from area **C3**. It attacks them immediately, unless they brandish an unholy symbol of Maramaga. If the PCs present an unholy symbol of Maramaga, the grave risen does not attack unless it is attacked first. Like all of the undead that were created in the catacombs, the grave risen is bound to the catacombs and cannot venture beyond the secret door here.

GRAVE RISEN	XP	CR	HP
	1,200	4	42

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 10, flat-footed 21 (+8 armor, +3 natural)

hp 42 (5d8+15 plus 5)

Fort +4; Ref +1; Will +6

Defensive Abilities channel resistance +2; Immune undead traits

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d4+2 plus blood poisoning)

Spell-like Abilities (CL 5th, +8 concentration):
1/day—animate dead

TACTICS

During Combat The grave risen focuses all of its attacks on the first PC it can reach. If it manages to kill a PC, it casts *animate dead* and raises the PC as a zombie with HD equal to the PC's character level.

Morale The grave risen fights until it is destroyed.

STATISTICS

Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 16

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

Feats Improved Initiative, Toughness, Weapon Focus (claw)

Skills Climb +3, Perception +10, Stealth +3

Combat Gear half-plate armor

SPECIAL ABILITIES

Blood Poisoning (Ex) A creature hit by a grave risen's claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals 1 point of Con damage to the victim per minute until the victim dies or the blood poisoning is healed. A neutralize poison or *remove disease* spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds to the same foe do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

RELIQUARY CATACOMBS

These long forgotten catacombs are lined with numerous halls, tombs, and burial vaults; all dedicated to Saint Naratha and her gallant followers. All of the rooms and halls in the catacombs are lined with rectangular grey bricks. The hallway ceilings are 12 feet high and most of the rooms are 15 feet high. The catacombs are unlit, so PCs must provide their own light sources.

The catacomb doors are made of solid stone, with stone hinges set into the walls, and an iron pull-rung set into the middle of each side of the door (hardness 8, hit points 80, break DC 28).

THE BETRAYERS: Entombed within these catacombs are the Betrayers—Naratha's three companions who, after sealing a pact with several demon lords of the Abyss, were instrumental in Naratha's second and final demise at the hands of a demonic horde. Naratha's faithful squire Khundren captured the Betrayers and had them entombed here alive as punishment for their treachery. Soon after their slow and agonizing

Reliquary - Catacombs

1 square = 5 feet

Cartography by Richard A. Hunt



deaths, the Betrayers rose from the dead as heucavas. Though cursed to haunt the reliquary catacombs for eternity, the Betrayers have animated many of the corpses of Naratha's entombed followers and bent them to their unholy will.

THE BETRAYERS, THE CULT, AND THE SISTERHOOD: Before Azrenar discovered the Temple of Maramaga in the great cavern of Hrazhad-Kul, he and his followers had to first find a way through these undead infested catacombs and the initial forays here cost the cult dearly. Eventually, after losing dozens of followers to the ferocious undead, Azrenar withdrew in disgust, convinced he could not defeat the Betrayers and their undead minions.

Soon after making the decision to withdraw, Azrenar was contacted by representatives from the Sisterhood of the Cowled Skull, an ancient order of undead arcane spellcasters from a desolate land hundreds of miles south of Maerh Varza. The Sisterhood's research had led them to believe that an artifact of incredible power was hidden somewhere beneath the Reliquary of Saint Naratha. Their research and divinations also revealed that Azrenar was the key to harnessing the power of the artifact. This artifact was, of course, the Reaping Stone.

The Sisterhood's representative, a skeletal champion necromancer named Yndryssa, offered Azrenar a deal: allow the Sisterhood access to the artifact and they will use their powerful necromancy to bring the Betrayers and their undead minions to heel. Azrenar agreed, and the Sisterhood performed a dark necromantic ritual that bound the Betrayers to their will. Now, a little over a year later, Azrenar and his followers can move freely through the reliquary catacombs.

DI GREAT BURIAL HALL CR 6

After what seems like an eternity, the spiral staircase finally ends and exits into the middle of a vast, high-ceilinged burial vault. Open burial niches line all four walls from floor to ceiling. Eight large stone sarcophagi—four to the north and four to the south—complete the chamber's furnishings.

The ceiling here is 30 feet high. This was the primary burial chamber for Naratha's followers, most of whom were common foot soldiers who lost their lives fighting for her over many decades of war. Each wall contains 100 burial niches, each large enough to store a single human's remains. A majority of the niches—mostly the lower ones—are empty.

The eight stone sarcophagi belong to Naratha's honor guard, who also died in service to their holy mistress. The sarcophagi are now open and their shattered stone lids lay on the floor next to them.

SECRET DOOR: A successful DC 20 Perception check notices that one of the burial niches on the south wall has a small stone lever set into its side. PCs can pull the lever down to open a secret door that leads to a narrow passageway connecting to area D6. PCs can pull the lever up to close the secret door.

MONSTERS: The Betrayers used a foul necromantic ritual to transform the armor-clad corpses of Naratha's honor guard into ghouls. These creatures wait until a PC moves within 5 feet of one of the sarcophagi before they rise and attack. Two rounds after combat begins with the ghouls, six void zombies emerge from the burial niches (three from the east and three from the west), and join the melee.

The ghouls are typical of their kind, though they wear half-plate armor and are noticeably emaciated since they do not feed regularly. The void zombies look like pale, fast-moving corpses with glowing green eyes and black foot-long tongues that crackle with dark energy.

GHOULS (8)	XP	CR	HP
	200	1	13

CE Medium undead

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 13 (2d8+4)

Fort +2, Ref +0, Will +5

Defensive Abilities channel resistance +2; Immune undead traits

OFFENSE

Speed 20 ft.

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

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

TACTICS

During Combat The ghouls fight in pairs and attempt to flank opponents when possible. When the void zombies join the melee, the ghouls command them to attack and flank specific opponents.

Morale The ghouls fight to the death.

STATISTICS

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

Base Atk +1; CMB +2; CMD 12

Feats Weapon Focus (claw)

Skills Acrobatics -3, Climb -1, Perception +7, Stealth +0

Languages Common

Combat Gear half-plate armor

SPECIAL ABILITIES

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

VOID ZOMBIES (6)	XP	CR	HP
	200	1/2	12

NE Medium undead

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

DEFENSE

AC 14, touch 10, flat-footed 12 (+2 Dex, +2 natural) hp 12 (2d8+3)

Fort +0, Ref +2, Will +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 slams +4 (1d6+4), tongue -1 (1d6+1)

Special Attacks blood drain, quick strikes

STATISTICS

Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 16

Feats Toughness

TACTICS

During Combat The void zombies attack in two groups of three, each focusing on the two closest PCs and try to surround and overwhelm them. They obey any commands given to them by the ghouls.

Morale The void zombies fight to the death.

SPECIAL ABILITIES

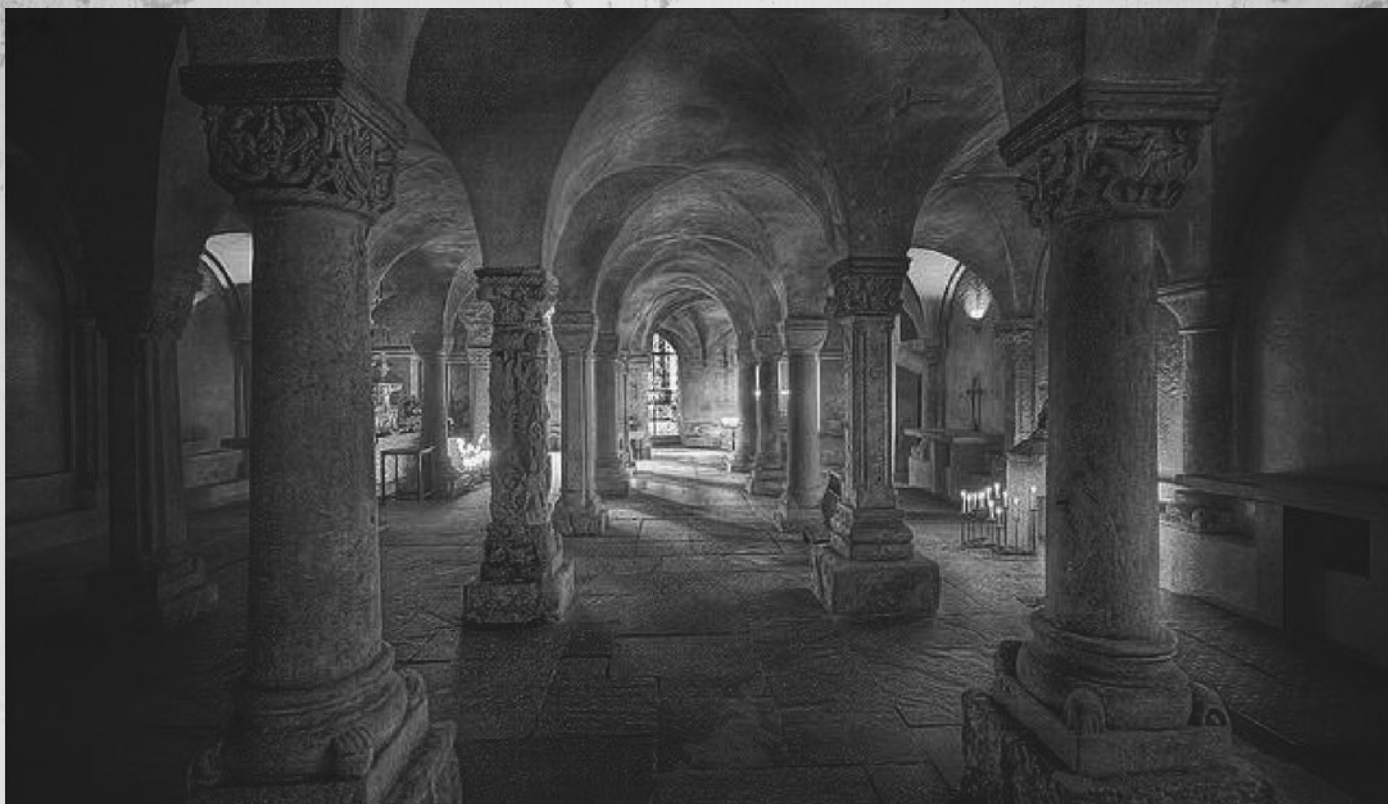
Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

Quick Strikes (Ex) When a void zombie takes a full-round action, it can make one additional slam attack at its highest base attack bonus.

TREASURE: The common foot soldiers entombed in the wall niches were typically wrapped in funerary linens and buried without their arms, armor, or valuables. However, if the PCs search all of the honor guards' stone sarcophagi, they turn up the following: six masterwork longswords, a masterwork battle axe, a masterwork glaive, four masterwork daggers, a +1 dagger, two silver daggers, a silver and onyx ring (worth 200 gp), a gold circlet set with three moonstones (worth 450 gp), a mithral brooch shaped like a wyvern (worth 300 gp), and a bronze horn of fog.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 ghouls and 2 void zombies.



D2 CRYPT OF THE SQUIRES CR 3

This long, high-ceilinged burial chamber has 30 open burial niches lining each of the four walls, from the floor to a dozen or so feet from the ground. In the southwest corner of the chamber sits a crumpled humanoid body, dressed in dusty funerary linens.

The ceiling here is 20 feet high. This burial chamber was dedicated to the faithful squires who lost their lives in service to Naratha and the paladins and knights who served her. Each wall contains 30 open burial niches, though none are positioned higher than 15 feet from the ground. Each burial niche is large enough to store a single human's remains. Though most of the niches are empty, a few of them contain a few dusty bones wrapped in ancient burial linens.

SECRET DOOR: A successful DC 20 Perception check notices that one of the burial niches on the south wall has a small stone lever set into its side. Pulling or pushing the lever down opens a secret door that leads to a narrow passageway connecting to area **D7**. Pulling or pushing the lever up closes the secret door.

MONSTER: The corpse sitting in the southwest corner is actually a coffer corpse. The creature resembles a human zombie dressed in rags and old burial linens. Its hands end in razor-sharp claws with long black fingernails.

COFFER CORPSE	XP	CR	HP
	800	3	17

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 17 (2d8+4 plus 3)

Fort +2, Ref +1, Will +4

Defensive Abilities deceiving death, channel resistance +2; DR 5/magic and bludgeoning; Immune undead traits

OFFENSE

Speed 20 ft.

Melee slam +4 (1d4+4 plus grab)

Special Attacks death grip (1d4+4), fear

STATISTICS

Str 16, Dex 12, Con —, Int 6, Wis 13, Cha 14

Base Atk +1; CMB +4 (+8 grapple); CMD 15

Feats Toughness

Skills Intimidate +6, Perception +6, Stealth +5

Languages Common

TACTICS

Before Combat The coffer corpse remains motionless until a PCs moves within 5 feet of it.

During Combat The coffer corpse focuses its attacks on the closest PC and ignores all other combatants. After it disables a PC, it shifts its focus to another PC.

Morale The coffer corpse fights until it is destroyed.

SPECIAL ABILITIES

Death Grip (Ex) When a coffer corpse successfully grabs an opponent it grasps its victim's throat. A creature in its death grip cannot speak or cast spells with verbal components.

Deceiving Death (Ex) In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses the creature's DR or not), the coffer corpse slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A successful DC 20 Sense Motive check sees through the ruse (necromancers gain a +2 to this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

Fear (Su) A creature viewing a coffer corpse rise after it uses its deceiving death ability must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

TREASURE: On the floor behind the coffer corpse is a small unlocked wooden chest holding 240 sp, 45 gp, a deep blue spinel (worth 250 gp), a small silver bowl etched with images of moons, stars, and comets (worth 75 gp), a gold baby rattle (worth 100 gp), a potion of *bless weapon*, a potion of *invigorate*, a scroll of *summon monster II*, and a scroll of *fly*.

D3 CRYPT OF THE NOBLE DEAD

This long, high-ceilinged burial chamber has 30 open burial niches lining each of the four walls, from the floor to a dozen or so feet from the ground.

The ceiling here is 20 feet high. This burial chamber was dedicated to the noble knights who lost their lives fighting alongside Naratha during her numerous military campaigns. Each wall contains 30 open burial niches, though none are positioned higher than 15 feet from the ground. Each burial niche is large enough to store a single human's remains. Though most of the niches are empty, a few of them contain a few dusty bones still wearing partially disintegrated suits of full plate armor.

TREASURE: A successful DC 25 Perception check notices that one of the suits of full plate is actually in serviceable condition. This is a suit of +2 full plate, though it currently has the broken condition.

SECRET DOOR: A successful DC 20 Perception check notices that one of the burial niches on the south wall has a small stone lever set into its side. Pulling or pushing the lever down opens a secret door that leads to a narrow passageway connecting to area D4. Pulling or pushing the lever up closes the secret door.

D4 CRYPT OF THE BEARDED LORDS CR 5

A large number of burial niches adorn the walls of this burial chamber, each aligned in a single row all around the chamber. The niches are slightly smaller than those in the other crypts you've seen. The ceiling here is lower as well. A pair of stocky figures wearing full plate armor and holding greataxes stands unmoving on either side of a large stone door set into the middle of the south wall.

The ceiling here is 15 feet high. This burial chamber was dedicated to the Bearded Lords, a knightly brotherhood of dwarf warriors who dedicated themselves to Naratha and lost their lives in service to her. There are a total of 80 open burial niches in a single row around the chamber, each set about 4 feet from the ground. Each burial niche is large enough to store a

single dwarf's mortal remains. Though most of the niches are empty, a few of them contain a few dusty bones still wearing partially disintegrated suits of full plate armor.

SECRET DOOR: A successful DC 20 Perception check notices that one of the burial niches on the north wall has a small stone lever set into its side. Pulling or pushing the lever down opens a secret door that leads to a narrow passageway connecting to area **D3**. Pulling or pushing the lever up closes the secret door.

MONSTERS: The two armored figures are former members of the Bearded Lords, transformed centuries ago by vile necromancy into juju zombies. They now act as guards for the huecuva inquisitor Caedran (see area **D5**). They immediately move to attack any intruders.

BEARDED LORDS (2)	XP	CR	HP
	800	3	25

Male dwarf juju zombie fighter (tactician) 3

CE Medium undead

Init +4; **Senses** Darkvision; Perception +4

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 natural)

hp 25 (3d10 plus 3)

Fort +2, Ref +1, Will +2

Defensive Abilities channel resistance +4, defensive training; DR 5/magic or slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee mwk greataxe +9 (1d12+6/x3) or slam +2 (1d6+2)

TACTICS

During Combat The Bearded Lords remain adjacent to one another during combat to make use of their Back to Back feat. They use Power Attack and Furious Focus for each melee attack.

Morale The Bearded Lords fight to the death to defend this chamber.

STATISTICS

Str 18, Dex 10, Con -, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +7; **CMD** 17

Feats Back to Back, Furious Focus, Improved Initiative, Power Attack, Toughness, Weapon Focus (greataxe)

Skills Acrobatics -5, Climb +7, Intimidate +5, Perception +4, Sense Motive +7, Stealth -5, Survival +7

Languages Common, Dwarven

SQ armor training 1, greed, hardy, hatred, slow and steady, stability, stonecunning

Combat Gear full plate armor, mwk greataxe

TREASURE: A successful DC 15 Perception check notices a small wooden coffer stashed behind the dwarven remains inside one of the burial niches on the east wall. The coffer contains 60 gp, 5 pp, an uncut jasper (worth 25 gp), a peridot (worth 60 gp), an amethyst (worth 80 gp), a garnet (worth 100 gp), an uncut tourmaline (worth 50 gp), a gold cup bearing an image of a dancing satyr (worth 250 gp), a potion of haste, and a potion of vanish.



D5 CAEDRAN'S TOMB CR 6

This mostly empty square chamber looks like it might have been intended as another crypt. The only furniture here is a large high-backed chair set in the middle of the south wall.

The ceiling in this unfinished tomb is 20 feet high. The huecuva Caedran has commandeered this chamber and turned it into its personal throne room.

MONSTER: Caedran, one of the cursed huecuva Betrayers, makes his lair here. Caedran once fought alongside the paladin-hero Naratha, but fell from grace when he and his two cohorts betrayed and engineered the death of their holy leader. Caedran is now a brooding, angry creature who harbors a deep hatred of all living things. He resembles an emaciated walking corpse with sunken black holes for eyes. His flesh has rotted away from most of his face, revealing large parts of his skull. His long blond hair still clings in sparse patches to his decomposing head. He wears a dusty black cloak over his steel breastplate and wields a greatsword in battle.

CAEDRAN	XP	CR	HP
	2,400	6	53

Huecuva inquisitor 5

CE Medium undead (huecuva variant)

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura aura of faithlessness (30 feet)

DEFENSE

AC 23, touch 14, flat-footed 21 (+6 armor, +2 Dex, +3 natural, +2 deflection from shield of faith)

hp 53 (8d8+8)

Fort +8, Ref +8, Will +12

Defensive Abilities channel resistance +3, inquisitor judgements; DR 5/magic or silver; Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

OFFENSE

Speed 20 ft.

Melee +1 greatsword +12 (2d6+9/19-20) or 2 claws +11 (1d4+7 plus disease)

Special Attacks bane, bleeding touch, disease, inquisitor judgements

Spell-Like Abilities (CL 5, +7 concentration)

At will—*detect alignment*, *discern lies* (5 rounds per day)

Inquisitor Spells (CL 5, +7 concentration)

2—*desecrate*, *hold person* (DC 15), *silence* (DC 15)

1—*bane* (DC 14), *divine favor*, *ear-piercing scream* (DC 14), *shield of faith*

0—(at will) *acid splash*, *bleed* (DC 13), *brand* (DC 13), *daze* (DC 13), *detect magic*, *resistance*

Domain Death

TACTICS

Before Combat If Caedran is aware of combat occurring in area D4, he stands and remains next to his chair and prepares himself for battle. Assuming he has time, he casts *shield of faith*, *desecrate*, and *divine favor*. His stat block has been modified with the bonuses from these spells.

During Combat Caedran uses a swift action to invoke his judgement of profane destruction, which grants him a +2 sacred bonus to all damage rolls (this bonus is included in his stat block). He begins combat by casting *silence* (centered on the 5-foot square in front of the entrance to the chamber). He then casts *hold person* on an obvious fighter or barbarian PC, followed by *bane*. He saves *ear-piercing scream* to target any obvious spellcasters. If he runs out of spells or if the PCs engage him in melee, he abandons spellcasting and fights with his greatsword.

Morale Caedran fights to the death.

STATISTICS

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

Base Atk +5; CMB +7; CMD 19

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Outflank, Weapon Focus (claw), Weapon Focus (greatsword)

Skills Intimidate +8, Knowledge (religion) +10, Perception +8, Sense Motive +9, Spellcraft +5, Stealth +5, Survival +9; Modifiers monster lore

Languages Common

SQ false humanity, inquisitor judgements (2/day), monster lore, outflank, solo tactics, teamwork feat (change 3/day), track +2

Combat Gear +1 greatsword, mwk breastplate; Other Gear +1 cloak of resistance, key to the chest behind his chair

SPECIAL ABILITIES

Aura of Faithlessness (Su) All undead within 30 feet of Caedran gain a +2 to Will saves vs. channel energy or positive energy effects.

Bane (Su) For up to 5 rounds per day, Caedran can make his weapon a bane weapon (+2 to hit and +2d6 damage).

Bleeding Touch (Su) Six times/day, Caedran can make a melee touch attack that deals 1d6 bleed damage each round for 2 rounds.

Disease (Ex) Opponents struck by Caedran's claw attacks are exposed to filth fever.

Filth fever: Claw—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

False Humanity (Su) In daylight, Caedran seems alive, as disguise self. Creatures viewing him can attempt a DC 12 Will save to see through the illusion. Creatures gain a +4 bonus to disbelieve if they have scent.

Inquisitor Judgements (Su) Caedran can invoke an inquisitor judgement 2 times per day as detailed in the Advanced Players Guide.

Monster Lore (Ex) Caedran gains a +3 to Knowledge checks when identifying the weaknesses of creatures.

Outflank (Ex) Caedran's flanking bonus increases to +4 if the other flanker also has this feat, and his ally gets an attack of opportunity if he scores a critical hit against the target.

Solo Tactics (Ex) Caedran counts his teamwork feats as if his allies had the same ones.

Teamwork Feat (Ex) Caedran can swap out his most recent teamwork feat for another.

Track (Ex) Caedran receives a +2 to Survival checks to track.

TREASURE: Caedran's "throne" is a fine piece of solid mahogany furniture (worth 100 gp, though it weighs 350 pounds). Embedded into the chair's arms are 12 bloodstones (worth 25 gp each). A dusty brass sea chest sits behind Caedran's chair. It is locked with a good lock (DC 30, Caedran has the key) and contains 320 gp, a scroll of create pit, a potion of countless eyes, two potions of cure serious wounds, and a wand of augury with 13 charges.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Caedran's +1 greatsword (have him only fight with his claw attacks) and remove his DR 5/magic or silver.

D6 HALL OF VICTORY CR 3 OR 5

This long, wide hall has a high vaulted ceiling. The walls here bear carvings depicting valiant knights battling and defeating a horde of demons. However, it looks as though someone has smashed and defaced many of the once fine bas-reliefs.

The ceiling here is 25 feet high. The carvings were defaced by the various undead occupants of the catacombs long ago and are otherwise unremarkable. The two chambers to the south are unfinished tombs, both of which are devoid of furnishings.

SECRET DOOR: A successful DC 20 Perception check notices that one of the burial niches on the north wall has a small stone lever set into its side. Pulling or pushing the lever down opens a secret door that leads to a narrow passageway connecting to area D1. Pulling or pushing the lever up closes the secret door.

MONSTERS: Guarding this chamber is an advanced megaraptor skeleton, placed here by the Sisterhood of the Cowled Skull. The creature is nearly 13 feet long and stands 8 feet tall at the shoulder. It attacks the PCs on sight.

Three festrogs currently inhabit the second unfinished tomb chamber. Any noise in the main hallway alerts the watchful festrogs, who immediately move in and join the megaraptor skeleton in combat. Like the megaraptor skeleton, the festrogs are also minions of the Sisterhood of the Cowled Skull.

ADVANCED MEGARAPTOR SKELETON	XP	CR	HP
	800	3	39

NE Large undead

Init +10; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, -1 size, +4 natural)

hp 39 (4d8+8 plus 4)

Fort +1, Ref +7, Will +5

DR 5/bludgeoning; **Immune** cold

OFFENSE

Speed 60 ft.

Melee 2 claws +10 (2d6+8), bite +5 (1d8+8)

Special Attacks pounce

TACTICS

During Combat The advanced megaraptor skeleton opens combat by charging and pouncing on a PC. It only takes 5-foot steps each round so it can use all three of its attacks.

Morale The mindless creature fights until it is destroyed.

STATISTICS

Str 27, Dex 23, Con -, Int -, Wis 14, Cha 14

Base Atk +3; CMB +12; CMD 28

Feats Improved Initiative, Toughness

Skills Acrobatics +14 (+26 jump), Perception +10, Stealth +14; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

FESTROGS (3)	XP	CR	HP
	400	1	9

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, Ref +1, Will +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run (50 ft.)

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

TACTICS

During Combat The festrogs begin combat by charging at the PCs. They attack as a team and try to flank any PCs.

Morale If the advanced megaraptor skeleton and one of the festrogs are killed, the surviving festrog attempts to flee to area D10 to warn the Sisters of the Cowled Skull that intruders are present.

STATISTICS

Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 11

Base Atk +1; CMB +4; CMD 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack can attempt to trip its opponent as a free action with a +4 bonus to the roll. This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with pus-like fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic boils: Disease—contact; save Fort DC 11; onset 1 day; frequency 1/day; effect 1d4 Con; cure 1 save.

Feed (Su) Each time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

TREASURE: A PC investigating the empty eastern tomb chamber that succeeds on a DC 20 Perception check notices a slightly discolored stone block in the middle of the chamber's floor. The PCs can lift and remove this 50-pound block with a crowbar or similar tool, and a successful DC 14 Strength check. Removing the block reveals a small, long-forgotten storage cavity containing a wand of protection from arrows with 41 charges wrapped inside a +2 cloak of resistance.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 festrog.

07 THE DEEPRIFT CR 4

This large cave is actually a deep chasm, whose bottom is shrouded in swirling mists. Four stone platforms, each connected by narrow wooden beams, are set into the four corners of the cavern. The ceiling overhead is riddled with small holes and fissures.

The chasm is 60 feet deep and the ceiling rises another 15 feet from the stone platforms. The bottom of the chasm is a 4-foot deep swampy morass of mud and sludge fed by several small underground streams. A

thick, 20-foot high mist composed of harmless swamp gas covers the bottom of the chasm and acts as a permanent stationary fog cloud spell.

The wooden beams that link the stone platforms are each 15 feet long and 2 feet wide, and weigh 100 pounds. They are not attached to the platforms. A PC can move safely across a beam as long as she moves at one quarter speed. If a PC tries to move faster, she must succeed on a DC 15 Acrobatics check or lose her balance. A PC that loses her balance must succeed on a DC 15 Reflex save or fall into the 60-foot deep chasm and suffer 6d6 points of damage.

If a PC either strikes a creature with a melee weapon while on a beam or takes damage from a melee or ranged attack while on a beam, they must also succeed on the above Acrobatics check and Reflex save or fall into the chasm.

SECRET DOOR: PCs standing on the northwest landing that succeed on a DC 20 Perception check notice a slightly discolored hand-sized section of stone on the north wall. Pushing this section of stone into the wall opens a secret door that leads to a narrow passageway connecting to area D2. Pushing the stone a second time closes the secret door.

MONSTER: This cavern has long been the home of a skeletal flying chupacabra. Some 300 years ago, the creature made its home in the great cavern of Hrazhad-Kul until it wandered into the reliquary catacombs and was captured by the Betrayers. The huecuvas used foul necromancy to strip the chupacabra of its flesh and then animated it as a skeletal guardian. Though not particularly intelligent, the creature retains its tenacity and cunning. It makes its lair inside one of the larger cracks in the ceiling, close to the middle of the cavern. Fiercely loyal to the Betrayers and highly territorial, the undead chupacabra observes the PCs and then attacks them when they are the most vulnerable.

FLYING CHUPACABRA SKELETAL CHAMPION	XP	CR	HP
	1,200	4	32

CE Small undead

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 12 (+4 Dex, +1 size, +1 natural)

hp 32 (6d8)

Fort +2, Ref +6, Will +7

Defensive Abilities channel resistance +4; DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

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

Melee bite +9 (1d6+3 plus grab) and 2 claws +8 (1d3+3)

Special Attacks chupar, pounce

TACTICS

Before Combat The undead chupacabra waits until the last PC in the group is walking across one of the wooden beams before it attacks.

During Combat The undead chupacabra begins combat with a flying charge against the last PC to walk across a beam, hoping to knock the PC into the chasm. If this tactic is successful, the creature flies to the bottom of the chasm to feed. It returns to fight any remaining PCs only after it has drained blood at least twice from a victim at the bottom of the chasm.

Morale Fiercely territorial, the undead chupacabra fights to the death.

STATISTICS

Str 16, Dex 18, Con -, Int 3, Wis 15, Cha 10

Base Atk +4; CMB +6 (+10 grappling); CMD 20

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Acrobatics +5 (+9 when jumping), Fly +10, Perception +7, Stealth +17; Racial Modifiers +4 Stealth underground or in rocky areas, +4 Acrobatics (jump checks)

Languages Aklo (can't speak)

SPECIAL ABILITIES

Chupar (Ex) If the undead chupacabra pins an opponent or maintains a pin it can suck blood from that opponent as a free action once per round, dealing 1 point of Constitution damage. Upon successfully draining blood, the undead chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the haste spell. The invigorated undead chupacabra can still drain blood—and in so doing increase the length of its invigoration—but it gains no additional effects.

Pounce (Ex) The undead chupacabra can make a full attack as part of a charge.

TREASURE: If the PCs search the southern end of the chasm floor, a successful DC 15 Perception check notices the skeletal remains of a human half-buried in the muck. This is the body of Hadrus, a cleric of Maramaga. Hadrus was a member of Azrenar's inner circle, who lost his life here during the cult's first foray into the reliquary catacombs. Hadrus still wears his suit of +2 chainmail and wears a ring of protection +1. Hadrus' masterwork sickle lies nearby and under his body is a rotting backpack that holds six flasks of unholy water, 100' of silk rope, flint and steel, a grooming kit, two torches, a silver unholy symbol of Maramaga (worth 50 gp), two potions of cure light wounds, and a potion of endure elements.

08 THE FOLLOWERS OF SZAO CR 5

A few dusty cobwebs hang from the walls and ceiling of this long empty chamber.

The ceiling here is 15 feet high. A 40-foot long permanent illusory wall covers the entire length of the west wall, as indicated by the dotted line on the map. The illusion hides a 5-foot wide, 40-foot long section of the room along the west wall. PCs interacting with the illusory wall that succeed on a DC 17 Will save automatically disbelieve the illusion, though this does not dispel the effect.

MONSTERS: Five juju zombie monks—all former students of the huecuva monk Master Szao—lurk patiently behind the illusory wall.

JUJU ZOMBIE MONKS (5)	XP	CR	HP
	400	1	11

Human juju zombie monk 1

LE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +3 natural, +1 monk's bonus, +1 dodge)

hp 11 (1d8+2 plus 3)

Fort +1, Ref +6, Will +3

Defensive Abilities channel resistance +4; DR 5/magic or slashing; Immune cold, electricity, magic missile, undead traits; Resist fire 10

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d6+1) or flurry of blows -1/-1 (1d6+1)

Special Attacks flurry of blows, stunning fist

TACTICS

Before Combat The juju zombie monks observe the PCs until one of them interacts with the illusory wall or moves within 10 feet of the entrance to area D9, at which time they all rush forth and attack.

During Combat The juju zombie monks work as a team to flank opponents. They each make a stunning fist attack as their first melee attack.

Morale The juju zombie monks fight to the death to honor their undead master.

STATISTICS

Str 12, Dex 18, Con -, Int 10, Wis 12, Cha 8

Base Atk +0; CMB +4; CMD 16

Feats Agile Maneuvers, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist (Fort DC 11), Toughness, Weapon Finesse

Skills Acrobatics +8, Climb +13, Perception +5, Sense Motive +5, Stealth +8

Languages Common

SQ monk AC bonus +1, stunning fist (Fort DC 11)

SPECIAL ABILITIES

Deflect Arrows (Ex) The juju zombie monks can deflect an incoming arrow once per round as a free action.

Stunning Fist (Ex) Once per day, a foe damaged by a juju zombie monk's unarmed attack must succeed on a DC 11 Fortitude save or be rendered stunned for 1 round.

TREASURE: Also hidden behind the illusory wall, in the southwest corner of the room is a wooden chest containing 110 gp, 10 pp, a potion of heroism, and a scroll of lightning bolt.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 juju zombie monk.

D9 THE MASTER'S TOMB CR 6

A large slab of black basalt sits against the middle of the south wall of this large tomb chamber. The dusty, cobweb-covered remains of a man wearing tattered funerary linens lay unmoving on the slab. A stone chest sits on the floor directly in front of the slab.

The ceiling here is 15 feet high. The undead monk Master Szao, in life the head of a militant order of holy monks allied with the paladin-hero Naratha, resides in this chamber.

MONSTER: The unmoving body on the slab is actually a cunning huecuva monk named Master Szao, one of the three Betrayers bound to these catacombs forever as punishment for his part in betraying Saint Naratha. Master Szao's nearly fleshless skeleton is wrapped in several layers of dusty, cobweb-covered funerary wrappings. His grinning, eyeless skull glows from within with a sinister pale mauve radiance.

MASTER SZAO	XP	CR	HP
	2,400	6	56

Huecuva monk 5

LE Medium undead (heucuva variant)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Aura aura of faithlessness (30 feet)

DEFENSE

AC 21, touch 18, flat-footed 17 (+3 Dex, +3 natural, +1 dodge, +4 monk bonus)

hp 56 (8d8+8)

Fort +6, Ref +8, Will +10

Defensive Abilities evasion; DR 5/magic or silver; Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d8+1 plus disease) or flurry of blows +7/+7 (1d8+1 plus disease)

Special Attacks flurry of blows, ki strike, ki strike-magic, scorpion style, stunning fist

TACTICS

Before Combat Master Szao waits patiently until a PC approaches within 10 feet of his resting place before rising and attacking.

During Combat Master Szao begins by performing a scorpion style strike against the closest PC. He then employs stunning first for his next 5 attacks, before using flurry of blows. For the first 5 rounds of combat, Master Szao uses a swift action to spend a ki point to gain a +4 dodge bonus to his AC (this bonus is not included in his stat block).

Morale Weary of the long centuries trapped in the reliquary catacombs, Master Szao embraces his final death. He fights savagely until he is destroyed.

STATISTICS

Str 11, Dex 16, Con -, Int 10, Wis 16, Cha 12

Base Atk +3(+5); CMB +7; CMD 23

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Scorpion Style (Fort DC 17), Spring Attack, Stunning Fist, Weapon Finesse

Skills Acrobatics +14, Climb +5, Knowledge (religion) +5, Perception +14, Sense Motive +10, Stealth +11, Survival +9

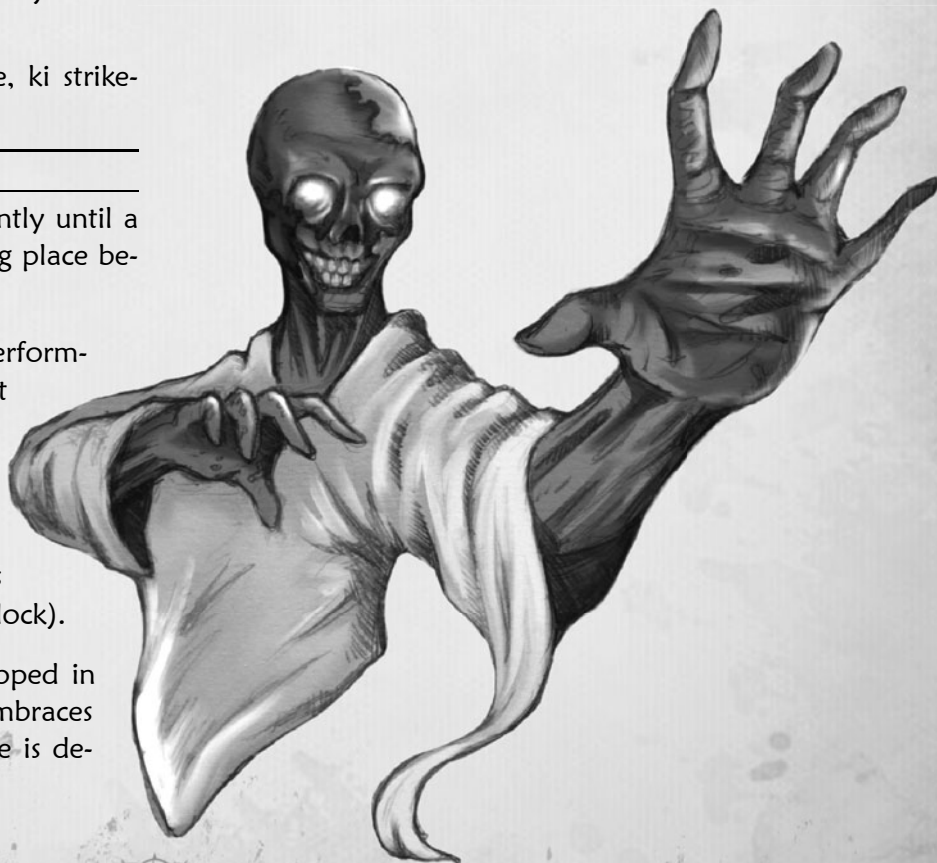
Languages Common

SQ monk AC bonus +4, false humanity, fast movement (+10 ft.), high jump, ki defense, ki pool, maneuver training, slow fall 20 ft., still mind, stunning fist (Fort DC 17)

Combat Gear amulet of mighty fists +1

SPECIAL ABILITIES

Aura of Faithlessness (Su) All undead within 30 feet of Master Szao gain a +2 bonus to Will saves vs. channel energy or positive energy effects.



Disease (Ex) Opponents struck by Master Szao's unarmed strikes are exposed to filth fever.

Filth fever: Unarmed strike—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Evasion (Ex) If Master Szao succeeds at a Reflex save for half damage, he takes none instead.

False Humanity (Su) In daylight, Master Szao seems alive, as disguise self. Creatures viewing him can attempt a DC 12 Will save to see through the illusion. Creatures gain a +4 bonus to disbelieve if they have scent.

High Jump (Ex) Master Szao adds his level (+5) to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, Master Szao gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Ki Defense (Su) Master Szao can spend 1 point from his ki pool as a swift action to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (Su) Master Szao has 5 ki points.

Ki Strike - Magic (Su) If Master Szao has ki remaining, his unarmed strikes count as magic to overcome DR.

Scorpion Style (Ex) As a standard action, Master Szao can make a single unarmed strike and if this unarmed attack hits, he deals damage normally and the target's base land speed is reduced to 5 feet for 3 rounds unless his target succeeds on a DC 17 Fortitude save.

Slow Fall 20' (Ex) Master Szao treats a fall as shorter than normal if within arm's reach of a wall.

Stunning Fist (Ex) Up to 5 times per day, a foe damaged by Master Szao's unarmed attack must succeed on a DC 17 Fortitude save or be rendered stunned or fatigued for 1 round (Master Szao's choice).

TREASURE: The stone chest has a stone lid that weighs 50 pounds, but is otherwise easy and safe to

remove. The chest contains 300 gp, 25 pp, a bloodstone (worth 40 gp), two pieces of uncut jade (worth 25 gp each), an uncut amethyst (worth 50 gp), a garnet worth (150 gp), a potion of heroism, and a wand of scorching ray with 39 charges.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Master Szao's DR 5/magic or silver and do not allow him to spend a ki point to gain a +4 dodge bonus to his AC.

DIO SHRINE OF THE COWLED SKULL CR 7

A waist-high stone altar stands near the center of this large, low-ceilinged room. The altar is carved from a single block of dark grey granite and resembles a sinister, leering skull. Two large green gemstones embedded in the skull-altar's eye sockets glitter brightly as they reflect any ambient light. On top of the altar are a half-dozen flickering black candles and a small gold brazier of burning incense that has filled the entire room with a thin haze of pungent blue-grey smoke.

The ceiling here is 10 feet high. The burning incense is exotic, but otherwise unremarkable and harmless.

The skull-shaped altar is 5 feet long, 3-1/2 feet tall, and 3 feet wide. A successful DC 15 Knowledge (religion) check recognizes that the altar is dedicated to the philosophies of evil and undeath. The altar is enchanted and radiates an aura of strong abjuration and necromancy. It provides the following powers:

- The altar radiates a permanent *protection from good* (CL 10) effect in a 40-foot radius.
- The altar intensifies a Sister of the Cowled Skull's mental link ability and enables them to contact their mistress Yndryssa regardless of the distance between them.
- The altar is the magical focus that binds the three huecuva Betrayers to the undead necromancer Yndryssa's will.

A successful DC 25 Knowledge (arcana or religion) check identifies the altar's powers and allows a PC to recall how to destroy such an altar. To destroy it, a

creature may either strike it once with a good-aligned weapon, or target the altar with a consecrate spell. It can also be destroyed physically, and has hardness of 8, 600 hit points, and a Break DC of 50.

If the altar is destroyed, the Betrayers are immediately freed from Yndryssa's control and harbor a deep resentment against her, Azrenar, and the cult of Maramaga. Although this has no immediate effect on the Betrayers' reactions to the PCs, it does pose a significant impediment to Azrenar and his cult, who rely on easy access to the reliquary catacombs to move between the Temple of Maramaga and the city above. This is moot of course if the PCs destroy all three of the Betrayers.

MONSTERS: Three skeletal champion necromancers, named Deyala, Haena, and Zahiri, and their two fast zombie hounds are currently quartered here. Like their sister Araisha, who the PCs encountered in the cellar of Ambrik House, the skeletal necromancers belong to the Sisterhood of the Cowled Skull, and were posted here by their undead mistress, Yndryssa. (See area E9, Level Four for more information on Yndryssa.)

The Sisters each wear voluminous hooded black robes. Their duties include defending the catacombs from intruders, relaying telepathic messages they receive from their mistress Yndryssa to the Betrayers, and guarding the magical skull-shaped altar in this room. They have not placed any wards or traps on the door to the room, and—assuming the PCs do not make a great deal of noise outside the room—are somewhat taken aback when the PCs enter.

Note: The stat blocks below have been updated to account for the altar's channel resistance effect, but not the protection from good effect.

DEYALA, HAENA, & ZAHIRI	XP	CR	HP
	1,200	4	22

Skeletal champion necromancer 2

NE Medium undead

Init +6; Senses darkvision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 dodge)

hp 22 (2d8+2d6)

Fort +1, Ref +5, Will +8

Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+1)

Spells Prepared (CL 2, +5 concentration)

1—*cause fear* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *ray of sickening* (DC 14)

0—*acid splash*, *bleed*, *detect magic*, *mage hand*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Assuming the PCs do not make a great deal of noise outside the room, the Sisters are startled by the presence of the PCs and do not have time to make preparations before combat begins. When the PCs enter, the Sisters are each standing behind the altar close to the east wall.

During Combat As soon as the PCs enter the room, the Sisters order the two fast zombie hounds to attack. Deyala and Haena both cast *ray of enfeeblement*, *cause fear*, *ray of sickening*, and *magic missile*. After they cast these spells, they both enter melee and try to use their grave touch ability before they resort to claw attacks. Zahiri remains behind the altar (gaining a +2 AC for cover) and uses two full rounds to use her mental link ability to contact her mistress Yndryssa. She warns Yndryssa about the PCs and provides her with a brief description of each of them. Zahiri then either casts offensive spells (*ray of enfeeblement*, *cause fear*, *ray of sickening*, and *magic missile*), or engages the PCs in melee if a PC is within 5 feet of her. All of the Sisters are quick to cast *bleed* on any stabilized PCs.

Morale Without support from their fellow cultists, the Sisters understand they have no choice but to fight until they are destroyed.

STATISTICS

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

Base Atk +2; CMB +3; CMD 16

Feats Combat Casting, Command Undead, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll

Skills Appraise +7, Craft (alchemy) +8, Intimidate +7, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +7, Perception +8, Spellcraft +10, Stealth +9

Languages Abyssal, Aklo, Common, Daemonic

SQ bonded object (bone ring), grave touch, mental link

Gear Each of the Sisters wears a +1 *cloak of resistance* and a *bone ring* (bonded object) on their left ring finger. Additionally, Deyala wears a silver tiara set with 5 small moonstones (worth 250 gp) and two gold rings (worth 50 gp each), Haena wears an armband of mithral wire (worth 300 gp) and a malachite pin through the remains of her skeletal nose (worth 90 gp), and Zahiri wears a gold necklace (worth 200 gp) and an electrum brooch shaped like a skull (worth 75 gp). Zahiri also has 18 silver skull-shaped beads (worth 5 gp each) braided into what's left of her long blonde hair.

SPECIAL ABILITIES

Bonded Object (Su) The Sisters' bonded objects are the bone rings they each wear on their left ring fingers. The Sisters must succeed on a DC 20 + spell level check to cast spells without the bonded object. Once per day, the Sisters can cast any spell in their spellbook for free.

Command Undead (Su) Six times per day, the Sisters can channel energy and take control of undead that fail a DC 11 Will save.

Grave Touch (Su) Six times per day, as a standard action, the Sisters can make a melee touch attack that causes a living creature to become shaken for 1 round. If a Sister touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice.

Mental Link (Su) The undead members of the Sisterhood of the Cowled Skull share the ability to communicate telepathically with one another up to a range of one mile, and can transmit messages of up to 60 words or less each round to another Sister. Receiving a message is a free action and does not provoke an attack of opportunity. However, sending a message is a full round action that does provoke an attack of opportunity. Note that the magic altar in this chamber enables a Sister to contact Yndryssa regardless of the distance.

FAST ZOMBIE HOUNDS (2)

XP	CR	HP
400	1	16

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 16 (3d8+3)

Fort +1, Ref +4, Will +3

Immune undead traits

OFFENSE

Speed 60 ft.

Melee bite +4 (1d6+3 plus trip)

Special Attacks quick strikes

TACTICS

Before Combat When the PCs first enter the room, the zombie hounds are standing directly in front of the altar.

During Combat The zombie hounds follow the Sisters' commands. They attempt to flank the PCs when possible.

Morale The zombie hounds fight until they are destroyed.

STATISTICS

Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD 17 (21 vs. trip)

Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex) When a zombie hound takes a full-attack action, it can make one additional bite attack at its highest base attack bonus.

TREASURE: The green gemstones embedded into the altar are both uncut emeralds (worth 300 gp each). The small gold brazier on top of the altar is worth 100 gp.

A PC inspecting the altar that succeeds on a DC 20 Perception check notices a secret compartment set into the side facing the east wall. The compartment's door can be pushed inward and easily slid open to reveal a small storage space containing a velvet pouch holding 13 cubes of exotic incense (worth 10 gp each) and a small brass coffer holding 420 sp, 99 gp, a potion of *bleed* weapon, a potion of *shield of faith*, a scroll of *summon monster III*, a scroll of *hold person*, and a scroll of *black tentacles*.

Also located in the storage space are the Sisters' three identical spellbooks (which contain the spells listed in their stat block, standard 0-level spells for a necromancer, and the following: 2nd—*scare*, *spectral hand*; 1st—*chill touch*, *decompose corpse*, *interrogation*, *jump*.)

XP AWARD: Reward the PCs an additional 1,600 XP if they destroy the altar.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Haena.

II CATHEDRAL OF BETRAYAL CR 5 AND 7

This large chamber was obviously once a shrine of some sort. A large altar of white marble stands atop a dais against the far eastern wall. On the wall behind the altar is a huge bas-relief carving of an armored woman holding a blazing sword over her head, though her face has been chiseled away.

Standing on either side of the entryway are two dusty, cobweb-covered suits of full plate armor, each holding a massive two-handed hammer in their gauntleted hands. Near the western end of the chamber sits a large square fire pit, though instead of coals or wood the pit is fueled by a large pile of human skulls that burn with an eerie pale green radiance.

The ceiling here is 20 feet high. This chamber was originally built as a shrine dedicated to Saint Naratha and her noble followers. However, for the past five centuries, this once glorious shrine has been occupied by the huecuva cleric Haranvir and his undead servants.

The bas-relief carving on the east wall depicts Saint Naratha. It is 10 feet wide and 18 feet tall, and nearly stretches from floor to ceiling. The white marble altar is 8 feet long, 4 feet tall, and 5 feet wide. Though not dedicated to a specific deity, the altar is decorated with many celestial images, divine symbols, and holy runes that embrace the philosophies of law and goodness. See the "Development" section below for additional details.

MONSTERS: This is a two-stage encounter. The first stage of the encounter begins when the PCs enter the room. After the last PC moves through the entryway, the two guardian phantom armors spring to life and attack, attempting to block the PCs' retreat. At the same time, the skulls in the fire pit rise into the air and attempt to engulf as many PCs as possible.

The second stage of the encounter begins immediately after the PCs defeat the guardian phantom armors and the burning skull swarm. Waiting at the eastern end of the chamber, standing behind the altar is the third Betrayer, a huecuva cleric named Haranvir, and his corpse companion, a skeletal champion fighter.

GUARDIAN PHANTOM ARMORS (2)	XP	CR	HP
	600	2	15

NE Medium undead

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

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 armor)

hp 15 (3d8)

Fort +1, Ref +2, Will +3

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee mwk earthbreaker +5 (2d6+3) or 2 slams +4 (1d4+2)

TACTICS

Before Combat The guardian phantom armors use their freeze ability to disguise themselves as inanimate suits of armor until the last PC passes through the doorway.

During Combat The guardian phantom armors move to block the doorway and prevent the PCs from retreating. They focus their attacks on any PCs near the doorway.

Morale The guardian phantom armors are possessed by evil souls loyal to Haranvir. They fight until destroyed.

STATISTICS

Str 15, Dex 13, Con —, Int 7, Wis 11, Cha 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Weapon Focus (earthbreaker)

Skills Perception +6, Stealth +6

Languages Common (cannot speak)

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A guardian phantom armor can hold itself so still it appears to be a normal suit of armor. A guardian phantom armor can take 20 on its Stealth check to hide in plain sight, disguised as normal armor.

ADVANCED BURNING SKULL SWARM	XP	CR	HP
	800	3	20

NE Tiny undead (swarm)

Init +4; **Senses** darkvision 60 ft.; Perception +8

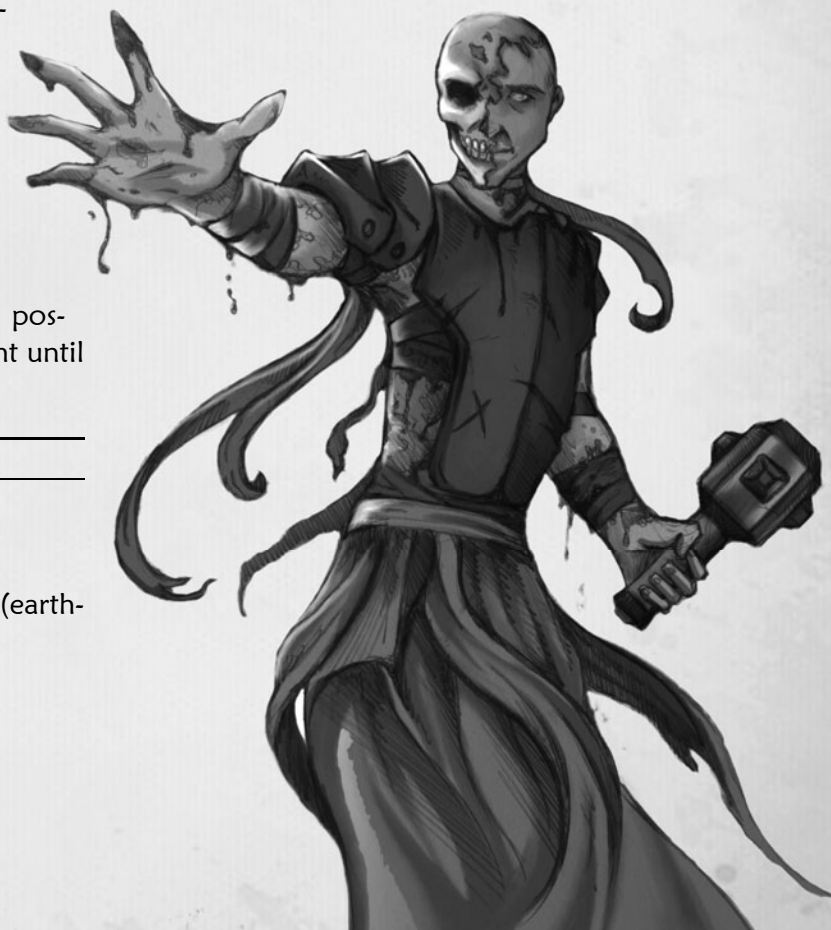
DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 20 (2d8+4)

Fort +2, Ref +4, Will +5

Defensive Abilities swarm traits; **Immune** fire, undead traits, weapon damage



OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (1d6 plus burn)

Special Attacks burn (1d6, DC 13), distraction (DC 13)

TACTICS

Before Combat The flaming skull swarm remains motionless until the last PC passes through the doorway.

During Combat The flaming skull swarm's tactics are simple: it tries to engulf as many PCs as possible to inflict swarm and burn damage on them each round.

Morale The mindless swarm fights until it is destroyed.

STATISTICS

Str 9, Dex 19, Con —, Int —, Wis 14, Cha 14

Base Atk +1; **CMB** +1; **CMD** 8 (can't be tripped)

Skills Fly +8, Perception +8

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 guardian phantom armor.

HARANVIR THE DAMNED: The huecuva cleric Haranvir was in life Naratha's lover and most trusted confidant. They adventured together and fought alongside one another for many years, performing heroic deeds, and battling countless evil creatures. Haranvir even had a hand in recovering Naratha's body when she was slain for the first time fighting a pack of demons. Though Haranvir adored Naratha, he was a very prideful man. As the years wore on, and Naratha's fame grew to legend, Haranvir began to resent her growing notoriety. Then, after Naratha ended their romance so she could focus on her ongoing campaign to rid the region of a demonic incursion, Haranvir's mind snapped. The once holy cleric privately denounced his faith and began to worship the very demon lords that Naratha was fighting. Haranvir drew two like-minded, disillusioned conspirators to his side—the inquisitor Caedran and the monk Master Szao—and with demonic assistance, the three began to actively plot against Naratha. This conspiracy cul-

minated in Naratha's betrayal and final death when the three Betrayers led her into a demonic ambush. Facing a veritable horde of demons, Naratha fought bravely but was eventually overwhelmed, subdued, shackled in heavy black chains, and carried shrieking back to the Abyss. Though her ultimate fate remains unknown, most sages assume she perished horribly.

Haranvir resembles a blood-soaked zombie, whose disease-ridden flesh constantly weeps a grotesque mixture of fresh blood and vile-smelling pus. His body is wrapped in several layers of soggy, dripping funerary wrappings. Half of his face is perfectly intact, and bears a single white-clouded eye. The other half of his face is a bloody ruin of dripping meat and jagged bone.

Note: Like a druid's animal companion, Haranvir's corpse companion's CR does not count toward the overall CR of this encounter.

HARANVIR	XP	CR	HP
	3,200	7	53

Huecuva cleric (undead lord) 5

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +14

Aura aura of faithlessness (30 feet)

DEFENSE

AC 23, touch 12, flat-footed 23 (+8 armor, +3 natural, +2 deflection from shield of faith)

hp 53 (8d8+8)

Fort +7, Ref +3, Will +11

DR 5/magic or silver; Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +8 (1d8+3) or 2 claws +3 (1d4+1 plus disease)

Special Attacks channel *negative energy* (6/day, DC 13, 3d6), channel *smite, disease* (DC 12)

Cleric Spells Prepared (CL 5, +8 concentration):

3—*animate dead* ^D, *bestow curse* (DC 16), *summon monster III*

2—*dread bolt* (2, DC 15), *ghoul touch* ^D (DC 15), *spiritual weapon*

1—*bane* (DC 14), *cause fear* ^D (2, DC 14), *murderous command* (DC 14), *shield of faith* (DC 14)

0—(at will) *bleed* (DC 13), *detect magic, sotto voce* (DC 13), *spark*

^D **Domain spell; Domain Undead**

TACTICS

Before Combat Haranvir remains behind the altar (gaining a +2 AC for cover) and observes the PCs as they fight the guardian phantom armors and the flaming skull swarm. During this time he casts *shield of faith* on himself.

During Combat As soon as the PCs destroy the guardian phantom armors and the flaming skull swarm, Haranvir orders his corpse companion to attack while he casts *summon monster III* to summon 1d3 hell hounds. Next, Haranvir casts *spiritual weapon*, both of his *dire bolt* spells, *murderous command*, *bane*, and then both of his *cause fear* spells. After Haranvir casts the above spells, his subsequent actions depend on the circumstances described below.

If Haranvir determines one of the PCs can channel *positive energy*—he can make a DC 10 Knowledge (religion) check to identify the holy symbol of a common good-aligned deity—he attempts to touch one or more of the PCs and affect them with his death's kiss ability so the PC takes damage from *positive energy*.

If engaged in melee, Haranvir casts *bestow curse* and *ghoul touch* and then draws his +1 heavy mace. He enhances his mace with his Channel Smite feat the first three times he attacks in melee.

If Haranvir or his corpse companion need healing Haranvir channels negative energy, but he only does this twice.

If any of the PCs are slain during combat, Haranvir attempts to demoralize the group by casting *animate dead* on the corpse(s), using his onyx rings as the spell components.

Morale With nowhere to run, Haranvir fights until he is destroyed.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 17

Feats Channel Smite, Combat Casting, Command Undead, Extra Channel, Improved Initiative, Weapon Focus (claw)

Skills Diplomacy +10, Knowledge (religion) +13, Perception +14, Sense Motive +10, Stealth +8, Survival +9

Languages Abyssal, Infernal, Common

SQ aura, corpse companion, death's kiss, false humanity, heroic NPC, spontaneous casting

Combat Gear +2 *breastplate*, +1 *heavy mace*; **Other Gear** +1 *cloak of resistance*, *ring of counterspells* (currently containing a magic missile spell), silver unholy symbol (dedicated to various demon lords), three onyx rings (worth 100 gp each)

SPECIAL ABILITIES

Aura of Faithlessness (Su) All undead within 30 feet of Haranvir gain a +2 bonus to Will saves vs. channelled energy or positive energy effects.

Channel Negative Energy (Su) Up to 6 times per day, Haranvir can channel negative energy to injure the living or heal undead (DC 13, 3d6).

Command Undead (Su) Haranvir can attempt to command undead when he channels energy (DC 13).

Corpse Companion (Su) Haranvir gains a single 5-HD skeleton/zombie as companion that doesn't count against his animate dead limit.

Death's Kiss (Su) Up to 6 times per day Haranvir can cause a creature to take on some of the traits of the undead with a successful melee touch attack (+5 melee touch). Touched creatures are automatically

treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for 2 rounds and does not apply to the Turn Undead or Command Undead feats.

Disease (Ex) Opponents struck by Haranvir's claws are exposed to filth fever.

Filth fever: Unarmed strike—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

False Humanity (Su) In daylight, Haranvir seems alive, as disguise self. Creatures viewing him can attempt a DC 12 Will save to see through the illusion. Creatures gain a +4 bonus to disbelieve if they have scent.

Heroic NPC (Ex) Haranvir's ability scores use a 20-point build, and he has the wealth of a PC rather than an NPC. These advantages increase his CR by 1.

CORPSE COMPANION	XP	CR	HP
	--	--	23

NE Medium undead (5-HD skeleton)

Init +6; **Senses** darkvision; Perception +0

DEFENSE

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

hp 23 (5d8)

Fort +1, Ref +3, Will +4

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk morningstar +7 (1d8+3)

Ranged light crossbow +5 (1d8/19-20)

TACTICS

During Combat Haranvir's corpse companion begins by shooting a PC with his light crossbow. He then drops the crossbow, draws his morningstar and moves into melee. He tries to position himself between the PCs and Haranvir.

Morale Completely under Haranvir's control, the corpse companion fights until it is destroyed.

STATISTICS

Str 16, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +3; CMB +6; CMD 18

Feats Improved Initiative

Languages Common (cannot speak)

Combat Gear light crossbow, 20 crossbow bolts, masterwork morningstar

HELL HOUNDS (1d3)	XP	CR	HP
	--	--	30

LE Medium outsider (evil, extraplanar, fire, lawful)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +1

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex save DC 14 for half)

TACTICS

During Combat Haranvir orders the hell hound(s) to engage to most heavily-armored PCs, hoping to tie up the group's fighters.

Morale The summoned hell hounds remain for 5 rounds or until destroyed.

STATISTICS

Str 13, Dex 13, Con 15, Int 7, Wis 6, Cha 10

Base Atk +4; CMB +5; CMD 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Haranvir's corpse companion.

DEVELOPMENT: If all three of the huecuva Betrayers are destroyed, the white marble altar begins to glow with a soft golden light. With the Betrayers eliminated the ancient curse spawned by Saint Naratha's betrayal is broken and the altar transforms into a shining beacon of goodness. Any good-aligned creature who touches the glowing altar becomes the immediate recipient of an aid, cure serious wounds, and lesser restoration spell as if cast by a 10th level cleric. This benefit is only available once to each good-aligned creature. Good-aligned creatures that come within 5 feet of the altar automatically become aware of the altar's powers and limitations.

SECRET DOOR: A successful DC 20 Perception check notices that a part of the bas-relief carving of Saint Naratha on the east wall (the left knee-joint of Naratha's plate armor) is slightly discolored. If this section of stone is pushed into the wall, the secret door slides smoothly into the floor revealing a passageway beyond. Pushing the section of stone a second time closes the door. After the door is opened, a successful DC 10 Perception check notices a small stone lever on the wall on the other side of the secret door. Pulling or pushing the lever down opens the secret door, and pulling or pushing the lever up closes the secret door.

Note: If the PCs fail to locate the secret door, consider having the yeth hound emerge from the secret door while on its mission to slay the PCs (see the "Development" section in area D12 for additional details).

D12: The Long Stair (CR 4)

This narrow set of stairs spirals ever downward into the earth. After many revolutions, the stairs seem to have no end.

The spiral staircase descends for an entire mile, eventually connecting to the great vaulted cavern of Hrazhad-Kul. The stairway is only 4 feet wide. If combat occurs here, small-, medium-, and large-sized creatures must observe the rules for squeezing (–4 attacks and –4 AC). Creatures larger than large-sized cannot fit in the stairway.

MONSTER: This encounter occurs at some point along the mile-long staircase. If Zahiri was able to telepathically warn her mistress Yndryssa about the PCs (as described in area D10), Yndryssa sends one of her advanced yeth hounds to slay them. If this encounter occurs, the PCs will only encounter two advanced yeth hounds guarding the Tower of the Sisterhood (area E9, Level One), instead of the listed three.

Note: Due to the narrow staircase, the yeth hound's stat block has been modified to account for squeezing (–4 AC, –4 attack rolls).

ADVANCED YETH HOUND	XP	CR	HP
	1,200	4	38

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60ft., scent; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 38 (4d10+16)

Fort +5, Ref +8, Will +8

DR 5/silver

OFFENSE

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

Melee bite +10 (2d6+7 plus trip)

Special Attacks bay (DC 14), sinister bite (DC 16), trip

TACTICS

During Combat The yeth hound opens combat by howling with its bay ability. It then charges the first PC in line on the stairs.

Morale If reduced to 10 hit points or less, the yeth hound attempts to flee. It heads directly to report to Yndryssa at Tower of the Sisterhood (area E9) and gives her a detailed description of the PCs and their abilities.

STATISTICS

Str 21, Dex 19, Con 19, Int 10, Wis 18, Cha 14

Base Atk +4; CMB +9; CMD 23 (27 vs. Trip)

Feats Improved Initiative, Skill Focus (fly), Weapon Focus (bite)

Skills Acrobatics +8, Fly +18, Intimidate +5, Perception +11, Sense Motive +8, Stealth +11, Survival +11

Languages Abyssal

SQ flight

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must succeed on a DC 16 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

CONCLUDING PART THREE

The PCs have, at this point, navigated through the catacombs beneath the Reliquary of Saint Naratha, where they encountered the cult of Maramaga's cursed undead allies. As the PCs descend the mile-long stairway leading to the great cavern, they should begin to feel the pressure of isolation as they move further and further away from the city above.

Whether spurred on by a desire for revenge, a desire to save the citizens of Maerh-Varza from the reaping sickness, or the desperate need to find a cure for themselves, the PCs should feel they are moving ever closer to a confrontation with Azrenar and his evil cult.

PART 4 THE CAVERN OF HRAZHAD KUL

Wherein the PCs:

- Navigate the vast cavern of Hrazhad-Kul, home to ancient dwarf ruins and various monstrous creatures.
- Possibly explore the tower sanctuary of the undead Sisters of the Cowled Skull.

THE GREAT CAVERN

This massive natural cavern has a great vaulted ceiling overhead that reaches an average of 500 feet high. The dwarves who settled this great cavern over 2,000 years ago left behind several engineering marvels that still stand to this day. These include the Demon Stairs (area **E6**), the haunted dwarf ruins (area **E8**), the Skull Bridge (area **E10**), the brick-paved road (**E3**) that winds through the entire cavern, and the Temple of Maramaga itself (area **F**).

Though they are not marked on the map, there are dozens of small tunnels and passageways that branch away from the great cavern. Many of these passageways eventually connect to a vast network of caves, caverns, and subterranean

vaults that extend for hundreds—perhaps even thousands—of miles in every direction.

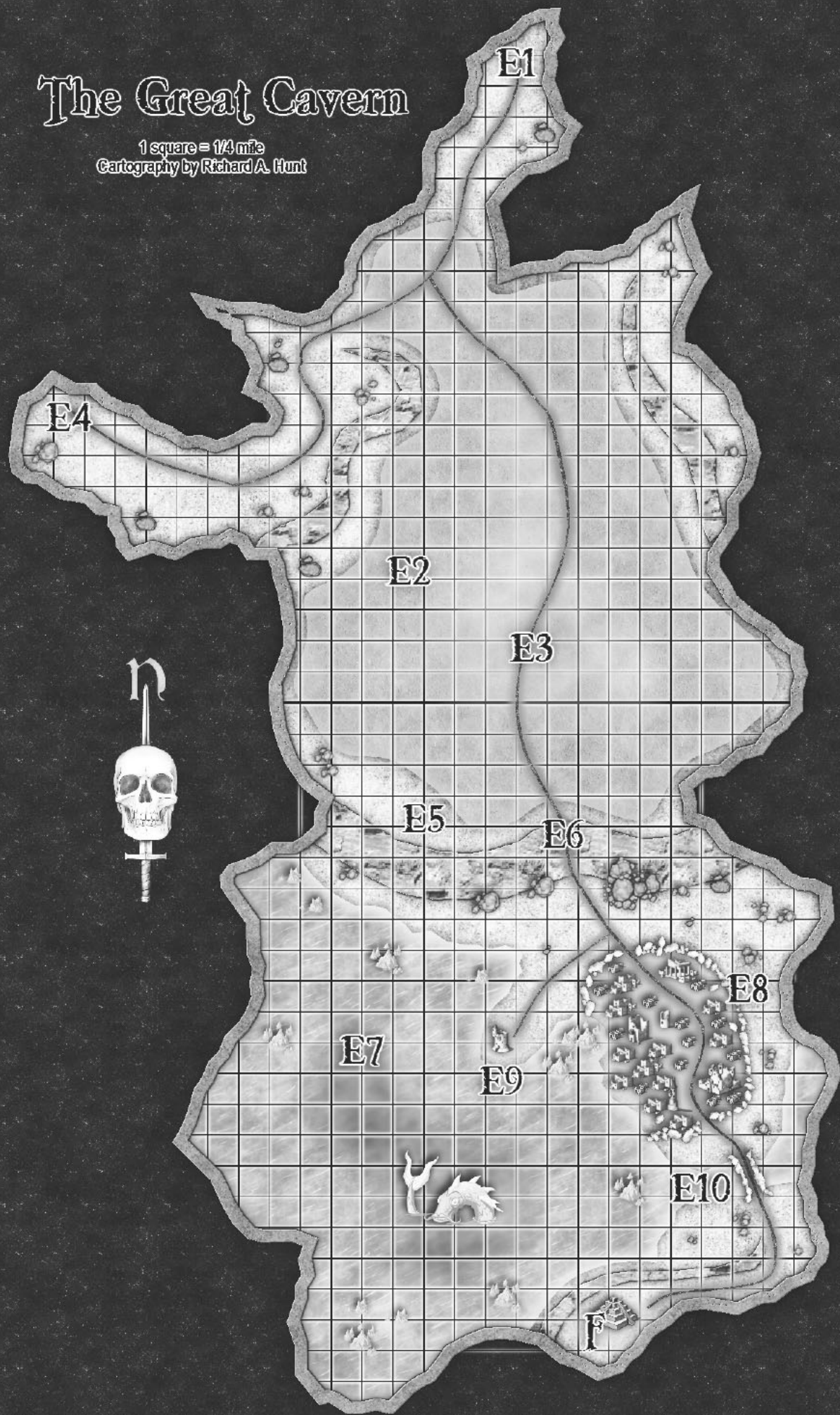
RANDOM ENCOUNTERS

Check for random encounters in the great cavern once every 8 hours. On a roll of 1 on a d6, there is an encounter. Roll another 1d6 and consult the following table to determine the encounter.

Roll:	Encounter:	Notes:
1–2	3d6 kobold warriors	See area E4.
3–4	1d4+1 cave raptors	See area E2. This encounter can only take place north of the Riftwall.
5	1 skaveling	See area E5.
6	1 undead raven swarm	See area E8.

The Great Cavern

1 square = 1/4 mile
Cartography by Richard A. Hunt



CAVERN LOCTIONS

The great cavern of Hrazhad-Kul contains the following encounter locations.

E1 STAIRS TO THE RELIQUARY CATACOMBS CR 6

The long stairway finally ends here, abruptly opening into an enormous cavern. A dozen or so feet away is a road or trail, paved with gray bricks embedded into the cavern floor. The road trails away out of sight to the south into a veritable forest of fungi and giant mushrooms

The entrance to the stairs was originally blocked by a wooden door, but it has long since rotted away. All that remains are a few indentations and bore holes in the wall.

A successful DC 20 Survival check reveals that a large number of humanoids passed this way, entering the stairs from the cavern about a week ago. These faint tracks were left by the cultist strike teams heading for the city above.

MONSTERS: A pair of opportunistic gargoyles lurks on a ledge 20 feet above the opening where the stairs connect to the great cavern. They immediately attack the PCs one round after they exit the stairs and enter the cavern.

GARGOYLES (2)	XP	CR	HP
	1,200	4	42

CE Medium monstrous humanoid (earth)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, Ref +6, Will +4

DR 10/magic

OFFENSE

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

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

STATISTICS

Str 15, Dex 14, Con 16, Int 6, Wis 11, Cha 7

Base Atk +5; CMB +7; CMD 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 gargoyle.

E2 FUNGI FOREST CR 7

The northern half of the great cavern is dominated by massive fungus growths that resemble a surface world forest. This area features thick growths of carpet-like fungus and lichen, as well as a forest of lichen-draped fungal stalks and multi-colored toadstools, some of which stand 30 feet tall.

MONSTERS: Home to various harmless cave denizens, including rats, lizards, and dog-sized albino cave swine, these subterranean woodlands are also the hunting grounds of several inter-related packs of vicious albino cave raptors.

Due to their scent ability, the cave raptors detect the PCs and begin stalking them within minutes of entering the fungus forest. The first time the PCs enter the fungus forest they are attacked by a pack of five cave raptors.

CAVE RAPTORS (5)

XP	CR	HP
800	3	34

N Medium animal (deinonychus variant)

Init +6; **Senses** darkvision 120 ft., low-light vision, scent; Perception +14

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16)

Fort +8, Ref +6, Will +2

Weaknesses light blindness

OFFENSE

Speed 60 ft., climb 30 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), and foreclaws +0 (1d4+1)

Special Attacks pounce

TACTICS

Before Combat After stalking the PCs, the cave raptors stage an ambush. Excellent climbers, three of the raptors leap down on the PCs from the top of a 15-foot tall toadstool. The other two raptors advance on the ground, one approaching from the front and the other from the rear.

During Combat The cave raptors attack in pairs when possible so they can flank their opponents. They always use their pounce ability on their first attack.

Morale If three of the cave raptors are slain the survivors flee. After suffering such a loss, the cave raptors remember the PCs' scent and avoid them in the future.



STATISTICS

Str 15, Dex 15, Con 19, Int 2, Wis 12, Cha 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Run

Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 cave raptor.

E3 OLD DWARF ROAD

This ancient roadway is made of gray stone bricks, mortared together and embedded in the cavern floor.

The roadway is sometimes covered with lichen growth, but is still the easiest way to traverse through the fungus forest. The trail is a uniform 15 feet wide throughout its length. It eventually leads to the Temple of Maramaga several miles to the south.

E4 KOBOLD WARRENS

A tribe of reclusive kobolds dwells in a series of claustrophobic caves and winding tunnels that honeycomb the great cavern wall here. The tribe is ruled by a wily old one-eyed kobold named Krez'kree'tak and is currently protected by 48 kobold warriors. The rest of the tribe consists of 36 females and 20 young, all of which are non-combatants. Though several of the kobolds have recently abandoned the tribe to join Azrenar's cult, the kobolds generally try to avoid contact with the cultists.

Note: The kobold warrens are not mapped and their lack of development is intentional. GMs should feel free to expand on the kobold warrens at their own discretion.

CHIEF KREZ'KREE'TAK

XP	CR	HP
600	2	32

Advanced kobold warrior 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 22, touch 16, flat-footed 17 (+3 armor, +4 Dex, +1 size, +3 natural, +1 dodge)

hp 32 (4d10+4)

Fort +5, Ref +5, Will +3

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 human bane spear +9 (+11 vs. humans) (1d6+4 [+2d6 vs. humans] /x3)

Ranged sling +9 (1d3+2)

STATISTICS

Str 14, Dex 18, Con 13, Int 12, Wis 14, Cha 13

Base Atk +4; CMB +5; CMD 20

Feats Dodge, Kobold Sniper, Weapon Focus (spear)

Skills Climb +8, Fly +6, Intimidate +8, Knowledge (dungeoneering) +2, Perception +4, Stealth +15

Languages Common, Draconic

Combat Gear +1 human bane spear, mwk hide shirt, sling with 20 bullets

SPECIAL ABILITIES

Kobold Sniper (Ex) Chief Krez'kree'tak only takes a -10 Stealth penalty when sniping.

KOBOLDS WARRIORS (48)

XP	CR	HP
100	1/4	5

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d4-1)

Ranged spear +3 (1d4-1)

STATISTICS

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; CMB -1; CMD 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

Combat Gear spear

E5 THE RIFTWALL CR 5

The great cavern's floor suddenly falls away here. The sheer cliff drops hundreds of feet before disappearing into a cloud of roiling, misty haze.

The sheer cliff drops a staggering 1,000 feet to the floor of the cavern's mist-shrouded southern half. From the top of the Riftwall, due to the constantly roiling mists below, PCs can spot only two major landmarks to the south:

- The Burning Tower in the middle of the dwarf ruins (area **E8**) looks like a long finger of yellow-green flame emanating from the midst of the swirling mists.
- The multi-spired top of the Tower of the Sisterhood (area **E9**), can be barely seen poking through the mists to the west of the Burning Tower.

A successful DC 12 Perception check also reveals the faint sounds of crashing waves originating from the Lake of Mists (area **E7**).

THE MISTS: The thick mists that enshroud the southern half of the great cavern originate from the Lake of Mists (area **E7**). This perpetual haze forms a 100-foot high cloudbank that begins about 40 feet from the cavern floor. Once the PCs descend the Riftwall past this 40-foot mark their vision is no longer hindered by the mist, though they are no longer able to see anything higher than 40 feet above them.

MONSTER: Countless bats and other vermin infest in the caves and crevices that cover the Riftwall. However, the Riftwall's most dangerous denizen is a solitary skaveling—an ever-hungry undead ghoul-bat—dwells in a small cave about 600 feet from the floor of the southern half of the cavern, 500 feet to the east of the Demon Stairs (area **E6**).

Bitter and unnaturally hungry, the skaveling was part of a flock that once infested the Tower of the Sisterhood (area **E9**). The skavelings dwelled in the tower for many years until the skeletal necromancer Yndryssa and the Sisterhood of the Cowled Skull arrived. Unable to bend the skavelings to their will, the Sisters exterminated them. This sole-surviving skaveling fled the carnage and eventually settled on the Riftwall.

If the PCs attempt to bypass the Demon Stairs or scale or fly down the Riftwall, they have an 80% chance of being noticed by the skaveling. The highly territorial skaveling moves to immediately attack.

Note: If the skaveling is killed, the PCs will not encounter it as a random encounter in the great cavern.

SKAVELING	XP	CR	HP
	1,600	5	58

CE Large undead

Init +7; **Senses** blindsense 120 ft.; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +6 natural, +1 Dodge, –1 size)

hp 58 (9d8+18)

Fort +5, Ref +6, Will +8

Immune undead traits

OFFENSE

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

Melee bite +10 (2d8+7 plus disease and paralysis)

Space 10 ft.; **Reach** 5 ft.

Special Attacks screech, paralysis (1d4+1 rounds, DC 16)

TACTICS

During Combat The skaveling opens combat with its screech attack and then tries to bite each PC at least once, hoping to afflict as many of them as possible with ghoul fever.

Morale A seasoned survivor, the skaveling retreats to its lair if reduced to 15 hit points or less.

STATISTICS

Str 21, Dex 17, Con --, Int 8, Wis 15, Cha 14

Base Atk +6; **CMB** +12; **CMD** 26

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Fly +13, Perception +14 (+18 when using blindsense), Stealth +14; **Racial Modifiers** +4 Perception when using blindsense

Languages Undercommon

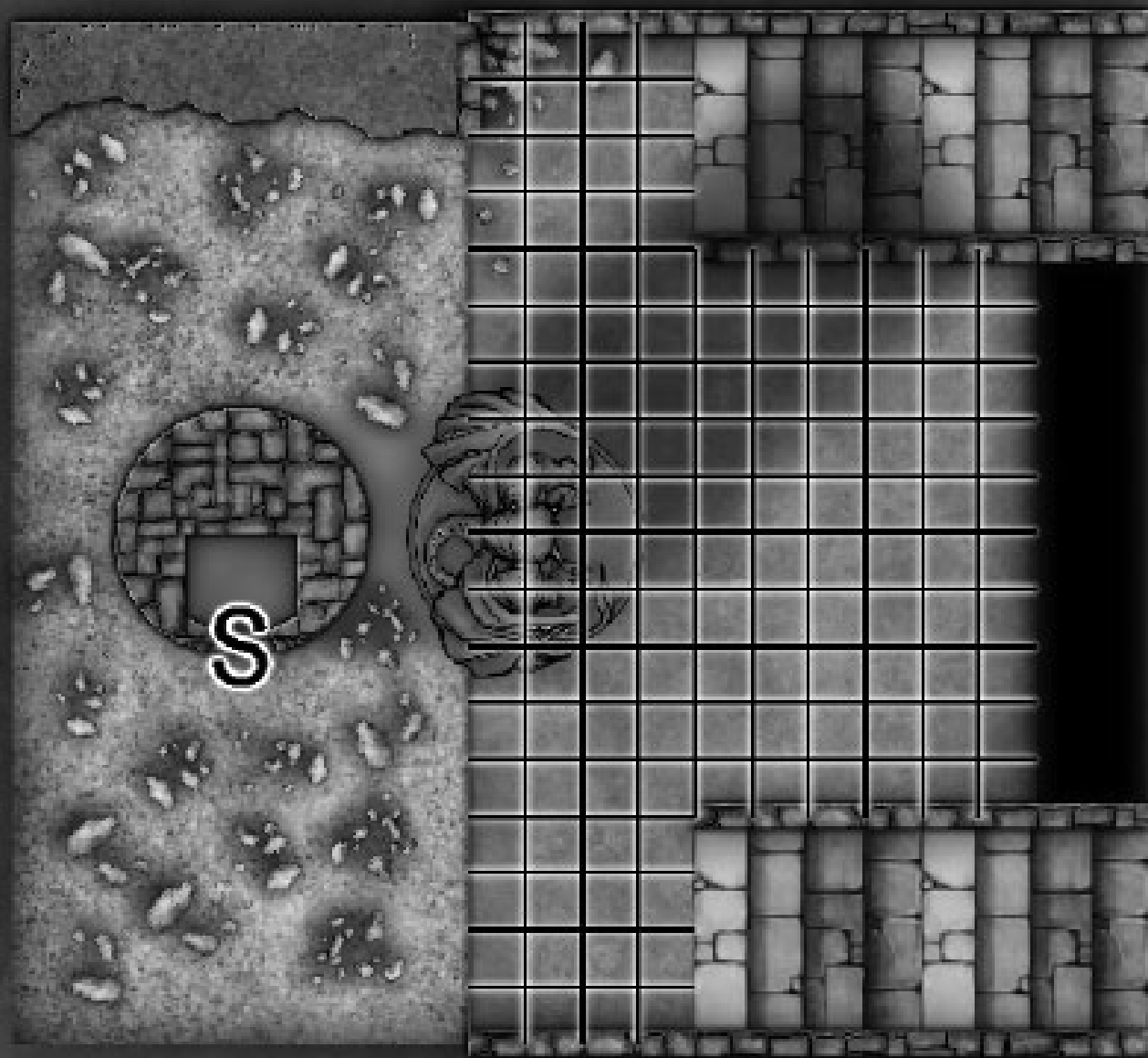
SPECIAL ABILITIES

Disease (Su) Creatures bitten by a skaveling are exposed to ghoul fever.

Ghoul Fever: Bite—injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight.

Screech (Su) Once per day as a standard action, a skaveling can screech, affecting all creatures in a 20-foot-radius burst. Creatures inside the area of effect must succeed on a DC 16 Fortitude save or become stunned for 1d3 rounds. The save DC is Charisma-based.

E6: The Demon Stair



1 square = 5 feet
Cartography by Richard A. Hunt

TREASURE: The skaveling has collected some incidental treasure from recent victims, which lies in a loose pile on the floor of its lair. The treasure consists of 49 gp, 6 pp, an uncut citrine (worth 25

gp), an uncut jasper (worth 25 gp), a dented gold cup marked with the pick-and-anvil crest of a long-dead dwarf noble house (worth 400 gp), and a *wand of summon monster II* with 12 charges.

E6 THE DEMON STAIRS CR 5 AND 7

This massive stone staircase provides the easiest route to reach the southern half of the great cavern. Carved into the middle of the rift wall, the 20-foot wide stairs double back on themselves numerous times before they vanish into the roiling mists hundreds of feet below. The stairway is decorated with hundreds of carvings and busts of leering demons, no two of which appear identical.

This ancient, well-worn stone staircase is the easiest and most obvious way to access the southern half of the great cavern.

MONSTER: The shoggti qliploth that guards the stairway's central landing (see the "Central Landing" encounter below) has charmed many creatures over the centuries and used them as guardians. For the past few years, the shoggti has compelled a charmed megaraptor to guard the stairs at the top of the Riftwall. Though related to the albino cave raptors that infest the fungi forest, this monster is a true freak of nature that was chased away by its smaller pack-mates long ago. The beast is 15 feet long and weighs 900 pounds.

MEGARAPTOR	XP	CR	HP
	1,600	5	50

N Large animal

Init +7; Senses low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 50 (4d8+32)

Fort +12, Ref +7, Will +4

OFFENSE

Speed 60 ft.

Melee 2 claws +12 (2d6+6), bite +12 (1d8+6), 2 foreclaws +10 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks pounce

TACTICS

Before Combat The megaraptor erupts from hiding at the edge of the fungus forest some 100 feet from the top of the stairs. An opportunistic beast, it charges for the smallest PC.

During Combat The megaraptor opens combat with its pounce ability and then continues to focus its attacks on a single target until its prey is dead or incapacitated. It then attacks the next smallest PC, and so on.

Morale Due to the many charm monster spells cast on it by the shoggti, the vicious megaraptor fights to the death.

STATISTICS

Str 23, Dex 17, Con 27, Int 3, Wis 16, Cha 10

Base Atk +7; CMB +14 (+18 grapple); CMD 27 (31 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +14 (+26 jump), Perception +16, Stealth +16; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

TREASURE: If an attempt is made to locate the megaraptor's nest, a successful DC 15 Perception check locates the bone-strewn site about 20 yards deeper into the fungus forest. Mostly full of broken bones and half-eaten animal carcasses, a successful DC 20 Perception check notices a silver ring on the finger of a long-dead elf adventurer. This is a minor ring of inner fortitude.

CENTRAL LANDING CR 7

The stairway's central landing is dominated by a massive, 50-foot tall statue of a terrible boar-headed demon.

The boar-headed statue is identified as a nalfeshnee with a successful DC 24 Knowledge (planes) check. The base of the nalfeshnee statue is hollow, and contains a small 10-foot square cavity accessible by a secret door (Perception DC 25 to detect). PCs within 20 feet of the statue that succeed on a DC 20 Perception check notice several small peepholes bored into the statue's base, about 5 feet from the floor.

MONSTER: The hollow cavity inside the statue has long been the home of a shoggti qliploth, a pale violet monstrosity with a slimy egg-shaped body and four barbed tentacles. The creature was called to the Material Plane and bound to the stairs over 2,000 years ago by the Midnight King. Ever vigilant, after spotting the PCs through one of its peepholes, the shoggti immediately moves to attack. However, it will not attack anyone wearing or prominently displaying an unholy symbol of Maramaga unless it is attacked first. If the PCs display an unholy symbol of Maramaga, the shoggti shambles out of the statue's secret door and makes its presence known but does not attack. Using telepathy, it interrogates the PCs, using Sense Motive to determine whether or not the PCs are threats to the Temple of Maramaga. If the creature deems the PCs are a threat, it attacks.

SHOGGTI	XP	CR	HP
	3,200	7	80

CE Large outsider (chaotic, evil, extraplanar, qliploth)
Init +7; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 80 (7d10+42)

Fort +11, Ref +5, Will +9

Defensive Abilities uncanny dodge; DR 10/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks braincloud, horrific appearance (DC 15), constrict (1d4+6)

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

Constant—*tongues*

At will—*command* (DC 13)

3/day—*charm person* (DC 13), *protection from law*

1/day—*charm monster* (DC 16), *dimension door*

TACTICS

Before Combat From inside the statue's hollow cavity, the shoggti casts protection from law on itself.

During Combat The shoggti uses dimension door to suddenly appear behind the PCs, forcing the PCs to succeed on an opposed Perception check vs. the shoggti's Stealth check (+9) or they are surprised. The shoggti focuses its attacks on creatures that are not fascinated by its horrific appearance ability. It tries to inflict its braincloud attack on a PC each round in place of one of its tentacle strikes. After three attempts to use its braincloud attack, the shoggti casts charm monster and charm person on any PCs that have taken Wisdom damage. If the charm attempts are successful, the shoggti telepathically tells the charmed PCs to drop their weapons and stand aside while it focuses its attacks on the remaining PCs.

Morale Due to the wording of its ancient binding pact, the shoggti cannot leave the central landing and must fight until it is destroyed.

STATISTICS

Str 22, Dex 16, Con 23, Int 12, Wis 19, Cha 15

Base Atk +7; CMB +14 (+18 grapple); CMD 27 (31 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)

Skills Escape Artist +13, Intimidate +16, Knowledge

(planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device +19; Racial Modifiers +4 Intimidate, +4 Perception, +4 Use Magic Device

Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

TREASURE: The shoggti has amassed a small amount of treasure over the centuries, which is piled on the floor inside the hollow cavity of the nalfeshnee statue. The treasure consists of 712 gp, 28 pp, and a suit of mistmail armor.

E7 LAKE OF MISTS CR 6

The surface of this warm freshwater lake is shrouded by a thick layer of roiling mist that seems to feed the fog-cloud that encompasses the entire southern half of the great cavern.

Nearly 200 feet deep at its center, the lake is much warmer than the surrounding cavern as it is fed by a number of volcanically-heated subterranean streams. The lake is teeming with life, which includes schools of blind cave fish and a large number of foot-long albino crawfish. Clusters of phosphorescent, multi-colored cave mollusks give the lake an otherworldly, almost fey-like quality.

MONSTER: The most dangerous inhabitant in the lake is a highly territorial monstrous catfish that measures just over 20 feet long and weighs almost 2,000 pounds. Anyone attempting to venture more than 10 feet from the shore of the lake has a 25% chance per

round of encountering this voracious and very aggressive creature.

Note: The monstrous catfish is a new monster detailed in "Appendix 4: New Monsters."

MONSTROUS CATFISH	XP	CR	HP
	2,400	6	60

N Huge animal (aquatic)

Init +8; **Senses** darkvision 120 ft., scent; Perception +14

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 Dex, +4 natural, -2 size)

hp 60 (6d8+18)

Fort +8, Ref +9, Will +3

OFFENSE

Speed swim 60 ft.

Melee bite +14 (1d10+8 plus grab and poisonous barbs)

Space 10 ft.; Reach 5 ft.

Special Attacks ambush, poisonous barbs (DC 16), swallow whole (1d10 acid damage, AC 14, 10 hp)

TACTICS

During Combat The monstrous catfish locates a swimming PC with its scent ability and strikes from below with its ambush ability. If the catfish grabs prey smaller than itself, it swallows it.

Morale The monstrous catfish flees if it is reduced to 20 hit points or less.

STATISTICS

Str 27, Dex 18, Con 17, Int 1, Wis 12, Cha 2

Base Atk +5; CMB +15 (+21 grapple); CMD 29 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +14, Swim +26; Racial Modifiers +4 Perception

SPECIAL ABILITIES

Ambush (Ex) If a giant catfish surprises an opponent it gains a +4 circumstance bonus to its attack roll in that round of combat.

Poisonous Barbs (Ex) Creatures that take damage from the monstrous catfish's bite attack are exposed to its poisonous mouth barbs. The mouth barbs also give the catfish a +6 to all grapple checks.

Poisonous barbs: Bite—injury (DC 16); poison deals 1d4 Dex damage, 1/round for 6 rounds; cure 2 consecutive saves.

E8 DWARF RUINS CR 7 AND 9

Note: GMs should use caution with the CR 9 encounter with Lord Dhurne and his infernal steed. This is a particularly deadly encounter for PCs with an average party level of 4 or 5, especially if they have not retrieved Lord Dhurne's severed head from the Tower of the Sisterhood (area E9).

If the PCs have not retrieved the dullahan's severed head, GMs are encouraged to steer the PCs toward area E9 before they venture into the dwarf ruins. Perhaps the PCs are visited by an ancient dwarf ghost who warns them about Lord Dhurne and tells them the power the dullahan's

severed head has over it. The dwarf ghost could also mention Lord Dhurne's magical Maramagan bane axe, Hzarakul, which could prove very useful when the PCs enter the Temple of Maramaga in Part 5.

These ancient crumbling ruins are obviously haunted. Softly whispering shadow-shapes dance at the corner of your vision as the empty streets and crumbling buildings seem to almost vibrate with a tangible malign presence.

A twisting labyrinth of scorched stone buildings and sunken plazas, these ancient ruins date back nearly two millennia, centuries before the dwarves founded the surface city of Maerh-Varza. Originally named Hrazhad-Kul, the settlement was home to a thriving and industrious dwarf community who served the evil priests of Maramaga and their sinister master, the Midnight King.

THE CURSE: The ruins are tainted by an infernal curse associated with an ancient dwarf lord's fall from grace and subsequent treachery against his people. In addition to the harmless whispering shadow-shapes and flocks of undead ravens (see below) that infest the ruins, the curse also makes the area supernaturally difficult to navigate. If the PCs stay on the Old Dwarf Road they can pass through Hrazhad-Kul without trouble. However, if the PCs leave the roadway they run the risk of becoming lost.

As soon as all of the PCs leave the roadway and are no longer in view of it (for instance, if the PCs enter a building or turn down an alley), the PC with the highest Will save must succeed on a DC 20 Will save each minute the PCs are no longer in view of the road or the entire party becomes lost for 1d4 hours. After the 1d4 hours concludes, roll 1d6 to determine what happens to the PCs.

d6 roll: Result:

- 1–3 The PCs end up at the base of the Burning Tower (see below).
- 4–5 The PCs manage to safely reach the edge of the ruins (exact location determined by GM).
- 6 The PCs are lost for another 1d4 hours.

This curse persists until Lord Dhurne is destroyed.

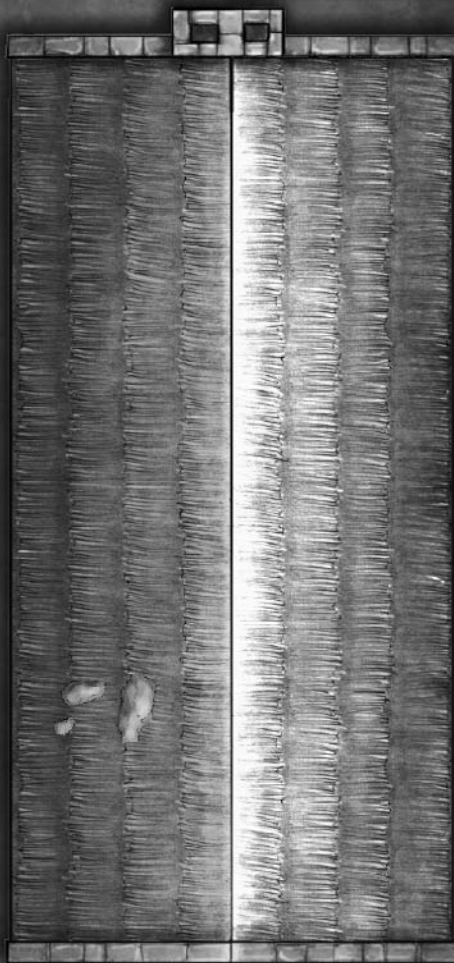
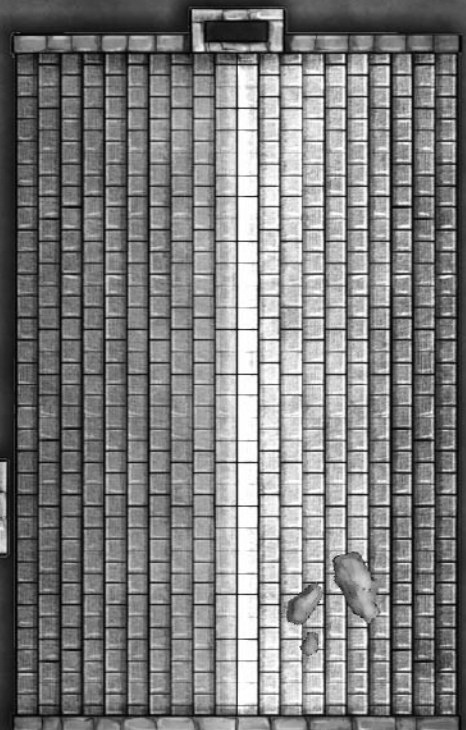
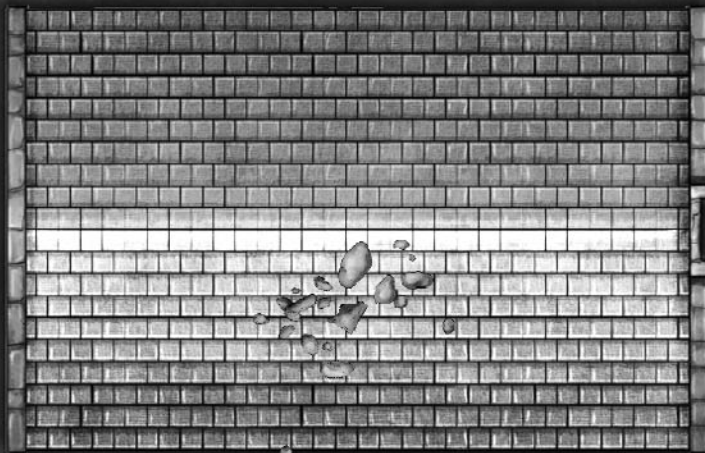
LORD DHURNE: Once home to hundreds of industrious dwarves, Hrazhad-Kul and its people were all but eradicated after one of the city's ambitious nobles—Lord Dhurne—turned his back on the worship of Maramaga and made a pact with the Lords of Hell. In exchange for power and immortality, Lord Dhurne promised the souls of his people to his new infernal masters. To help him accomplish his goals, the Lords of Hell gifted Lord Dhurne with *Hzarakul*, a dwarven war axe enchanted to slay divine spellcasters of Maramaga.

Wielding *Hzarakul* at the head of an army of summoned devils, Lord Dhurne slew the Midnight King and his priests and offered their souls to the Lords of Hell. Overcome with bloodlust, Lord Dhurne and his diabolical army then fell upon his own people and slaughtered them one and all.

E8: Dwarf Ruins

1 square = 20 feet

Cartography by Richard A. Hunt



Alas, hell-forged bargains never end well, and Lord Dhurne's treachery was soon rewarded in kind. Upon completing his infernal bargain—the culmination of which involved ritually beheading himself with Hzarakul—Lord Dhurne's body was enveloped by a pillar of hellfire and transformed into a fire-wielding dullahan.

Since Hrazhad-Kul's destruction and his infernal transformation over 2,000 years ago, Lord Dhurne has sat brooding in his Burning Tower, cursed and unable to leave the great cavern of Hrazhad-Kul. Still wielding Hzarakul, he occasionally rides forth upon his infernal goat-headed steed to hunt down those foolish enough to walk the streets of his ruined realm.

LORD DHURNE AND AZRENAR: When Azrenar and his followers first explored the great cavern, the high priest sent several scouting parties into the ruins. After the third such party failed to return, Azrenar led a well-armed group into Hrazhad-Kul himself. There, in the Plaza of the Damned, he encountered Lord Dhurne astride his infernal goat-headed steed standing before a pile of smoldering severed heads that once belonged to Azrenar's followers. Azrenar readied himself for battle and—after witnessing how easily the fire-wielding dullahan hacked his way through his well-armed followers—prepared to meet his goddess. However, instead of smiting him with his flaming axe, the dullahan spared the Maramagan priest.

Lord Dhurne lowered his axe and gestured to Azrenar's holy symbol. "Live, whelp of the Scythe Mother," whispered Lord Dhurne through his fiendish steed. "For my treachery against my former faith and against my ancient kin, I shall spare you. But do not return." Since that encounter, Azrenar and his followers have given the ruins a wide berth.

LORD DHURNE'S HEAD: Shortly after the Sisterhood of the Cowled Skull allied with Azrenar, the skeletal necromancer Yndryssa and her undead sisters claimed the tower west of the dwarf ruins (area **E9**) as their private sanctum. Within the tower's uppermost chamber, Yndryssa discovered Lord Dhurne's magically preserved severed head. After studying the head, Yndryssa discovered its connection to and power over the dullahan. She has kept this informa-

tion to herself however, believing she may one day need to use the head as a bargaining chip with Azrenar. For now, Yndryssa keeps the head locked away in the tower's uppermost chamber, resting among her other treasures.

LORD DHURNE'S HEAD: Currently in the possession of the skeletal necromancer Yndryssa (see area **E9**, Level Four), Lord Dhurne's severed head holds a great deal of power over the dullahan. PCs in possession of his head gain the following advantages against Lord Dhurne. The PC holding Lord Dhurne's head becomes automatically aware of these three advantages.

- All PCs and their allies within 20 feet of the head gain a +4 bonus to attack rolls made against Lord Dhurne.
- Lord Dhurne suffers a -4 penalty to all attack rolls against the PC holding the head.
- As a full round action, the PC holding the head can brandish it and force Lord Dhurne to succeed on a DC 20 Will save or be rendered stunned for 1 round. If Lord Dhurne succeeds on the save he is still staggered for 1 round.

LORD DHURNE (CR 9): Lord Dhurne is a headless broad-shouldered dwarf wearing a suit of blackened full plate armor that constantly emits steam and thin plumes of smoke. He carries a large steel shield bearing numerous glowing diabolical runes and sigils and wields a smoldering dwarven war axe in battle. Lord Dhurne is a fiery variant of the standard dullahan. All of his cold-based abilities have been replaced with fire-based ones. His base CR remains unchanged.

LORD DHURNE	XP	CR	HP
	6,400	9	116

Male dwarf dullahan cavalier 3 (variant dullahan)
LE Medium undead
Init +2; **Senses** blindsight, darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 13, flat-footed 24 (+9 armor, +3 shield, +1 Dex, +2 deflection)
hp 116 (3d10+10d8+52); fast healing 5
Fort +10, Ref +6, Will +13

Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, fire, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; SR 18

OFFENSE

Speed 20 ft.
Melee *Hzarakul* +18/+13 (1d10+7 plus 1d6 fire plus 2d6 vs. Maramagan divine spellcasters 17-20/x3)
Special Attacks burning blade, cavalier's charge, star's challenge +3 (1/day)



TACTICS

During Combat Lord Dhurne opens combat by targeting a heavily armored PC with his death's calling ability. He then charges the PCs on his steed and tries to trample as many of them as possible. After that he tries to remain mounted and engages the PCs in melee, making good use of his cavalier calling abilities as necessary.

Morale Lord Dhurne never retreats and always fights to the death.

STATISTICS

Str 20, Dex 14, Con —, Int 14, Wis 16, Cha 18

Base Atk +10; **CMB** +15; **CMD** 28

Feats Critical Focus, Exotic Weapon Proficiency (dwarven waraxe), Improved Critical (dwarven waraxe), Iron Will, Mounted Combat, Pack Attack, Trample, Weapon Focus (dwarven waraxe)

Skills Diplomacy +8, Handle Animal +20, Intimidate +20, Perception +19, Ride +18, Sense Motive +13, Spellcraft +15, Stealth +9; **Modifiers** +6 to Ride checks while riding bonded mount

Languages Common, Dwarven, Infernal (can only speak through his infernal steed)

SQ animal companion link, burning blade, calling (ability check) +4 (1/day), calling (attack roll) +4 (1/day), calling (saving throw) +4 (1/day), calling (skill check) +4 (1/day), death's calling (DC 22), infernal mouthpiece, Order of the Star, summon mount

Combat Gear mwk full plate, +1 heavy steel shield, *Hzarakul* (+2 Maramagan bane dwarven war axe), *ring of evasion*, *ring of protection* +2

SPECIAL ABILITIES

Burning Blade (Su) Lord Dhurne is proficient with all simple and martial slashing weapons. When he wields a slashing weapon, the blade inflicts an additional 1d6 points of fire damage and gains the keen weapon property.

Death's Calling (Su) Once per day as a standard action, Lord Dhurne may place death's calling on a tar-

get within 60 feet (DC 22 Fortitude negates). If Lord Dhurne knows the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until Lord Dhurne is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Infernal Mouthpiece (Su) Lord Dhurne has a telepathic link with his steed and can speak with others using the steed's voice.

Summon Mount (Su) As a standard action, Lord Dhurne can summon his infernal steed. The steed remains until it is slain or Lord Dhurne dismisses it. He can only have one such steed in his service at a time.

Lord Dhurne's infernal steed is a huge goat-headed quadruped, roughly the size and shape of a heavy warhorse. The creature is covered with shaggy gray-green fur, has an over-sized mouth full of huge square teeth, and a pair of glowing pale green eyes. It is an intelligent creature and is capable of speech. Lord Dhurne and his steed share a supernatural bond that enables the dullahan to communicate telepathically with his steed and speak through it.

LORD DHURNE'S STEED	XP	CR	HP
	1,200	4	18

LE Large fiendish goat-headed heavy warhorse (evil, extraplanar, lawful)

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

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, -1 size, +7 natural)

hp 26 (4d8+8)

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

Defensive Abilities evasion; **Resist** cold 15, fire 15; **SR** 13

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+4)

Space 10 ft.; Reach 5 ft.

Special Attacks smite good

STATISTICS

Str 18, Dex 14, Con 15, Int 9, Wis 12, Cha 6

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. Trip)

Feats Improved Natural Armor, Weapon Focus (bite)

Skills Acrobatics +6 (+14 jump), Perception +5, Stealth +2

Languages Common, Dwarven, Infernal

SQ infernal mouthpiece

SPECIAL ABILITIES

Infernal Mouthpiece (Su) Lord Dhurne has a telepathic link with his steed and can speak with others using the steed's voice.

Smite Good (Su) One per day, Lord Dhurne's steed can smite a good-aligned creature. As a swift action, the steed chooses one target within sight to smite. If this target is good, the steed adds +3 to its damage rolls against that foe. This effect persists until the target is dead or the steed rests.

Hzarakul

Aura strong evocation and necromancy; **CL** 12th; **Weight** 8 lbs.; **Price** 40,310 gp

Description

Lord Dhurne's magical axe is a +2 *Maramagan bane dwarven war axe*. Its wickedly curved steel axe-head bears its name in dwarven runes on one side and the phrase "*Reap the reapers*" in infernal characters on the other side. Its fire-scarred oak haft features an ebony handgrip wrapped in red dragon hide and an exquisitely cut black sapphire (worth 1,000 gp) in its pommel.

It deals an additional 2d6 points of bane damage vs. divine spellcasters who worship Maramaga.

Any divine spellcaster that receives his or her spells from Maramaga who sees the weapon must succeed on a DC 20 Will save or be rendered shaken for 1d6 rounds. This is a curse effect. If the Will save is successful, the divine spellcaster of Maramaga cannot be affected by *Hzarakul's curse* effect for 24 hours.

Construction Requirements

Craft Magic Arms and Armor, bane, bestow curse, fear; **Cost** 20,310 gp

KILLING LORD DHURNE: If the PCs manage to slay Lord Dhurne, the Hell-spawned curse is lifted from the dwarf ruins. When this happens, the fire encasing the Burning Tower (see below) is immediately snuffed out and the tower itself begins to quake and tremble. Ten minutes later, the tower collapses into a smoldering pile of rubble. If the PCs are foolish enough to remain inside the tower when it finally falls, they each suffer 20d6 points of damage (DC 20 Reflex save for half damage). Award the PCs an additional 2,400 XP for lifting the curse.

Scaling the Encounter

As a CR 9 creature Lord Dhurne has TPK written all over him if a party with less than six PCs faces him, especially if they have not yet reached 5th level. Instead of reducing the dullahan's hit points or removing some of his special abilities, consider having Lord Dhurne parlay with the PCs and make them an offer. The dullahan has finally decided that the Temple of Maramaga must be destroyed once and for all, though his promise to spare Azrenar's life prevents him from doing it himself. He offers to spare the PCs if they vow to assault the temple and slay all of the cultists. Particularly persuasive PCs (who succeed on a DC 24 Diplomacy check), impress Lord Dhurne so much that he offers to let them temporarily borrow his axe, Hzarakul for the task.

LORD DHURNE'S RAVENS: Hundreds of skeletal undead ravens serve Lord Dhurne as his eyes and ears. Though many of them infest the Plaza of the Damned (see below), individual undead ravens routinely patrol the ruins. As the PCs wander through the ruins, there is a cumulative 10% chance per hour that the PCs are spotted by one of Lord Dhurne's undead ravens. Instead of attacking the PCs, the undead raven attempts to hide and observe them for several minutes before flitting off to warn its master. As the raven observes the PCs, have each of them attempt a DC 12 Will save. If any of them fail the saving throw, the raven is able to overhear that PC's name, which it can report to Lord Dhurne. Dhurne can then use the PC's name when he uses his death's calling ability. After the raven reports back to Lord Dhurne, the dulla-han locates the PCs 1d6 x 10 minutes later mounted on his infernal goat-headed steed.

UNDEAD RAVEN	XP	CR	HP
	65	1/6	4

LE Tiny undead (zombie variant)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +1, Ref +1, Will +4

Immune undead traits

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee bite -1 (1d3-2)

Space 2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, Dex 13, Con —, Int 4, Wis 14, Cha 10

Base Atk +0; **CMB** -1; **CMD** 6

Feats Improved Initiative

Skills Fly +12, Perception +6, Stealth +9

Languages Infernal

PLAZA OF THE DAMNED CR 6 AND 7

This sunken plaza is dominated by a large stone platform, atop which stands a large wooden display case holding hundreds of skulls and severed heads.

The Old Dwarf Road eventually passes through this large sunken plaza in the center of the dwarf ruins. The plaza is surrounded by buildings to the north, west, and south, and the Old Dwarf Road to the east. It is ringed by a short flight of stone steps that descend for five feet to a huge open area measuring 160 feet long by 120 feet wide.

The eastern half of the plaza was once used as a market place and gathering area for important meetings and celebrations. The western half of the plaza is dominated by a large 10-foot high stone platform. A pair of stone stairs flanks the platform and lead to its top, where important dwarves once stood and addressed the common folk.

A 10-foot tall, 15-foot long display case made of worm-eaten wood lines the rear of the platform stage. Displayed on it are hundreds of severed humanoid heads—ancient dwarf skulls, rotting kobold heads, and more recent bloody human ones. When a living creature descends into the plaza, the heads suddenly animate and begin shrieking, wailing, moaning, and cackling madly for one minute.



WAILING HEADS (HAUNT)	XP	CR	HP
	2,400	6	18

CE haunt (entire 160 ft. x 120 ft. plaza)

CL 2nd

Notice Perception DC 18 (to feel an ominous presence and see the heads begin to writhe and squirm)

hp 18; **Trigger** proximity; **Reset** 1 day

EFFECT

Victims of this haunt are subject to disturbing supernatural images as the severed heads attached to the wooden display case animate and begin to wail, shriek, moan, and cackle madly. Any living creature inside the sunken plaza must succeed on a DC 18 Will save or become shaken for 2d6 minutes. This is a sonic, mind-affecting fear effect.

DESTRUCTION

The resonance of lingering psychic trauma, this haunt can be destroyed with a hallow spell or by any positive energy effect that targets the heads while they shriek. The haunt is also destroyed if Lord Dhurne is destroyed.

MONSTERS: When the heads stop shrieking, a flash of fire and brimstone explodes in the middle of the platform stage heralding the arrival of the plaza's summoned infernal guardian, a bearded devil. Additionally, a flock of undead ravens is attracted by the shrieking heads. These undead birds quickly gather above the plaza and attack as a swarm in conjunction with the summoned devil.

BEARDED DEVIL	XP	CR	HP
	2,400	6	78

Bearded devil fighter (two-handed fighter) 2

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +12

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 78 (8d10+32)

Fort +12, Ref +7, Will +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee mwk glaive +14/+9 (1d10+6/19-20/x3 plus 2 bleed) or 2 claws +7 (1d6+2 plus beard)

Special Attacks beard (DC 17), infernal wound, shattering strike

Spell-Like Abilities (CL 12th, +12 concentration)

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

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

TACTICS

During Combat Before it charges into melee the devil tries to summon 6 lemures to assist it. It then charges into melee and tries to make use of its Cleave and Great Cleave feats to strike as many PCs as possible. It tries to sunder the weapons of particularly dangerous foes.

Morale The devil fights to the death.

STATISTICS

Str 19, Dex 15, Con 19, Int 6, Wis 12, Cha 10

Base Atk +8; CMB +12 (+15 when sundering); CMD 24 (27 vs. sunder)

Feats Cleave, Great Cleave, Improved Critical (glaive), Improved Initiative, Improved Sunder, Power Attack,

Weapon Focus (glaive)

Skills Acrobatics +2 (+6 jump), Climb +13, Intimidate +7, Perception +12, Sense Motive +6, Stealth +11, Survival +5

Languages Celestial, Common, Draconic, Infernal; telepathy (100 feet)

Combat Gear mwk glaive

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; save Fort DC 17; on-set 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

Shattering Strike (Ex) A two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects.

UNDEAD RAVEN SWARM	XP	CR	HP
	800	3	27

NE Tiny undead (swarm, zombie variant)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 27 (6d8)

Fort +5, Ref +9, Will +6

Immune swarm traits, undead traits

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee swarm (2d6 plus distraction and eye rake)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), eye rake (DC 13)

TACTICS

During Combat The undead ravens attempt to swarm as many PCs as possible, though they try to avoid harming the bearded devil and lemures.

Morale The undead ravens fight to the death.

STATISTICS

Str 4, Dex 13, Con —, Int —, Wis 14, Cha 6

Base Atk +4; **CMB** +4; **CMD** 9 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +11, Stealth +0

Languages Infernal

SPECIAL ABILITIES

Eye-Rake (Ex) Any living creature damaged by an undead raven swarm must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victims' eyes. The blindness lasts for 1d4 days or until healed with remove blindness.

LEMURES (6)	XP	CR	HP
	—	—	13

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

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE

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

hp 13 (2d10+2)

Fort +4, Ref +3, Will +0

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

TACTICS

During Combat The mindless lemures follow the bearded devil's commands and charge immediately into combat.

STATISTICS

Str 11, Dex 10, Con 12, Int —, Wis 11, Cha 5

Base Atk +2; **CMB** +2; **CMD** 12

Scaling the Encounter

If you are running the encounter with less than six PCs, remove the undead raven swarm and 2 lemures.

THE BURNING TOWER

This slender, slightly leaning 100-foot tall square tower dominates the skyline of the ruins. The entire tower is wreathed in a perpetual cloak of flickering yellow-green flames.

The tower is a crumbling ruin, kept standing only by the will of Hell and the diabolical curse that clings to the haunted dwarf ruins. The hellfire flames enshrouding the tower sprang into being the moment Lord Dhurne was transformed into a dullahan 2,000 years ago.

Though the flames appear to completely cover the tower and extend 30 feet from it, a successful DC 15 Perception check allows a PC standing within 50 feet of the tower to notice a winding 5-foot wide, 30-foot long trail leading through the whirling flames that leads to the tower's stone entry doors. Creatures can follow this trail and reach the doors, but are scorched by hellfire for 2d6 points of fire damage, plus an additional 2d6 points of fire damage each additional round they linger on the path. A successful DC 15 Reflex save halves this damage. Any creature foolish enough to walk off the trail and directly into the flames suffers 6d6 points of fire damage each round, with no saving throw to reduce the damage.

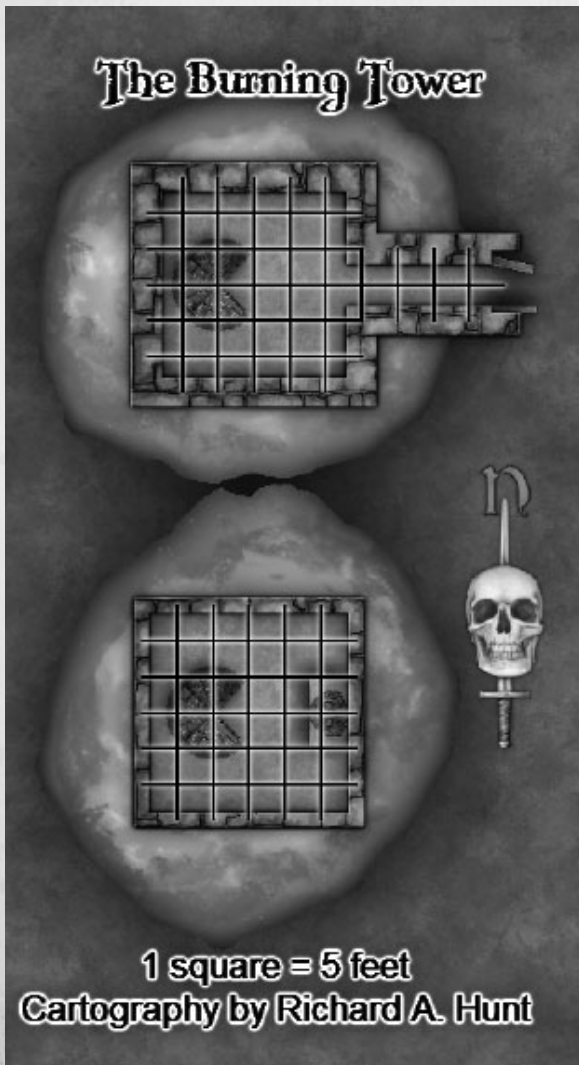
Once the PCs reach the entry doors, they find the solid iron doors to be strangely cool to the touch, unlocked, and completely safe to open.

LOWER LEVEL CR 6

This large, high ceilinged chamber smells strongly of brimstone. An eight-foot wide iron spiral staircase stands to the west.

The ceiling here is 20 feet high. The spiral stairs continue upward for another 80 feet to the tower's Upper Level.

MONSTERS: Lord Dhurne keeps an infernal kennel of three hellhounds here. The creatures act as guards for Lord Dhurne and never leave this chamber.



HELLHOUNDS (3)

XP	CR	HP
800	3	30

LE Medium outsider (evil, extraplanar, fire, lawful)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +1

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

TACTICS

During Combat The hellhounds howl a warning to their master (if Lord Dhurne is present in the Upper Level) as a free action before opening combat with their breath attacks. They try to flank opponents when possible and continue to use their breath weapons when they become available.

Morale Fearlessly devoted to their master, the hellhounds fight to the death.

STATISTICS

Str 13, Dex 13, Con 15, Int 6, Wis 10, Cha 6

Base Atk +4; CMB +5; CMD 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 hell hound.

UPPER LEVEL CR 0 OR 9

This partially ruined chamber is the uppermost level of the fire-wreathed tower. The walls and ceiling are full of cracks and protruding shards of stone. Some of these cracks breach the tower entirely, allowing one to see out into the great cavern beyond through the continuously flickering yellow-green flames. The only furnishings here are a tall-backed iron chair forged to resemble a frowning devil and a large brass chest forged in the shape of a sleeping dragon.

This is the private demesne of Lord Dhurne. If the PCs have not yet encountered him, they will find him here sitting and brooding on his iron throne. Otherwise, the room is empty.

TREASURE: The large unlocked brass chest holds Lord Dhurne's treasure. It consists of 1,560 gp, 102 pp, a bloodstone (worth 60 gp), an uncut chrysoberyl (worth 50 gp), a jade statuette of the arch-devil Geryon with tiny green pearls for eyes and emerald dust embedded in his scales (worth 1,500 gp), and a *phylactery of positive channeling* contained inside a filthy velvet pouch.

E9 TOWER OF THE SISTER HOOD

This tall hexagonal tower stands at the edge of a large mist-shrouded subterranean lake. Constructed from irregular-sized blocks of a strange dark green stone, the tower seems to have no windows. A single open archway set at the ground level appears to be the only means of entry.

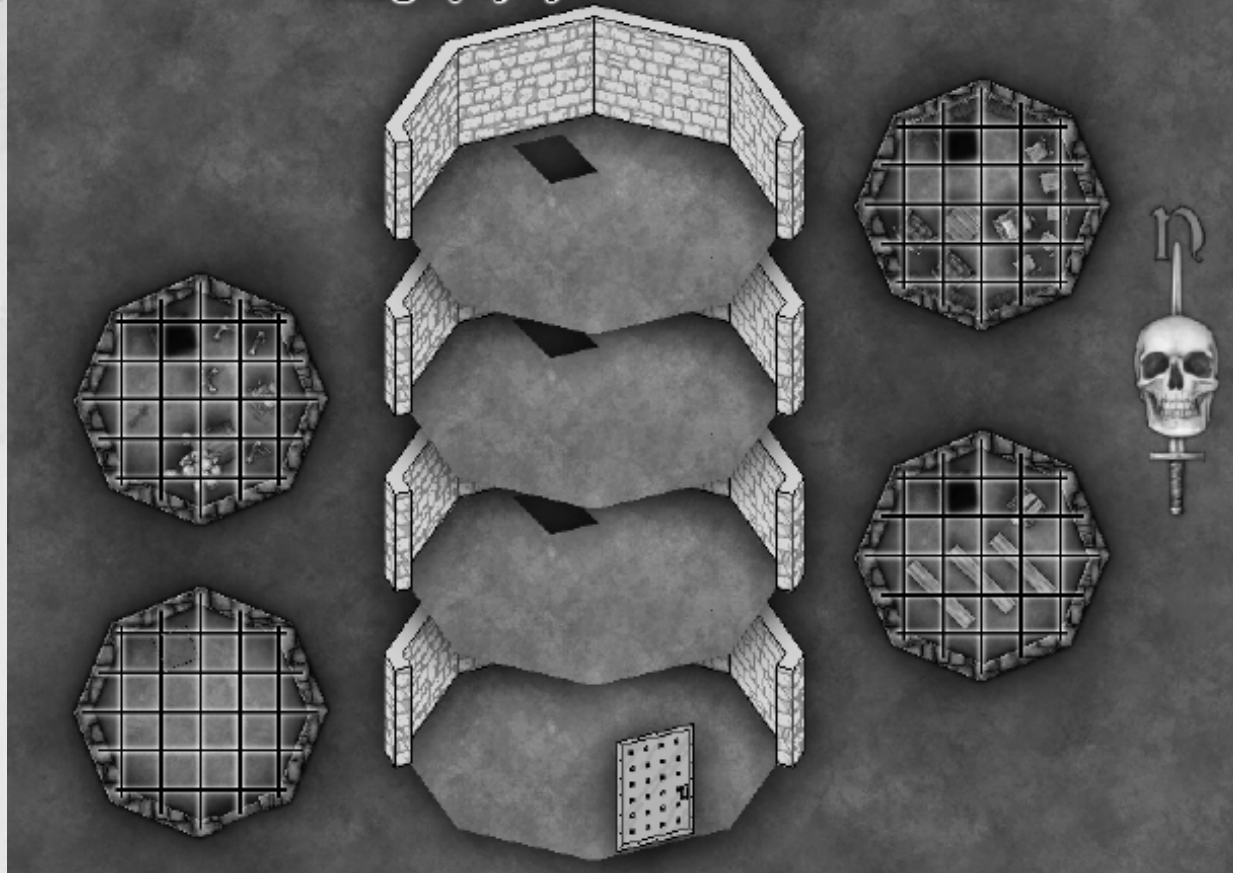
The 200-foot tall tower is made of a curious dark green stone not found anywhere in the great cavern. The tower has no windows and only a single entrance. The top of the tower narrows at the 180-foot mark to form a cluster of different-sized spires that extend for another 20 feet. The tower's open entryway is 10 feet high and 5 feet wide.

TOWER HISTORY: The tower is of alien construction and is much younger than the dwarf ruins (area E8). It was created some 600 years ago by an eccentric gnome wizard named Enzevion the Resplendid

E9: Tower of the Sisterhood

1 square = 5 feet

Cartography by Richard A. Hunt



and his extra-planar allies, who were drawn to the great cavern because of its proximity to a very powerful nexus of magical energy. Enzevion dwelled in the tower for only a few decades before he perished on a misadventure in a far-away land. However, during his time dwelling in the great cavern, he was responsible for discovering Lord Dhurne's severed head and storing it here.

After Enzevion's death, the tower was occupied by a large flock of undead skavelings until the arrival of the Sisterhood of the Cowled Skull a little over a year ago. The Sisters, unable to bend the skavelings to their will, exterminated them and took control of the tower. One skaveling survived the extermination and now resides in a small cave on the Riftwall (see area **E5**).

ARCANE FOCAL POINT: The dark green tower is built directly on top of an inter-dimensional nexus of magical energy (sometimes referred to as a ley line) that serves as a magical focus for arcane spells. Any arcane spellcaster that steps inside the tower becomes immediately aware of this, as the tower almost audibly hums with an intense amount of arcane magic.

A *detect magic* spell reveals that the tower radiates an overwhelming aura of magic from each of the arcane schools of magic. An *identify* spell or a successful DC 20 Knowledge (arcana) check reveals the following special benefits the tower grants to arcane spellcasters:

- Arcane spellcasters that rest inside the tower need only half as long as normal to gain the benefits of a full night's sleep. This also shortens the amount of time required to prepare spells, but does not allow a spellcaster to prepare spells more than once in a 24-hour period.
- Once per day, an arcane spellcaster that rests and prepares her spells inside the tower can prepare one additional spell at the highest level spell she can cast. For example, a 4th level sorcerer that normally casts six 1st level spells and three 2nd level spells each day can cast one additional 2nd level spell.
- Once per day, an arcane spellcaster that rests and prepares her spells inside the tower can enhance one of her spells cast that day as if she had the Persistent Spell metamagic feat. This does not increase the level of the spell.

LEVITATION SHAFT: The arcane energy coursing through the tower also powers a 120-foot long shaft that bisects each floor of the tower which bears a permanent *levitation* spell effect. Any living creature stepping into the 5-foot square shaft indicated on the map is immediately affected by a levitate spell (CL 15). The *levitation* effect initially levitates a being up, though the subject can move either down or up by mental command as a swift action. As the *levitate* spell, a creature can move up or down as much as 20 feet each round as a move action.

ENTRYWAY CR 4

Set above the entryway are three grotesque flesh-colored busts, each depicting the head and upper body of a cherub-faced fiend with sharp teeth and small black horns.

MONSTERS: The three cherub-faced busts above the entryway are actually a trio of accuser devils permanently fused to the tower and compelled to act as guardians. Bound here by a powerful infernal ritual performed by the tower's original owner, the accuser devils cannot move and can only bite creatures that foolishly move within their reach. The devils can, however, still use their spell-like abilities to harm and harass intruders.

Note: The accuser devils no longer have the ability to cast invisibility or teleport, nor can they summon other devils. However, they gain the constant ability to see invisibility. Due to their immobile state, their Dexterity scores are reduced to 10. This effectively reduces them to CR 1 creatures.

ACCUSER DEVIL BUSTS (3)	XP	CR	HP
	400	1	30

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

Init +4; **Senses** darkvision 60 ft., see invisibility; Perception +9

DEFENSE

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 30 (4d10+8)

Fort +6, Ref +6, Will +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 0 ft.

Melee bite +5 (1d6 plus 1d6 acid and disease)

Spell-Like Abilities (CL 8th; concentration +9)

Constant—see invisibility

3/day—grease, summon swarm, whispering wind

TACTICS

Before Combat When intruders are first sighted, one of the accuser devils sends a message via whispering wind to Yndryssa (see Level Four of the tower) with a description of the intruders. The other two devils then verbally challenge any intruders and demand the "pass phrase." Any answer other than "There is no pass phrase" compels the devils to action, as described below.

During Combat As soon as the devils identify intruders as threats, one of them uses whispering wind to warn the yeth hounds inside the tower (see Level One of the tower). It takes the yeth hounds 1 round to mobilize before they move to attack any intruders. In combat, the devils cast summon swarm and grease

to hinder the PCs. If they run out of spell-like abilities, the devils verbally abuse intruders with profanity-laced taunts and vile curses.

Morale Unable to flee, the devils fight until destroyed.

STATISTICS

Str 11, Dex 10, Con 14, Int 9, Wis 15, Cha 12

Base Atk +4; **CMB** +3; **CMD** 13

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +8, Knowledge (planes) +6, Perception +9, Stealth +11

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ infernal eye

SPECIAL ABILITIES

Disease (Ex) Creatures bitten by an accuser devil are exposed to devil chills.

Devil Chills: Bite—injury; save Fort DC 14; onset 1d4 days; frequency 1 day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Eye (Su) An accuser devil records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes an accuser devil 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the accuser devil cannot replay its visions of those events again. An accuser devil cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.

LEVEL ONE CR 6 OR 7

This high-ceilinged chamber appears to encompass the entire first floor of the tower. Devoid of furnishings, the room's floor is littered with the scattered half-eaten remains of animals and humanoids.

The ceiling here is 20 feet high along the walls and rises to 30 feet in the center of the room. A 5 foot-square area of perfectly clean floor marks the location of the tower's magical levitation shaft. The shaft rises 120 feet and bisects each floor of the tower. See the "Levitation Shaft" description above for additional details.

MONSTERS: Three advanced yeth hounds make their lair here. Longtime companions of the skeletal necromancer Yndryssa, these creatures are cruel sadists that revel in the pain and suffering they inflict on the mortal races.

Note: If the Cowled Sister Zahiri was able to telepathically warn Yndryssa about the PCs (see area **D10**), Yndryssa sent one of the advanced yeth hounds from this room to slay them (as described in area **D12**). If this happened, the PCs will only encounter two yeth hounds here.

Also note that if the accuser devils guarding the tower entrance were able to warn the yeth hounds of intruders, the yeth hounds will be encountered there instead (see the stat block for the accuser devils above for details).

ADVANCED YETH HOUNDS (2 OR 3)	XP	CR	HP
	1,200	4	38

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60ft., scent; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 38 (4d10+16)

Fort +5, Ref +8, Will +8

DR 5/silver

OFFENSE

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

Melee bite +10 (2d6+7 plus trip)

Special Attacks bay (DC 14), sinister bite (DC 16), trip

TACTICS

During Combat The yeth hounds open combat by howling with their bay ability. They then each charge the closest PC, trying to flank the PC if possible.

Morale Fanatically loyal to Yndryssa, the yeth hounds fight to the death to defend the tower from intruders.

STATISTICS

Str 21, Dex 19, Con 19, Int 10, Wis 18, Cha 14

Base Atk +4; **CMB** +9; **CMD** 23 (27 vs. Trip)

Feats Improved Initiative, Skill Focus (fly), Weapon Focus (bite)

Skills Acrobatics +8, Fly +18, Intimidate +5, Perception +11, Sense Motive +8, Stealth +11, Survival +11

Languages Abyssal

SQ flight

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must succeed on a DC 16 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

TREASURE: A five minute search turns up the following incidental treasure lying scattered among the bones: 87 sp, 13 gp, 2 pp, and an uncut zircon (worth 25 gp). A successful DC 20 Perception check also notices a *wand of fly* (with 7 charges left) lying under some bones in the southeast corner.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 yeth hound.

LEVEL TWO CR 7

The tower's second floor resembles a lecture hall. Three long wooden benches line the middle of the room, where they sit before a wooden podium carved to resemble a human skull missing its lower jaw. The podium holds three leather-bound books and a human skull with several small black candles affixed to it.

This room has a 15-foot high ceiling. The Sisters gather here from time to time to discuss strategy, perform ritual magic, or listen to the teachings of their undead mistress Yndryssa.

MONSTERS: This room was originally the quarters for all of the lower-ranked Sisters, but four of the Sisters have recently been posted elsewhere. Araisha is currently in the Ambrik House basement (area **A4**) and three others—Deyala, Haena, and Zahiri—are quartered in the catacombs under the Reliquary of Saint Naratha (area **D10**). Currently, only three skeletal champion necromancers and their two fast zombie hounds are quartered here.

These three Sisters have taken advantage of the special benefits the tower grants to arcane spellcasters (as described in the "Arcane Focal Point" description above). Thus, each of the Sisters has an additional 1st level spell and one of their prepared spells is enhanced with the Persistent Spell metamagic feat.

BAASA, TUVIA, & XAEEN	XP	CR	HP
	1,200	4	22

Skeletal champion necromancer 2

NE Medium undead

Init +6; **Senses** darkvision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 dodge)

hp 22 (2d8+2d6)

Fort +1, Ref +5, Will +8

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+1)

Spells Prepared (CL 2, +5 concentration)

1—*cause fear* (DC 14), *magic missile* (2), *ray of enfeeblement* (DC 14; Persistent Spell), *ray of sickening* (DC 14)

0—*acid splash*, *bleed*, *detect magic*, *mage hand*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat The Sisters do not leave this room to help the yeth hounds, even if they hear the sounds of combat. Instead, they order the zombie hounds to remain in front of the levitation shaft as they take up positions directly behind them.

During Combat As soon as the PCs enter the room, the Sisters order the two fast zombie hounds to attack. The Sisters then each cast ray of enfeeblement, cause fear, ray of sickening, and magic missile. After they cast these spells, they all enter melee and try to use their grave touch ability before they resort to claw attacks. They are quick to cast bleed on any stabilized PCs.

Morale The Sisters fight to the death.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Combat Casting, Command Undead, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll

Skills Appraise +7, Craft (alchemy) +8, Intimidate +7, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +7, Perception +8, Spellcraft +10, Stealth +9

Languages Abyssal, Aklo, Common, Daemonic

SQ bonded object (bone ring), grave touch, mental link

Other Gear Each of the Sisters wears a +1 *cloak of resistance* and a bone ring (bonded object) on their left ring finger. Baasa wears a platinum and onyx nose ring (worth 200 gp) and two silver rings (worth 30 gp and 50 gp respectively). Tuvia wears two matching silver armbands (worth 90 gp) and a pair of malachite earrings (worth 70 gp). Xaeen wears two gold necklaces (worth 100 gp and 150 gp respectively), a silver and jet brooch (worth 90 gp), and a coif made of delicate silver wire and tiny crystal beads (worth 200 gp).

SPECIAL ABILITIES

Bonded Object (Su) The Sisters' bonded objects are the bone rings they each wear on their left ring fingers. The Sisters must make a DC 20 + spell level check to cast spells without the bonded object. Once per day, the Sisters can cast any spell in their spellbook for free.

Command Undead (Su) Six times per day, the Sisters can channel energy and take control of undead that fail a DC 11 Will save.

Grave Touch (Su) Six times per day, as a standard action, the Sisters can make a melee touch attack that causes a living creature to become shaken for 1 round. If a Sister touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice.

Mental Link (Su) The undead members of the Sisterhood of the Cowled Skull share the ability to communicate telepathically with one another up to a range of one mile, and can transmit messages of up to 60 words or less each round to another Sister. Receiving a message is a free action and does not provoke an attack of opportunity. However, sending a message is a full round action that does provoke an attack of opportunity.

FAST ZOMBIE HOUNDS (2)	XP	CR	HP
	400	1	16

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 16 (3d8+3)

Fort +1, Ref +4, Will +3

Immune undead traits

OFFENSE

Speed 60 ft.

Melee bite +4 (1d6+3 plus trip)

Special Attacks quick strikes

TACTICS

Before Combat When the PCs first enter the room, the zombie hounds are standing directly in front of the levitation shaft.

During Combat The zombie hounds follow the Sisters' commands. They attempt to flank the PCs when possible.

Morale The hounds fight until they are destroyed.

STATISTICS

Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex) When a zombie hound takes a full-attack action, it can make one additional bite attack at its highest base attack bonus.

TREASURE: One of the skull-mounted candles sitting atop the wooden podium is magical, though the Sisters are unaware of its power. When lit and the proper command word is spoken, the candle immediately transforms into a large fire elemental, just as if it was summoned by a fire elemental gem. Though covered with arcane runes and daemonic prayers, the skull itself is unremarkable except for its three gold teeth (worth 5 gp each).

The three books resting atop the wooden podium are the Sisters' three identical spellbooks (which contain the spells listed in their stat block, standard 0-level spells for a necromancer, and the following: 2nd—scare, spectral hand; 1st—chill touch, decompose corpse, interrogation, jump). One of the spellbooks (Tuvia's spellbook) contains a tiny hidden compartment in its spine (detected with a successful DC 15 Perception check), that holds a moonstone (worth 200 gp), a scroll of lightning bolt, and a bright red floating feather token.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Tuvia.

LEVEL THREE CR 6

This floor of the tower reeks of filth. Old bones and decaying animal carcasses lie piled against the south wall. Against the north wall sits an oak chest, atop which sits an impressive collection of humanoid skulls.

The ceiling here is 10 feet high. The only furniture in the room is the oak chest. The skull collection contains 13 skulls, most of which are human. The chest is *arcane locked* (CL 6), but not trapped. See "Treasure" below for the chest's contents.

MONSTERS: The Sisterhood of the Cowled Skull has long had ties to the goat-headed schir demons of the Abyss. In exchange for regular offerings of souls to a loosely aligned cabal of nascent demon lords, each high-ranking member of the Sisterhood (such as the mistress of the tower, Yndryssa) enjoys the services of up to two schir demons at any one time. If these demons are destroyed, Yndryssa must wait one year before she can call two more from the Abyss to serve her.

Two schir demons serve Yndryssa and currently guard this floor. They only leave here if commanded to do so by Yndryssa.

Note: Part of the ancient agreement between the Sisterhood and the Abyss includes a restriction on summoning additional demons to the Material Plane. Thus, these schirs cannot employ their summon spell-like ability.

SCHIR DEMONS (2)	XP	CR	HP
	1,200	4	37

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

Init +2; **Senses** darkvision 60 ft., see invisibility; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 37 (5d10+10)

Fort +6, Ref +3, Will +3

DR 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; SR 15

OFFENSE

Speed 30 ft.

Melee mwk halberd +10 (1d10+4/x3 plus disease) and gore +3 (1d6+2) or gore +8 (1d6+4)

Special Attacks powerful charge (gore, 3d6+4)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—see *invisibility*, *tongues*

3/day—*arcane lock*, *expeditious retreat*, *protection from good*

TACTICS

Before Combat If the demons expect combat, they each cast *protection from good*.

During Combat The demons open combat with their powerful charge ability and their gore attacks. In melee, they each engage a separate PC and focus their attacks on the two most powerful melee combatants first.

Morale The demons fight to the death.

STATISTICS

Str 17, Dex 14, Con 15, Int 8, Wis 5, Cha 6

Base Atk +5; CMB +8; CMD 20

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; Racial Modifiers +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft., tongues

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed on a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd—injury; **save** Fort DC 15; onset 1 day; **frequency** 1/day; **effect** 1d6 Str damage; **cure** 2 consecutive saves.

TREASURE: These two demons have served Yndryssa for nearly a decade now, having travelled with her from southern lands to support her quest to study the *Reaping Stone*. Over this time the demons have amassed a small amount of treasure from their victims, which they keep inside the arcane locked oak chest. Their treasure consists of 945 sp, 208 gp, a small black velvet pouch holding 12 uncut bloodstones (worth 25 gp each), a delicate mithral bracelet (worth 400 gp), and a pair of matching jade figurines carved to resemble winged elephants (worth 90 gp each).

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 schir demon.

LEVEL FOUR CR 8

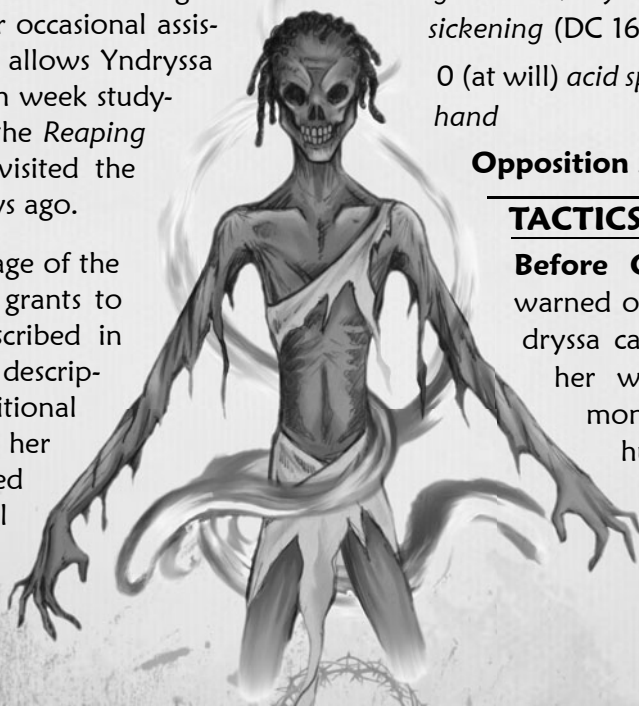
In stark contrast to the other floors of the tower, this one is clean and luxuriously furnished. The furnishings include tapestries on the north and south walls, a pair of leather divans, a teakwood table covered with carvings of interlocking sea serpents, five comfortable wooden chairs, and a large brass trunk sealed with a lock forged to resemble a frowning dwarf.

The ceiling here is 20 feet high. The furnishings are in excellent condition, having been recently brought here as a gift by the Maramagan cultists from the city above. Stacked atop the table are four dozen books and dusty old tomes. They are mainly dedicated to necromancy, various arcane studies, alchemy, burial customs, and anatomy. One of the books is Yndryssa's spellbook (see the "Treasure" section below).

MONSTER: Yndryssa, a skeletal champion necromancer and leader of this cell of the Sisterhood of the Cowled Skull, resides here. She is very tall (6', 5") and exceptionally thin (she weighs a mere 80 pounds). From her sickly gray-green bones hang tattered strips of desiccated flesh. Her face is a bare skull atop which rests a tangle of dust-covered black dreadlocks.

Yndryssa is an ally of the Maramagan high priest Azrenar, but has chosen to maintain the Sisterhood's presence in this tower away from the Temple of Maramaga. This allows the Sisterhood the freedom to pursue their necromantic studies without fear of interruption from the suspicious Maramagan cultists. In exchange for her occasional assistance and council, Azrenar allows Yndryssa to spend several hours each week studying and communing with the *Reaping Stone*. The last time she visited the *Reaping Stone* was two days ago.

Yndryssa has taken advantage of the special benefits the tower grants to arcane spellcasters (as described in the "Arcane Focal Point" description). Thus, she has an additional 3rd level spell and one of her prepared spells is enhanced with the Persistent Spell metamagic feat.



YNDRYSSA

XP	CR	HP
4,800	8	37

Skeletal champion necromancer 5

NE Medium undead

Init +6; **Senses** darkvision; Perception +11

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 dodge)

hp 37 (2d8+5d6); plus 1d10+5 from false life

Fort +3, Ref +7, Will +10

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1)

Spell-Like Abilities (CL 5, +9 concentration)

1/day—*detect magic*, *feather fall*, *levitate*

Wizard Spells Prepared (CL 5, +9 concentration)

3—*call the void* (DC 17), *haste*, *ray of exhaustion* (DC 18; Persistent Spell)

2—*blindness/deafness* (DC 17), *create pit* (DC 16), *summon monster II*, *summon swarm*

1—*cause fear* (DC 16), *ear-piercing scream* (DC 15), *magic missile*, *ray of enfeeblement* (DC 16), *ray of sickening* (DC 16)

0 (at will) *acid splash*, *bleed*, *detect magic*, *mage hand*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Assuming she's forewarned of the presence of intruders, Yndryssa casts invisibility on herself (from her wand) before casting summon monster II (to summon 1d3 bloody human skeletons) and summon swarm. She then casts false life on herself (from her wand) to gain 1d10+5 additional hit points.

During Combat Yndryssa orders the summoned bloody skeletons and bat swarm to engage the PCs while she remains invisible. She concentrates and directs the summoned bat swarm until it is destroyed. She then casts create pit, slow, call the void, ray of exhaustion, blindness, ear-piercing scream, ray of enfeeblement, ray of sickening, and magic missile. She tries to avoid melee, and uses her grave touch ability to force combatants away from her.

Morale If reduced to less than 10 hit points, Yndryssa attempts to call a truce. In exchange for allowing her to live, Yndryssa tells the PCs about the dullahan Lord Dhurne (area E8) and his magical Maramagan bane war axe, Hzarakul. She offers the PCs Lord Dhurne's severed head and explains the head's power over the dullahan. If the PCs accept her bargain, she flees the region immediately, fearful of Azrenar and his fury if her deal with the PCs reaches his ears.

STATISTICS

Str 12, Dex 14, Con —, Int 18, Wis 12, Cha 12

Base Atk +3; **CMB** +4; **CMD** 17

Feats Combat Casting, Command Undead, Craft Wand, Dark Adept, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy)

Skills Appraise +8, Craft (alchemy) +11, Fly +6, Intimidate +8, Knowledge (arcana) +14, Knowledge (dungeoneering) +8, Knowledge (history) +10, Knowledge (planes) +8, Knowledge (religion) +10, Linguistics +9, Perception +11, Sense Motive +7, Spellcraft +14, Stealth +12

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Elven

SQ bonded object (bone ring), grave touch (7/day), mental link

Combat Gear *wand of invisibility* (5 charges), *wand of false life* (21 charges); **Other Gear** *cloak of resistance* +2, bone ring (bonded object), key to the brass trunk, silver and onyx necklace (worth 150 gp), a silver and emerald brooch (worth 300 gp), and nine silver rings engraved with skulls and arcane symbols (worth 25 gp each).

SPECIAL ABILITIES

Bonded Object (Su) Yndryssa's bonded object is her bone ring, which she wears on her left ring finger. She must succeed on a DC 20 + spell level check to cast spells without the bonded object. Once per day, Yndryssa can cast any spell in her spellbook for free.

Command Undead (Su) Six times per day, Yndryssa can channel energy and take control of undead that fail a DC 11 Will save.

Grave Touch (Su) Six times per day, as a standard action, Yndryssa can make a melee touch attack that causes a living creature to become shaken for 1 round. If Yndryssa touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice.

Mental Link (Su) The undead members of the Sisterhood of the Cowled Skull share the ability to communicate telepathically with one another up to a range of one mile, and can transmit messages of up to 60 words or less each round to another Sister. Receiving a message is a free action and does not provoke an attack of opportunity. However, sending a message is a full round action that does provoke an attack of opportunity.

BLOODY HUMAN SKELETONS (1D3)

XP	CR	HP
--	1/2	6

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 6 (1d8+2); fast healing 1

Fort +2, Ref +2, Will +2

Defensive Abilities channel **resistance** +4; DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6)

STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 14

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

BAT SWARM	XP	CR	HP
	--	2	13

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, Ref +7, Will +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; Racial Modifiers +4

Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a successful DC 10 Heal check or the application of a cure spell or some other healing magic.

TREASURE: A successful DC 20 Knowledge (arcana) check identifies one of the books on the table as the famed *Malearozaricon*, a long-winded treatise on arcane theory, demonology, and necromancy written by the wizard-king Teneyar of Urhz some 400 years ago. Due to its historical significance, the book is easily worth 500 gp to a collector.

Another of the books is Yndryssa's spellbook, which contains all of the spells listed in her stat block, standard 0-level spells for a 5th level necromancer, and the following: 3rd—*blood biography*, *dispel magic*, *gentle repose*, *halt undead*, *vampiric touch*; 2nd—*bull's strength*, *false life*, *fire breath*, *scare*, *spectral hand*, *spider climb*; 1st—*burning disarm*, *cause fear*, *chill touch*, *decompose corpse*, *interrogation*, *jump*, *mage armor*, *magic missile*, *protection from good*, *shield*).

The two tapestries on the wall are valuable as well. One of them depicts a majestic red dragon soaring high above snow-capped peaks (worth 200 gp, weighs 50 lbs.). The other tapestry depicts a desolate almost colorless, wind-blasted plain surrounded by an impossibly high range of mountains (worth 150 gp, weighs 60 lbs.).

The brass trunk is locked with a superior lock (DC 40 to open, Yndryssa carries the key), but is not trapped. It contains 2,355 sp, 666 gp, a string of 9 small freshwater pearls (worth 25 gp each), an uncut peridot (worth 50 gp), a *wand of detect secret doors* (34 charges), a *wand of cause light wounds* (31 charges), a *cauldron of brewing*, six *potions of inflict light wounds*, a *scroll of invisibility*, a *scroll of force punch*, a *scroll of dimension door*, and a black cloth bag holding the magically preserved head of a grim-faced middle-aged male dwarf (this is Lord Dhurne's head [see area E8 for details]).

Scaling the Encounter

If you are running the encounter with less than six PCs, do not allow Yndryssa to summon the bloody human skeletons or bat swarm.

EIO SKULL BRIDGE CR 6

Partially shrouded by swirling mists, this 30-foot wide, completely seamless stone bridge stretches for over a quarter mile above the waters of the great subterranean lake. Running along both sides of the bridge is a 5-foot high stone railing, covered with a long series of carved skull motifs.

This bridge was constructed in ancient times by the original dwarf clerics of Maramaga. A successful DC 15 Knowledge (engineering or planes) check identifies the bridge as having been created via powerful earth magic. There is a 50-foot drop from the bridge to the surface of the subterranean lake. The lake is much shallower here than elsewhere in the great cavern, and is only 30 feet deep.

The mists from the lake shroud parts of the bridge. Without magical assistance, the mist obscures all sight beyond 40 feet. Creatures between 5 and 40 feet away have concealment (attacks by or against them have a 20% miss chance).

MONSTER: Chained to the center of the bridge is a wretched female cave giant named Naraaga. Captured about a month ago by the Maramagan cultists, Naraaga suffered weeks of torture and abuse until the cult reduced her to her current state. She's now completely insane and both terrified of and subservient to any creature who brandishes an unholy symbol of Maramaga.

Naraaga wears a heavy iron collar around her neck, which is attached to a 30-foot long heavy iron chain (hardness 10, hit points 5, break DC 26). The chain is bolted to a stone plug in the center of the bridge. Though she could probably sunder the chain, Naraaga is much too frightened to ever consider fleeing captivity.

Though she stoops in a perpetual crouch, Naraaga stands about 11 feet tall and weighs 1,200 pounds. She is clad in filthy hide armor and wields a wickedly curved greataxe in battle. Her face is savage and bestial, with a pronounced brow and a huge yellow tusk jutting from her lower jaw. Her waist-long hair is a black tangle of wiry locks and her eyes are small, red, and glimmer with malice.

NARAAGA (CAVE GIANT)

XP	CR	HP
2,400	6	67

CE Large humanoid (giant)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, -1 size)

hp 67 (9d8+27)

Fort +9, Ref +3, Will +3

Defensive Abilities ferocity, rock catching

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee greataxe +12/+7 (2d8+9/x3)

Ranged rock +5 (1d8+6)

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

Special Attacks rock throwing (100 ft.)

TACTICS

During Combat As soon as Naraaga spots any creature not openly brandishing an unholy symbol of Maramaga, she begins howling with rage. She has a collection of 20 stones nearby that she first throws at any enemies. She gleefully wields her greataxe if the PCs dare engage her in melee. In melee, she uses Power Attack and Vital Strike if facing one opponent or Power Strike and Cleave if facing more than one opponent.

Morale Naraaga's mind was shattered irrevocably when she was tortured. If Naraaga runs out of rocks to throw and the PCs do not engage her in melee, she grows frustrated and confused. If she is not engaged in melee after 2 more rounds, Naraaga must succeed on a DC 15 Will save each round or she leaps off the bridge, instantly snapping her own neck when her neck-chain snaps taut. Otherwise, she fights to the death.

STATISTICS

Str 23, Dex 10, Con 17, Int 6, Wis 10, Cha 7

Base Atk +6; CMB +13; CMD 23

Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (greataxe)

Skills Climb +6, Intimidate +7, Perception +5

SQ axe wielder

SPECIAL ABILITIES

Axe Wielder (Ex) All cave giants are proficient with handaxes, battleaxes, and greataxes.

Scaling the Encounter

If you are running the encounter with less than six PCs, assume that Naraaga is weakened due to the torture she received. Give her the staggered and sickened conditions.

CONCLUDING PART FOUR

The PCs have, at this point, navigated through the vast cavern of Hrazhad-Kul. They have encountered vicious cave raptors, a guardian demon, possibly infiltrated the tower stronghold of a sisterhood of undead necromancers, and battled a hell-cursed dullahan in the ruins of a haunted dwarf city. However, the PCs' true test is still to come. As they cross the Skull Bridge, the PCs can clearly see the walls and towers of the sinister Temple of Maramaga looming before them.

PART 5 THE TEMPLE OF MARAMAGA

Wherein the PCs:

- Infiltrate the Temple of Maramaga and battle the temple's zealous cultists.
- Confront the high priest Azrenar before the unholy glory of the Reaping Stone.

THE TEMPLE

The Temple of Maramaga sits in the far southern end of the great cavern of Hrazhad-Kul. It rests upon a high shelf of rock some 300 feet above the misty waters of the great subterranean lake. The old dwarf road that winds its way through Hrazhad-Kul eventually leads the PCs to the temple's entrance.

THE INNER CIRCLE: Azrenar is the undisputed leader of the cult of Maramaga. His word is law, and he is both feared and respected by all of the rank-and-file cultists. However, Azrenar spends a great deal of time communing with his goddess in the unholy sacrarium containing the Reaping Stone (area H4), so he leaves much of the day-to-day administration of the temple to his inner circle of lieutenants.

Azrenar's Inner Circle:

- **Hundrik:** A blood-crazed dwarf barbarian, Hundrik is the leader of the cult's warrior fanatics. (See area **F5**.)
- **Pelren:** A sinister halfling necromancer who dabbles with merging undeath and disease. He is responsible for creating the reaping sickness. (See area **G10**.)
- **Nezrea:** A seductive were-rat oracle, who is also Azrenar's lover. (See area **F16**.)
- **Torian:** Azrenar's half-brother, a human vampire and cleric of Maramaga. (See area **H1**.)
- **Vomog:** A towering ogre cleric of Maramaga. (See area **F8**.)
- **Zagnaaga:** Vomog's sister-wife, a grotesquely obese ogre cleric of Maramaga. (See area **F8**.)

Temple of Maramaga



F: TEMPLE HALLS

Originally constructed over two millennia ago by a sect of evil Maramaga-worshipping dwarves, the Scythe Mother's temple still stands and is incredibly well-preserved for its age (which is automatically obvious to any dwarf PC, or any other PC who succeeds on a DC 12 Knowledge [engineering] check). This is due to the ancient dwarves' superior engineering skills as well as the magical wards they used to protect the temple from the long term effects of aging. However, all magic eventually fails, and the wards have slowly begun to unravel over the long centuries. Today, many of the halls and chambers bear cracks, small fissures, and other damage due to centuries of neglect, though the magical wards still protect the site and keep it from collapsing entirely.

All of the rooms and corridors in the Temple Halls are built on a grand scale, almost as if the intended occupants were giants and not dwarves. Unless noted otherwise, corridor ceilings are 18 feet high and the rooms are 30 feet high. The stonework within the temple consists of carefully fitted square blocks of white, red-streaked marble. There is no lighting unless otherwise noted.

All of the temple's wooden doors have long since rotted away—the doors that remain were either newly added by Azrenar's followers or are made of solid white stone (hardness 18, hit points 150, break DC 28), which can be opened as normal doors. The stone doors are unlocked, unless noted otherwise.

A 20-foot high, 10-foot thick crumbling stone-and-mortar wall surrounds the entrance to the temple. The wall is ancient and battered and bears many scars received when the dullahan Lord Dhurne and his army of devils laid siege to the temple 2,000 years ago. The rough wall is relatively easy to climb (DC 10) and has been breached in two places. Though filled with rubble, creatures can pass through these holes in the wall rather easily.

F1 ENTRY GATE CR1

The entrance to the temple compound shows signs of once having been sealed by an iron gate, though it now stands open, like a great toothless maw. Two flickering torches are embedded into the wall on either side of the entryway.

The torches are both everburning torches, which have been jammed firmly into cracks in the wall about eight feet off the ground.

MONSTERS: Posted at the "X" on the map is a pair of cult warrior fanatics. They sit on a bench against the crumbling wall. They are not particularly watchful, but they do keep their scythes within easy reach.

CULT WARRIOR FANATICS (2)	XP	CR	HP
	200	1/2	17

Male human warrior 2

CE Medium humanoid (human)

Init +0; Senses Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 17 (2d10+2)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee scythe +5 (2d4+3/x4)

TACTICS

During Combat One of the cultists rushes to the watchtower (area F4) to alert the guards posted there. The other cultist charges the PCs and tries to delay them.

Morale Brainwashed and fanatically loyal, the cultists fight to the death.

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B **Bonus feats Skills** Intimidate +4 **Languages** Common **Combat Gear** iron lamellar armor, scythe

F2 THE PIT

A gaping hole in the ground drops into darkness here. A ghastly stench wafts up from its inky depths.

This ancient well shaft is about 10 feet in diameter and lined with roughly hewn stone (Climb DC 15). It drops 80 feet to the raised section of floor in area **G6**.

The well shaft once connected to a large water-filled cavern. However, several centuries ago an earthquake damaged the cavern, tore several large fissures in the floor, and drained away most of the water.

When the halfling necromancer Pelren claimed the old tombs below the temple, he turned the cavern into a storage area for the plague-carrying zombies he and Azrenar created by infecting them with the reaping sickness. The zombies are the source of the foul smell. In addition to the obvious smell, PCs who succeed on a DC 15 Perception check can also hear faint moaning and the occasional shuffling of feet emanating from the bottom of the shaft.

F3 CULTIST BARRACKS CR 5

This leaning, ramshackle one-story wooden building is obviously of new construction. It has a single wooden door and no windows. A thin plume of smoke rises from a square hole in the building's flat roof.

This crudely built, single story building serves as a barracks for the cult's warrior fanatics. Inside, the stone floor is covered with straw mats. To the south is a small stone-lined fire pit filled with smoldering coals, around which sit a dozen empty crates and flat-topped rocks used as chairs. The smoke from the fire pit drifts up through a 10-foot square hole in the ceiling. To the north are three dozen bedrolls, all rolled up and piled against the wall.

The building's walls are thin and poorly constructed (hardness 5, hit points 30, break DC 20), but are smooth and difficult to climb (Climb DC 25). The simple wooden door is of unremarkable quality (hardness 5, hit points 10, break DC 15) and is unlocked.

The poorly built structure cannot support much weight on its roof. If more than 200 pounds of weight is placed on it, the entire building collapses. Any creatures on the building's roof or inside the building suffer 4d6 points of damage from falling debris. A successful DC 20 Reflex save reduces this damage by half. Additionally, if a creature fails the Reflex save they become trapped under the debris and gain the pinned condition. Each round thereafter, as a full round action, a pinned creature can attempt a combat maneuver check (or Escape Artist check) against a CMD of 20 to wriggle free of the debris and remove the pinned condition. Each creature that helps free someone from the debris, grants the pinned creature a +5 to their roll to free themselves. After the building collapses it is considered difficult terrain.

MONSTERS: Nine cult warrior fanatics are currently here, resting, eating, or offering vile prayers to Maramaga. None of them wear their armor, though they keep their scythes within reach at all times.

CULT WARRIOR FANATICS (9)	XP	CR	HP
	200	1/2	20

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 10, touch 10, flat-footed 10

hp 20 (2d10+5)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 30 ft.

Melee scythe +5 (2d4+3/x4)

TACTICS

During Combat When they detect intruders, the cultists do not bother to don their armor. They quickly snatch up their scythes and move into melee, each taking on a single foe.

Morale Brainwashed and fanatically loyal, the cultists fight to the death.

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B **Bonus feats**

Skills Intimidate +4

Languages Common

Combat Gear scythe

TREASURE: Nine suits of iron lamellar armor rest on a series of posts and wooden armor stands attached to the west wall.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 cult warrior fanatics.

F4 TOWER GUARD POST CR 3

This crumbling square tower appears to have no windows and only a single wooden door on the ground level.

The tower is 30-feet square and rises 35 feet in height. The top of the tower (area F6) is crenelated, though there is no sentry posted there. The damaged exterior walls of the tower are relatively easy to climb (DC 12). The tower's wooden door is of unremarkable quality (hardness 5, hit points 10, break DC 15) and is unlocked.

The first floor of the tower is a 30-foot square room with a low (10-foot high) ceiling. Set against the west wall are two wooden benches, a small table, and a rack of scythes. Set into the ceiling in the northeast corner is a stone trap door (hardness 8, hit points 50, break DC 28) that leads up to area F5. A 10-foot long rope ladder is secured to the ceiling next to the trap door.

MONSTERS: Four cult warrior fanatics are posted here. They sit at the table and are currently passing a whetstone around sharpening their scythe blades.

CULT WARRIOR FANATICS (9)

XP	CR	HP
200	1/2	20

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 20 (2d10+5)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee scythe +5 (2d4+3/x4)

TACTICS

During Combat The cultists snatch up their scythes and move immediately into melee. They fight in pairs and try to engage the two strongest looking PCs first. During combat they scream a warning to alert HUNDRIK (in area F5 above).

Morale Brainwashed and fanatically loyal, the cultists fight to the death.

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B **Bonus feats**

Skills Intimidate +4

Languages Common

Combat Gear iron lamellar armor, scythe

TREASURE: The rack on the west wall holds nine scythes.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 cult warrior fanatics.

F5 HUNDRIK'S QUARTERS CR 5

This chamber looks like a pauper's throne room. A great sagging wooden chair sits in the northwest corner leaning precariously against the wall. Next to this makeshift throne is a large oak chest, bound in heavy iron chains. Against the south wall is a pile of furs and filthy blankets.

The second floor of the tower is a single 30-foot square chamber with a low (10-foot high) ceiling. The leaning, makeshift throne in the northwest corner is poorly cobbled together and groans if more than 150 pounds of weight is placed on it. If more than 300 pounds of weight is placed on it, the chair collapses in a heap.

The oak chest next to the throne is bound several times over by a 20-foot long heavy iron chain, but it is not locked. (See "Treasure" below for the chest's contents.) The pile of furs and blankets against the south wall is actually a makeshift bed. It reeks of both sweat and urine.

Set into the ceiling in the southwest corner is another stone trap door (hardness 8, hit points 50, break DC 28) that leads up to the tower's roof (area F6). A 10-foot long rope ladder is secured to the ceiling next to the trap door.

MONSTER: The master of the tower, and the half-mad leader of the cult's warrior fanatics, dwells in this chamber. Hundrik—or "Lord" Hundrik as he demands the cult warriors to address him—is a broad-shouldered dwarf of below average height (he's just a hair less than 4 feet tall). A member of Azrenar's inner circle, Hundrik has a ruddy-brown complexion, long curly brown hair, a waist-long square-cut beard, and dark hazel eyes. He wears a crude iron crown on his head and a fine mithral breastplate under his bearskin cloak. In battle, Hundrik wields a massive two-handed earth breaker.

Though he is small of stature, Hundrik's cruel demeanor and savage tenacity makes him a formidable opponent. Hundrik is responsible for the cult warriors' martial training and security for the entrance to the temple. Though Azrenar and the other members of

his inner circle respect Hundrik's martial prowess and his maniacal devotion to Maramaga, they find the crazed dwarf unpleasant and rarely interact with him. This lack of direct supervision allows Hundrik to rule the entrance to the temple like his own tiny fiefdom, which is why his personal chamber resembles a throne room.

Note: Hundrik's stat block has been adjusted to account for his barbarian rage and for drinking his potion of bull's strength and potion of haste.

"LORD" HUNDRIK	XP	CR	HP
	1,600	5	83

Male dwarf barbarian (invulnerable rager) 6

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+6 armor, +1 Dex, +1 natural, +1 deflection, –2 rage)

hp 83 (6d12+18 plus 12)

Fort +10, Ref +3, Will +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training; DR 3/– (DR 6/– vs. non-lethal damage); Resist fire 1, extreme endurance (fire)

OFFENSE

Speed 30 ft.

Melee +1 earth breaker +15/+15 (2d6+11/x3) with haste or +1 earth breaker +13/+13 (2d6+17/x3) with haste and Power Attack

Special Attacks hatred, rage (17 rounds/day), rage powers (intimidating glare, renewed vigor, smasher)

TACTICS

Before Combat If Hundrik is alerted to the presence of enemies (perhaps by the warning shouts of the cultist warriors in area F4), he consumes his potion of bull's strength and potion of haste.

During Combat Hundrik shouts curses and vulgar oaths as he enters his barbarian rage and takes on the strongest-looking PC. He begins combat by trying to

sunder the weapon of his opponent using his Greater Sunder feat and smasher rage power. If he does not destroy a foe's weapon within 2 rounds, he instead focuses on dealing lethal damage using Power Attack and his intimidating glare rage power each round. If reduced to 30 hit points or less, Hundrik uses his renewed vigor rage power to recover 1d8+5 hit points so he can keep fighting.

Morale Completely insane with bloodlust, Hundrik fights to the death for the glory of his Scythe Mother.

STATISTICS

Str 24, Dex 13, Con 20, Int 10, Wis 14, Cha 6

Base Atk +6; CMB +13 (+17 sundering); CMD 24 (29 vs. bull rush, sunder, or trip)

Feats Greater Sunder, Improved Sunder, Power Attack, Weapon Focus (earth breaker)

Skills Acrobatics +9, Climb +11, Intimidate +7, Perception +11, Survival +9, Swim +6

Languages Common, Dwarven

SQ fast movement +10, greed, hardy, slow and steady, stability, stonecunning +2

Combat Gear +1 earth breaker, mithral agile breastplate, *potion of bull's strength*, *potion of haste*; **Other Gear** *amulet of natural armor* +1, *ring of protection* +1, crudely forged iron crown set with 5 uncut bloodstones (worth 90 gp), silver ring (worth 30 gp), mithral hoop earring (worth 100 gp), fine bearskin cloak (worth 100 gp)

SPECIAL ABILITIES

Extreme Endurance: Fire (Ex) Hundrik is protected from hot climate effects as if using endure elements. In addition, Hundrik gains 1 point of fire resistance.

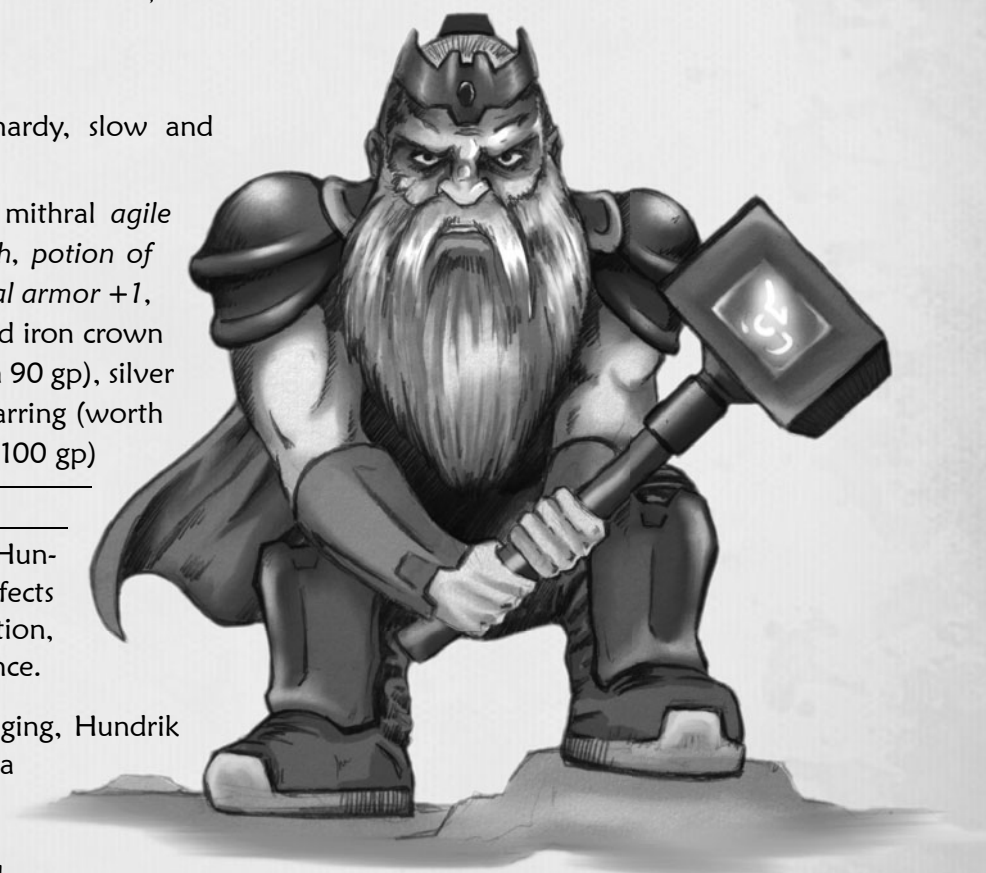
Intimidating Glare (Ex) While raging, Hundrik can make an Intimidate check as a move action to demoralize an opponent. If successful, Hundrik's foe is shaken for 1d4 rounds plus 1 round for every 5 points by which Hundrik's Intimidate check was successful.

Rage (Ex) Hundrik can rage for up to 17 rounds a day. While enraged, Hundrik gains a +4 Str, +4 Con, +2 to Will saves, and a -2 to AC.

Renewed Vigor (Ex) Once per day, as a standard action while raging, Hundrik can heal himself of 1d8+5 points of damage.

Smasher (Ex) Once per rage, when Hundrik makes an attack against an unattended object or a sunder combat maneuver, he ignores the object's hardness.

TREASURE: A successful DC 20 Appraise check recognizes a fine velvet-lined sable shawl (worth 200 gp) mixed in with the many worthless skins and furs that make up Hundrik's bed. The chain-bound oak chest contains a collection of 14 human skulls, 560 sp, 98 gp, 4 pp, three *potions of cure serious wounds*, a *potion of remove disease*, and a *potion of water breathing*.



F6 TOWER ROOF

The crenelated tower rooftop appears unmanned.

The cult recently stopped posting sentries here after the last guard was carried off by the skaveling that lives on the Riftwall (see area **E5**).

The crenellations provide improved cover to anyone standing on the rooftop. This provides a +6 bonus to AC and Reflex saves, a +10 bonus to Stealth checks, and grants the improved evasion ability against any attack to which a Reflex save applies.

F7 HALL OF REAPING CR 6

This long, rather claustrophobic hallway stretches into the darkness. Both walls are covered with bas relief carvings depicting a long line of hooded skeletal humanoids clutching wickedly curved sickles with both hands.

This 10-foot wide hall has a low (6-foot high) ceiling. It is unlit and stretches for 200 feet before reaching area **F8**.

TRAP: The floor in the middle of the hallway (at the 100-foot point) contains a pressure plate that covers the entire 5-foot by 10-foot section of the floor. A successful DC 25 Perception check notices the pressure plate and a pair of small discolored stone knobs set into the wall, one on each side of the pressure plate. Pressing either knob once disarms the trap. Pressing it a second time re-arms the trap, or resets the trap if it has been triggered. If the trap is not disarmed and more than 20 pounds of weight is placed on the pressure plate, it triggers a reaping blades trap that targets all creatures in the 40-foot section of hall (20 feet to either side of the hallway's mid-point).

ALARM: When the trap is triggered, an alarm bell rings in areas **F9** and **F10**. See areas **F8**, **F9**, and **F10** for a description of the chambers' occupants and their reactions to the alarm.

REAPING BLADES TRAP

XP	CR
2,400	6

Type mechanical; Perception DC 26; **Disable Device** DC 26

EFFECTS

Trigger location; **Reset** manual

Effect A mass of whirling sickle blades detach from hidden spaces in the walls and sweep down the 40-foot section of hallway (+15 melee touch attack, 4d6 damage); multiple targets (all creatures in the 40-foot section of hall, 20 feet to either side of the hallway's mid-point).

F8 TEMPLE OF THE SCYTHE MOTHER CR 6 AND CR 8

This great open hall has a polished floor of black and gray tiles. Eight towering black granite columns, carved to resemble huge moss-draped oak trees, support the ceiling high above. Obviously a shrine of some kind, a great stone altar is visible at the far end of the chamber, standing before a huge statue depicting a three-headed female figure.

The ceiling here is 30 feet high along the walls and gradually extends to 50 feet high near the center of the chamber.

TACTICAL NOTE: If the PCs triggered the reaping blades trap at area **F7**, the four cult warriors at **F9** and the eight acolytes at **F10** have been alerted to their presence. The cult warriors and the acolytes move to engage the PCs at the entrance to the main temple chamber (midway between **F9** and **F10**). This is a CR 6 encounter.

As this battle unfolds, Vomog and Zagnaaga do not join the fight. Instead, the ogre clerics remain next to the altar (area **F8-C**) to observe the PCs and cast their protective spells. The ogres only engage the PCs after the guards have been killed or they are attacked themselves.

F8 A UNHOLY FONT

A polished white stone fountain carved to resemble a two-headed vulture protrudes from the wall here. Crystal clear water continuously falls into the fountain's basin from a brass pipe several feet above the fountain.

A successful DC 20 Knowledge (religion) check identifies the two-headed vulture as an unholy symbol of the goddess Maramaga. The font itself is magical and radiates a strong aura of transmutation magic.

The font generates an extremely potent source of unholy water. Any good-aligned creature that comes into contact with the water suffers an immediate 1d6 points of unholy damage, plus another 1d6 points of unholy damage each round they remain touching or immersed in it. The water becomes standard unholy water if it is removed from the Temple of Maramaga.

The unholy water created by the font is part of a key needed to bypass the secret door in area **F17**. If the unholy water is placed inside the magical silver chalice (see area **F8-B**) and then splashed on the wall in area **F17**, the secret door there slowly materializes. See area **F17** for additional details.

A *consecrate* spell or any other positive energy effect that deals more than 20 points of cumulative damage destroys the font. However, until the *Reaping Stone* is destroyed, the font regenerates completely in one hour.

F8 B UNHOLY CHALICE

A polished silver chalice sits on a wooden shelf here.

The chalice radiates a strong aura of conjuration magic and appears to be worth about 150 gp. Though magical, the chalice has only two main abilities. Its primary ability is to act as part of a key needed to bypass the secret door in area **F17**. If the unholy water from area **F8-A** is placed inside the chalice and then splashed on the wall in area **F17**, the secret door there slowly materializes. See area **F17** for additional details.

It's important to note that carrying a chalice full of the unholy water from area **F8-A** does not protect

a good-aligned creature from suffering 1d6 points of unholy damage each round, as beads of moisture condense on the outside of the chalice which are affected by it as if it were the same as the liquid within. Thus, the chalice's holder is still affected.

The chalice's second ability prevents it from theft. If the chalice is ever carried more than 500 feet from this location, or if a creature successfully uses it to make the secret door at **F17** appear, the chalice immediately vanishes and teleports back to the wooden shelf.

A *consecrate* spell or any positive energy effect that deals more than 20 points of cumulative damage destroys the chalice. However, until the *Reaping Stone* is destroyed, the chalice regenerates completely in one hour.

F8 C THE SCYTHE MOTHER'S ALTAR CR 8

A three-step dais allows access to a raised area about 5 feet higher than the rest of the temple. Here stands a large altar made of pale violet marble, on which lies the bloody corpse of a human male with its chest cavity open. Behind the altar stands a towering stone statue of a three-headed woman wielding a golden sickle in one hand and a skull wreathed in green flames in the other.

Note: If Vomog and Zagnaaga fight from the top of the raised area, they receive a +1 to hit PCs standing on the dais steps or the lower, main area of the chamber.

The solid marble altar is 12 feet long 6 feet wide and 3-1/2 feet high. The corpse on the altar was a

human commoner named Kurdren, an elderly shopkeeper from Maerh-Varza who was recently abducted and brought here for sacrifice.

A successful DC 20 Knowledge (religion) check identifies the 20-foot tall stone statue as a depiction of the goddess Maramaga. The three heads are each different and depict the goddess' three sacred aspects: the Maiden (left head), the Midwife (right head), and the Crone (middle head). The green flames emanating from the skull are from a *continual flame* effect (CL 7).



The statue radiates an aura of strong evil and conjuration magic. Once per day, as a move action that does not provoke an attack of opportunity, a divine spellcaster that worships Maramaga standing within 30 feet of the statue can invoke the statue to create an effect identical to the *vomit swarm* spell (as a 10th level caster) to summon a swarm of angry purple wasps. Unlike the spell, the wasp swarm fights independently against the Maramagan cleric's enemies. The cleric that invokes the *vomit swarm* effect does not need to use a standard action to redirect the swarm to attack different foes.

WASP SWARM	XP	CR	HP
	--	--	31

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits; *Immune* weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9

Base Atk +5; CMB —; CMD —

Skills Fly +11, Perception +9; Racial Modifiers +8 Perception

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save.

MONSTERS: Two members of Azrenar's inner circle—the ogres Vomog and Zagnaaga—are currently here offering vile prayers and a blood sacrifice to Maramaga. Both ogres are cruel clerics fanatically dedicated to Maramaga. For years they wandered the mountains and blasted plains far north of Maerh-Varza, spreading the Scythe Mother's will through mayhem and murder. Then, during one of their ritualistic drug-fueled cannibalistic blood-orgies, the pair received a vision of Azrenar and the Reaping Stone. Following this divine vision, the pair spent two years navigating a long series of subterranean passages and caverns until they wandered into the great cavern of Hrazhad-Kul. After a disastrous first encounter with the cult warriors guarding the temple entrance—in which six of Azrenar's cultists were torn limb from limb—Azrenar arrived on the scene and successfully parlayed a truce. Azrenar, still trying to rebuild his cult after King Thurzen's bloody purge, gladly inducted the ogres into his flock. Within a month, the ogres proved their value and Azrenar elevated them into his inner circle. They have been serving Azrenar faithfully now for nearly a year.

Vomog is a towering male ogre (11 feet tall, 850 pounds) with sickly gray-green skin, mullet-cut black hair, coal black pupil-less eyes, and an over-sized maw filled with crooked gold-capped teeth. He wears half-plate armor under a patchwork cloak of animal and humanoid skins and wields an over-sized sickle.

His sister-wife Zagnaaga, is a shorter, grotesquely obese female ogre (9 feet tall, 1,200 pounds), with boil-covered pale gray skin, a waist-long tangle of thick blue-black hair, tiny sunken holes for eyes, and a constantly drooling toothless mouth. She wears an ill-fitting suit of sweat-stained studded leather armor and wields a pair of over-sized sickles. Though obese, Zagnaaga is surprisingly agile for her size.

Note: Vomog's stat block has been adjusted to account for his divine favor, shield of faith, and aid (which grants him 9 additional hit points) spells. Zagnaaga's stat block has been adjusted to account for her shield of faith and bull's strength spells.

VOMOG	XP	CR	HP
	3,200	7	102

Male ogre cleric 5

CE Large humanoid (giant)

Init -1; **Senses** darkvision, low-light vision; Perception +12

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, -1 Dex, -1 size, +6 natural, +2 *shield of faith*)

hp 102 (9d8+54)

Fort +15, Ref +3, Will +11; +1 morale bonus vs. fear

OFFENSE

Speed 30 ft.

Melee +1 *sickle* +16 (2d8+9) with Vital Strike or +1 sickle +16 (1d8+9) and bite +8 (1d4+3 plus 1 bleed) with savage maw

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

Special Attacks bleeding touch, touch of chaos

Cleric Spells Prepared (CL 5, +7 concentration):

3—*animate dead* ^D, *cure serious wounds*

2—*aid*, *death knell* ^D (DC 14), *savage maw*, *silence* (DC 14)

1—*cause fear* ^D (DC 13), *divine favor*, *obscuring mist*, *protection from good*, *shield of faith*

0—(at will) *bleed* (DC 12), *detect magic*, *enhanced diplomacy*, *stabilize*

^D Domain spell; Domains Chaos, Death

TACTICS

Before Combat As noted above, Vomog remains standing next to the altar (area F8-C) while the guards from F9 and F10 engage the PCs at the entrance to the chamber. As the combat unfolds, he casts *aid*, *shield of faith*, *divine favor*, and *protection from good* on himself.

During Combat Vomog begins combat by using a move action to invoke the statue of Maramaga's vomit swarm effect (see above) and then casts *silence* on a gold coin. The next round, he tosses the silenced

coin to affect as many PCs as possible. He then casts *savage maw* on himself and cause fear before moving into melee to support Zagnaaga. In melee, Vomog uses his bleeding touch ability first. He uses touch of chaos next, before resorting to sickle and savage maw-enhanced bite attacks. If he can only make a single attack with his sickle, he uses Vital Strike. He casts *death knell* on the first dying PC he notices and *animate dead* on the first PC that he or his mate kills.

Morale If reduced to 40 hit points or less, Vomog casts *cure serious wounds* on himself. If Zagnaaga is slain and he is reduced to 20 hit points or less, Vomog casts *obscuring mist* to conceal himself before channeling negative energy to harm the PCs. He continues to channel negative energy until he channels for a fourth time or is reduced to 10 hit points or less. At that point, Vomog flees to area F12 and makes his final stand fighting alongside Innex and the hydra.



STATISTICS

Str 24, Dex 8, Con 20, Int 12, Wis 15, Cha 8

Base Atk +6; **CMB** +14; **CMD** 25

Feats Armor Proficiency (heavy), Channel Smite, Extra Channel, Iron Will, Toughness, Weapon Focus (sickle)

Skills Acrobatics -7, Climb +6, Diplomacy +3, Heal +6, Intimidate +11, Knowledge (planes) +5, Knowledge (religion) +8, Perception +12, Sense Motive +6, Stealth -11, Survival +6, Swim +1

Languages Common, Giant

SQ aura, channel negative energy (4/day, 3d6, DC 11), spontaneous casting

Combat Gear mwk half-plate, +1 sickle, amulet of natural armor +1; **Other Gear** iron holy symbol of Maramaga, many gold teeth (worth a total of 100 gp), heavy silver neck-chain (worth 250 gp), platinum nose pin (worth 90 gp), coin pouch with 22 gp, key to the trunk in area **G8**

SPECIAL ABILITIES

Bleeding Touch (Su) Up to 5 times per day, a successful melee touch attack deals 1d6 bleeding damage for 2 rounds.

Channel Negative Energy (Su) Up to 4 times per day, Vomog can channel negative energy to injure the living or heal undead (DC 11, 3d6).

Touch of Chaos (Su) Up to 5 times per day, a successful melee touch attack forces a target to take the lower of 2d20 for each d20 roll for 1 round.

ZAGNAAGA	XP	CR	HP
	1,600	5	71

Female ogre cleric 3

CE Large humanoid (giant)

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

DEFENSE

AC 22, touch 13, flat-footed 20 (+3 armor, +2 Dex, -1 size, +6 natural, +2 shield of faith)

hp 71 (7d8+35)

Fort +13, Ref +6, Will +9

OFFENSE

Speed 40 ft.

Melee two mwk sickles +12/+12 (1d8+8)

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

Special Attacks bleeding touch, touch of chaos Cleric Spells Prepared (CL 3, +5 concentration):

2—*bull's strength*, *death knell* ^D (DC 13)

1—*cause fear* ^D (DC 12), *comprehend languages*, *protection from good*, *shield of faith*

0—(at will) *bleed* (DC 11), *create water*, *spark* (DC 11), *stabilize*

^D **Domain** spell; Domains Chaos, Death

TACTICS

Before Combat As noted above, Zagnaaga remains standing next to the altar (area F8-C) while the guards from F9 and F10 engage the PCs at the entrance to the chamber. As the combat unfolds, she casts protection from good, bull's strength, and shield of faith on herself.

During Combat Zagnaaga is blood-crazy and begins combat by charging the strongest-looking PC and attacking with her two sickles.

Morale Zagnaaga has been brainwashed and driven to near feral madness by her brother-husband. With tears of joy, she fights to the death to honor Vomog and her Scythe Mother.

STATISTICS

Str 26, Dex 15, Con 18, Int 8, Wis 13, Cha 6

Base Atk +5; **CMB** +14; **CMD** 28

Feats Double Slice, Iron Will, Toughness, Two-weapon Fighting, Weapon Focus (sickle)

Skills Acrobatics +2 (+6 jump), Climb +13, Heal +5, Intimidate +2, Knowledge (religion) +3, Perception +6, Stealth -2

Languages Giant

SQ aura, channel negative energy (1/day, 2d6, DC 9), spontaneous casting

Combat Gear *amulet of natural armor* +1, two mwk sickles, mwk studded leather armor; **Other Gear** iron unholy symbol of Maramaga, silver and onyx hair pin (worth 150 gp), platinum nose pin (worth 90 gp), coin pouch with 12 gp and 1 pp

SPECIAL ABILITIES

Bleeding Touch (Su) Up to 4 times per day, a successful melee touch attack deals 1d6 bleeding damage for 1 round.

Channel Negative Energy (Su) Once per day, Zagnaaga can channel negative energy to injure the living or heal undead (DC 9, 2d6).

Touch of Chaos (Su) Up to 4 times per day, a successful melee touch attack forces a target to take the lower of 2d20 for each d20 roll for 1 round.

TREASURE: A successful DC 25 Perception check notices a secret compartment in the back of the altar that Azrenar and his followers missed. It contains a long forgotten treasure cache left here 2,000 years ago by the Midnight King. The cache consists of three potions of cure serious wounds, two potions of heroism, a wand of lesser restoration (with 19 charges), and a wand of cure moderate wounds (with 39 charges).

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Zagnaaga.



F9 ARMORY AND STORAGE CR 3

This low-ceilinged room contains wooden racks bristling with various weapons along the south wall and a series of wooden posts and armor stands holding many suits of armor along the west wall. Boxes, crates, and barrels line the north wall, and above them are several wooden shelves containing an assortment of neatly arranged provisions and mundane gear. A small table surrounded by four chairs sits in the southwest corner. Atop the table is a lantern that casts a flickering yellow-orange light about the room.

The ceiling here is 10 feet high. The cult uses this room to store arms and armor not already assigned to their followers, as well as provisions and assorted mundane gear and tools. The room is also a guard post used to defend the main temple chamber (area F8). The hooded lantern on the table is nearly full of lamp oil. Another three flasks of oil lay on the floor nearby.

ALARM: If the reaping blades trap was triggered at area F7, a brass bell attached to the east wall sounds and alerts the guards. They immediately head to the entrance to area F8 to assemble with the acolytes from area F10 and engage the PCs.

MONSTERS: Four cult warrior fanatics are stationed here. They currently sit at the table near the northwest corner with their scythes in easy reach.

CULT WARRIOR FANATICS (4)	XP	CR	HP
	200	1/2	17

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 17 (2d10+2)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee scythe +5 (2d4+3/x4)

TACTICS

During Combat The cultists snatch up their scythes and move immediately into melee. They fight in pairs and try to engage the strongest looking PCs first.

Morale Brainwashed and fanatically loyal, the cultists fight to the death.

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B **Bonus feats**

Skills Intimidate +4

Languages Common

Combat Gear iron lamellar armor, scythe

TREASURE: The weapon racks hold 17 scythes, 8 sickles, 21 longswords, 3 halberds, 8 longswords, 6 light crossbows, 2 heavy crossbows, and a battle axe. The armor stands along the west wall hold 11 suits of iron lamellar armor, 2 suits of chainmail armor, and 4 small steel shields. Six quivers, each holding 20 crossbow bolts, sit in the northwest corner. One of the crossbow bolts is actually a +3 crossbow bolt.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 cult warrior fanatic.

F10 ACOLYTE QUARTERS CR 5

This low-ceilinged chamber looks like a dormitory of some kind. Six comfortable looking double-bunks line the west wall, and a wooden table with two long benches sits to the north. A large fireplace set into the northeast corner currently contains a blazing fire. A large pile of firewood is stacked nearby.

The ceiling here is 10 feet high. This is a dormitory for the cult's acolytes and lesser priests, who only leave the room for worship services in the temple or if called away for some errand by Azrenar or one of his inner circle. The acolytes use the fireplace to do all of the cooking for the cult.

ALARM: If the reaping blades trap was triggered at area **F7**, a brass bell attached to the west wall sounds and alerts the acolytes.

MONSTERS: There are currently eight acolytes quartered in this room (five men and three women). Though they are low-ranking members of the cult, the acolytes are still steadfastly devoted to the cult and their goddess. Though they collectively fear and avoid the ogre clerics Vomog and Zagnaaga and the halfling necromancer Pelren, the acolytes revere Azrenar and the vampire priest Torian with nearly god-like devotion.

ACOLYTES OF MARAMAGA (8)	XP	CR	HP
	200	1/2	12

Male and female human cleric 1

CE Medium humanoid (human)

Init +0; **Senses** Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)

hp 10 (1d8+3)

Fort +2, Ref +0, Will +4

OFFENSE

Speed 30 ft.

Melee sickle +0 (1d6)

Special Attacks bleeding touch, touch of chaos

Cleric Spells Prepared (CL 1, +3 concentration)

1—*cause fear* ^D (DC 13), *cure light wounds*, *doom* (DC 13)

0—(at will) *bleed* (DC 12), *detect magic*, *guidance*

^D **Domain** spell; **Domains** Chaos, Death

TACTICS

Before Combat If the PCs set off the alarm at area **F7**, the acolytes take 10 rounds to don their armor before they join the cult warriors in area F8. If the PCs avoid setting off the alarm, the acolytes fight without their chain shirts (lower their AC to 11).

During Combat The acolytes begin combat by each casting doom on as many of the PCs as possible. After that, they break off into pairs and enter melee. While fighting in tandem, one of the acolytes casts guidance each round to give his partner a +1 to attack rolls, while the other acolyte attacks with his bleeding touch ability and then touch of chaos ability before resorting to sickle attacks. The acolytes cast bleed on any PCs if any are reduced to negative hit points. If an acolyte is reduced to 4 hit points or less, he casts cure light wounds to heal himself.

Morale Brainwashed and fanatically loyal, the acolytes fight to the death.

STATISTICS

Str 11, Dex 10, Con 10, Int 9, Wis 15, Cha 12

Base Atk +0; **CMB** +0; **CMD** 10

Feats Combat Casting, Improved Channel, Toughness

Skills Heal +6, Knowledge (religion) +3, Stealth 3

Languages Common

SQ aura, channel negative energy (4/day, 1d6, DC 13), spontaneous casting

Combat Gear chain shirt, sickle, small steel shield;

Other Gear iron unholy symbol of Maramaga, pouch with 2d10 gp

SPECIAL ABILITIES

Bleeding Touch (Su) Up to 5 times per day, a successful melee touch attack deals 1d6 bleed damage for 1 round.

Channel Negative Energy (Su) Up to 4 times per day, the acolytes can channel negative energy to injure the living or heal undead (DC 13, 1d6).

Touch of Chaos (Su) Up to 5 times per day, a successful melee touch attack forces a target to take the lower of 2d20 for each d20 roll for 1 round.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 2 acolytes of Maramaga.

F11 THE MIDNIGHT MONOLITH

The floor, walls, and ceiling of this large odd-shaped chamber are covered with lustrous, almost mirror-like, black tiles. A shimmering black stone monolith stands in the middle of the chamber. The strange monolith almost seems to absorb light and intensify the shadows around it.

The monolith is 15 feet tall, 9 feet wide, and 2 feet thick. It is embedded into the floor and extraordinarily difficult to harm (hardness 25, hit points 1,000, break DC 70). It radiates a strong aura of evocation and necromancy.

Though Azrenar and his followers have yet to identify what the Midnight King and his followers used the monolith for, they discovered very quickly to avoid it, especially after one of Azrenar's curious acolytes was reduced to a pile of smoldering ice-encrusted ash upon touching it.

The monolith acts as a conduit to the Shadow Plane and was once able to harness a huge amount of shadow-infused negative energy from a site located on that sinister plane. A successful DC 30 Knowledge (arcana or planes) check recognizes the connection to the Shadow Plane, but no other information. The Midnight King and his chief lieutenants were able to harness this energy to enhance their spells and create powerful magic items. Though the site on the Shadow Plane was destroyed by some unknown calamity shortly after Lord Dhurne and his army of devils assaulted the Temple of Maramaga, a tenuous connection to the Shadow Plane remains.

The shadow-infused monolith devours light. The brightest amount of light possible in the chamber is dim illumination. The light level can never increase beyond dim illumination even if a spell or magic item invoking daylight is cast inside the chamber. Also, any creature foolish enough to touch the monolith immediately suffers 6d6 points of damage (half of this is cold damage and half is negative energy damage). A successful DC 20 Fortitude save reduces this damage to half.

The monolith offers a strange boon to anyone that touches it and survives the cold and negative energy damage. Survivors are immediately granted darkvision to a distance of 60 feet for the next 24 hours. If the creature already has darkvision, their vision distance is doubled.

F12 THE BEAST TAMER CR 4 OR 6

This large chamber is devoid of furnishings and reeks with a sharp reptilian odor mixed with the unmistakable stench of rotting meat. A large iron portcullis is set into the southwest corner of the chamber.

The cult has recently begun using this chamber to train a six-headed hydra they captured in a neighboring cavern. The creature currently resides in the large pen to the southwest (area F12-A), which is also the obvious source of the chamber's reptilian smell.

The winch controlling the 10-foot wide, 15-foot high portcullis is set on the west wall, about a dozen feet from the portcullis. It takes a full round action (that provokes an attack of opportunity) and a successful DC 12 Strength check to raise or lower the portcullis.

A wooden rack on the west wall next to the winch holds three longswords, a masterwork whip, and a 20-foot length of chain attached to a large leather harness. Innex uses these items to train and care for the hydra.

MONSTER: Innex, one of Torian's vampiric spawn, spends most of his time here. Formerly a master of hounds for a noble family of Maerh-Varza, he was turned into a vampire spawn by the vampire-priest Torian a year ago and now serves as the cult's official beast-tamer. Innex is responsible for training and caring for the six-headed hydra in area **F12-A**. After many months of constant training and care, the hydra has come to regard Innex as a trusted companion.

Innex is handsome and muscular, with short blond hair and pale gray eyes. He wears an enchanted mithral chain shirt under his dark, loose-fitting clothes.

INNEX THE BEASTTAMER	XP	CR	HP
	1,200	4	34

Human vampire spawn fighter 1

CE Medium undead

Init +3; **Senses** darkvision; Perception +13

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +3 Dex, +4 natural)

hp 34 (1d10+4d8+10); fast healing 2

Fort +5, Ref +4, Will +5; +2 bonus vs. channeled energy

Defensive Abilities channel resistance +2; DR 5/silver; Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; Resist cold 10, electricity 10

Weakness vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+4)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

TACTICS

During Combat Innex begins combat by attempting to dominate the strongest-looking PC and then forcing the PC to attack his comrades. He then moves to the winch on the west wall and uses his next action to raise the portcullis (a full round action that provokes an attack of opportunity) and release the hydra. Innex then enters melee to support the hydra, and tries to flank enemies when possible.

Morale If the hydra is killed and Innex is reduced to 15 or less hit points, Innex assumes gaseous form and tries to flee to his coffin in his private quarters (area F12-B). Once his fast healing ability heals his wounds, Innex hunts down the PCs and attacks again. During this second encounter, if Innex is reduced to 15 hit points or less he assume gaseous form again and flees



the temple entirely. He withdraws to his secondary coffin hidden in a nearby cavern a few miles to the east of Hrazhad-Kul.

STATISTICS

Str 16, Dex 16, Con —, Int 11, Wis 13, Cha 15

Base Atk +4; CMB +7; CMD 20

Feats Alertness, Blind-Fight, Improved Natural Attack (slam), Skill Focus (Perception), Weapon Focus (slam)

Skills Handle Animal +6, Intimidate +9, Knowledge (dungeoneering) +4, Knowledge (religion) +7, Perception +13, Sense Motive +7, Stealth +18

Languages Common

SQ gaseous form, resurrection vulnerability, shadowless, spider climb

Combat Gear +1 mithral chain shirt; **Other Gear** key to his private quarters (area F12-B), gold and jade ring (worth 400 gp)

SPECIAL ABILITIES

Blood Drain (Ex) If Innex establishes or maintains a pin, he drains blood, dealing 1d4 points of Constitution damage. Innex heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round he drains blood.

Dominate (Su) As a standard action, Innex can crush a humanoid opponent's will. Anyone he targets must succeed on a Will save (DC 14) or fall instantly under his influence as the dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Ex) A creature hit by Innex's slam attack must succeed on a Will save (DC 14) or gain one negative level. This heals Innex of 5 hit points or grants him 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points).

Gaseous Form (Su) As a standard action, Innex can assume gaseous form at will (caster level 5th). Innex can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a vampire spawn destroys it (Will save negates). Using the spell in this way does not require a material component.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

Scaling the Encounter

If you are running the encounter with less than six PCs, it takes Innex two full rounds to raise the portcullis. Even if he is attacked during those two rounds, he continues to open the portcullis and release the hydra.

FI2 A HYDRA PEN

The large animal pen to the southwest reeks of animal waste, rotting meat, and a very obvious reptilian odor. A stack of half-eaten corpses is piled against the middle of the south wall.

This pen has been home to a ravenous six-headed hydra for about six months now, which is evident by the sheer amount of animal waste and half-eaten carcasses lying within. The smell inside the pen is almost overwhelming. Living creatures entering here must succeed on a DC 12 Fortitude save or they become sickened for as long as they remain inside the pen plus an additional 1d6 rounds.

MONSTER: Because of Innex's beast-training skills, the vampire spawn has successfully domesticated a six-headed hydra they captured in a nearby cavern. The hydra currently regards Innex—and only Innex—as a trusted companion. It considers the PCs and the other Maramagan cultists (like Vomog, if he retreats here from area **F8**) as potential meals.

The hydra is roughly 15 feet long and weighs 2,500 pounds. Its six 10-foot long green-and-black-scaled snake-like heads rise from a sleek, serpentine body covered with small bony protrusions and tufts of bristly black fur.

SIX-HEADED HYDRA	XP	CR	HP
	1,600	5	57

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

hp 57 (6d10+24); fast healing 6

Fort +9, Ref +8, Will +4

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 6 bites +7 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce

STATISTICS

Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 9

Base Atk +6; CMB +11; CMD 22 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +11, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

TACTICS

During Combat The hydra charges into the fray and tries to use its pounce attack on a single opponent. It then tries to strike as many enemies as it can each round.

Morale The hydra fights to the death.

SPECIAL ABILITIES

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing each of its six heads or by slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 6 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals 6 points of damage to the hydra's body. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

F12-B: Innex's Room

Note: The door to this room is locked with an excellent lock (DC 30). Innex carries the key.

A simple pine coffin sits in the middle of this otherwise empty room.

This is Innex's private quarters. The coffin holds grave dirt and a half-buried oak strongbox. This is Innex's main coffin, but he has a secondary coffin hidden in a nearby cavern a few miles to the east of Hrazhad-Kul.

TREASURE: The strongbox is unlocked. It contains 213 sp, 78 gp, 8 pp, an uncut zircon (worth 50 gp), and an uncut yellow-green topaz (worth 200 gp).

F13 SACRISTY CR 4

This long chamber is dominated by a large oak table surrounded by seven chairs, two of which look large enough to seat an ogre. Tacked to the west wall is a well-rendered cloth map of the city of Maerh-Varza. Against the east wall stands a tall wooden wardrobe and a slightly smaller wooden cabinet.

This chamber is used as a meeting area and sacristy for Azrenar and the members of his inner circle. The wooden wardrobe contains nine scarlet hooded robes, each bearing the unholy symbol of Maramaga (a two-headed vulture staring in opposite directions) in gold embroidery on the front. Two of the robes are sized for a large creature.

The wooden cabinet is locked with an excellent quality lock (DC 30 to open, Azrenar [see area **H4**] carries the key). See "Treasure" below for the cabinet's contents.

THE MAP: The map of Maerh-Varza has four locations marked with small brass pins. A successful DC 15 Knowledge (local) check recognizes that the marked areas each correspond to a local inn, and include The Notched Axe, The Golden Keg, Mother Tala's Inn, and the Stirge and Hammer Inn. These are the four inns the cultist strike teams targeted at the beginning of the adventure. The map also has a building circled in red ink with the word "Safe" in Abyssal script next to it. A successful DC 15 Knowledge (local) check identifies this building as the Grave Street Mortuary.

MONSTER: A skeletal champion named Gerdus protects this chamber and serves as the cult's sacristan. Gerdus looks like a typical skeleton wearing tattered burial linens over his yellowing bones. He cares for the sacred items kept here and guards the chamber from intruders. This includes keeping the rank-and-file members of the cult out of this chamber.

GERDUS	XP	CR	HP
	1,200	4	26

Skeletal champion fighter 2

CE Medium undead

Init +6; **Senses** darkvision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 dodge)

hp 30 (2d10+2d8+4)

Fort +2, Ref +4, Will +3 (+1 vs. fear); +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee two claws +8 (1d4+6)

STATISTICS

Str 18, Dex 14, Con —, Int 9, Wis 11, Cha 8

Base Atk +3; **CMB** +7; **CMD** 20

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, ToughnessB, Weapon Focus (claw)

^B **Bonus feat**

Skills Intimidate +5, Knowledge (religion) +6, Perception +9, Sense Motive +6

Languages Common

Other Gear tattered burial linens

TREASURE: The map of Maerh-Varza is particularly well-rendered and worth 40 gp to a collector.

The sacristy cabinet contains a number of items important to Azrenar and the cult, including 12 vials of unholy water, four vials containing the reaping sickness, three vials of unholy anointing oil, two vials of unguent of revivification, a small silver thurible (worth 50 gp), 32 blocks of rare incense (worth 5 gp each), a small wooden box holding 41 tinder twigs, a small ivory box (worth 200 gp) containing ashes and charred bits of bone and teeth (these are the remains of Azrenar's wife and children), and a masterwork gold-bladed sickle with a solid onyx handle (worth 600 gp) used by Azrenar for special sacrificial rites.

FI4 TORIAN'S ROOM CR 4

Note: The door to this room is locked with an excellent lock (DC 30). Torian (see area H1) carries the key.

This richly furnished room features silk-upholstered furniture, a marble table, and crimson-colored silk wallpaper. An ornate black coffin sits upon a small stone dais against the south wall. The bodies of two human females hang suspended from the east wall, apparently secured to the wall by shackles.

This is the vampire-priest Torian's private quarters. He spends his idle time here, enjoying the company of one or more of his vampire spawn as they indulge their sadistic appetites for blood and suffering. Torian is not currently here; he has been spending an increasing amount of time lately in the sacrarium chambers above (area H), as he grows more and more addicted to the necromancy-infused blood oozing from the Bloodstone (see area H1 for details).

Torian shares the fancy black coffin with his favorite spawn, Hessa. The coffin is unlocked and contains grave dirt, a pair of small keys (to the shackles on the east wall), and a locked brass strongbox. See "Treasure" below for the strongbox's contents.

One of the bodies manacled to the west wall is dead, and belongs to a buxom young farmer's daughter named Friella that Torian, Hessa, and Innex abducted a week ago from a farmstead south of Maerh-Varza. After torturing the poor girl for nearly a week, the vampires drained her blood and finished her off two days ago. The other body is the clever vampire spawn, Hessa.

MONSTER: Hessa is a stunning dark-eyed, raven-haired beauty that wears a tattered, quite revealing, white silk gown, stained with blood and gore. She is Torian's lover and has served him faithfully for nearly a decade. Hessa is beginning to grow concerned with Torian's prolonged absence and the increasing amount of time he spends in the sacred sacrarium chambers above the Temple Halls. In truth, Torian is hopelessly addicted to a powerful necromantic artifact called the *Bloodstone* and now rarely leaves its side (see area **H1** for details).

When the PCs enter the room, Hessa pretends to be manacled to the wall and uses her Bluff skill (+13) to convince the PCs that she is a prisoner of "the foul vampire Torian" and begs the PCs to release her.

HESSA	XP	CR	HP
	1,200	4	33

Human vampire spawn rogue 1

CE Medium undead

Init +4; **Senses** darkvision; Perception +11

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 deflection)

hp 33 (5d8+10); fast healing 2

Fort +3, Ref +7, Will +4; +2 bonus vs. channeled energy

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; Resist cold 10, electricity 10

Weakness vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+1)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14), sneak attack +1d6

STATISTICS

Str 12, Dex 18, Con —, Int 12, Wis 11, Cha 15

Base Atk +3; CMB +4; CMD 20

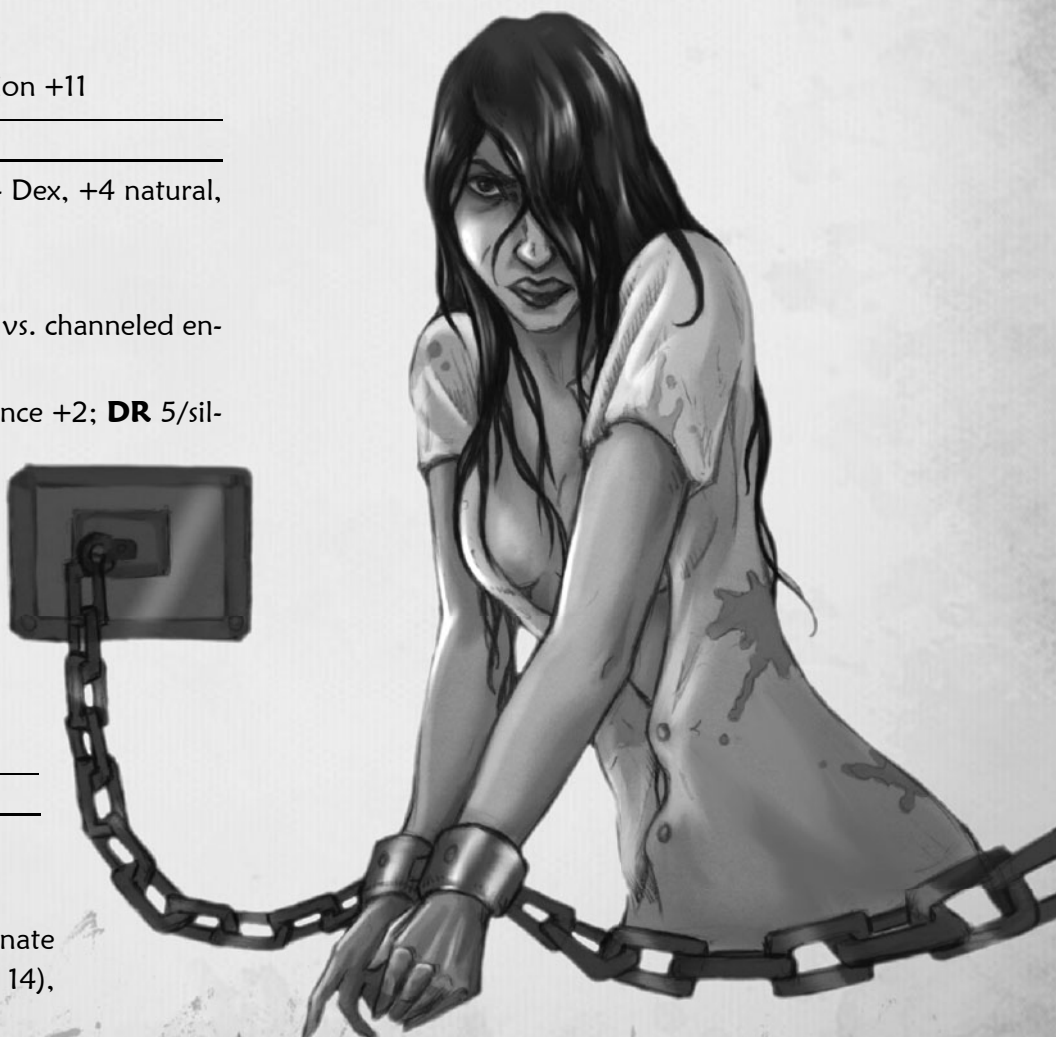
Feats Blind-Fight, Skill Focus (Bluff), Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +12, Bluff +13, Diplomacy +6, Intimidate +9, Knowledge (religion) +8, Perception +11 (+12 to locate traps), Sense Motive +4, Stealth +19

Languages Abyssal, Common

SQ gaseous form, resurrection vulnerability, shadowless, spider climb, trapfinding +1

Combat Gear ring of protection +2



TACTICS

During Combat Hessa tries to dominate the first two PCs she sees. She forces the stronger-looking of the two to attack his companions, while she forces the other PC to approach her for a kiss. She immediately tries to pin and drain the blood of the PC that approaches her. If this tactic fails, she resorts to melee and fights with wild abandon.

Morale If Hessa is reduced to 15 or less hit points, she assumes gaseous form and tries to flee to her secondary coffin hidden in a nearby cavern a few miles to the east of Hrazhad-Kul.

SPECIAL ABILITIES

Blood Drain (Ex) If Hessa establishes or maintains a pin, she drains blood, dealing 1d4 points of Constitution damage. Hessa heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to her full normal hit points) each round she drains blood.

Dominate (Su) As a standard action, Hessa can crush a humanoid opponent's will. Anyone she targets must succeed on a Will save (DC 14) or fall instantly under her influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Ex) A creature hit by Hessa's slam attack must succeed on a Will save (DC 14) or gain one negative level. This heals Hessa of 5 hit points or grants her 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to her full normal hit points).

Gaseous Form (Su) As a standard action, Hessa can assume gaseous form at will (caster level 5th). Hessa can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a vampire spawn destroys it (Will save negates). Using the spell in this way does not require a material component.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

TREASURE: Many of the furnishings here are valuable, though difficult to transport. These include a silk-covered couch (worth 400 gp, but weighs 250 lbs.), two silk-covered chairs (each worth 50 gp, but each weigh 100 lbs.), a pair of exceptional tapestries (each worth 100 gp, but each weigh 40 lbs.), and a small white marble table with ebony inlay (worth 50 gp, but weighs 100 lbs.). Sitting atop the marble table is a crystal decanter (worth 90 gp) filled with congealed human blood, a matching pair of crystal goblets (worth 30 gp each), a set of scrimshaw dice (worth 20 gp), and a vase made of black glass with silver engravings (worth 60 gp) holding a dozen wilted black roses.

The brass strongbox inside the coffin is locked with an excellent lock (DC 30 to open, Torian [see area H1] carries the key). It contains 880 sp, 266 gp, 21 pp, four uncut bloodstones (worth 25 gp each), a gold necklace set with an exquisite emerald (worth 1,800 gp), a scroll of bull's strength, a scroll of resist energy (fire), and a scroll of summon monster III.

F15 TREASURY CR 6

Note: The door to this room is locked with an excellent lock (DC 30). Azrenar (see area H4) carries the key. The door is also trapped (see below).

TRAP: The stone door leading to the treasury is trapped. If anyone attempts to open the door without inserting the proper key (which is in Azrenar's possession, see area H4) or disabling the trap, the trap triggers.

GRASPING FANGS TRAP	XP	CR
	2,400	6

Type mechanical; **Perception** DC 24; **Disable Device** DC 24

EFFECTS

Trigger location; **Reset** automatic (10 rounds)

Effect A large maw-like contraption strikes forth from a hidden space in the ceiling above the door and attempts to grapple the person opening the door. The grasping fangs trap has a +15 **CMB** and a **CMD** of 25. If the grapple attempt is successful, the target is automatically pinned and takes 2d6 points of piercing damage each round from the trap's razor sharp metal teeth until he escapes the grapple, another character successfully disarms the trap, the mechanism is destroyed (the mechanism has hardness 10, hit points 40, break DC 28), or 10 rounds elapse. After 10 rounds, if the mechanism is not disarmed or destroyed, the grasping fangs retract into the ceiling and the trap resets.

This small chamber contains two identical wooden treasure chests, both sitting against the middle of the south wall.

TREASURE: Both chests are unlocked. The first chest holds 3,400 gp and 700 pp in small cloth bags, each holding 100 coins. The second chest holds two *potions of cure serious wounds*, four *potions of cure moderate wounds*, two *potions of lesser restoration*, a *potion of invisibility*, two *scrolls of dispel magic*, a *scroll of remove curse*, a *wand of cure serious wounds* (11 charges), a *wand of heroism* (4 charges), a small bronze vial containing three pinches of void dust, a crystal flask containing an elixir of dragon breath (black dragon), a martyr's tear, and a phylactery of the shepherd.

FI6 AZRENAR'S ROOM CR 4 AND 6

Note: The door to this room is locked with an excellent lock (DC 30). Azrenar (see area H4) carries the key.

This richly furnished chamber features silk-upholstered furniture, a small oak dining table, and clean white-washed walls. A heavy black curtain stretches across the room, concealing what lies beyond.

This is Azrenar's private quarters. The northern part of the room contains a comfortable couch, easy chairs, and a small dining table. The southern portion of the room, which is blocked by a heavy black curtain, is smaller and contains a large double-bed covered with luxurious silk sheets.

MONSTER: Nezrea, a natural-born were-rat, a member of Azrenar's inner circle, and Azrenar's lover, shares this chamber with Azrenar. When the PCs arrive, she is currently lounging on the bed, lazily nibbling away on a severed human foot. In her human form, Nezrea is thin and short of stature, with tom-boy good-looks, short auburn hair, and bright blue eyes. In her rat and hybrid forms, Nezrea has a coat of oily brownish-gray fur and glimmering blue eyes. No matter what form she takes, her hands (or forepaws) are shriveled and blackened from her oracle's curse.

Nezrea has served the cult for about six months, and has family ties to a large clan of were-rats in the sewers of Maerh-Varza. In fact, three of her clan-mates have recently aligned themselves with the cult and are quartered in the catacombs below (see area G2).

NEZREA (HYBRID FORM)	XP	CR	HP
	1,200	4	34

Natural were-rat oracle 3 / rogue 1

CE Medium humanoid (shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 armor, +3 Dex, +2 natural, +1 dodge, +2 deflection from shield of faith)

hp 34 (4d8+8)

Fort +5, Ref +6, Will +5

DR 10/silver

Weakness oracle's curses (blackened)

OFFENSE

Speed 30 ft.

Melee +1 sickle +0 (1d6+2/x2) and bite –2 (1d4 plus disease)

Special Attacks curse of lycanthropy (DC 15), disease (DC 12), sneak attack (1d6)

Oracle Spells Known (CL 3, +6 concentration):

1—(6/day) *burning hands* (DC 14), *cure light wounds*, *doom* (DC 14), *endure elements*, *inflict light wounds* (DC 14), *shield of faith*

0—(at will) *bleed* (DC 13), *detect magic*, *enhanced diplomacy*, *resistance*, *spark* (DC 13)

TACTICS

Before Combat Likely alerted by the opening of the locked door to her chamber (or the sounds of battle in any of the nearby rooms), Nezrea prepares for combat by assuming hybrid form, using her demonhide ability, and casting shield of faith.

During Combat Nezrea tries to avoid melee if possible. She begins combat with her balefire ability, and then casts burning hands until she runs out of first level spells. After that, she resorts to melee and fights desperately with her sickle and bite.

Morale Nezrea is a fanatic and fights to the death, believing (foolishly) that her lover Azrenar will raise her from the dead.

STATISTICS

Str 12, Dex 17, Con 15, Int 12, Wis 15, Cha 16

Base Atk +2; **CMB** +3; **CMD** 17

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative

Skills Acrobatics +10, Appraise +5, Bluff +10, Climb +8, Diplomacy +7 (+11 to change attitude vs. animals related to lycanthropic form), Disable Device +10, Escape Artist +10, Intimidate +7, Knowledge (religion) +5, Perception +6 (+7 to locate traps), Sense Motive +6, Stealth +10, Swim +5

Languages Abyssal, Common

SQ change forms, lycanthropic empathy, oracle mystery (outer rifts), oracle revelations (balefire, demonhide), trapfinding +1

Combat Gear +1 sickle; Other Gear mwk thieves' tools, gold and emerald earrings (worth 200 gp), gold and onyx necklace (worth 300 gp)

SPECIAL ABILITIES

Balefire (Su) Once per day, Nezrea can call upon the searing fires of the Abyss to burn her foes. As a standard action, one target within 30 feet is wreathed in screaming flames and takes 3d6 points of fire damage. A successful DC 14 Reflex save halves this damage.

Blackened (Su) Nezrea's hands and forearms are shriveled and blackened. She takes a -4 penalty on melee weapon attack rolls.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Demonhide (Su) Nezrea can alter her flesh to be as tough as a demon's hide, granting her a +4 armor bonus. She can use this revelation for 3 hours per day. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Disease (Ex) Filth fever: Bite—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

TREASURE: As with room **F14**, many of the furnishings here are valuable, though difficult to transport. These include a silk-covered couch (worth 200 gp, but weighs 200 lbs.), two silk-covered chairs (each worth 50 gp, but each weigh 100 lbs.), and three exceptional tapestries (each worth 100 gp, but each weigh 40 lbs.). Sitting atop the dining table is a crystal decanter (worth 90 gp) filled with fine dark red wine, a matching set of nine of crystal goblets (worth 30 gp each), and a deck of playing cards in a small gold case (worth 200 gp). Resting on a shelf on the east wall are 13 bottles of excellent wine (worth 10 gp each) and a bottle of fine brandy (worth 60 gp). The silk bed sheets are worth 100 gp, though they weigh 20 lbs. Hidden under the bed, is an unlocked wooden strongbox that contains 503 sp, 312 gp, a scroll of prayer, and a potion of cure serious wounds.

If a PC examines the area under the bed, a successful DC 25 Perception check notices a recently sewn area on the underside of the mattress. If the stitching is cut away a scroll case made from a human thigh bone slides free from its hiding place. The scroll case contains a scroll of divination and a scroll of lesser planar ally, though the case also bears a dangerous trap.

TRAP: If the scroll case is opened without first disabling the trap or uttering the phrase “Olodamaru”, the trap triggers.

CIRCLE OF COLD TRAP	XP	CR
	2,400	6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

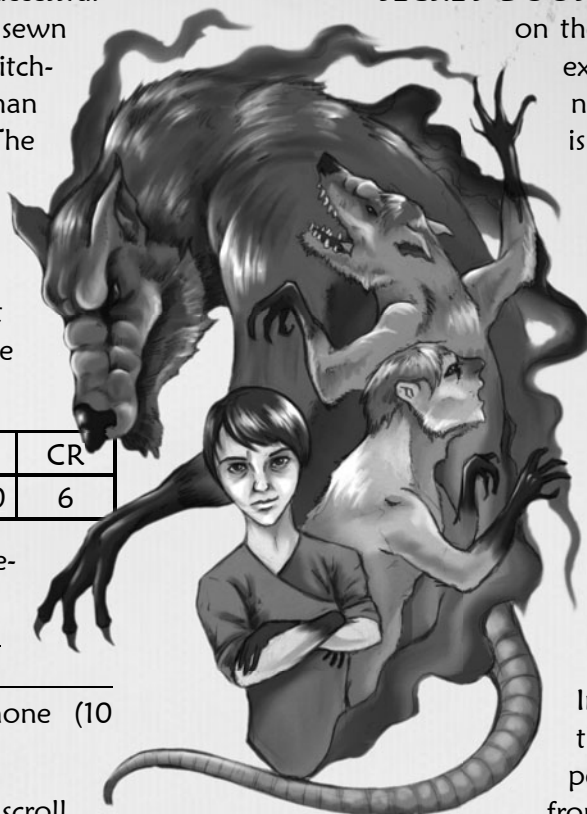
Trigger proximity (scroll case); **Reset** none (10 rounds)

Effect All creatures within 20 feet of the scroll take 8d6 points of cold damage. A successful DC 17 Reflex save reduces this damage by half.

F17 CHAMBER OF THE VOID

The walls of this chamber are set at odd angles and taper slightly inward and outward at various points. This odd architecture, in conjunction with the highly reflective dark gray tiles that cover the floor, walls, and ceiling, creates a subtle optical illusion that makes the walls look as if they are constantly moving in a slow undulating motion. A strange hand-sized rune, outlined in crackling violet energy is engraved into the floor in the middle of the chamber.

A PC that succeeds on a DC 20 Knowledge (arcane or planes) check identifies the rune as one associated with an otherworldly region of outer space sometimes referred to as the Void. Like room **F11**'s tenuous connection to the Shadow Plane, this chamber has a similar connection to the Void, the dark space between the stars where true madness dwells. The rune radiates a strong aura of conjuration and illusion.



SECRET DOOR: The secret door on the east wall usually exists in a state of non-being, and thus is not visible when the PCs first enter the chamber. The chamber's connection to the Void creates a subtle rift in the fabric of reality that the Midnight King used to conceal the secret door, and thus safeguard the sacred sacrarium chambers above.

In order to make the secret door appear, unholy water from the magical font in area **F8-A** must be placed inside the silver chalice from area **F8-B** and then splashed onto the east wall in this chamber. When the unholy water strikes the wall, the door slowly materializes into view and remains in existence for one minute. During this time the door can be opened normally. On the opposite side of the door, reality is unaffected and the door is always visible.

Azrenar keeps this door and the sacrarium chambers above a secret from most of his followers. Only Azrenar himself, the vampire-priest Torian, and the halfling necromancer Pelren know how to use the chalice and unholy water to make the secret door appear. PCs are probably going to be unable to open this door until they enter the catacombs below (area **G**) and either interrogate Pelren (area **G10**) for the information or read about it in his journal (area **G11**).

When Yndryssa (area **E9**) visits the temple to study and commune with the Reaping Stone, Azrenar blindfolds her before taking her through the secret door.

F18 THE CHAMBER OF WINDS

CR 5

A furious, pounding—and absolutely silent—wind pummels this entire high-ceilinged chamber. The driving winds sting exposed skin and distort normal vision.

When the Midnight King died in the chamber to the north (area **F19**) 2,000 years ago, the mighty priest's departing life-force reacted violently with the insidious dark energies of the Void emanating from area **F17**. These primal mystical forces coalesced in this chamber, creating a permanent area of magical and elemental distortion.

The ceiling here is 50 feet high. The entire chamber is under the effects of a permanent silence spell and an alter winds spell as if cast by a 20th level caster. The severe (and absolutely silent) 50-mph winds buffeting the chamber have the following effects:

- Vision is reduced to 20 feet.
- All ranged attack rolls, Fly checks, and Perception checks are made with a –4 penalty.
- Small-sized and smaller creatures must succeed on a DC 10 Strength check if they are on the ground or a DC 20 Fly check if they are airborne to move more than 5 feet.
- Tiny-sized and smaller creatures are knocked prone and take 2d6 points of nonlethal damage unless they succeed on a DC 15 Strength check.
- All unprotected flames are automatically extinguished. Protected flames (such as those of lanterns) dance wildly and have a 50% chance of being extinguishing.

MONSTER: Azrenar used a lesser planar ally scroll to summon an air elemental to this chamber to act as a guardian. Much to Azrenar's delight, a rare magical fluke granted the elemental the Advanced Creature template as soon as it appeared in the chamber. The elemental is also permanently trapped here until it is destroyed. The outsider resembles a legless, vaguely humanoid-shaped whirlwind of dark gray smoke with glowing silver eyes.

Note: The air elemental is not affected by the chamber's severe winds.

ADVANCED AIR ELEMENTAL	XP	CR	HP
	1,200	4	38

N Medium outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision; Perception +9

DEFENSE

AC 23, touch 18, flat-footed 15 (+7 Dex, +5 natural, +1 dodge)

hp 38 (4d10+16)

Fort +8, Ref +11, Will +3

Defensive Abilities air mastery; Immune bleed, flanking, critical hits, paralysis, poison, precision damage, sleep, stunning

OFFENSE

Speed 0 ft., flight (100 feet, perfect)

Melee slam +11 (1d8+6)

Special Attacks whirlwind (1/day, 10-30 ft. high, 1d8+6, DC 16)

TACTICS

Before Combat The air elemental lurks near the ceiling in the middle of the chamber, 50 feet above.

During Combat It waits until all of the PCs enter the chamber before it attacks, using Stealth (+14) to attempt a surprise attack against the first PC to enter the chamber. The air elemental begins combat by targeting a PC with its whirlwind ability. If it successfully picks up and holds a medium-sized opponent in its powerful winds, it carries its opponent to the ceiling, 50 feet above, and drops them (5d6 falling damage). After that, the elemental focuses on killing the PCs with its slam attack.

Morale Still bound by the lesser planar ally spell that summoned it, the air elemental fights to the death.

STATISTICS

Str 18, Dex 25, Con 18, Int 8, Wis 15, Cha 15

Base Atk +4; CMB +8; CMD 26

Feats Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Weapon Finesse

Skills Acrobatics +14, Escape Artist +11, Fly +22, Knowledge (planes) +5, Perception +9, Stealth +14

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

F19 THE MIDNIGHT KING'S TOMB CR 7

The shriveled remains of a long dead human sit in the northwest corner of this large otherwise empty side chamber. One of the body's desiccated hands grasps a 2-foot long rod made of polished mahogany.

Two thousand years ago, Lord Dhurne delivered the blow that eventually slew the Midnight King when the two fought in the main temple area (area **F8**). However, the Midnight King did not die right away. Mortally wounded and having cast all of his spells, he fled the battle and eventually collapsed here. As he lay dying, the Midnight King decided to take his own life, denying a mere mortal like Lord Dhurne the honor of delivering the final killing blow.

The Midnight King's mortal remains have rested here undisturbed ever since. Though intrigued by the mahogany rod, Azrenar and his followers have avoided the chamber because of its dangerous occupant (see below). If the Midnight King's remains or the rod are touched the body crumbles away to dust and disintegrates completely, leaving only the rod and his gold signet ring behind (see "Treasure" below).

MONSTER: The Midnight King now exists as a malignant spectral cloud of babbling sanity-devouring shadows, an ancient and powerful allip. It violently confronts any living creatures that enter its domain, though it cannot leave the chamber.

Note: PCs wielding Lord Dhurne's axe Hzarakul are immediately aware that the axe's bane ability affects the allip. Even though the allip is no longer a divine spellcaster, its long association with Maramaga still makes it vulnerable to Hzarakul's bane damage.

THE MIDNIGHT KING

XP	CR	HP
3,200	7	75

Advanced allip

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision; Perception +12

Aura babble (60 ft., DC 20)

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 Dex, +5 deflection)

hp 75 (4d8+42)

Fort +7, Ref +7, Will +7; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4, incorporeal; **Immune** ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

Speed 0 ft., flight (30 ft., perfect)

Melee incorporeal touch +8 (1d4 Wisdom damage)

Special Attacks touch of insanity (DC 20)

TACTICS

During Combat The Midnight King hides near the chamber's ceiling directly above his bodily remains. It suppresses its babble aura (the Midnight King is one of the few allips able to suppress this ability) until a PC moves adjacent to his corpse. The Midnight King then descends and attacks with its incorporeal touch and touch of insanity.

Morale The Midnight King fights until it is destroyed. It cannot leave area F19.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 15, **Wis** 15, **Cha** 20

Base Atk +5; **CMB** +8; **CMD** 26

Feats Ability Focus (babble), Ability Focus (touch of insanity), Improved Initiative, Lightning Reflexes, Toughness

Skills Fly +21, Intimidate +15, Knowledge (religion) +12, Perception +12, Sense Motive +12, Stealth +13

Languages Abyssal, Aklo, Common, Dwarven

SQ madness

SPECIAL ABILITIES

Babble (Su) All sane creatures within 60 feet of the allip must succeed on a DC 20 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect.

Madness (Su) Anyone targeting the allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The allip's incorporeal touch deals 1d4 points of Wisdom damage (DC 20 Will save negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). Each time the allip causes Wisdom damage it gains 5 temporary hit points.

TREASURE: The Midnight King's rod is a rod of thunderous force, but the true treasure here is his gold signet ring. Bearing the Midnight King's personal sigil, this unremarkable looking ring of protection +1 is worth up to 10,000 gp to a wealthy collector or student of history. The gp value of the ring is obvious to anyone that succeeds on a DC 30 Knowledge (history or religion) or bardic knowledge check.

Scaling the Encounter

If you are running the encounter with less than six PCs, make the Midnight King a normal allip (instead of an advanced allip).

6 PELREN'S CATACOMBS

These silent halls and half-ruined tomb chambers lay 100 feet below the Temple Halls, and are the domain of the halfling necromancer Pelren. The halls and chambers are natural stone and most of the surfaces remain unworked. All of the rooms and corridors here are much smaller than those found in the Temple Halls. Unless noted otherwise, corridor ceilings are 8 feet high and the rooms are 10 feet high. There is no lighting unless otherwise noted.

All of the wooden doors in the lower catacombs have long since rotted away—the doors that remain are made of solid white stone (hardness 18, hit points 150, break DC 28), which can be opened as normal doors. The stone doors are unlocked, unless noted otherwise.

G1: Catacombs

This wide hall is lined with four rows of irregular-sized burial niches. Although most of the niches are empty, some of them hold a few

dusty bones and the occasional cobweb-covered skull.

All of the 20-foot wide corridors on this level are lined with burial niches, some extending as far as 5 feet deep. This is where the Midnight King's ancient dwarf followers interred their dead. Anything of value has already been thoroughly looted.

When the PCs first enter this area, a DC 15 Perception check detects the faint sound of multiple screaming voices coming from deeper in the catacombs. This sound grows steadily louder as the PCs move closer to area **G4**.

G2: Rat Men Barracks (CR 4)

This large chamber is only sparsely furnished with three simple straw-filled bunks, small round table with three wooden stools, and a large oak chest.

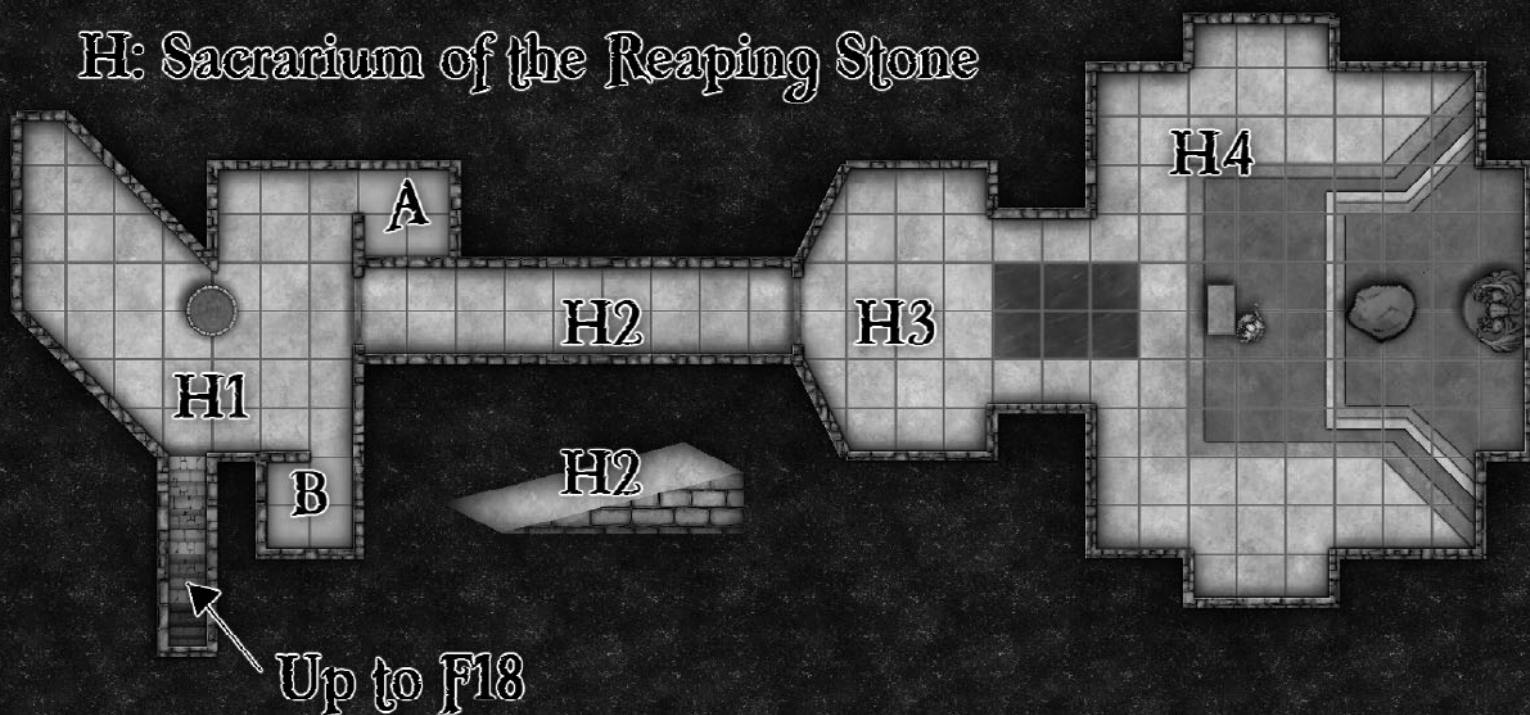
This chamber was formerly used by the Midnight King as a place to prepare the bodies of the dead for interment in the crypts. Here, bodies were dissolved by corrosive chemicals until only the skull and bones

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remained. After a brief ceremony in the nearby burial shrine (formerly area **G3**), the skeletal remains were placed in one of the catacomb niches. Now, 2,000 years later, this room serves as quarters for a trio of were-rats.

MONSTERS: Three were-rats—all related to Nezrea, the were-rat oracle (area **F16**)—joined the Maramagan cult about a month ago. Negotiations between Nezrea and her were-rat brethren of Maerh-Varza continue, and Azrenar hopes these are but the first of many of Nezrea’s brood-mates that eventually choose to join the cult.

The three were-rats quartered here (two males and a female) are new converts, and are not quite as fanatically devoted to Maramaga as their esteemed sister-cousin Nezrea. When the PCs enter the chamber, one of the males and the female are in human form and the other male is in hybrid form.

TACTICS: As soon as the were-rats detect intruders, the two were-rats in human form spend a full-round action to assume hybrid form. During this round, the were-rat already in hybrid form takes cover behind one of the bunks (receiving a +2 to his AC) and fires his light crossbow. The were-rats then draw their short swords and engage the PCs in melee. They fight as a team and try to flank enemies when possible.

MORALE: If reduced to 10 hit points or less, the were-rats try to assume rat form and flee the temple. They cut ties with the cult completely and do not return.

WERE-RATS: HUMAN FORM (3)	XP	CR	HP
	600	2	18

Natural wererat rogue 2

LE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 18 (2d8+6)

Fort +2, Ref +5, Will +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, Dex 15, Con 14, Int 10, Wis 16, Cha 6

Base Atk +1; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Languages Common

SQ change shape, rogue talent (fast stealth), lycanthropic empathy, trapfinding +1

WERE-RATS: HYBRID FORM (3)	XP	CR	HP
	600	2	18

Natural wererat rogue 2

LE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 20 (2d8+8)

Fort +3, Ref +6, Will +3

Defensive Abilities evasion; DR 10/silver

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+2/19–20) and bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 6

Base Atk +1; CMB +3; CMD 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

Languages Common

SQ change shape, rogue talent (fast stealth), lycanthropic empathy, trapfinding +1

Combat Gear mwk short sword, light crossbow with 20 bolts, studded leather armor; Other Gear thieves tools, each wears ornamental jewelry (rings, bracelets, and earrings) worth 3d10 gp

SPECIAL ABILITIES

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Disease (Ex) Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

TREASURE: The chest is unlocked and contains a small amount of treasure the cult used to purchase the were-rats' loyalty. The treasure includes 250 sp, 75 gp, 15 pp, three *potions of cure moderate wounds*, and a small bronze figurine of a mouse with two bloodstones for eyes (worth 100 gp).

G3 STUDY CR 2

Note: Pelren cast arcane lock (CL 9) on the stone door to this room (the door on the south wall). It can only be opened with a successful DC 20 Disable Device skill check, and the door's Break DC is increased by 10 (hardness 18, hit points 150, break DC 38).

Wooden shelves crowded with books line the walls of this room. A comfortable leather chair sits in the room's northeast corner next to a small side table. The door on the west wall is slightly ajar.

Note: When the PCs enter this room they can easily hear the sound of multiple screaming voices coming through the open door leading to area G4.

This is Pelren's study. Though the sinister halfling spends a great deal of time here pouring over his impressive collection of arcane tomes, he is currently in area G10 when the PCs arrive.

MONSTER: Pelren's familiar, a somewhat mischievous female quasit named Ixitaxikar, is here. When the PCs arrive, Ixitaxikar is lounging on the leather chair, smoking her master's pipe and idly nibbling on a chunk of rotten flesh (taken from the corpse pile in area G4).

By the time the PCs enter the room, the quasit is probably already invisible (see "Tactics" below), though they might realize something is amiss when they smell the burning pipeweed and see the smoking pipe and gnawed-on gobbet of flesh sitting on the side table.

IXITAXIKAR (QUASIT)

XP	CR	HP
600	2	16

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

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, Ref +5, Will +4

DR 5/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus poison) and bite +7 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th, +6 concentration)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (DC 11)

1/week—*commune*

TACTICS

Before Combat If Ixitaxikar is aware of intruders, she immediately turns invisible and positions herself on top of a bookshelf next to the open door leading to **G4**.

During Combat When the PCs enter the room the quasit observes them for several rounds before she retreats to the lab (area **G4**). Once inside the lab, she takes a full-round action to release the sundered one caged there and then sits back to watch the fun.

Morale Ixitaxikar avoids melee unless she is cornered and has no other alternative. The quasit is an utter coward. If reduced to 10 hit points or less she flees to area **G10** warn her master.

STATISTICS

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (bat or small centipede)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

TREASURE: The books here are all about alchemy and necromancy and grant a +2 bonus on alchemy- or necromancy-related Knowledge checks made here. Though most of the books are unremarkable, a successful DC 20 Knowledge (arcana) check identifies three of them as exceptionally rare books worth 100 gp each. On the small side table next to the leather chair sits a finely carved scrimshaw pipe with a silver toothguard (worth 150 gp) and a velvet pouch containing a pound of exceptional pipeweed (worth 50 gp).

G4 LAB CR 5

Note: The door to this room is slightly ajar. PCs can clearly hear the sound of multiple screaming voices coming from the room's occupant (see below).

A complicated array of alchemical equipment crowds the long wooden table in the center of this chamber. The many wires, tubes, and beakers eventually drain their contents into a large glass reservoir in the middle of the table. The dismembered body of a male gnome lies in bloodless pieces on the table as well, and several hoses and humming brass wires connect the various separated body parts to the ghastly alchemical array. More dismembered corpses piled like cordwood rise almost to the ceiling against the north wall. Against the west wall sits a large iron cage, its bars dripping with a vile black ichor.

This is Pelren's laboratory. It is here that the halfling necromancer used dust scraped from the *Reaping Stone* to concoct the terrible reaping sickness plague. It is also where Pelren tinkers with alchemy and the darkest necromancy to create blasphemous undead horrors. Though Pelren has created various lesser undead here (including the ghouls in area **G7**), his prized creations are his two sundered ones. One of those creatures is caged here (see below) and the other acts as a guardian in the chamber outside his private quarters (area **G9**).

The alchemical equipment here constitutes a fully functioning alchemy lab, and provides a +2 to any Craft (alchemy) checks made here. The large glass reservoir in the middle of the table holds several ounces

of clear viscous fluid. This is a raw—and particularly potent—form of the reaping sickness plague. Anyone coming within 5 feet of the table risks inhaling fumes from this vile concoction, and must succeed on a DC 15 Fortitude save or contract the reaping sickness. A creature that touches or imbibes the substance suffers a –6 on their Fortitude save to resist the supernatural disease. (See “Appendix 1: The Reaping Sickness” for additional details on the reaping sickness.)

The dismembered bodies in the northwest corner are all small-sized humanoids, mostly halflings and gnomes. Most of them were provided by Azrenar’s half-sister Ferista and her minions at the Grave Street Mortuary. Though the corpses are gray and rotting, Pelren has doused them with an alchemical powder that drastically slows down their rate of decomposition. Therefore, though the corpses reek, the smell is not overwhelming.

MONSTER: The iron cage against the west wall currently holds one of Pelren’s vile undead abominations: a sundered one. Crafted from the bodies of several small-sized humanoids, the sundered one is a terrible union of three torsos, five heads, and nine limbs, all twisted and bent into impossible positions. This creature is the source of the awful multi-voiced screaming, as its multiple heads wail, gurgle, and shriek in a maddening cacophony.

If the quasit Ixitaxikar was unable to release the creature, the PCs find the sundered one still secured inside the iron cage. However, upon seeing the PCs, the monster goes berserk and tries to sunder its way free of the cage so it can reach them. The cage has hardness 10, hit points 30, and a break DC of 26. The sundered one receives a bonus of +8 to its AC and cannot engage in melee while it remains trapped inside the iron cage.

Note: The sundered one is a new monster detailed in “Appendix 4: New Monsters.”

SUNDERED ONE	XP	CR	HP
	1,600	5	52

CE Medium undead

Init +9; Senses darkvision 60 ft.; Perception +18

Aura aura of madness (30 ft., DC 17)

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 52 (8d8+16)

Fort +3, Ref +9, Will +9

Defensive Abilities channel resistance +2; DR 10/silver; Immune undead traits

OFFENSE

Speed 30 ft.

Melee 5 slams +10 (1d4+4 plus purulent slime)

Special Attacks multiattack mastery, purulent slime (DC 17)

TACTICS

During Combat Once free of its cage the sundered one rushes toward the first creature it sees (except for Pelren) and attacks with berserk fury.

Morale The sundered one fights until it is destroyed.

STATISTICS

Str 18, Dex 20, Con - Int 3, Wis 16, Cha 12

Base Atk +6; CMB +11 (+15 grapple); CMD 25 (29 vs. grapple and trip)

Feats Agile Maneuvers, Improved Initiative, Lightning Reflexes, Toughness

Skills Climb +12, Perception +18

SPECIAL ABILITIES

Aura of Madness (Su) A sundered one radiates an overwhelming aura of wrongness that inspires madness in living creatures who look upon it. All living creatures within a 30-foot radius that can see a sundered one must succeed on a DC 17 Will save or suffer 1d4 points of Wisdom damage and become confused for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same sundered one’s aura of madness for 24 hours. This is a vision-based mind-affecting effect.

Multiattack Mastery (Ex) A sundered one never takes a penalty to its attack rolls when fighting with its multiple slam attacks.

Purulent Slime (Su) A sundered one constantly weeps necromancy-infused slime from its pores, mouths, and empty eye sockets. Creatures struck by a sundered one or those who strike a sundered one with an unarmed attack automatically come into contact with the purulent slime. Creatures that strike a sundered one with a melee weapon must succeed on a DC 17 Reflex save to avoid coming into contact with the purulent slime. Purulent slime is a supernatural flesh-eating fungus and can only be cured by application of *remove disease* and a DC 17 caster level check. Anyone who dies from purulent slime dissolves into a lifeless puddle of black sludge and cannot be raised without a resurrection or greater magic.

Purulent slime: Injury—slam; **save** Fort DC 17; **onset** immediate; **frequency** 1/day; **effect** 1d3 Con (this damage cannot be healed while the creature is infected); **cure** *remove disease* and DC 17 caster level check.

TREASURE: Sitting on the table among the various alchemical equipment are seven flasks of acid, three flasks of alchemist's fire, six vials of antiplague, two vials of antitoxin, three jars of liquid ice, three potions of remove disease, and a *potion of cure serious wounds*.

A successful DC 25 Perception check notices a small discolored area of stone on the wall in the southwest corner of the chamber. If this area of stone is pressed inward, a section of the wall slides silently back to reveal a small storage cavity. Pelren keeps the following items in this secret cache: 100 gp in a small cloth bag, a *potion of cure serious wounds*, a *wand of admonishing ray* (11 charges), and a *wand of dispel magic* (29 charges).



G5 OBSERVATION ROOM CR 13

Note: The stone door leading from area G3 into this room is not locked, but it is barred from the G5 side. The door is a standard stone dungeon door (hardness 18, hit points 150, break DC 28), but the wooden bar sealing it is a little easier to break (Break DC 24).

This large square chamber contains a wooden rack holding strange tools in the middle of the north wall and a plain wooden bench near the east wall. The bench sits in front of a section of wall obscured by a thick black curtain. A black iron rod protrudes from the wall next to the curtain. The entire west wall is lined with a dozen or so sets of iron shackles. A single human corpse is fettered to the wall here, a puddle of dark liquid has pooled at its feet.

Pelren uses this chamber to observe the reaping sickness plague zombies he stores in the large cavern adjacent to this room (area G6). Hidden behind the black curtain is a window made of a strange dark-tinted glass-like substance. This is actually a one-way window that allows anyone inside this room to look into area G6, though anyone in area G6 can only see pitch black glass. The glass is treated with special arcane chemicals and has hardness 15, hit points 25, and a Break DC of 25.

The one foot long black iron rod attached to the wall next to the curtain controls a *continual flame* spell in area G6 that is currently “off.” Touching the rod once turns the *continual flame* spell effect “on” and touching the rod twice ends the effect. When the light is on, it illuminates a spot in area G6 centered on the ceiling next to the shaft that ascends to area F2. When the *continual flame* effect is turned on, the plague zombies in area G6 grow visibly agitated and begin circling the room to look for prey.

The tools on the wooden rack include two boar spears, a whip, a small basket holding 12 torches and 27 tindertwigs, and three mancatcher poles, two built to capture medium-sized humanoids and one for small-sized humanoids. When Pelren needs to capture a zombie for one of his experiments, he directs several cultist warriors to use these tools to help capture a suitable subject.

MONSTER: The body chained to the west wall is, in fact, a reaping sickness plague zombie. Pelren captured this creature about a week ago and promptly forgot about it. It has languished here ever since, unable to free itself from the shackles (hardness 10, hit points 10, Break DC 26).

REAPING SICKNESS PLAGUE ZOMBIE	XP	CR	HP
	200	1/2	9

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

TACTICS

During Combat If the zombie is released or somehow gets free of the shackles, it immediately attacks the closest creature it sees.

Morale The mindless zombie fights until it is destroyed.

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie’s bite attack carries the reaping sickness plague. See “Appendix 1: The Reaping Sickness” for details.

TREASURE: A cursory examination of the wooden bench reveals its top can be lifted to reveal a storage cavity under the seat. Inside this storage space is a portion of command undead, a *wand of disrupt undead* (31 charges), a *wand of halt undead* (4 charges), and a key ring holding the keys to each of the shackles on the west wall.

G6 CAVERN OF THE DEAD CR 7

Note: Due to the reek of the plague zombies, any creatures entering this cavern for the first time must succeed on a DC 12 Fortitude save or they become sickened for as long as they remain in the cavern plus an additional 1d6 rounds.

This large natural cavern has a mud-covered floor and a ceiling studded with stalactites and other natural rock formations. The entire cavern reeks strongly of death and rot. A strange black-colored glass window is set in a hewn area of rock to the west.

The ceiling of this cavern is 30 feet high and studded with stalactites and other natural rock formations. A shaft in the middle of the ceiling rises another 50 feet to area **F2**. The cavern floor is covered in ankle-deep mud and counts as difficult terrain. A natural, raised area in the middle of the cavern is 15 feet higher than the main cavern floor. The floor of this raised area is not covered with mud.

Up until about 300 years ago, this cavern was filled with fresh, spring-fed water. It was used by the Midnight King and his followers as a source of fresh water. However, 300 years ago an earthquake damaged the cavern, tore several large fissures in the floor, and drained away most of the water. When Pelren claimed this area of the temple, he turned the cavern into a storage area for the plague-carrying zombies he and Azrenar created by infecting them with the reaping sickness. The zombies are the source of the foul smell.

The window made of a strange dark-tinted glass-like substance. This is actually a one-way window that allows anyone inside area **G5** to look into area **G6**, though anyone in area **G6** can only see pitch black glass. The glass is treated with special arcane chemicals and has hardness 15, hit points 25, and a Break DC of 25.

The stone door leading to area **G5** is not locked, but it is barred from the **G5** side. The door is a standard stone dungeon door (hardness 18, hit points 150, break DC 28), but the wooden bar sealing it is a little easier to break (Break DC 24).

MONSTERS: This cavern is currently a holding area for 22 reaping sickness plague zombies.

REAPING SICKNESS PLAGUE ZOMBIE (22)	XP	CR	HP
	200	1/2	9

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

TACTICS

During Combat As soon as they detect living prey, the zombies attack en masse.

Morale The mindless zombies fight until they are destroyed.

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +5; **CMD** 16

Feats Toughness

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 5 plague zombies.

G7 TORTURE CHAMBER PRISON CR 7

Note: This area includes the torture chamber (area **G7-A**), Domok's room (area **G7-B**), and the prison cell (area **G7-C**). Combat with the ghouls in the torture chamber automatically alerts the cyclops ghastr Domok, who immediately joins the fight. This makes area **G7** a CR 7 encounter.

G7 A TORTURE CHAMBER CR 5

This is a chamber dedicated to pain and misery. An iron maiden forged to resemble a grinning succubus stands in the southeast corner, a set of wooden stocks sits in the center of the chamber, a stretching rack sits against the south wall, and an over-sized chair with heavy leather straps and various spiked clamps and screws for clinching toes and fingers sits in the southwest corner.

The torture implements here show signs of recent and bloody use. This chamber was designed by Pelren, who spent time as a torturer's assistant many years ago, though the sinister halfling necromancer long ago left the chamber and its morbid responsibilities in the hands of the cyclops ghastr Domok (see area **G7-B**) and his ghastr lackeys.

A ring of keys hangs from a small hook near the middle of the south wall. The keys unlock each of the shackles in the prison cell (area **G7-C**).

MONSTERS: Five ghastr—all former cultist warriors transformed into ghastr by one of Pelren's necromantic experiments—currently inhabit this chamber. Three of the ghastr sit on the floor next to the iron maiden, gnawing away at a severed human leg. The other two ghastr are terrorizing the prisoners in area **G7-C**, using a pair of freshly severed human heads to act out a grotesque puppet show in the open doorway leading into the prison cell.

GHOULS (5)	XP	CR	HP
	400	1	13

CE Medium undead

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

DEFENSE

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

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2; Immune undead traits

OFFENSE

Speed 30 ft.

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

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

TACTICS

During Combat As soon as they detect living prey, the ghastr attack en masse.

Morale Terrified of Domok, the ghastr fight to the death as long as the cyclops ghastr lives. If Domok is killed, the ghastr try and flee to area **G10** to warn their master Pelren.

STATISTICS

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

Base Atk +1; CMB +2; CMD 14

Feats Weapon Finesse

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

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghastr Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid that dies of ghastr fever rises as a ghastr at the next midnight. A humanoid who becomes a ghastr in this way retains none of the abilities it possessed in life. It is not under the control of any other ghastr, but it hungers for the flesh of the living and behaves like a normal ghastr in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.

TREASURE: One of the keys on the key ring looks different from the others and does not unlock any of the shackles. This key is actually a key of lock jamming.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 3 ghastr.

G7 B DOMOK'S ROOM CR 5

The floor of this foul-smelling room is littered with splintered bones and the dusty pieces of many fragmented skulls. A rotting human corpse hangs from a set of shackles in the northwest corner. Both of the corpse's legs are missing and are nowhere in sight.

This is the prison turnkey's quarters. Due to the intense stench lingering here, any creatures entering the room for the first time must succeed on a DC 15 Fortitude save or become sickened for as long as they remain in the room plus an additional 1d6 rounds. The bones littering the floor belong to the many prisoners Domok and his ghoulish lackeys (see area **G7-A**) have tortured to death and consumed over the months.

MONSTER: The cyclops ghast Domok is the source of the room's foul smell. A skilled fighter, Domok served as Azrenar's bodyguard for many years. However, shortly after the necromancer Pelren joined the cult, Domok got into a scuffle with several of Pelren's newly created ghouls and contracted ghoulish fever. Curious to see how the transformation into a ghoul would change Domok, Azrenar and Pelren decided not to cure the cyclops (even though Domok begged them to). When Domok died and rose as a ghast, Azrenar and Pelren were both very pleased.

Domok, still loyal to Azrenar and the cult, revels in his new powers and role as the cult's turnkey and chief torturer. He is tall and lean (9 feet tall, 400 pounds), with sickly pallid gray-green flesh, a single oozing red eye, and a clean-shaven head. His left arm is missing, having been gnawed off just above the elbow by his original ghoul attackers. Though he no longer possesses his flash of insight cyclops ability, Domok's ghoul-like abilities and his large-sized masterwork longsword still make him a formidable opponent.

DOMOK	XP	CR	HP
	1,600	5	46

Cyclops ghast fighter 3

CE Large undead

Init +4; **Senses** darkvision; Perception +10

Aura stench (10 ft., DC 13, 1d6+4 minutes)

DEFENSE

AC 20, touch 9, flat-footed 20 (+4 armor, -1 size, +7 natural)

hp 46 (3d10+2d8+15)

Fort +5, Ref +1, Will +6; +2 vs. channeled energy

Defensive Abilities channel resistance +2; Immune ability drain, bleed, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +12 (2d6+7/19-20) and bite +8 (1d8+3 plus disease and paralysis) or claw +10 (1d8+3 plus disease and paralysis) and bite +8 (1d8+3 plus disease and paralysis)

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

Special Attacks disease (DC 13), paralysis (DC 13, 1d4+1 rounds)

TACTICS

During Combat Domok attacks as soon as he notices intruders. If any of the PCs wear good-aligned holy symbols or channel positive energy in his presence, Domok focuses his attacks on them. In combat, he tries to position himself so he can make full attacks with his longsword and bite.

Morale If Domok is reduced to 15 hit points or less, he drops his sword and tries to drink his potion of *cause moderate wounds*. Domok fights to the death.

STATISTICS

Str 24, Dex 11, Con —, Int 12, Wis 14, Cha 14

Base Atk +4; **CMB** +12; **CMD** 22

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

Skills Acrobatics +1, Climb +11, Intimidate +8, Perception +10, Stealth +3, Swim +11

Languages Common, Giant

Combat Gear chain shirt, mwk longsword, potion of *cause moderate wounds*; **Other Gear** key to shackles in the northwest corner

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; **save** Fort DC 13; **onset** 1 day; **frequency** 1/day; **effect** 1d3 Con and 1d3 Dex damage; **cure** 2 consecutive saves. A humanoid that dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) Ghosts exude an overwhelming stink of death and corruption in a 10-foot radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes.

TREASURE: Obsessed by his unnatural hunger for humanoid flesh, Domok no longer cares for amassing treasure. Affixed to the middle of the west wall is his only possession of value: a silver unholy symbol of Maramaga worth 50 gp.

67 C PRISON

Twenty sets of iron shackles are attached to the west, north, and east walls of this dismal chamber. The place reeks of sweat, human waste, and hopelessness.

This is the cult's prison, where those condemned to die for the glory of Maramaga live out their last few desperate days.

PRISONERS: The prison currently holds four prisoners: two human commoners from the city above, a cult warrior fanatic that was recently blinded and deemed unfit to serve Maramaga, and a dwarf adventurer captured during an ill-fated attempt to infiltrate and plunder the temple.

HREMELGAD: Hremelgad is the sole surviving member of an adventuring band that blundered their way into the great cavern of Hrazhad-Kul and attempted to infiltrate and plunder the Temple of Maramaga. Though they were veteran explorers of a number of other monster-infested dungeons, the cultists proved too much for Hremelgad and his companions. Now, after losing his comrades one by one to a variety of

horrible ends, only Hremelgad remains. Though unarmed and wounded, the dwarf promises to assist the PCs against the cult if they rescue him and provide him with a weapon.

HREMELGAD	XP	CR	HP
	800	3	48 (3)

Male dwarf fighter (unbreakable) 4

LN Medium humanoid (dwarf)

Init -1; **Senses** darkvision; Perception +2

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 48 (4d10+16) – currently 3 hp

Fort +8 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +0, Will +5 (+1 vs. mind-affecting effects); +2 vs. nauseated, sickened, or ingested poisons, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, unflinching +1

OFFENSE

Speed 20 ft.

Melee unarmed strike +6 (1d3+2 nonlethal)

Special Attacks hatred

STATISTICS

Str 14, Dex 8, Con 18, Int 10, Wis 15, Cha 10

Base Atk +4; CMB +6; CMD 15 (19 vs. bull rush, 19 vs. trip)

Feats Cleave, Diehard, Endurance, Fight On, Iron Will, Ironguts, Power Attack

Skills Climb +6, Intimidate +7, Knowledge (dungeoneering) +4, Perception +2 (+4 to notice unusual stonework), Survival +7, Swim +2

Languages Common, Dwarven

SQ greed, hardy, slow and steady, stability, stonemasonry +2

COMMONERS: Kronn and Yetalla are two young lovers from Maerh-Varza. They and six of their friends were abducted two weeks ago by the cult while they

enjoyed a midnight revel in the Boneyard (see “Appendix 5: Maerh-Varza” for additional information on the various districts of Maerh-Varza). Both Kronn and Yetalla are suffering from shock after witnessing their friends’ death, dismemberment, and consumption at the hands of their ghoulish captors. If any combat breaks out, Kronn and Yetalla automatically gain the cowering condition for the duration of the fight.

KRONN & YETALLA	XP	CR	HP
	200	1/2	7

Human commoner 2

N Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 7 (2d6)

Fort +1, Ref +0, Will -1

OFFENSE

Speed 30 ft.

Melee unarmed +1 (1d3 nonlethal)

TACTICS

Morale Kronn and Yetalla cower during combat.

STATISTICS

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +1; CMD 11

Skills Climb +6, Knowledge (local) +1, Perception +3
Languages Common

BLIND CULTIST: This cult warrior was blinded after he and another cultist were attacked by the skaveling that lives on the Riftwall (area **E5**) while they manned the watch tower roof (area **F6**). Effectively crippled (and now a CR 1/3 creature), the warrior was sent here and ordered to honor Maramaga by dying bravely and providing her faithful (the ghouls) with nourishment. The warrior is still a fanatic and is incurably insane. Even while shackled to the prison wall, he promises to do violent and vulgar things to the PCs and their loved ones. If the PCs actually do release him he attacks immediately, biting and growling like a mad dog.

CULT WARRIOR FANATIC	XP	CR	HP
	135	1/3	20

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** blind; Perception -4

DEFENSE

AC 8, touch 8, flat-footed 8 (-2 blind)

hp 20 (2d10+5)

Fort +4, Ref +1, Will +3

OFFENSE

Speed 30 ft.

Melee bite +0 (1d3+2)

STATISTICS

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Endurance^B, Iron Will, Toughness^B, Weapon Focus (scythe)

^B **Bonus feats**

Skills Acrobatics -4, Intimidate +4

Languages Common

SQ blind

SPECIAL ABILITIES

Blind (Ex) The cult warrior’s eyes have been torn out and he cannot see. He takes a -2 penalty to AC, loses his Dex bonus to AC (if any), and takes a -4 penalty to most Str- and Dex-based skill checks and all opposed Perception checks. All checks and activities that rely on vision automatically fail. All opponents are considered to have total concealment (50% miss chance) against him. The blind cult warrior must succeed on a DC 10 Acrobatics check to move faster than half speed or fall prone.

XP AWARD: If good- or neutral-aligned PCs free the human commoners and safely escort them to the surface, award them an additional 1,600 XP. The PCs earn no XP for freeing Hremelgad or the cultist, though Hremelgad is very likely to join the PCs if they offer him a chance to avenge his fallen comrades.

G8 OGRES LAIR CR 5

This dank-smelling chamber contains crude, over-sized furniture, including several large chairs, a long sturdy table, and a huge bed covered with dozens of mangy furs and skins of questionable origin. Two heavy oak trunks sit against the east wall, surrounded by more skins and furs strewn about the floor.

This is the private quarters for the ogre priests Vomog and Zagnaaga (see area F8) and their degenerate offspring.

MONSTERS: Vomog and Zagnaaga's two hideous offspring, a pair of blind degenerate ogres, dwell here. The twin boys are big (10 feet tall, 900 pounds), with large flabby bodies, huge hair-covered bellies, and big misshapen heads and mouths full of over-sized black teeth filed to shark-like points. The result of generations of enthusiastic inbreeding, the twins were born without eyes. Their faces instead feature huge bruise-colored splotches where their eyes should be.

When the PCs enter the chamber, the two degenerate ogres are both seated on the pile of furs near the east wall playing a rather violent game of tug-of-war with the body of a dead dwarf warrior (one of Hremelgad's companions, see area G7-C). While distracted by their game, the degenerate ogres suffer a -4 penalty to all Perception and Initiative checks. As soon as they detect the PCs, they roar and attack.

DEGENERATE OGRES (2)

XP	CR	HP
800	3	34

CE Large humanoid (giant)

Init -5; **Senses** blindsight 30 ft., scent; Perception +2

DEFENSE

AC 16, touch 8, flat-footed 16 (+3 armor, -1 Dex, +5 natural, -1 size)

hp 34 (4d8+16)

Fort +8, Ref +0, Will +1

OFFENSE

Speed 30 ft. (40 ft. base)

Melee 2 slams +10 (1d6+8) and bite +8 (1d6+4)

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

Special Attacks pummel

TACTICS

During Combat The degenerate ogres both immediately close to melee range and attack the closest target.

Morale The degenerate ogres fight to the death.

STATISTICS

Str 26, Dex 8, Con 18, Int 6, Wis 10, Cha 7

Base Atk +3; **CMB** +12; **CMD** 22

Feats Multiattack, Power Attack

Skills Climb +10, Perception +2

Languages Giant

SQ utterly psychotic

SPECIAL ABILITIES

Pummel (Ex) If a degenerate ogre succeeds on both slam attacks against a single foe it may immediately pummel the target into oblivion, dashing him on the ground like a rag doll or savaging him with fists and a head butt. The victim suffers an additional 2d6+8 points of damage and must succeed on a DC 20 Fortitude save or be dazed for 1 round.

Utterly Psychotic (Ex) A degenerate's inbreeding results in its mind abandoning any semblance of rational thought. They are immune to any mind-affecting effect and know no fear. Also, anyone attempting to commune with a degenerate's mind, whether through telepathic communication or similar magic, immediately suffers 1d6 points of Wisdom damage. Degenerates do not register pain and ignore any effect that stuns or dazes them. They also fight unhampered until reduced to -10 hit points.

TREASURE: Only one of the oak trunks is locked with an excellent quality lock (DC 30, Vomog in area F8 has the key). The trunk contains 901 sp, 361 gp, 71 pp, a small purple velvet pouch holding five uncut carnelians (worth 25 gp each), an uncut aquamarine (worth 250 gp), a severed elf finger still wearing a platinum and jade ring (worth 300 gp), and a small copper beetle-shaped pin which is actually a golem-

bane scarab. Buried under all of this, bundled up in a large burlap sack, is a dwarf-sized suit of +2 *chainmail armor* and an enchanted silvery-blue great helm that combines the powers of a phylactery of faithfulness and an *amulet of natural armor* +2.

The second (unlocked) trunk holds a gruesome collection of 26 rotting wormy humanoid heads. However, buried under the heads is a +1 *scimitar* sheathed within a silver scabbard (worth 150 gp).

69 PELREN'S CHILD CR 6

Ten square stone pillars line this large high-ceilinged chamber. A forgotten dusty longsword lies on the floor in the middle of the chamber. To the northeast, attached to a short metal rod embedded in the wall next to a stone door, is a skull wreathed in flickering orange-red flames.

The ceiling here is 40 feet high. The longsword is old, but in serviceable condition. It was left in the middle of the chamber's floor as a lure by the room's hideous guardian (see below).

THE BURNING SKULL: A flaming skull mounted on a short iron rod protrudes from the wall, next to the door leading into area G10. The skull radiates an aura of faint evocation and moderate necromancy. It is actually a normal human skull enchanted with a sentry skull spell and a continual flame spell. The halfling necromancer Pelren (area G10) has imprinted the sentry skull to warn him when the sundered one guarding this chamber suffers hit point loss. When this happens, Pelren immediately shifts his vision into the sentry skull so he can observe the chamber. However, due to Pelren's near-sightedness, his vision range is only 20 feet from the skull's location. When gazing through the sentry skull, Pelren sees with darkvision and low-light vision, he can swivel the skull in place to look in any direction, and has a +5 bonus on vision-related Perception checks. The skull has hardness 3, 10 hit points, and a Break DC of 15.

MONSTER: Another of Pelren's sundered ones guards this chamber. This particular sundered one was the first one he created. It is much larger and stronger than the specimen in area G4, though it is also much less agile. This particular sundered one is a dreadful amalgamation of six small humanoid torsos, nine heads, and thirteen mismatched arms and legs.

Note: The sundered one is a new monster detailed in "Appendix 4: New Monsters."

LARGE SUNDERED ONE	XP	CR	HP
	2,400	6	60

CE Large undead (sundered one variant)

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura aura of madness (30 ft., DC 19)

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 68 (8d8+32)

Fort +3, Ref +7, Will +9

Defensive Abilities channel resistance +2; **DR** 10/silver; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 5 slams +13 (1d6+6 plus purulent slime)

Special Attacks multiattack mastery, purulent slime (DC 19)

TACTICS

During Combat The sundered one lurks 20 feet above, clinging to the pillar immediately northeast of the chamber's west entrance. Not the brightest of creatures it attempts to use Stealth (-2) to gain a surprise attack, though its constant whispered gasps and babblings and dripping purulent slime will probably reveal its presence before it can strike. As soon as a PC moves to within 10 feet of the pillar, the creature leaps down and attacks. Treat this as a charge attack that deals an additional 2d6 points of damage on the sundered one's first melee attack. The sundered one also suffers 2d6 points of damage from the 20 foot fall.

Morale The sundered one fights until it is destroyed.

STATISTICS

Str 22, Dex 16, Con - Int 3, Wis 16, Cha 16

Base Atk +6; CMB +13 (+17 grapple); CMD 26 (30 vs. grapple and trip)

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (slam)

Skills Climb +14, Perception +18, Stealth -2

SPECIAL ABILITIES

Aura of Madness (Su) A sundered one radiates an overwhelming aura of wrongness that inspires madness in living creatures who look upon it. All living creatures within a 30-foot radius that can see a sundered one must succeed on a DC 19 Will save or suffer 1d4 points of Wisdom damage and become confused for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same sundered one's aura of madness for 24 hours. This is a vision-based mind-affecting effect.

Multiattack Mastery (Ex) A sundered one never takes a penalty to its attack rolls when fighting with its multiple slam attacks.

Purulent Slime (Su) A sundered one constantly weeps necromancy-infused slime from its pores, mouths, and empty eye sockets. Creatures struck by a sundered one or those who strike a sundered one with an unarmed attack automatically come into contact with the purulent slime. Creatures that strike a sundered one with a melee weapon must succeed on a DC 19 Reflex save to avoid coming into contact with the purulent slime. Purulent slime is a supernatural flesh-eating fungus that can only be cured by application of *remove disease* and a DC 19 caster level check. Anyone who dies from purulent slime dissolves into a lifeless puddle of black sludge and cannot be raised without a *resurrection* or greater magic.

Purulent slime: Injury—slam; **save** Fort DC 19; on-set time immediate; **frequency** 1/day; **effect** 1d3 Con (this damage cannot be healed while the creature is infected); **cure** remove disease and DC 19 caster level check

GIO PELREN'S QUARTERS CR 8

Note: Pelren cast arcane lock (CL 9) on the stone door leading to this room from area **G9**. It can only be opened with a successful DC 20 Disable Device skill check, and the door's Break DC is increased by 10 (hardness 18, hit points 150, break DC 38).

This high-ceilinged room is modestly furnished, though most of the furniture is dusty and covered with cobwebs. A thin haze of smoke has accumulated near the ceiling.

The ceiling here is 20 feet high and slightly curved in the center. Formerly the tomb of one of the Midnight King's lieutenants, this chamber is now the private quarters of the halfling necromancer Pelren. The furnishings here include two comfortable couches, a small dining table with four chairs, and a few small side tables. A stone brazier filled with smoldering coals and a bucket full of coal sit in the middle of the south wall. The smoke from the brazier—and from Pelren's pipe—is the source of the smoke gathering near the ceiling.

MONSTERS: The halfling necromancer Pelren, his skeletal champion bodyguard, and Pelren's six undead cats dwell here. When the PCs arrive, Pelren is relaxing here after working many long hours in his lab (area **G4**). He sits at the couch drinking dark tea and smoking his pipe, as he idly flips through the pages of his spellbook by the light of a small oil lamp on a nearby table. Seated on the couch next to him—as silent and still as the dead—is his bodyguard and companion, a skeletal champion named Jashana.

Pelren is a stooped and diminutive (even for a halfling), wrinkled halfling of extremely venerable age. He has a deathly pallid complexion, a single cloudy pale blue eye, and an unkempt tangle of curly snow-white hair. He wears a black eye patch over his right eye, having lost it decades ago during a spell duel. His perpetually frowning mouth has only four yellow-brown teeth in it. He dresses in black robes and a voluminous black hooded cloak (his cloak of protection +2). He limps due to his advanced age and must walk with the aid of a gnarled walking stick carved to resemble a skeletal spine swarming with beetles and wasps (his staff of swarming insects).

Pelren is 132 years old and has led a long dark life. He spent most of his younger years as a torturer's assistant, where he mastered the art of interrogation and learned about the anatomies of many of the humanoid races. His interest in the magical arts and necromancy occurred later in life (when he was in his late 80s), but he proved a fast study and quickly became skilled necromancer. After spending many years studying the dark arts on his own, he befriended the high priest Azrenar after a chance meeting on the streets of Maerh-Varza a little over a year ago. Though not a worshipper of Maramaga, Pelren agreed to join Azrenar's cult after the high priest promised to provide Pelren with a lab and resources to support the necromancer's sinister experiments. Now, only a year later, Pelren is effectively Azrenar's third in command, just below Azrenar's half-brother Torian in rank. This angers the other members of the inner circle (all of whom are life-long worshippers of Maramaga), though none of them dare voice their opinions in the presence of the dangerous and vindictive little necromancer.

Jashana, the skeletal champion that serves as Pelren's bodyguard, was in life a human warrior Pelren became infatuated with many years ago. Angered when Jashana did not return his affections, Pelren tortured her, slowly killed her by stripping the flesh from her bones, and then animated her to serve as his undead bodyguard. Jashana wears a suit of dusty field plate armor over her bleached white bones. A few strands of long red hair still cling to her skull and her empty eye sockets glow with a fearsome green radiance. Jashana no longer has a will of her own; she exists only to serve and protect Pelren.

The six undead cats are former street cats that Pelren took in years ago. True to his character, Pelren strangled them all and then animated them as fast zombies.

Note: Though Pelren is equipped as a 9th level PC, he is deaf, near-sighted, and has serious penalties to his physical ability scores due to his advanced age. He is effectively a CR 7 creature. Pelren's stat block has been adjusted to account for casting mage armor and greater false life and for drinking his potion of heroism and potion of fox's cunning.

PELREN	XP	CR	HP
	3,200	7	59

Venerable male halfling necromancer 9

NE Small humanoid (halfling)

Init -3; **Senses** almost blind, deaf; Perception +11 (+7 for opposed Perception checks, +1 for vision-based Perception checks)

DEFENSE

AC 18, touch 14, flat-footed 17 (+4 armor, +1 Dex, +1 size, +2 deflection)

hp 50 (9d6-18, plus 9 for Toughness feat and 21 for *greater false life*)

Fort +6, Ref +9, Will +14; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 mithral dagger +5 (1d3-2/19-20)

Wizard Spells Prepared (CL 9, +16 concentration, 10% chance of spell failure)



5—*suffocation* (2, DC 24), *waves of fatigue*
4—*death knell aura* (DC 23), *enervation*, *greater false life*, *shout* (DC 21)
3—*dispel magic*, *fly*, *ray of exhaustion* (DC 22), *spiked pit* (DC 20), *vampiric touch* (2)
2—*glitterdust*, *invisibility* (2 memorization slots), *mirror image* (2 memorization slots), *pilfering hand*, *spectral hand*
1—*burning disarm* (DC 18), *ear-piercing scream* (2, DC 18), *mage armor*, *ray of enfeeblement* (2, DC 20), *unseen servant*
0 (at will)—*detect magic*, *light*, *prestidigitation* (DC 17), *sotto voce* (DC 19)

Opposition schools: Enchantment, Illusion

TACTICS

Before Combat Pelren already cast mage armor and greater false life earlier today. He is also probably alerted to the presence of the PCs, either via his empathic link with the quasit Ixitaxikar in area **G3** or by the sentry skull in area **G9**. Thus alerted, he drinks his potion of heroism and his potion of fox's cunning. He then casts fly, death knell aura, and spectral hand on himself. Before the PCs enter the chamber, he takes to the air and positions himself near the ceiling (20 feet high) next to the door leading to area **G11**.

During Combat Pelren orders Jashana to attack the PCs while he casts spiked pit and places it between himself and the PCs. He then expends 3 charges from his staff of swarming insects to cast insect plague and directs the three summoned wasp swarms to attack. Next, Pelren casts waves of fatigue and pilfering hand to try and steal the strongest looking PC's melee weapon. If he's able to pilfer a weapon, Pelren laughs maniacally and drops it in the spiked pit. Next, he unleashes his arsenal of damaging spells beginning with his highest level spells first. He reserves his two vampiric touch spells for use only after he suffers any hit point loss. If he believes any of his opponents are invisible, he tries to reveal their location by casting glitterdust.

Morale If reduced to 10 hit points or less, Pelren casts invisibility and tries to flee to his treasure room (area G11). Once there, he opens the trapped chest and triggers the monster summoning trap to summon the gibbering mouter (see area **G11** for details). Pelren makes his final stand there and fights to the death.

STATISTICS

Str 4, Dex 12, Con 6, Int 24, Wis 16, Cha 14

Base Atk +4; CMB +0; CMD 12

Feats Brew Potion, Combat Casting, Command Undead, Craft Wand, Greater Spell Focus (Necromancy), Scribe Scroll, Spell Focus (Necromancy), Threnodic Spell, Toughness

Skills Acrobatics +5, Appraise +14, Bluff +4, Climb +1, Craft (alchemy) +21, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +5, Heal +5, Intimidate +4, Knowledge (arcana) +21, Knowledge (dungeoneering) +14, Knowledge (history) +14, Knowledge (nature) +14, Knowledge (planes) +16, Knowledge (religion) +21, Linguistics +14, Perception +11, Profession (torturer) +12, Sense Motive +5, Spellcraft +21, Stealth +12, Survival +5

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Halfling, Infernal, Necril

SQ arcane bonds (arcane familiar), arcane familiar nearby (within 1 mile), deliver touch spells through familiar, empathic link with familiar, fearless, grave touch, life sight, power over undead, share spells with familiar

Combat Gear +1 mithral dagger, cloak of resistance +2, potion of fox's cunning (2), potion of heroism, staff of swarming insects (4 charges left), ring of protection +2; **Other Gear** silver-rimmed spectacles on a thin silver neck chain (worth 100 gp), gold and ruby ring (worth 600 gp), onyx ring shaped like a grinning skull (worth 100 gp)

SPECIAL ABILITIES

Almost Bind (Ex) Pelren is almost completely blind and suffers a –10 penalty to all vision-based Perception checks. Enemies more than 20 feet away from him have total concealment (50% miss chance).

Deaf (Ex) Pelren cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, and takes a –4 penalty on opposed Perception checks. Because Pelren has been deaf for many years, he has grown somewhat accustomed to it and only suffers a 10% chance of spell failure when casting spells with verbal components.

Grave Touch (Su) Up to 10 times per day, as a standard action, Pelren can make a melee touch attack that causes a living creature to become shaken for 4 rounds. If Pelren touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 9 Hit Dice.

Life Sight (Su) For up to 9 rounds each day, Pelren can employ blindsight to a range of 10 feet. This ability only allows Pelren to detect living creatures and undead creatures. This sight also tells Pelren whether a creature is living or undead.

Power Over Undead (Su) Pelren can channel energy 10 times per day to take control of undead. Undead receive a Will save (DC 16) to resist.

JASHANA	XP	CR	HP
	1,600	5	49

Skeletal champion fighter 3

CE Medium undead

Init +7; **Senses** darkvision; Perception +9

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 natural)

hp 49 (3d10+2d8+10 plus 5 for Toughness)

Fort +4, Ref +4, Will +5; +4 vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 20 ft.

Melee mwk lucerne hammer +12 (1d12+15)

TACTICS

During Combat Jashana's tactics are straight forward and brutal. She wades into combat wielding her masterwork lucerne hammer and employs Power Attack and Furious Focus with each attack. (Her melee stats have been adjusted to reflect these two feats.)

Morale Jashana fights until she is destroyed.

STATISTICS

Str 22, Dex 16, Con —, Int 8, Wis 12, Cha 13

Base Atk +4; **CMB** +10; **CMD** 23

Feats Cleave, Furious Focus, Great Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (lucerne hammer)

Skills Acrobatics –1, Climb +2, Intimidate +9, Perception +9, Stealth –1, Survival +6

Languages Common

Combat Gear belt of giant strength +2, field plate armor, mwk lucerne hammer

FAST ZOMBIE CATS (6)	XP	CR	HP
	65	1/3	3

N Tiny undead (zombie variant)

Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 17, flat-footed 14 (+5 Dex, +2 natural, +2 size)

hp 3 (1d4)

Fort +1, Ref +6, Will +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 claws +8 (1 point), bite +8 (1 point)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks quick strikes

TACTICS

During Combat Pelren orders the fast zombie cats to engage obvious spellcasters or lightly armored foes.

Morale The fast zombie cats fight until they are destroyed.

STATISTICS

Str 4, Dex 20, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** –4; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +13, Climb +12, Stealth +13; Racial Modifiers +8 Acrobatics, +8 Climb, +8 Stealth

SPECIAL ABILITIES

Quick Strikes (Ex) When a fast zombie cat takes a full-attack action, it can make one additional bite attack at its highest base attack bonus.

WASP SWARMS (3)	XP	CR	HP
	--	--	31

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits; Immune weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; Racial Modifiers +8 Perception

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save

TREASURE: Pelren's spellbook contains all of the spells listed in his stat block, standard 0-level spells for a 9th level necromancer, and the following: 5th—*break enchantment*; 4th—*animate dead*, *bestow curse*, *remove curse*, *summon monster IV*; 3rd—*gentle repose*, *halt undead*, *lesser animate dead*, *summon monster III*; 2nd—*alter self*, *arcane lock*, *blindness/deafness*, *command undead*, *continual flame*, *bull's strength*, *darkness*, *false life*, *fire breath*, *ghoul touch*, *haunting mists*, *scare*, *skull sentry*, *spider climb*, *unshakable chill*; 1st—*alarm*, *alchemical tinkering*, *arcane lock*, *burning hands*, *cause fear*, *charm person*, *chill touch*, *comprehend languages*, *corrosive touch*, *decompose corpse*, *detect undead*, *expeditious retreat*, *feather fall*, *grease*, *identify*, *interrogation*, *jump*, *magic missile*, *obscuring mist*, *protection from good*, *restore corpse*, *sculpt corpse*, *shield*, *unseen servant*.

Like many wizards, Pelren also uses his spellbook as a journal. PCs perusing the spellbook that succeed on a DC 15 Perception check stumble across some notes scrawled in the margin of a random page that detail how to open the secret door in area **F17**, a place Pelren refers to as the "Chamber of Winds." (See areas **F8A**, **F8B**, and **F17** for additional information.)

On a nearby table sits an ivory pipe rack (worth 80 gp) holding four well-crafted scrimshaw pipes (worth 40 gp each). A tin canister containing two pounds of rare and excellent pipeweed (worth 100 gp) sits on the floor nearby.

A low shelf on the north wall holds a collection of two dozen tins and glass jars, each containing a pound or so of different varieties of tea. Next to the tins and jars sits a collection of five porcelain tea cups with silver rims (worth 5 gp each) and an elegant silver tea kettle that radiates a faint aura of transmutation magic. Three times per day, the kettle's owner can command it to create any flavor of hot tea desired. The kettle is easily worth 500 gp.

A successful DC 15 Perception check notices a potion of flying and a potion of remove disease hidden inside one of the tins mixed in among the tea containers.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Jashana.

GII PELREN'S TREASURY CR 5

Note: Pelren cast arcane lock (CL 9) on the stone door to this room. It can only be opened with a successful DC 20 Disable Device skill check, and the door's Break DC is increased by 10 (hardness 18, hit points 150, break DC 38).

This small room is empty except for a large oak sea chest in the southwest corner. The chest is not secured with a lock.

Pelren keeps his personal wealth in this room, apart from the cult's treasure found in area **F15**. The sea chest does not have a lock, but it is secured with an arcane lock spell and requires a DC 20 Disable Device check to open. The chest is also trapped.

TRAP AND MONSTER: Pelren has trapped the sea chest with a monster summoning trap. If the sea chest is opened without speaking the command word ("Yorinclavu") or without disabling the magical trap, the trap triggers and summons a gibbering mouter. The gibbering mouter appears in the northeast corner of the room in front of the door. The creature remains for 9 rounds, during which time it attacks anyone in sight except for Pelren.

SUMMON MONSTER IV TRAP	XP	CR
	1,600	5

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

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

Effect spell effect (*summon monster IV*, summons a gibbering mouter for 9 rounds)

GIBBERING MOUTHER	XP	CR	HP
	--	--	46

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 46 (4d8+28)

Fort +8, Ref +4, Will +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

TACTICS

During Combat When the gibbering mouter appears, it immediately uses its gibbering attack and then moves directly to engulf the closest opponent. It makes a free spittle attack each round. Once it kills an opponent, the gibbering mouter moves on to engulf the next closest opponent.

Morale The gibbering mouter fights until it is destroyed. It vanishes completely once 9 rounds have elapsed.

STATISTICS

Str 10, Dex 17, Con 24, Int 4, Wis 13, Cha 12

Base Atk +3; CMB +3 (+7 grapple); CMD 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; Racial Modifiers +4 Perception

Language Aklo

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

TREASURE: The sea chest contains a mass of loose coinage (1,904 sp, 665 gp, and 59 pp), a large and nearly flawless black pearl (worth 500 gp), a bone scroll case holding four arcane scrolls (a *scroll of grease*, a *scroll of mage armor*, a *scroll of create pit*, and a *scroll of fireball*), two *potions of cure serious wounds*, a blood-and-gore-stained *cloak of resistance +1*, a *wand of mount* (47 charges), a *wand of scorching ray* (9 charges), a *wand of locate object* (23 charges), and a *water elemental gem*.

H: SACRARIUM OF THE REAPING STONE

Much like the halls and chambers of the Temple Halls level (area F), all of the rooms and corridors in the Sacrarium of the Reaping Stone are built on a grand scale. Unless noted otherwise, corridor ceilings are 18 feet high and the rooms are 30 feet high. There is no lighting unless otherwise noted.

HI CHAMBER OF BLOOD CR 7 AND 7

Note: This is a complicated, two-stage encounter. Unless the PCs somehow detect Torian and attack him, he does not engage the PCs until after they destroy his minions. The first stage of the encounter is a CR 7 encounter that includes the two blood-frenzied dire bats, the advanced bat swarm, and the fiendish vampiric mist. The second stage is Torian himself, another CR 7 encounter.

The metallic tang of fresh blood and the acrid stench of bat guano permeate this vast odd-shaped chamber. The walls, floor, and ceiling are covered with a seamless layer of black enamel that resembles ceramic tile. In the center of the chamber, even with the floor, is a round pool filled with a frothy dark red liquid. The pool is constantly fed by a steady stream of dark red fluid that falls from a source high above. To the east, some 20 feet up, are two open thresholds—one to the north and one to the south—that lead to smaller side chambers.

The ceiling here is a staggering 100 feet high and the entire chamber echoes and magnifies even the slightest sounds. This grants all creatures here a +6 bonus to all sound-based Perception checks.

The black enamel-like coating on the walls, floor, and ceiling is a unique light-dampening alchemical substance created long ago by the Midnight King's highly skilled alchemists. Any light brought into the chamber has its effectiveness naturally reduced by one-half. Thus a hooded lantern only illuminates a radius of 15 feet (with 30 feet of dim light), and a torch only illuminates a radius of 10 feet (with 20 feet of dim light). The substance also completely negates all low-light vision in the chamber, though it has no effect on darkvision.

THE BLOODSTONE: The 10-foot diameter pool contains fresh human blood. The pool is five feet deep and always remains full; it never overflows or splashes its contents on the surrounding floor. The blood's source is the *Bloodstone*, which hangs from the ceiling 100 feet above the pool. In ancient times, the Midnight King used the Bloodstone to gain dominion over a large number of vampires who served him as bodyguards and assassins. The high priest Azrenar seeks to re-establish this practice.

The Bloodstone (lesser artifact)

Slot none; **Aura** strong necromancy; **CL** 20th; **Weight** 300 lbs.

Description

Created by the Midnight King, the Bloodstone is a three-foot long spur of rough blood-red rock that constantly weeps necromancy-infused human blood. The *Bloodstone* and the *Reaping Stone* share a magical link. The *Bloodstone* is only active when the *Reaping Stone* is active (see the *Reaping Stone* description for additional information). When both artifacts are active, the *Bloodstone* projects the following powers.

Blood Addiction: The *Bloodstone's* necromancy-infused blood acts like a highly addictive drug to any creature that drinks it. Creatures that require blood for sustenance—like vampires—are even more susceptible to its addictive properties. Any creature (excluding constructs) that drinks the blood must succeed on a DC 18 Will save or immediately suffer the effects of necromancy-infused blood addiction (see below). Any creature that requires blood for sustenance suffers a –6 penalty to this save. If the Will save is suc-

cessful, the drinker suffers no effects at all (good or bad). See the rules for drugs and addiction on page 236–237 of the

Pathfinder RPG Gamemastery Guide or the d20PF-SRD.com website.

Soul-eater: Much like the *Reaping Stone*, the *Bloodstone* hungers for souls, whether they come from living or sentient undead creatures. Any creature (excluding constructs) reduced to –1 hit points or less must succeed on a DC 20 Will save each round they remain within 60 feet of the *Bloodstone*, or their soul is absorbed into the *Bloodstone*. A victim that suffers this fate can only be returned to life via resurrection, true resurrection, miracle, or wish, and only if the caster can succeed on a DC 30 caster level check. Any creature that has tasted the necromancy-infused blood from the *Bloodstone* suffers a –6 penalty to this saving throw. If the *Bloodstone* is destroyed within 60 feet of a corpse of a creature whose soul it has consumed, and the victim has been dead for no longer than 24 hours, the victim's soul returns to its body and restores the victim to life, leaving the victim unconscious and at 0 hit points. Only living creatures can be restored in this manner; undead that have their souls absorbed are irrevocably destroyed.

Destruction

The *Bloodstone* can be destroyed by conventional means and has hardness 10, 150 hit points, and a Break DC of 30. Good-aligned weapons completely bypass its hardness. The *Bloodstone* also takes damage from positive energy effects. Because of the *Bloodstone's* magical connection to the *Reaping Stone*, it is immediately destroyed if the *Reaping Stone* is destroyed.

Necromancy-Infused Blood Addiction

Type ingested; **Addiction** severe; Will DC 18 (any creature that requires blood for sustenance suffers a –6 penalty to this save)

Effects 2 hours; intense euphoria and +2 alchemical bonus to Strength

Damage No ability score damage; victim gains an increasingly feral and haggard appearance and falls un-



der the control (as dominate monster) of the Reaping Stone's "chosen one" (currently Azrenar, see below)

Note: The addiction is automatically cured if the Reaping Stone goes dormant (see area **H4-B**), or if the *Reaping Stone* or the *Bloodstone* is destroyed.

When Azrenar touched the *Reaping Stone* for the first time, he became instantly attuned to the powerful Maramagan artifact. The instant this occurred, the long dormant *Bloodstone* gurgled to unholy life and began weeping blood again for the first time in 2,000 years. Due to his bond with the *Reaping Stone*, Azrenar instinctively understood the addictive powers of the *Bloodstone* and realized he could use it to bring his impetuous and increasingly rebellious half-brother fully under his control. His plan worked perfectly.

Currently, all of the creatures in this chamber—the vampire-priest Torian, the vampiric mist, the dire bats, and the bat swarm—are addicted to the necromancy infused blood from the *Bloodstone*. Torian spends a majority of his time here each day, drinking from the pool and reveling in the strength and euphoria it gives him.

MONSTERS: Azrenar's half-brother, a vampire cleric of Maramaga named Torian, spends a great deal of time in this chamber. His minions include two huge dire bats, a swarm of blood-sucking normal-sized bats, and an ancient vampiric mist who has guarded this chamber since the days of the Midnight King. These creatures are all fanatically devoted to Torian and fight to the death to defend him and their cherished source of blood.

TORIAN: Before he contracted vampirism, Torian was Azrenar's human half-brother and the two men shared the same human father. Torian was also Ferista's (see area **B24**) full-blooded brother, though Torian and Ferista had a falling out long ago and have not spoken to one another since they were both very young. Torian is actually older than Azrenar, though he stopped aging when he contracted vampirism 20 years ago. Like his father before him and his younger half brother, Torian is a life-long worshipper of Maramaga.

Torian and Azrenar have been working together for nearly 25 years. At first the two worshipped Maramaga together in secret and maintained a small shrine hidden away in the vast forested wilderness east of Maerh-Varza. They were content on this solitary existence for many years until two critical events occurred in the same month. First, Azrenar received his first of many visions of the *Reaping Stone*, which he shared with his brother. The second event occurred a few weeks later, when Torian and Azrenar were attacked by a vampire. Though they destroyed the creature, Torian was killed and rose from the dead the next night as a free-willed creature of the night. Both men were convinced that Torian's vampirism was a gift from the Scythe Mother and was a sign that they should follow Azrenar's vision. They immediately abandoned their wilderness shrine and made their way to the heavily populated cities on the coast. They spent many years travelling between the coastal cities, recruiting followers, and building their secret cult. During this time Azrenar married and had children. As their cult grew, so too did Azrenar's divine powers and the frequency of his unholy visions. Eventually, just before Azrenar's fateful meeting with King Thurzen three years ago, Azrenar supplanted Torian as the cult's undisputed leader. Though he loved his brother, Torian rankled at the thought of bowing down to his younger half-brother. Torian began to create spawn and took steps to recapture his standing within the cult, though his efforts were often hampered by Azrenar's obsession with exploring the catacombs and caverns beneath Maerh-Varza in search of the *Reaping Stone*. Before Torian could make his move, Azrenar discovered the long abandoned Temple of Maramaga, the *Reaping Stone*, and Torian's bane, the *Bloodstone*. The moment Torian supped from the *Bloodstone*'s scarlet waters, he belonged, body and unliving soul, to Azrenar.

Torian is tall and lean with shoulder-length raven black hair and pale gray eyes. His already handsome human features were enhanced after he became a vampire, but Torian's addiction to the necromancy infused blood of the *Bloodstone* has taken its toll on his appearance. Though still handsome, his features have taken on a more feral aspect—his sunken facial features are sharp and almost emaciated-looking. His

teeth and nails have grown long and make him appear rather bestial. He still wears a mithral chain shirt under his bloodstained crimson clerical robes. In battle, he prefers to wield his magical sickle to honor his devotion to Maramaga.

Note: Torian's stat block is adjusted for his divine favor and shield of faith spells and the +2 bonus to his Strength from the *Bloodstone's* necromancy infused blood.

TORIAN	XP	CR	HP
	3,200	7	57

CE Human vampire cleric 6

Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 120 ft.; Perception +18

DEFENSE

AC 27, touch 17, flat-footed 22 (+4 armor, +4 Dex, +6 natural, +2 deflection, +1 dodge)

hp 57 (6d8+12 plus 6 for Toughness); fast healing 5

Fort +8, Ref +10, Will +11

Defensive Abilities channel resistance +4; **DR** 10/magic, 10/silver;

Immune undead traits; Resist cold 10, electricity 10

Weakness vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 furious sickle +14 (1d6+10) or slam +11 (1d4+7)

Special Attacks blood drain, children of the night, create spawn, destructive smite +3, dominate (DC 15), energy drain (DC 15, 2 levels)

Spell-Like Abilities *lightning arc* (7/day)

Cleric Spells Prepared (CL 6, +10 concentration)

3—*blindness/deafness* (DC 17), *chain of perdition*, *prayer*, *rage* ^D

2—*darkness*, *dread bolt* (DC 16), *hold person* (DC 16), *spiritual weapon*, *wind wall* ^D

1—*bane* (DC 15), *divine favor*, *entropic shield*, *obscuring mist* D, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *spark* (DC 14)

^D **Domain spell;** Domains Air, Destruction

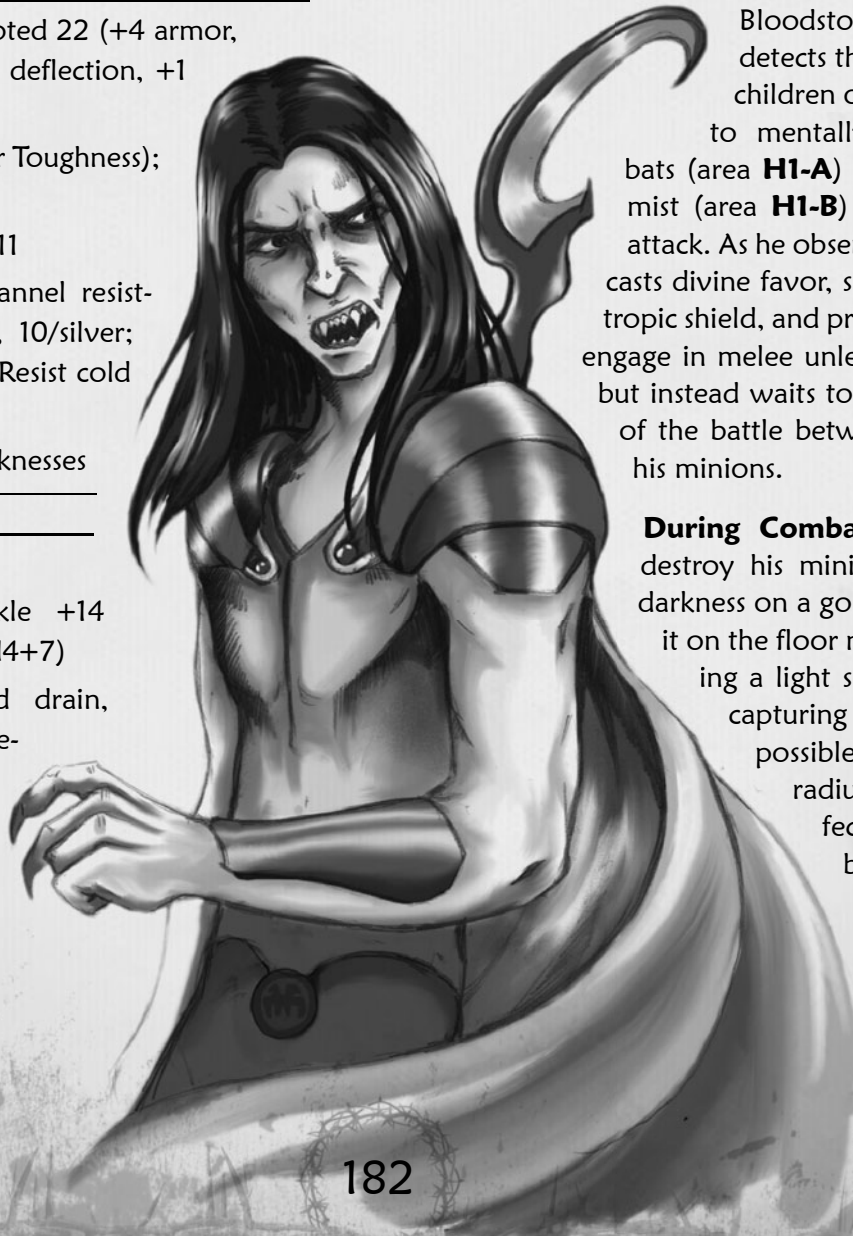
TACTICS

Before Combat When the PCs enter area H1, Torian is hanging upside down suspended from the ceiling 100 feet above (at the "X" marked on the map), meditating on the glories of Maramaga and basking

in the euphoria of the Bloodstone. As soon as he detects the PCs, he uses his children of the night ability to mentally command the

bats (area **H1-A**) and the vampiric mist (area **H1-B**) to move in and attack. As he observes the battle, he casts *divine favor*, *shield of faith*, *entropic shield*, and *prayer*. He does not engage in melee unless he is attacked, but instead waits to see the outcome of the battle between the PCs and his minions.

During Combat After the PCs destroy his minions, Torian casts *darkness* on a gold coin and drops it on the floor next to a PC holding a light source (preferably capturing as many PCs as possible in the 20-foot radius *darkness* effect). Next, he casts *blindness/deafness* to blind a PC that is not inside the area of *darkness*,



followed by hold person on a separate target. He then scurries down the wall to the floor and casts chain of perdition, followed by dread bolt. Finally, he casts rage on himself before he charges into melee with his sickle (while under the effects of the rage spell Torian's +1 furious sickle becomes a +3 weapon). He uses his destructive smite ability with each melee attack (+3 damage).

Morale If reduced to 15 hit points or less, he attempts to dominate a PC (and orders the PC to fight his or her comrades). He then casts obscuring mist, assumes gaseous form, and makes his way back to the ceiling 100 feet above to allow his fast healing to heal him. Once Torian regains at least 30 hit points, he re-assumes his vampire form, makes his way to the floor, and fights to the death. Unless magically compelled to do so, he only leaves this chamber if he is reduced to exactly 0 hit points. If this happens, he assumes gaseous form and attempts to flee the temple entirely to his secondary coffin hidden in a nearby cavern a few miles to the east of Hrazhad-Kul. He returns a day later to seek revenge. If Torian is reduced to -1 or less hit points, he runs the risk of having his soul absorbed into the Bloodstone (see the "Bloodstone" description for details), which instantly and utterly destroys him.

STATISTICS

Str 24, Dex 19, Con —, Int 14, Wis 18, Cha 14

Base Atk +4; **CMB** +11; **CMD** 26

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Quick Channel, Spring Attack, Toughness, Weapon Focus (sickle)

Skills Appraise +6, Bluff +10, Diplomacy +10, Heal +8, Knowledge (planes) +6, Knowledge (religion) +11, Perception +18, Sense Motive +18, Spellcraft +10, Stealth +18

Languages Abyssal, Common, Infernal

SQ aura, change shape, cleric channel negative energy (5/day, DC 15, 3d6), gaseous form (at will), shadowless, spider climb, spontaneous casting

Combat Gear mithral chain shirt, +1 furious sickle,

cloak of resistance +1, ring of protection +1; **Other Gear** ring of the night (see sidebar), a coin pouch holding 23 gp and 15 pp, three gold rings (worth 50 gp, 70 gp, and 90 gp), a gold necklace with a jade pendant shaped like a coiled dragon (worth 300 gp), an iron unholy symbol of Maramaga, the key to his private chamber (F14), and the key to the brass strongbox in F14

SPECIAL ABILITIES

Blood Drain (Ex) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Channel Negative Energy (Su) Up to 5 times per day, Torian can channel negative energy to injure the living or heal undead (DC 15, 3d6).

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire spawn in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Destructive Smite (Su) Up to 7 times per day, Torian can make a single melee attack with a +3 morale bonus on damage rolls. He must declare the destructive smite before making the attack.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire's slam gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Lightning Arc (Su) Up to 7 times per day, as a standard action, Torian can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6+3 points of electricity damage.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

Vampire Weaknesses (Ex) Certain items or actions can ward off a vampire, while others destroy it.

Ring of Night

Aura moderate transmutation; **CL** 7th

Slot ring; **Price** 18,000 gp; **Weight** —

Description

This thin ebony band has small images of moons, stars, and eyes carved along its length. The ring grants its wearer darkvision to a distance of 60 feet. If the wear already has darkvision, the vision range is doubled to a maximum of 120 feet.

Construction Requirements

Forge Ring, *darkvision*; **Cost** 9,000 gp

HI A BAT CHAMBER

This small side chamber is saturated with the almost overwhelming smell of bat guano. Most of the floor is covered with a thick layer of bat droppings several inches thick.

The entrance to the side chamber is located 20 feet off the floor. Due to the sheer volume of bat guano here and the side room's poor ventilation, any living creature entering here must succeed on a DC 12 Fortitude save each round or become sickened for as long as they remain inside the side room plus an additional 1d6 rounds.

MONSTERS: After Torian became addicted to the necromancy infused blood from the Bloodstone, he brought several bat minions here to help guard the chamber from intrusion. These minions—two dire bats and a swarm of normal bats—dwell here. Having inhabited this side room for nearly a year, all of the bats are now hopelessly addicted to the necromancy infused blood and have each developed strange blood-related abilities as well.

Note: If Torian was able to cast prayer, these creatures each receive a +1 luck bonus on attack rolls, damage rolls, saves, and skill checks, while each of the PCs suffer a –1 penalty on such rolls.

BLOOD-FRENZIED DIRE BATS (2)	XP	CR	HP
	800	3	28

N Large animal (dire bat variant)

Init +2; **Senses** blindsense 40 ft.; Perception +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 28 (5d8+5)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

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

Melee bite +6 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

TACTIC

During Combat The blood-frenzied dire bats move to engage any creatures not caught inside the bat swarm and try to take full attack actions in order to use their blood frenzy ability. They take great pains to avoid entering the bat swarm since they are not immune to the swarm damage.

Morale The blood-frenzied dire bats fight to the death.

STATISTICS

Str 19, Dex 15, Con 13, Int 2, Wis 14, Cha 6

Base Atk +3; **CMB** +8; **CMD** 20

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense

Special Attacks blood frenzy

SPECIAL ABILITIES

Blood Frenzy (Ex) When a blood-frenzied dire bat takes a full-attack action, it can make one additional bite attack at its highest base attack bonus.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove 1 dire bat.

ADVANCED BAT SWARM	XP	CR	HP
	800	3	20

N Diminutive animal (variant bat swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 20 (4d8)

Fort +3, Ref +7, Will +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 15 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), greater wounding

TACTICS

During Combat The bat swarm converges on the PCs and tries to engulf as many of them as possible in its 15-foot swarm area of effect.

Morale The bat swarm fights until it is destroyed.

STATISTICS

Str 5, Dex 15, Con 11, Int 2, Wis 14, Cha 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; Racial Modifiers +4 Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Greater Wounding (Ex) Any living creature damaged by the bat swarm continues to suffer 1d6 points of bleed damage per round. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 15 Heal check or the application of a cure spell or some other healing magic.

HI B VAMPIRIC MIST

This small side chamber is saturated with the iron-rich smell of fresh blood.

The entrance to the side chamber is located 20 feet off the floor.

MONSTER: A fiendish vampiric mist dwells here. Called here from some sinister other-realm long ago by the Midnight King, the vampiric mist has long guarded the Chamber of Blood. The creature fell into a 2,000-year long slumber when the *Reaping Stone* and the *Bloodstone* both went dormant after the fall of the Midnight King. However, when Azrenar reactivated both of the fell artifacts, the vampiric mist slowly awakened and pledged its undying loyalty to Azrenar and Torian.

The vampiric mist looks like a foamy, bubbling cloud of blood-filled fog. Due to its addiction to the blood from the Bloodstone, the vampiric mist is always completely full of blood. It has 21 additional temporary hit points from its blood siphon ability and gains the beneficial effects of its blood overdose ability. In addition to the bonuses already included in the stat block below, the vampiric mist gains an additional move action each round. Note that the vampiric mist cannot gain additional temporary hit points from its blood siphon ability until it takes damage.

ADVANCED FIENDISH VAMPIRIC MIST	XP	CR	HP
	1,200	4	61

NE Medium aberration (air, water)

Init +11; **Senses** darkvision, sense blood; Perception +10

DEFENSE

AC 21, touch 19, flat-footed 14 (+7 Dex, +2 natural, +2 from blood overdose)

hp 61 (4d8+20 plus 21 from blood siphoning)

Fort +6, Ref +10, Will +7

Defensive Abilities amorphous; DR 5/magic; Immune critical hits, precision damage; Resist cold 5, fire 5; SR 9

Weakness vulnerability to fire

OFFENSE

Speed flight (50 ft., perfect)

Melee melee touch +10 (blood siphon)

Special Attacks blood siphon, smite good

TACTICS

During Combat The vampiric mist engages the PCs immediately. It keeps moving and uses its Flyby Attack feat to harass and harm one PC at a time. If it is reasonably sure a PC is good-aligned it uses its smite good ability.

Morale Fanatically devoted to its duty, the vampiric mist fights to the death to defend this chamber.

STATISTICS

Str —, Dex 24, Con 21, Int 12, Wis 17, Cha 14

Base Atk +3; **CMB** +3; **CMD** 20

Feats Flyby Attack, Improved Initiative, Weapon Finesse

Skills Fly +22, Intimidate +6, Knowledge (planes) +4, Knowledge (religion) +5, Perception +10, Stealth +14

Languages Aklo, Common

SQ blood overdose, misty form

SPECIAL ABILITIES

Blood Siphon (Ex) A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

Blood Overdose (Su) When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

Misty Form (Ex) A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Sense Blood (Ex) A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

Smite Good (Su) Once per day, the fiendish vampiric mist may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds a +2 bonus to attack rolls and gains a +4 damage bonus against that foe. This effect persists until the target is dead or the fiendish vampiric mist rests.

TREASURE: A successful DC 15 Perception check reveals a dust-covered earth *elemental gem* lying in the southwest corner, dropped here long ago by one of the Midnight King's minions.

Scaling the Encounter

If you are running the encounter with less than six PCs, make the vampiric mist a normal vampiric mist (instead of an advanced vampiric mist).

H2 HALL OF WHISPERS

The gray marble walls of this 20-foot wide hall contain strange spidery red, orange, green, and brown veins that alternately glimmer brightly and fade away at irregular intervals. The floor consists of a series of square, alternating blood-red and black tiles that each measure about a foot across. The hall slopes gently upward the further east one travels.

The red, orange, green, and brown veins are a physical sign of the arcane and divine powers that permeate the entire Sacarium of the Reaping Stone and are a manifestation of Maramaga's divine will. Anyone who closely inspects the multi-colored veins of energy must succeed on a DC 16 Will save or be rendered stunned for 2d6 minutes. During this time, the victim stands motionless in a catatonic state and hears strange whispering voices in their head that seem to promise terrible agony and irrevocable death if they dare progress any further. At the end of this time, the victim awakens from the strange state and suffers 1d4 points of Wisdom damage.

H3 ANTECHAMBER

An acrid, almost metallic smell fills the air of this vast chamber. The walls here are made of a strange, oily dark red rock, with gold and black veins running through it. A distant rhythmic pounding sound reverberates from somewhere to the east. It sounds very much like a slowly beating heart.

The pounding noise is indeed a heartbeat—the heartbeat of the “dead” goddess Maramaga that emanates from the Reaping Stone (area **H4-B**). The sound grows steadily louder the closer one moves toward area **H4**. The source of the metallic smell is also the Reaping Stone. Like the smell in area **H1**, it is the iron-rich stink of blood.

MARAMAGA'S EMBRACE: The gold and black veins running through the blood-red rock of the chamber's walls is another physical manifestation of Maramaga's divine power. Any good-aligned creature that moves within five feet of a wall is subject to a grappling attack by the gold and black veins that suddenly animate as long slender semi-solid grasping tendrils. The tendrils have a Strength score of 20, a CMB of +15, and a CMD of 25. The tendrils can only grapple and pin opponents and cannot deal physical damage. Anyone grappled or pinned by the tendrils can break free in the conventional manner by escaping the grapple, though it is impossible for the tendrils themselves to be grappled or pinned. Their semi-solid nature also renders them immune to physical damage. However, if the tendrils are targeted with any force effect, any creatures the tendrils hold are immediately granted an attempt to escape the grapple with a +5 bonus to their CMB as an immediate action. If the tendrils are targeted with any positive energy effect, all of the tendrils in areas **H3** and **H4** are rendered inactive for one minute. Additionally, if the Reaping Stone is rendered dormant or is destroyed, the tendrils are also rendered dormant or are destroyed.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove the Maramaga's Embrace effect from areas **H3** and **H4**.

H4 UNHOLY SACRARIUM CR 8 7 AND 9

Note: This is a complicated, three-stage encounter. The first stage of the encounter is a CR 8 encounter with the Talon of Maramaga (area **H4-A**). The second stage is a CR 7 encounter with the altar golem (area **H4-B**). The third and final stage is the encounter with Azrenar (area **H4-B**). Since Azrenar is currently inside the Reaping Stone (see below), he is impervious to harm and does not emerge to engage the PCs until after the Talon of Maramaga and the altar golem are bypassed or destroyed.

Flickering torches ensconced along the walls light this cavernous temple chamber. The walls are made of the same strange, oily dark red rock with gold and black veins found in the previous chamber. The acrid, metallic smell grows stronger here, and the sound of the pounding heartbeat is much louder.

The torches along the walls of area **H4—12** in number—all bear continual flame effects. The walls here also bear the same grappling tendril effect as the walls in area **H2**. (See the description for “Maramaga’s Embrace” in area **H2** for details.)

H4 A THE TALON OF MARAMAGA CR 8

The short hallway linking the antechamber with the larger temple to the east suddenly lowers here. Here the walls bear a series of repetitive carvings depicting a two-headed vulture staring in opposite directions. In the middle of the 40-foot wide hall is a 20-foot wide, 30-foot long rectangular area filled with sinister reddish-gray mists that extend from floor to ceiling. Inlaid into the floor, marking the rectangular boundary, is a series of linked runes that glimmer with arcane power. Sinister-looking shadow-shapes, sibilant whispers, and the echoing sound of distant screams seem to emanate from this area.

The hallway here is 12 feet high. A successful DC 20 Knowledge (religion) check identifies the symbols on the wall as the unholy symbol of the goddess Maramaga.

This rectangular area is actually a tiny fragment of the Abyss that the Midnight King tore from that terrible realm and embedded here. Though most of the dangerous chaotic evil energy of the Abyss remains safely contained inside the rectangular area, over the centuries a small amount of Abyssal “infection” has slowly and insidiously seeped into the Material Plane. Any lawful-aligned creatures within 10 feet of the rectangular area must succeed on a DC 20 Will save or become sickened for as long as they remain within 10 feet of the area plus an additional 2d6 rounds. Lawful good creatures suffer a –4 penalty to this saving throw.

MONSTER: Trapped inside the mist-filled Abyssal fragment is a two-headed vrock known as the Talon of Maramaga. An ancient creature that claims to be one of Maramaga’s demonic children, the Talon was called to the Material Plane by the Midnight King 2,000 years ago along with the Abyssal fragment and then bound here to serve as a guardian. Much like the vampiric mist in area **H1-B**, the Abyssal fragment and the Talon of Maramaga only remain active while the Reaping Stone is active. Once the *Reaping Stone* goes dormant, the mist-filled area and the Talon of Maramaga both vanish where they remain in a state of suspended animation and “non-being” until the *Reaping Stone* is activated again.

Though the Talon of Maramaga loves its mother-goddess and is compelled to guard this chamber and serve the *Reaping Stone*’s chosen one, the creature’s fury at being bound here by a mere mortal has not diminished over the past two millennia. It gleefully takes out its frustration on the PCs if they move to within its reach. The Talon of Maramaga cannot leave the 20-foot by 30-foot mist-filled area indicated on the map, though it can physically attack creatures in any squares adjacent to the rectangular area. Additionally, as part of its binding restrictions, the Talon of Maramaga cannot target creatures outside of the rectangular area with any of its special attacks and spell-like abilities, it cannot use its summoning ability to summon more demons, and it cannot use its *greater teleport* ability. Though the Talon of Maramaga is normally a CR 10 creature, these restrictions reduce the encounter to a CR 8. Note that the Talon can target PCs that enter the rectangular area with its special attacks and spell-like abilities.

The Talon of Maramaga is a muscular vrock with two vulture-like heads and a hulking body covered with red and black feathers and matted black fur.

Note: The Talon of Maramaga's stat block includes adjustments for its *heroism* spell, but not for the *Reaping Stone's* unhallow effect.

Note: Because of the Talon of Maramaga's close ties to its mother-goddess, the creature is vulnerable to the magical axe *Hzarakul's bane* ability. The PC wielding *Hzarakul* is immediately aware of this.

TALON OF MARAMAGA	XP	CR	HP
	4,800	8	112

Advanced two-headed vrock (unique vrock)

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

Init +7; **Senses** darkvision; Perception +25

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, -1 size, +13 natural)

hp 112 (9d10+63)

Fort +15, Ref +13, Will +8

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

OFFENSE

Speed 30 ft.

Melee 2 bites +16 (1d8+6), 2 claws +16 (2d6+6) and 2 talons +16 (1d6+6)

Space 10 ft.; **Reach** 10 ft. (15 ft. with Lunge feat)

Special Attacks dance of ruin (DC 18), spores, stunning screech (DC 21)

Spell-Like Abilities (CL 12, +16 concentration)

At will—*telekinesis* (DC 19)

1/day—*heroism*, *mirror image*

TACTICS

During Combat As soon as the PCs enter area H3, the Talon of Maramaga casts *heroism* and *mirror image* on itself. It then shrieks and challenges them, daring them to enter its “arena of pain.” It attacks any creature that moves into its reach or tries to move

past it and uses its Lunge feat to extend its melee reach. For its initial attack, the Talon tries to perform a drag combat maneuver to pull a PC into the rectangular area. If successful, it targets the PC with its screech ability and tries to infect the PC with its spores. If it fails to drag a PC into the rectangular area, the Talon focuses on attacking any opponents within reach using its Lunge feat.

Morale The Talon of Maramaga fights until it is destroyed. If the PCs are able to slip past it and leave it alive, it shrieks a constant stream of vulgarities and dreadful promises at them.

STATISTICS

Str 23, Dex 17, Con 25, Int 15, Wis 16, Cha 18

Base Atk +9; CMB +16; CMD 29

Feats Cleave, Combat Reflexes, Improved Initiative, **Lightning Reflexes**, Lunge, Power Attack

Skills Fly +15, Intimidate +18, Knowledge (planes) +16, Perception +25, Sense Motive +17, Spellcraft +16, Stealth +13, Survival +17

SQ protective mists

Languages Abyssal, Celestial, Common; telepathy (100 feet)

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet (DC 18 Reflex save for half damage). The dance immediately ends and must be started anew if any the vrock is stunned or otherwise prevented from dancing.

Protective Mists (Ex) The mists that enshroud the rectangular area grant the Talon of Maramaga an effect similar to a displacement spell (50% miss chance), but only against ranged attacks originating from outside the boundary.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for

10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be rendered stunned for 1 round.

Scaling the Encounter

If you are running the encounter with less than six PCs, do not allow the Talon of Maramaga to attack creatures outside of its rectangular prison.

H4 B THE REAPING STONE CR 7 AND 9

A simple altar of solid black basalt sits atop a raised landing here. Directly behind the altar stands a black statue of a tall muscular humanoid with two vulture-like heads and glowing red eyes.

Beyond the altar and statue the steps continue to another higher landing, on which sits a great, roughly egg-shaped chunk of glistening blood-red stone. The stone seems almost transparent in some places and a sinister shadowy shape seems to writhe and stir within. The acrid, metallic smell grows almost overwhelming here, and the sound of the slowly pounding heartbeat is just short of thunderous. The red stone is obviously the source of both.

Behind the great red stone, against the east wall, stands a much larger statue. This one depicts a sinister old crone. She holds a bloody scythe in both gnarled hands and has a pair of glimmering red jewels for eyes.

This is the unholy sacrarium of the *Reaping Stone*, the resting place for the living heart of the dead goddess Maramaga. The overwhelming smell of blood and the thunderous pounding of the *Reaping Stone*'s heartbeat prove dangerous to good-aligned creatures. The first time a good-aligned creature moves within

20 feet of the *Reaping Stone*, they must succeed on a DC 15 Fortitude save or be rendered sickened for as long as they remain within 20 feet of the *Reaping Stone* plus an additional 1d6 rounds. Note that creatures who are already sickened—for instance if they were rendered sickened by the Abyssal “infection” effect from area **H2**—they are rendered nauseated instead.

The statue against the east wall is a 30 foot tall depiction of Maramaga's crone aspect. Though the crone's eyes seem to follow the PCs wherever they go, the statue is not enchanted.

MONSTERS: Standing 14 feet tall and weighing 2,500 pounds, the statue behind the altar on the lower landing is actually an ebon acolytus, or altar golem, consecrated to Maramaga.

Note: The ebon acolytus appears in Pathfinder Adventure Path 30, *The Twice-Damned Prince*, but it does not yet appear on the d20PFSRD.com website. If you do not have access to Pathfinder Adventure Path 30, and do not feel comfortable running the ebon acolytus with the stat block provided below, feel free to substitute it with another CR 7 construct. An advanced graven guardian works nicely.

EBON ACOLYTUS	XP	CR	HP
	3,200	7	79

N Large construct (variant ebon acolytus; Pathfinder Adventure Path 30, *The Twice-Damned Prince*, page 82)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20 (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

Fort +3, Ref +2, Will +3

Immune construct traits

OFFENSE

Speed 30 ft.

Melee sickle +14 (1d8+9) or 2 slams +14 (1d6+6)

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

Special Attacks prostration, sacrifice

STATISTICS

Str 22, Dex 8, Con 10, Int 10, Wis 11, Cha 1

Base Atk +9; **CMB** +16; **CMD** 25

TACTICS

During Combat The ebon acolytus remains motionless until a PC tries to move past the altar. It then springs into action and tries to grapple the PCs one at a time and use its sacrifice ability on them. If it fails to achieve a grapple two rounds in a row, the ebon acolytus resorts to melee attacks with its large sickle.

Morale The ebon acolytus fights until destroyed.

SPECIAL ABILITIES

Prostration (Ex) As a standard action, the ebon acolytus can attempt to force any creature it is currently grappling into a sacrificial position. The construct must make an additional combat maneuver check against its target to reposition it into an advantageous position. If it succeeds, and the victim remains grappled at the beginning of the construct's next round, the ebon acolytus may make use of its sacrifice ability. An ebon acolytus gains a +2 bonus on its CMB for the purposes of making this check if it is adjacent to an altar or similar site of ceremonial bloodletting.

Sacrifice (Su) As a full-round action, an ebon acolytus may make a coup de grace attack with its sickle against any target currently grappled into place using its prostration ability. The target is affected by the coup de grace attack and must succeed on a Fortitude save (DC 10 + damage dealt) or die as normal. If the target is killed by this attack, his soul is absorbed into the Reaping Stone, and cannot be raised from the dead except by a *miracle* or *wish* spell.

AZRENAR: When the PCs enter the chamber, Azrenar is curled up in a fetal position inside the *Reaping Stone* (having cast meld into stone) communing with his goddess. While the PCs fight the ebon acolytus,

Azrenar can attempt a DC 30 Perception check each round (with a cumulative +2 bonus to the roll for each successive round) to become aware of the PCs' intrusion. Once aware of intruders, Azrenar emerges from the *Reaping Stone*, dripping head to foot with fresh blood. After emerging from the Reaping Stone, Azrenar is automatically dazed for 1 round.

Seeking an even deeper connection with his beloved goddess, Azrenar has recently begun to use meld into stone spells to enter the *Reaping Stone*, where he remains for extended periods of time meditating and allowing the insidious power of the *Reaping Stone* to wash over and through him. Though Azrenar is currently physically unaffected by this practice, he is beginning to slowly transform into a half-fiend, and will eventually transform into a full-fledged demon.

Azrenar is a lean half-elf with handsome (though unnaturally sharp) features, wild black hair, and piercing emerald green eyes. When he emerges from the *Reaping Stone* he is completely doused with blood, though this does not hinder him at all. PCs that succeed on a DC 20 Knowledge (arcane, planes, or religion) check can immediately see that Azrenar is in the very early stages of some sort of demonic transformation.

Note: Azrenar gains spell resistance 20, fast healing 5, and a +2 insight bonus to all saving throws while within 100 feet of the *Reaping Stone*. His stat block has been adjusted to account for this, but not for the *Reaping Stone*'s unhallow effect.

AZRENAR	XP	CR	HP
	6,400	9	72

Male half-elf cleric 7 / fighter (weapon master) 3

CE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 22, touch 16, flat-footed 18 (+6 armor, +3 Dex, +1 deflection, +1 dodge, +1 insight)

hp 72 (3d10+7d8+10), fast healing 5

Fort +11, Ref +8, Will +14; +2 vs. enchantments, +1 bonus vs. effects targeting his sickle

Immune sleep; Resist elven immunities; SR 20



OFFENSE

Speed 30 ft.

Melee +1 corrosive keen sickle +14/+9 (1d6+2+1d6 acid/19-20)

Special Attacks bleeding touch, destructive smite, weapon training +1 (sickle)

Spell-like Abilities (CL 20, +24 concentration; these are the spell-like powers Azrenar receives when he is within 100 feet of the Reaping Stone)

Constant—*deathwatch*, *detect the faithful*, *diagnose disease*

At will—*detect magic*, *remove disease*

1/day—*commune* (with Maramaga), *contagion* (DC 18)

3/day—*divine favor*, *freedom of movement*, *ray of sickening* (DC 17), *sending*

Cleric Spells Prepared (CL 7, +11 concentration)

4—*death ward* ^D, *summon monster IV*, *unholy blight* (DC 18)

3—*meld into stone* (3), *rage* ^D

2—*death knell* ^D (DC 16), *dread bolt* (DC 16), *hold person* (DC 16), *silence* (DC 16), *spiritual weapon*

1—*burning disarm* (DC 15), *cause fear* ^D (DC 15), *command* (DC 15), *entropic shield*, *murderous command* (DC 15), *ray of sickening* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *enhanced diplomacy*, *guidance*

D Domain spell; **Domains** Death, Destruction

TACTICS

During Combat When Azrenar emerges from the *Reaping Stone* he is automatically dazed for 1 round. After the dazed condition ends, he takes cover behind the *Reaping Stone* (gaining full cover and total concealment) and casts *summon monster IV* to summon a fiendish tiger, which he orders to attack the closest PC. As the situation demands, he casts *entropic shield*, *freedom of movement*, and *divine favor* on himself before moving out from behind the cover of the *Reaping Stone*. He then casts *spiritual weapon*, *unholy blight*, *dread bolt*, *hold person*, *murderous command*, and as many *ray of sickening* spells as he can before the PCs engage him in melee. In melee he fights with his *magical sickle* and uses his destructive smite domain ability and his Channel Smite feat with each attack until he can no longer do so.

Morale Desperate to please his goddess, and more than a little insane, Azrenar fights to the death.

STATISTICS

Str 11, Dex 16, Con 13, Int 14, Wis 18, Cha 18

Base Atk +8; CMB +11; CMD 24 (25 vs. disarm, 25 vs. sunder)

Feats Agile Maneuvers, Channel Smite, Combat Casting, Combat Reflexes, Dodge, Iron Will, Skill Focus (Perception), Weapon Finesse, Weapon Focus (sickle)

Skills Craft (alchemy) +6, Diplomacy +15, Heal +8, Knowledge (arcana) +10, Knowledge (engineering) +6, Knowledge (history) +6, Knowledge (planes) +8, Knowledge (religion) +15, Perception +10, Sense Motive +8, Spellcraft +15

Languages Abyssal, Common, Dwarven, Elven

SQ aura, channel negative energy (7/day, DC 17, 4d6), spontaneous casting, weapon guard +1 (sickle)

Combat Gear +2 mithral chain shirt, +1 corrosive keen sickle, dusty rose prism ioun stone, ring of protection +1; Other Gear ring of sustenance, silver unholy symbol of Maramaga, mithral circlet studded with diamonds, emeralds, and rubies bearing unholy images and symbols sacred to the worship of Maramaga (this was the Midnight King's crown of authority, worth 5,000 gp), key to the sacristy cabinet (area F13), key to the treasury (F15), and key to his private chamber (F16)

SPECIAL ABILITIES

Bleeding Touch (Su) Up to 7 times per day, a successful melee touch attack deals 1d6 bleeding damage for 3 rounds.

Channel Negative Energy (Su) Up to 7 times per day, Azrenar can channel negative energy to injure the living or heal undead (DC 17, 4d6).

Destructive Smite (Su) Up to 7 times per day, Azrenar can make a single melee attack with a +3 morale bonus on damage rolls. He must declare the destructive smite before making the attack.

FIENDISH TIGER	XP	CR	HP
	--	--	45

NE Large animal (evil outsider)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 45 (6d8+18)

Fort +8, Ref +7, Will +3

DR 5/good; **Resist** cold 10, fire 10; SR 10

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab) and bite +9 (2d6+6 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +10, 1d8+6), smite good

STATISTICS

Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +11 (+15 grapple); CMD 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial Modifiers +4 Acrobatics

SPECIAL ABILITIES

Smite Good (Su) Once per day, the fiendish tiger may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature gains a +6 damage bonus against that foe. This effect persists until the target is dead.

TREASURE: The jeweled eyes on the statue of Maramaga are a matched pair of large, nearly flawless fire-star sapphires worth 2,500 gp each.

Scaling the Encounter

If you are running the encounter with less than six PCs, remove Azrenar's spell resistance 20, fast healing 5, and a +2 insight bonus to all saving throws while within 100 feet of the Reaping Stone. This represents Maramaga's displeasure with Azrenar for allowing the PCs to penetrate this deeply into her sacred temple.

The Reaping Stone (major artifact)

Aura overwhelming all; CL 30th

Slot none; **Weight** 5,000 lbs.

Description

The *Reaping Stone* is a large, rough-hewn boulder (about 10 feet long, 10 feet high, and 8 feet wide) made of moist blood-red stone. It is constantly moist and sweats beads of human blood. Any good-aligned creature that touches the *Reaping Stone* gains two negative levels (no saving throw).

More than just a powerful artifact, the *Reaping Stone* is the actual heart of a “dead” goddess and is the source through which Maramaga grants her followers spells and sends forth her unholy dream-visions. Maramaga’s clerics receive spells from their prayers, granted by the *Reaping Stone* regardless of whether or not the *Reaping Stone* is active or dormant (see below). It is not possible for a mortal to block this power.

The *Reaping Stone* remains dormant until a living mortal creature, who must be a divine spellcaster that worships Maramaga, touches the *Reaping Stone* and offers his or her eternal soul to it. After a “chosen one” attunes his- or herself to the *Reaping Stone*, the artifact stirs to unholy life. The *Reaping Stone* grows dormant when it’s chosen one dies. While active, the *Reaping Stone* grants the following abilities.

Aura of Doom: The *Reaping Stone* treats the 100-foot-radius area around it as though an unhallow spell had been cast with the *Reaping Stone* as the point of origin. (This affects all of areas **H3** and **H4**.)

Blessing of the Scythe Mother: All divine spellcasters that worship Maramaga within 100 feet of the *Reaping Stone* gain spell resistance 20, fast healing 5, and a +2 insight bonus to all saving throws. (This affects all such creatures in areas **H3** and **H4**.)

Maramaga’s Chosen: The *Reaping Stone* can bond with a single divine spellcaster that worships Maramaga. Though this bond eternally damns the chosen one’s soul, it grants the chosen one the following potent spell-like abilities (at caster level 20) as long as he or she remains within 100 feet of the *Reaping Stone*.

Constant—*deathwatch*, *detect the faithful*, *diagnose disease*

At will—*detect magic*, *remove disease*

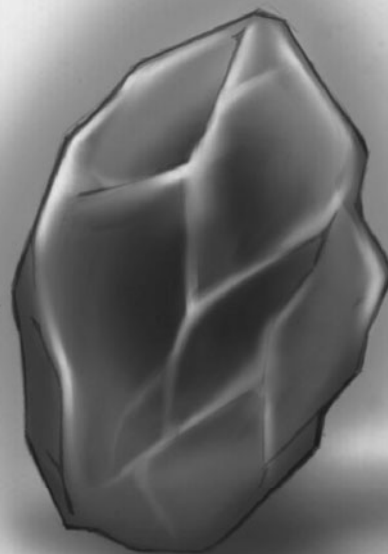
1/day—*commune* (with Maramaga), *contagion* (DC 18)

3/day—*divine favor*, *freedom of movement*, *ray of sickening* (DC 17), *sending*

Other Powers: Dust scraped from the *Reaping Stone* and blood gathered from the *Reaping Stone*’s “sweat” can be gathered and used as components for a wide variety of profane creations. These creations vary greatly and are limited only by the GM’s twisted imagination. In this adventure, the reaping sickness plague, the creation of Pelren’s sundered ones, and the unholy *Bloodstone* are all examples of things created with the help of the *Reaping Stone*.

Destruction

The only way to destroy the *Reaping Stone* is to reunite it with Maramaga’s shriveled immortal husk. Doing so returns Maramaga to life, though in a weakened state. This manifestation can be combated and even slain, which in turn destroys the *Reaping Stone*, though that scenario is well beyond the scope of this adventure.



CONCLUDING THE ADVENTURE

When Azrenar dies, a mass of spiritual energy and elated ghost-like entities spill forth from the *Reaping Stone* and quickly vanish into the walls, floor, and ceiling, as the souls of those slain by the reaping sickness are released and allowed to proceed to what awaits them in the Afterlife. The *Reaping Stone* then ceases its thunderous heartbeat as it and the *Bloodstone* (area **H1**) both fall dormant. The misty rectangular area of Abyssal taint (area **H2-A**) and the Talon of Maramaga (if it still lives) both vanish as well.

Everyone currently afflicted with the reaping sickness is immediately cured of the affliction (but they are not healed of any current Constitution damage), and all reaping sickness zombies drop dead. In short, the PCs have saved the city of Maerh-Varza from a horrible apocalyptic plague. Award the PCs an additional 4,800 XP.

When the PCs return to Maerh-Varza, if they do not visit Vasaro at the Stirge and Hammer Inn he sends for them after a day or so. When the PCs arrive, he honors them with a magnificent feast and expands upon his original promise even if the PCs did not accept his offer. He gives them a total of 1,000 gp and offers them free room and board at the Stirge and Hammer for as long as his family owns the inn.

Vasaro spreads word of the PCs' deeds, and within a few days their heroic tale reaches the ear of King Thurzen. The King summons the PCs to court to hear their story. Once the king's advisors corroborate the PCs' story (through the use of divination magic), the king proclaims them "Heroes of Maerh-Varza." After a brief public ceremony in the great hall of the Red Keep, the PCs are each awarded a silver griffon badge that marks them as one of the King's Men, a small and prestigious order of freelance mercenaries that have performed a heroic service for the city. The PCs also each receive a +1 weapon of their choice. Henceforth, the PCs are recognized almost everywhere they go in the city. They receive free meals, free drinks, and soon become folk heroes to the people of Maerh-Varza.

Although this particular cult of Maramaga might have been vanquished, other cults and lone worshippers

of Maramaga exist in the dark corners of the world. After defeating Maramaga's chosen one, the PCs now have the Scythe Mother's dreadful attention, and since the PCs know the location of her divine heart (the Reaping Stone) she realizes they are dangerous threats to her unholy re-birth. Maramaga marks them as enemies of the faith, and sends dream-visions to her scattered faithful imploring them to seek out the PCs and destroy them. Luckily for the PCs, Maramaga's worshippers are few in number and are generally disorganized, and very few cult cells are even half as strong as Azrenar's cult. However, this steady assault from individual mad-men and small groups of fanatics could eventually prove troublesome, if not deadly.

TIE-IN TO THE BLEEDING HOLLOW ADVENTURE

About a month after the PCs return to Maerh-Varza, King Thurzen summons the PCs to court once again. As newly minted Kings Men, the king implores them to lend their assistance. The mayor of Westden, a small independent town located several weeks' ride to the east, has requested help from Maerh-Varza to eliminate a plague of harpies that have descended on the region. Though not a wealthy town, Westden is an important source of mining and lumber for Maerh-Varza, so the king feels it's his duty to answer the mayor's call. However, due to Westden's rather remote location, the king is not willing to send his soldiers to handle what appears to be a job better suited to a group of sellswords. Being adventurers, the PCs are the ideal candidates for the job.

APPENDIX I THE REAPING SICKNESS

The reaping sickness is a deadly supernatural affliction. The bodies of those slain by the reaping sickness rise as plague-carrying zombies and the victims' souls are absorbed into the Reaping Stone. Because of the affliction's ties to the Reaping Stone, it can only be cured with a remove disease or heal spell cast on the afflicted creature while they are in physical contact with the Reaping Stone. If the Reaping Stone is destroyed or rendered dormant with the death of the high priest Azrenar, those afflicted with the disease are cured and all reaping sickness zombies are immediately destroyed.

The Reaping Sickness

Type supernatural disease; **Save** Fort DC 20

Onset immediate; **Frequency** 1/day

Effect 1 point of Con damage; those who roll a natural 1 on the initial Fortitude save instead take 2d6 points of Con damage and another 1 point of Con damage each day. The Con damage cannot be cured while the victim is still diseased. A successful DC 20 Fort save means the victim does not lose a point of Con that day, though they remain infected.

Symptoms A creature afflicted with the reaping sickness immediately feels lethargic and weak from the Con loss, their eye-whites turn a soft shade of pink, and they begin to run a high fever. Whenever the creature sneezes or coughs, they expel trace amounts of bloody mist.

Cure The reaping sickness can be cured by successfully casting remove disease or heal while the afflicted creature is in physical contact with the Reaping Stone. If the Reaping Stone goes dormant or is destroyed, those afflicted with the reaping sickness are immediately cured and any reaping sickness zombies are destroyed.

Note Victims of the disease rise as reaping sickness plague zombies 1d20 minutes after death (see "Appendix 4: New Monsters" for information on reaping sickness plague zombies).

Knowledge Checks: Consult the following when a PC or NPC tries to learn more about the reaping sickness.

Heal or Knowledge (nature) Check:

DC	Information Gained
DC 10	This disease is a supernatural affliction of some sort.
DC 15	This supernatural affliction requires powerful magic to cure it. However, a skilled healer might be able to stave off its effects for a short period of time.
DC 20	This reveals the effects of the reaping sickness, as detailed above.

Knowledge (arcane or religion) Check:

DC	Information Gained
DC 20	This disease is tied to a powerful magical artifact of some sort.
DC 30	This disease is tied to an artifact associated with the goddess Maramaga.

Heal Checks: Any attempt to use the Heal skill to treat disease fails to cure this disease. However, a DC 20 Heal check to treat disease grants the afflicted creature a +4 bonus to their Fort save to suspend the effects of the disease. Additional attempts to use the Heal skill to treat disease is possible, but each attempt cumulatively increases the DC of the Heal check by +2.

Magic: The reaping sickness is a supernatural affliction spawned by a powerful artifact, so magic interacts differently with it.

Diagnose Disease: This spell confirms that the creature or object carries a disease, though it cannot identify the disease. The spell reveals the effects of the reaping sickness, and grants the spellcaster a +4 bonus to the Heal check to help the afflicted creature suspend the effects of the disease, as described above.

Remove Disease: Unless the afflicted creature is in physical contact with the Reaping Stone, remove disease fails to cure it.

Heal: A heal spell cast on a creature afflicted with the reaping sickness also fails to cure it unless the creature is in physical contact with the Reaping Stone. However, a heal spell does automatically suspend the disease's effects for one day.

APPENDIX 2 MARAMAGA

The Queen of Rot, the Scythe Mother, the Midnight Plague

Areas of Concern disease, decay, death, harvest, sacrifice, vengeance

Domains Air, Chaos, Decay, Death, Destruction, Plant, Water

Alignment CE

Favored Weapon Sickle

Symbol A two-headed vulture, staring in opposite directions

Maramaga was once a mortal teen. After a particularly horrible drought and the looming threat of starvation, the druidic priests of her ancient tribal culture decided that restoring nature's balance necessitated a youthful blood sacrifice. Maramaga was bound to a fertility totem and flayed over the course of weeks as she wept for mercy and release from pain.

Just before dying from her terrible ordeal, Maramaga spat an angry curse at her people. Yet the tribal elders, well satisfied with their efforts, collected and spread her mortal blood over the scorched summer crops in hopes that it would bring the long-absent rains. Instead, some dark power sympathized with her long and tortured suffering whilst hearing her final curse. It granted her black divinity so that she might exact the vengeance of her dying words. She eventually brought the sweet summer rains her people had so long sought, but not without price.

After the miracle of her rebirth, Maramaga installed herself as the de facto harvest goddess over the multitudes. She began her rule by taking the blood of those who murdered her, the tribal elders, then demanded the sacrifice of the old, the infirm and the weak. Her hatred for the elderly and those dependent on others knew few bounds. When these were gone, she would eventually demand the sacrifice of young animals and children by the same twisted logic. In return for bountiful harvests, she continually demanded blood sacrifice, coming to value only the strong and the virile, which formed her new priesthood.

She also commanded the construction of tens if not hundreds of bizarre log ziggurats. In these, she ordered the composting of the dead, as well as living victims, heretics, criminals and infidel defilers, along with the common unwanted refuse of the many tribes under her onus. She also drew vermin, vultures and insects to her as divine servants, sending them as punishment for any demands left undone.

Also at her direction, her priests prepared an incredibly accurate solar calendar marking the passage of the seasons. She prophesied the final decadence and decay of the future world on this weird triangular calendar, coinciding with the end the calendar itself. She secretly prophesied her own death and eventual rebirth before the calendar's end, sharing this information only with her most trusted inner circle of young priests, the Deadwood Circle.

At the height of her frightening power, she visited crippling disease, decay and infestation on those who failed to answer to her divine will, even the primitive peoples of neighboring human and humanoid tribes. Ironically, it was the conquests of foreign soldiers from a more advanced nation, bringing new diseases with them, which eventually helped end her dark and bloody reign.

Her people died by the thousands to new disease as well as military conquest for the exquisite gold and jade treasures crafted by her culture. Taking advantage of her weaker state from less worshippers, the famous explorer-knight Jhalian and his paladins eventually destroyed and burned her immortal body, putting an end to centuries of blood sacrifice, the ravages of pestilence and, ultimately, unsatisfied divine retribution.

Most of the world has all but forgotten about Maramaga. Meanwhile her burned husk, the dead remains of her divine form, have long awaited rebirth. Her priests secreted the shriveled husk into the underworld long ago though Maramaga never imparted how to proceed from there. Yet knowledge of her divinity has been passed on to modern generations of lone clerics, druids, and oracles, and her religion is still very much alive. And beginning to spread once again.

APPENDIX 3 FERISTA S JOURNAL

Dated 24 months ago:

Azrenar, my brother, has suffered a grievous injustice! After his meeting with King Thurzen, the despicable king sent his butchers after him. Thankfully, Azrenar was elsewhere when the assassins attacked, but his sweet wife Karinia and three boys—mere children!—were not so lucky. They and two dozen of my brother's loyal followers were put to the sword. And for what? An evil king's religious intolerance! My brother merely wanted to honor his goddess—a patron of farming and the harvest, mind you!—by consecrating a new temple in her name. Instead, my brother's family has been slaughtered and he and his remaining followers must now skulk in the catacombs like sewer rats. Azrenar has sworn a blood oath of vengeance to his Scythe Mother. One day King Thurzen will pay for this barbarity!

Dated 14 months ago:

My brother visited me late last night. His followers have swelled in number and they have consecrated a new temple to the Scythe Mother, hidden in a great vaulted cavern deep under the reliquary of that insipid, twice-murdered paladin. I have pledged support by offering my mortuary as a safe-house for his followers whenever they need it. In exchange, Azrenar has promised coin. Lots of coin! And a position of power once he's overthrown our foul king.

Dated 10 months ago:

I do not like dealing with the halfling Pelren, one of my brother's new lieutenants. He's a grim little beast, and my boys are terrified of him and that little demon that follows him. Thankfully, he only visits once a month when he needs to collect his vile shipment of small parts. If he wasn't serving my brother I'd have nothing to do with him. Pelren is generous enough with his gold, but this trade in small parts is quite distasteful—and if word got out it would be bad for business. It's disturbing to see piles of little arms and little legs and little limb-less torsos in the morgue. What does the little necromancer do with these ghastly things? Gods! Never mind, I don't want to know.

Dated two weeks ago:

Azrenar visited this morning for the first time in over a year. He is finally ready to take his revenge on our murderous king. The Scythe Mother has shown him the way. Azrenar will spread a plague he calls the Reaping Sickness upon the city and then, when the people cry for succor, my Azrenar will heal them! Azrenar will soon be more popular and powerful than the king. He has asked me to provide refuge for his followers shortly after they strike and disperse the disease. The attack is in two weeks—at midnight. Two years to the day the king butchered my brother's family. Justice at last!

Dated yesterday:

It is done! Xerdek has given me the clues I require in case I need to reach the temple for a cure. I should practice pronouncing the watcher's name ... just in case.

APPENDIX 4 NEW MONSTERS

Catfish, Monstrous

This massive fish has a great toothless maw surrounded by grasping, stinging mouth barbs. The creature looks large enough to swallow a horse.

CATFISH, MONSTROUS CR 6

N Huge animal (aquatic)

Init +8; **Senses** darkvision 120 ft., scent; Perception +14

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 Dex, +4 natural, -2 size)

hp 48 (6d8+18)

Fort +8, Ref +9, Will +3

OFFENSE

Speed swim 60 ft.

Melee bite +14 (1d10+8 plus grab and poisonous barbs)

Space 10 ft.; **Reach** 5 ft.

Special Attacks ambush, poisonous barbs (DC 16), swallow whole (1d10 acid damage, AC 14, 10 hp)

STATISTICS

Str 27, Dex 18, Con 17, Int 1, Wis 12, Cha 2

Base Atk +5; CMB +15 (+21 grapple); CMD 29 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +14, Swim +26; Racial Modifiers +4 Perception

ECOLOGY

Environment any lake

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Ambush (Ex) If a monstrous catfish surprises an opponent it gains a +4 circumstance bonus to its attack roll in that round of combat.

Poisonous Barbs (Ex) Creatures that take damage from the monstrous catfish's bite attack are exposed to its poisonous mouth barbs. The mouth barbs also give the catfish a +6 to all grapple checks.

Poisonous barbs: Bite—injury (DC 16); poison deals 1d4 Dex damage, 1/round for 6 rounds; cure 2 consecutive saves.

These gigantic catfish typically lair in huge subterranean bodies of water or deep freshwater lakes. Solitary creatures, monstrous catfish only tolerate their own kind for brief periods of time during their yearly mating cycle. Highly territorial and aggressive, monstrous catfish attack any creature its size or smaller on sight. Skilled ambushers, monstrous catfish usually attack by suddenly breaching the water from below, creating an eddy to disorient its prey, which it then engulfs in its enormous throat.

These enormous fish have a very slippery gray-black skin. Its belly is pale yellow or white. Adult specimens average 20 feet long and weigh almost 2,000 pounds.

Effluvium Jelly

A large mass of vile-smelling sewage waste suddenly springs to hideous life, as it strikes with a disgusting offal-caked pseudopod.

Effluvium Jelly CR 4

XP 1,200

N Large ooze

Init +1; **Senses** blindsense 90 ft.; Perception +2
Aura stench (DC 19)

DEFENSE

AC 10, touch 10, flat-footed 9 (+1 Dex, -1 size)

hp 46 (4d8+28)

Fort +8, Ref +2, Will +3

Defensive Abilities cesspit camouflage; Immune acid, cold, ooze traits

Weaknesses fire vulnerability

OFFENSE

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

Melee slam +4 (disease and paralysis)

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

Special Attacks blood drain (1d4 Con), disease (DC 12), paralysis (DC 19)

Skills Stealth +8 (+18 in sewer environments)

STATISTICS

Str 10, Dex 12, Con 24, Int --, Wis 14, Cha 1

Base Atk +3; **CMB** +4; **CMD** 18 (can't be tripped)

ECOLOGY

Environment any underground (sewers)

Organization solitary or colony (2-10)

Treasure incidental

SPECIAL ABILITIES

Blood Drain (Ex) An effluvium jelly can only drain blood from a victim that it has successfully paralyzed with its slam attack. It then drains 1d4 points of Con per round from the incapacitated prey.

Cesspit Camouflage (Ex) An effluvium jelly is composed of transparent protoplasmic goo mixed with animate chunks of sewer waste, miscellaneous refuse, and other foul debris. When encountered in their preferred habitat (sewers) effluvium jellies gain a +10 bonus to their Stealth checks. Furthermore, effluvium jellies are able to move at full speed in sewer environments without taking a penalty on Stealth checks. A creature that fails to notice an effluvium jelly and walks into it is automatically affected as if it was struck by the effluvium jelly's slam attack and is immediately subject to paralysis and disease.

Disease (Ex) Effluvium jellies are infested with disease-causing parasites and bacteria. Living creatures coming into contact with an effluvium jelly, including creatures struck by its slam attack, must succeed on a DC 12 Fortitude save or contract filth fever.

Filth Fever: Injury—slam; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Paralysis (Ex) An effluvium jelly's slam attack causes no damage. However, living creatures struck by its slam attack must succeed on a DC 19 Fortitude save or fall victim to the effluvium jelly's neurotoxic venom

and be rendered paralyzed for 3d6 minutes. The save DC for the paralysis venom is Constitution-based.

Stench (Ex) An effluvium jelly's body chemistry produces a dreadful stench when mixed with sewage waste. Creatures within 30 feet of an effluvium jelly must succeed on a DC 19 Fortitude save or become sickened for as long as they remain within 30 feet of it. When a sickened creature moves more than 30 feet from the effluvium jelly, they remain sickened for another 1d4 rounds.

Effluvium jellies are animate masses of protoplasm mixed with sewage waste. They are known to haunt the subterranean sewer systems of major cities, constantly swimming through the vile sewer tunnels searching for living prey. Though they feed primarily on sewer-dwelling rats and other vermin, effluvium jellies will attack and consume any living creature they can catch.

Effluvium jellies can seep through fissures and holes far smaller than the space they fill. Their disgusting, refuse-caked bodies stand 18-24 inches tall, stretch out to a diameter of about 12 feet, and weigh an average of 1,000 pounds.

Reaping Sickness Plague Zombie

This walking corpse has blood-red eyes that weep a constant stream of watery blood. It moves forward with surprising agility, its arms outstretched.

REAPING SICKNESS PLAGUE ZOMBIE CR 1/2

NE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+4 plus disease)

STATISTICS

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +5; CMD 16

Feats Toughness

ECOLOGY

Environment any

Organization solitary or pack (2-20)

Treasure none

SPECIAL ABILITIES

Disease (Su) This plague zombie's bite attack carries the reaping sickness plague. See "Appendix 1: The Reaping Sickness" for details.

These zombies carry a terrible supernatural affliction that perpetuates their undead lineage and consigns the souls of the dead to the Reaping Stone. Those infected by a reaping sickness plague zombie's bite rise as reaping sickness plague zombies themselves when they perish.

Sundered One

With a high-pitched gurgling wail, a multi-limbed horror skitters into view. A terrible fusion of three rotting, child-sized torsos and five heads, the creature lurches about searching for living prey to tear asunder.

Sundered One

CR 5

XP 1,600

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +18

Aura aura of madness (30 ft., DC 17)

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 52 (8d8+16)

Fort +3, Ref +9, Will +9

Defensive Abilities channel resistance +2; **DR** 10/silver; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 5 slams +10 (1d4+4 plus purulent slime)

Special Attacks multiattack mastery, purulent slime (DC 17)

STATISTICS

Str 18, Dex 20, Con - Int 3, Wis 16, Cha 12

Base Atk +6; CMB +11 (+15 grapple); CMD 25 (29 vs. grapple and trip)

Feats Agile Maneuvers, Improved Initiative, Lightning Reflexes, Toughness

Skills Climb +12, Perception +18

ECOLOGY

Environment any

Organization solitary, pair, or clutch (3–5)

Treasure none

SPECIAL ABILITIES

Aura of Madness (Su) A sundered one radiates an overwhelming aura of wrongness that inspires madness in living creatures who look upon it. All living creatures within a 30-foot radius that can see a sundered one must succeed on a DC 17 Will save or suffer 1d4 Wisdom damage and become confused for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same sundered one's aura of madness for 24 hours. This is a vision-based mind-affecting effect. The save DC is Charisma-based.

Multiattack Mastery (Ex) A sundered one never takes a penalty to its attack rolls when fighting with its multiple slam attacks.

Purulent Slime (Su) A sundered one constantly weeps necromancy-infused slime from its pores, mouths, and empty eye sockets. Creatures struck by a sundered one or those who strike a sundered one with an unarmed attack automatically come into contact with the purulent slime. Creatures that strike a sundered one with a melee weapon must succeed on a DC 17 Reflex save to avoid coming into contact with the purulent slime. Purulent slime is a supernatu-

ral flesh-eating fungus that can only be cured by application of remove disease and a DC 17 caster level check. Anyone who dies from purulent slime dissolves into a lifeless puddle of black sludge and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Purulent slime: Injury—slam; **save** Fort DC 17; **onset time** immediate; **frequency** 1/day; **effect** 1d3 Con (this damage cannot be healed while the creature is infected); **cure** remove disease and DC 17 caster level check.

A sundered one is nightmare made flesh: the corpses of multiple small-sized humanoids—all of whom must have perished from disease—sewn together and animated with foul necromancy. No two sundered ones look alike. A typical specimen has five or more com-

bat-effective arms and three or more legs all twisted and bent into impossible directions. These tiny limbs are attached to two or more fused-together torsos that sport multiple cherub-faced heads that cry and wail constantly. Thick, black necromantic goo continuously weeps from the creature's pores, mouths, and empty eye sockets.

A sundered one is created by a lengthy and gruesome ritual in which select body parts are harvested from the corpses of a dozen small-sized humanoids, and then stitched haphazardly together before being embalmed with necromancy-infused sludge. A 15th level caster then finishes the ritual with a create undead spell. Rumors persist that certain evil magical artifacts enable casters of much lower level to create these unholy abominations.

APPENDIX 5 MAERH VARZA

LN metropolis

Corruption +4, Crime +3, Economy +6, Law +6, Lore +6, Society +2

Qualities academic, holy site, magically attuned, notorious, prosperous, strategic location

Danger +10

DEMOGRAPHICS

Government overlord (hereditary monarchy)

Population 36,000 (82% human, 12% dwarf, 3% halfling, 2% elf, 1% other)

NOTABLE NPCs

King Thurzen XVI, King of Maerh-Varza (LN human aristocrat 10/fighter 4)

Lord Berinar “Steelbeard” Delthun, the king’s champion and commander of the city’s armed forces (LN dwarf fighter 10)

Lord Castovar Mileswood, patriarch of the city’s wealthiest noble family (N human aristocrat 9)

Thalaster, master of the Jade Tower, Maerh-Varza’s guild of wizardry (N human wizard 18)

Esmeril, enigmatic mistress of the Nighthands, the city’s guild of thieves and assassins (NE half-elf rogue 10/assassin 4)

MARKETPLACE

Base Value 35,700 gp; Purchase Limit 270,000 gp; Spellcasting 9th

Minor Items no limit; Medium Items 6d4; Major Items 3fd4

Maerh-Varza, or the “Port of Fire” in the ancient dwarf tongue, was founded just over 1,500 years ago by the dwarves under the legendary High King Delzar I. Though the dwarves bequeathed the city to humankind some 600 years ago, the city retains a strong dwarven cultural presence, as seen in the city’s thriving mining industry, and the pride and skill of the city’s celebrated brewers, metal-workers, and stone-masons.

Maerh-Varza is the largest city on the great Bay of Blades, and serves as the seat of one of four city-states that claim independent authority over their individual holdings in the region. The city’s location at the mouth of the Jarkuul River and the presence of a highly-defensible harbor has contributed to the establishment of Maerh-Varza as a major center for commerce and trade.

The city itself is industrious and crowded, with narrow cobblestone streets lined with slate-roofed brick-and-mortar buildings, numerous market squares, and many murals, statues, reliquaries, and monuments to the city’s rulers, heroes, and past glories. A 60-foot high, 30-foot thick curtain wall surrounds the city, broken only on its western side by the waters of the Bay of Blades. The city has three fortified entry gates: Southgate, Westgate, and Northgate, which serve as the barracks for the Iron Dragons, Maerh-Varza’s all-dwarf city watch.

Set upon the rocky northwest coastline of the Bay of Blades, the city of Maerh-Varza is famous for its hills. There are more than three dozen hills within the city walls. Seven of the city’s ten districts are named after the hill (or hills) on which they are situated, and include the following:

- Ambertop Ridge, the city’s highest point at 1,000 feet above sea level, where the Maerh-Varzan nobility and wealthy elite keep lavish mansions and townhouses.
- Brewer’s Hill, where the city’s infamous brewhalls and eateries are located, as well as many tanneries, glassworks, and brick masons.
- Market Hill, home to the city’s thriving merchant class, with its many small shops and businesses. Also home to the Market Bridge, an architectural wonder that spans the Jarkuul River that flows through the city’s heart. The massive Market Bridge is 200 feet wide and features multiple floors that are home to a bewildering array of market stalls, specialty shops, and roaming vendors that are active 24 hours a day.
- Scarlet Hill, the entertainment district, which is dominated by the House of Glory, the infamous Maerh-Varzan gladiatorial coliseum, as well as many brothels, festhalls, and gambling dens.

- Temple Ridge, where dozens of temples, shrines, monasteries, and libraries are located.
- Three Hills, a crowded district located across the river from Market Hill, where the working class live among many shops and guild houses, all in the shadow of the inscrutable Jade Tower (the city's wizard's guild).
- King's Hill—sometimes called Iron Hill—is the fortified walled compound dominated by the king's palace, the Iron Keep. King's Hill also contains the Hall of Judgement, the King's Gaol, and dozens of buildings occupied by the officers and soldiers of the king's army.
- The Boneyard, not really a district, but a huge, sprawling park and graveyard nestled between Rooksden and Temple Ridge.
- Ironshore, which lines the shore of the Bay of Blades and contains the city's docks, warehouses, and Bladeswatch Keep, the fortress stronghold of the king's navy.
- Rooksden, the labyrinthine, oft-flooded city slums, where life is cheap and often short for the district's beleaguered inhabitants. Rumor has it that the Nighthands—the city's powerful guild of thieves and assassins—has its secret guildhouse somewhere in Rooksden.

The only districts not named after a hill, are:

APPENDIX 6 OGL SOURCES

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