

AEGIS
OF
EMPIRES

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KNIGHT FALL IN OLD CURGANTIUM

BY

ANTHONY PRYOR



PATHFINDER
COMPATIBLE



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WELCOME TO THE *AEGIS OF EMPIRES ADVENTURE PATH*

Welcome to the Lost Lands, the campaign setting of the adventures and books by Frog God Games and Necromancer Games before it! "But this is Legendary Games?" you say. Yes, yes it is, but as the principal developer of the Lost Lands setting — having the privilege and pleasure of combing through every single product, word-by-word, from those two companies' considerable catalog of books to determine how it all fit together into a coherent whole — I had the opportunity to continue my work with the setting. By mutual agreement upon the end of my tenure with Frog God Games in 2018, I was able to provide them with the bible of Lost Lands material I had been collating since 2010 and was graciously allowed to retain the rights to continue to make my own contributions to the setting I had poured so much into in Lost Lands-compatible products. I also purchased the rights to the *Aegis of Empires Adventure Path* that had already been in the works for some time (though under the name Ashes of Empires at that time, and changed due to similarities in titles from other companies that were being released in a similar timeframe), so I could continue the development I had already started on it and nurture it through to the end. That Legendary Games was willing to adopt such a project, was icing on the cake and what has allowed me to put this product into your hands.

- Greg A. Vaughan

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Archives of Nethys](#) (2e.aonprd.com) as well as [pf2.d20pfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers 1st, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE THE *KNIGHT FALL IN OLD CURGANTIUM*

The glorious capital city of legendary Hyperborea fell to ruin two thousand years ago in a fiery night of destruction that burned half a continent and heralded the end of an ageless empire. New auguries brought a fellowship of valiant knights to the scorched ruins seeking an ancient danger that threatened the world anew, but those champions themselves disappeared among the broken stones of the shattered city. New heroes must now take up their mantle, whether to rescue or avenge them, and by all means to complete their desperate mission to forestall a new cataclysm. However, those daring to tread the ancient streets quickly discover that the ruins do not rest easy, and ancient memories can be as deadly as new perils in Old Curgantium.

Knight Fall in Old Curgantium is a *Pathfinder Second Edition* adventure for 15th-level characters set in the fabled ruins of the ancient Hyperborean capital of Curgantium in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with ***The World of the Lost Lands*** campaign guide! It is the final adventure in the six-part ***Aegis of Empires Adventure Path***, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries.

While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the ***Aegis of Empires***.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Second Edition* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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The following superscript notations are used to denote references to previous products set in the Lost Lands from Frog God Games and Necromancer Games. References followed by a dash and a number indicate the page number on which the specific reference can be found (or which chapter, in the case of *Pathfinder Second Edition* core rulebooks):

AK:M = *Ancient Kingdoms: Mesopotamia* by Necromancer Games

B1 = *Pathfinder Bestiary (Second Edition)*

B2 = *Pathfinder Bestiary 2 (Second Edition)*

BM = *The Black Monastery* by Frog God Games

CRB = *Pathfinder Core Rulebook (Second Edition)*

F2 = F2: *Fane of the Witch King* by Necromancer Games

FB = *Fields of Blood* by Frog God Games

FBRC = *Freebooter's Guide to Razor Coast* by Frog God Games

GA = *The Gulf of Akados Region Map* by Frog God Games

G1 = G1: *The Siege of Durgam's Folly* by Necromancer Games

G6 = G6: *The Grey Citadel* by Necromancer Games

H1 = H1: *The Bonegarden* by Necromancer Games

K1 = K1: *A Family Affair* by Necromancer Games

K12 = K12: *The Eamonvale Incursion* by Necromancer Games

LL0 = *The Lost Lands Campaign* Setting by Frog God Games

LL1 = LL1: *Stoneheart Valley* by Frog God Games

LL3 = LL3: *Sword of Air* by Frog God Games

LL5 = LL5: *Borderland Provinces* by Frog God Games

LL6 = LL6: *The Northlands Saga Complete* by Frog God Games

LL7 = LL7: *The Blight: Richard Pett's Crooked City* by Frog God Games

LL8 = LL8: *Bard's Gate* by Frog God Games

MoM = *Mountains of Madness* by Frog God Games

QoD = *Quests of Doom* by Frog God Games

RC = *Razor Coast* by Frog God Games

RC:FBG = *Razor Coast: Freebooter's Guide to the Razor Coast* by Frog God Games

INTRODUCTION

Knight Fall in Old Curgantium is a *Pathfinder Second Edition* adventure for a party of four 15th-level player characters. **Knight Fall in Old Curgantium** can be placed in any campaign setting but, though it is not an official **Lost Lands** adventure, it is designed for and fully compatible with the **Lost Lands Campaign Setting** of **Frog God Games**. In the **Lost Lands** setting, the adventure takes place within the ruins of the former imperial capital city of Curgantium^{L15-17} (kur-GAN-tee-um) — sometimes referred to as “Old Curgantium”. These ruins lie on the border between Aachen (AH-khin) Province^{LL5-22} and the County of Coutaine (ku-TANE) on the western bank of the Great Amrin River.

Curgantium is the ancient imperial capital of the Hyperborean Empire which fell into ruin and abandonment after a massive explosion and continent-spanning wildfire. The capital was relocated to Tircole far to the east on the continent of Libynos until it too fell to the besiegement of Daan which spelled the end of the empire. More information about Aachen Province and this ruined border city can be found in **LL5: Borderland Provinces** and in the short story “In for a Pound” in **Tales of the Lost Lands: Tales Pack 5**, both by **Frog God Games**.

ADVENTURE BACKGROUND

THE HYPERBOREAN EMPIRE AND THE FALL OF CURGANTIUM

When Oerson, the great polemarch of Boros — northernmost of the continents of Akados — marched his Legion south, he discovered a vast continent of untamed forests, impassable mountains, scattered human tribes, and a great elven empire. As was the tradition of the imperators of Boros, Oerson set about the task of conquest. For 18 long years Oerson’s Legion battled the elves along the eaves of the Great Akadonian Forest^{LL5-7} in a perilous contest with the high lords of the wild elves. He subjugated human tribes as he went and incorporated them into his Legion until their might became too great for the elves to overcome in piecemeal skirmishes and ambush. He finally provoked them into a single pitched battle in the foothills of the Stoneheart Mountains in what would become known two millennia later as the Valley of the Lyre^{LL8-46}. There in a masterful stroke of diplomacy and military acumen, Polemarch Oerson revealed the secret alliance he had formed with the dwarves of the Stonehearts and crushed the elves in a great victory. So great was the defeat suffered by the elves that their own society began to show cracks and in less than a century had fallen so far that the elven



court and most of its lords withdrew into the West in the Second Exodus, abandoning the lands of central Foere to the human invaders.

The Legion claimed the lands and remained, setting up colonies among the verdant forests and fields. In time they came to refer to themselves as the Hyperboreans as a mark of their origin in distant northern Boros and came to develop their own cultures and customs separate from their homeland. Such was the wax and wane of fate that less than two decades after the death of the aged Polemarch Oerson, the Hyperboreans declared their own independence and rose in rebellion against their Borean masters. They began construction on a grand citadel called the Tower of Oerson, built to honor their founder, and prepared themselves for the assured reprisals from the Imperator of Boros. But when the Borean Legions came, the Hyperboreans met them at the Battle of Hummaemidon near the shores of the Gulf of Akados. There in a twist of fate as the battle turned against the Hyperboreans, their dwarven allies of the Stoneheart Mountains were abandoned and suffered great slaughter whereas the high elves — descended from the remnant of the wild elves of old — joined the Hyperborean cause and turned the tides to save the day. Boros was forever barred from its claims on Akados, the mountain dwarves declared eternal enmity for their faithless human allies, the humans and high elves forged enduring bonds of peace and cooperation, and the Hyperborean Empire was established with Oeric, the grandson of Oerson, as the first Imperator of Hyperborea.

Imperator Oeric soon abdicated to his own son Oesson so that he could follow a divine vision and establish the holy city of Tircople^{LL1-98} in far Libynos, and Imperator Oesson took the Throne of Hyperborea with the Tower of Oerson as the seat of his power. Around the Tower of Oerson sprang up Curgantium, First City of Hyperborea along the banks of the Great Amrin River. After a long war with the Hundaei of the Great Steppes, there followed an extended peace known as the Pax Hyperborea. Then almost 2,500 years after the founding of the empire, a calamitous event occurred that shook the very foundations of the world: The planetary poles shifted eastward.

The world's northern pole now rested in the center of the continent of Boros, freezing over that ancient land and causing the loss of knowledge as to its people and its fate in the south. Likewise, powerful storms and unnatural weather wracked the land and the seas the rest of the world over. A great deformation of the globe in its far eastern ocean appeared and came to be called The Goitre, and any attempts to understand its nature or what it portended

were obstructed by two permanent walls of impassible sea storms encompassing it and extending from one pole to the other that became known as the Tempest Meridians. Great was the suffering across the Hyperborean Empire, such that the Imperator called together the greatest minds and practitioners of magic to the Tower of Oerson in Curgantium to learn the reasons for the catastrophe and to devise the means to repair the changes that had been wrought.

Despite the suffering to the greater empire, Curgantium avoided the worst of the devastation as its place at the center of the empire ensured its continued survival and support. While great territories of the empire starved or froze or sweltered, Curgantium remained the cosmopolitan epicenter of humanity in the world and scarcely noticed these dire developments save for through the news that came from abroad. For five long years during this time the great minds and weavers of magic worked tirelessly to understand and counteract the effects of the polar shift. Though they were never able to fully determine the nature or reason for the change, they believed they had found the means through combining and focusing their collected magical power to force the planet to shift its axis back westward and resume its former spin in the cosmos. Through elaborate planning and timing, they arranged for a great ritual to occur within the Tower of Oerson to save the empire and the whole of the world.

Unfortunately for these mighty practitioners, something went awry in their casting. As they wove layer upon layer of unimaginable arcane and divine power in their ritual, some other unexpected expenditure of great power in the vicinity caused a disruption in the ritual and a feedback loop. The vast powers they had barely harnessed were expended in a great cataclysmic explosion that vaporized the tower and reduced much of the mighty city to rubble. The fires that spawned from this explosion became the Great Conflagration which swept across the lands of Akados in a devastating swath that burned for more than a year. Ruined Curgantium was abandoned, the surviving remnant of the Hyperborean Court relocated far away to distant Tircople and made it the capital of the ravaged empire, and the disparate peoples of the empire from its many subjugated cultures were left to fend for themselves.

The diluted blood of the Hyperborean imperators did not last long either, as the Hyperboreans of Tircople fell to corruption and ruin until finally overthrown in the great rebellion led by the hero Daan less than a century later, though the legendary Daan fell too in the conflict. The end of the seemingly eternal Hyperborean Empire had come and left a great void in its former lands — lands

now routinely ravaged by famine, disease, and unchecked marauders. In this state the chaotic realms of central Akados remained until the rise of a warlord called Macobert from the insignificant domain of Foere^{LL4-10}.

THE MOST WORTHY KNIGHTS OF MACOBERT

The half-elf Macobert of the House of Foere ruled his small commote on the eastern shore of the Star Sea and served as general for the Prince Verand of Cantref Couraigne. Foere was an ancient house, said to have descended from the Hyperboreans of old, but it was not a rich house, with only the villages surrounding Macobert's family hold at the town of Chantry. However, as a commander Lord Macobert was peerless. Many compared him to the legendary Daan who had slain the evil Queen Trystecce of Tircople and overthrown the corrupt Hyperborean dynasty of old. Macobert's elven mother told him of the time when Daan rode across the Plains of Sulley with his heavy cavalry of knights. These Cataphracts of Daan were his personal guard and boon companions and were the brave souls who gave their lives to see him through to the very end so that he could throw down the Lich-Queen.

Macobert studied everything he could of Daan and his battles as he grew up and became an avid student of warfare, which served him well when his father was killed in battle against a rival cantref and he was placed in charge of the aging Prince Verand's small army. In short order, Macobert's military expertise completed the process his father had begun in defeating Cantref Couraigne's rival, and Prince Verand confirmed the son of Bertram as his warleader. Shortly thereafter Macobert accompanied Prince Verand to the Plains of Sulley^{LL4} on a trading trip. There he witnessed the great destriers of Sulley firsthand and convinced his lord to purchase a stallion and a dozen mares. These Macobert brought to his lord's estate and began to breed them while training a hand-selected group of Verand's men-at-arms in the tactics of heavy cavalry and the chivalric tradition of Daan's Cataphracts. He armed and armored them with the finest weapons and coats of plate and mail taken from those who had been defeated in their attacks on Couraigne. In a few short years, the first of the Sulley-bred destriers had been raised and trained as war mounts for these heavily armed and armored warriors. They became known informally as Macobert's knights and served as the backbone of Cantref Couraigne's military forces.

Five years later, when jealous rival princes poisoned Prince Verand and his family and attacked Couraigne

simultaneously, the cantref's soldiery was on the verge of falling apart and scattering in defeat. Macobert kept his forces together, staying one step ahead of the numerous enemies and making small strikes when possible, until one night encamped on a hill overlooking the waters of the Star Sea the desperate warleader released all of the men-at-arms from their service to Couraigne. He told them to flee and save themselves and their families. The other commote lords of Couraigne had already fallen to the attackers so that only Foere remained and Macobert was the last scion of that ancient line. Then one by one the men-at-arms foreswore their oaths to lost Couraigne and lay their swords at the feet of Macobert as the Prince of a newly declared Cantref Foere.

Word of this new dynasty of old Couraigne rallied many of the peasant folk and heartened much of the soldiery that had been in hiding. Backed by his corps of heavy cavalry, Macobert struck the castle of Couraigne, which the most powerful of the rival princes had occupied. Catching them completely unawares, Macobert's skirmishers were able to scale the castle walls and open the gates before the alarm was raised. As the defenders emerged into the bailey they discovered the thunder of dozens of heavy knights charging through them. The recapture of the castle and fall of the invading prince rallied the entire cantref and soon Macobert's army was moving swiftly across the land, engaging each of the invading forces separately before they could gather together in force. In each case the charge of his heavy cavalry carried the day.

Macobert was ultimately able to defeat each of the rival princes and gathered those who survived together on the streets of his home of Chantry. There he gave them mercy rather than death and offered them their lives in exchange for oaths of nonaggression. So moved were they by the lord's generosity after his exhibitions of valor and invincibility in battle, that one by one the defeated lords bent the knee and pledged themselves and their households to the House Foere. To these newly sworn brothers he gifted coats of plate and mail just as he had his personal retainers, and thus on that wet spring day of 2698 I.R. was formally organized the Most Worthy Knights of Macobert and the beginnings of the fledgling Kingdom of Foere. The kingdom would eventually grow to encompass the entirety of the former Hyperborean Empire as the newly proclaimed Hyperborean Monarchy of the Foerdewaith, with Macobert as its first Overking. This empire would reign on Akados and Libynos for 515 years and continue its existence — albeit in a lesser capacity — as the Kingdoms of Foere another three centuries even to the present day.



Throughout all this time the Most Worthy Knights of Macobert have continued to serve Foere in defense, crusade, justice, and administration, surpassed in reputation by none save perhaps the Holy Order of Justicars of Muir established in 2744 I.R. by Sagrilaer of Tircople, High Sword of Muir and first High Lord of that order¹¹¹. However, the last of that renowned order died in battle in 3209 I.R. whereas the Most Worthy Knights continue today, albeit as more of an inheritable honorific cherished by the families who carry the title. Lost somewhere in the annals of the knighthood was the betrayal perpetrated by the knight Barivoren Wallix, nephew of the vile alienist wizard Eb Wallix (see *The Book in the Old House*). But this forgotten betrayal only serves as a coda to a long list of atrocities committed by a slumbering evil that has waited centuries to once again rear its foul head.

ADVENTURE SUMMARY

The party is asked to help in the search for nine knights who disappeared while exploring the ruins of the old imperial capital at Curgantium. The knights were seeking evidence of a terrible threat to the entirety of the Kingdoms of Foere that was hinted at in portents and divinations but lost contact with the wizard who had remained behind to monitor their mission. Following his information, the adventurers find the city overrun by savage monsters and, after sunset, shadow and nightmare creatures of all descriptions. In addition, when they sleep, their dreams are beset by strange and dangerous intrusions.

The party locates the missing knights' base camp, but it is abandoned and appears to have been thoroughly ransacked. They also discover one of the knights who has been transformed into a horrifying undead creature.

TIMELINE OF HYPERBOREA AND CURGANTIUM*

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	Event(s)
-109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados; Beginning of Hyperborean Age
-91	6394		Elves defeated by human and mountain dwarf alliance at Lake Crimmormere
-28	6457		Death of Oerson
-11	6474		Hyperborean Rebellion; Construction begins on Tower of Oerson
-3	6482		Polemarchs Crassin and Odontius march south from Boros
-2	6483		Tower of Oerson completed
1	6485		Battle of Hummaemidon; Birth of Imperial Record
4	6488		Libynos expedition; Khemitites defeated at Battle of Phillistia; Khemit made vassal kingdom, effectively bringing northern Libynos into Hyperborean Empire
5	6489		Oeric receives vision of Sacred Table, begins construction of Tircople
7	6491		Great Khan Jaganga arises among Hundaei and unites them into Invincible Horde
12	6496		Oesson crowned as imperator; First Huns appear in empire
14	6498		Huns besiege Apothasalos, defeated by Gnassus; Beginning of Hun Wars
678	7162		Hyperborean Legions push into Great Steppes
680	7164		Hundaei settle in Nam-i-Budhani due to Hyperborean pressure
681	7165		Civil war erupts among Hundaei clans
683	7167		Hundaei cease to exist as a people; Survivors flee to Libynos or become the Shattered Folk of the Great Steppes
687	7171		Beginning of Pax Hyperborea
			Planetary Poles Shift
2491	8975		Poles of Boros shift; Goitre emerges forming Tempest Meridians; Ice sheet begins forming over continent of Boros and World Roof
2496	8980	1	Tower of Oerson destroyed; Wild fires ravage Curgantium and spread across Akados burning Plains of Sulley and Matagost Forest
2499	8983	4	Imperial Court relocated to Tircople; Western empire abandoned by Hyperboreans; Chaos descends among survivors
			End of Hyperborean Age in the West
2516	9000	21	Hyperboreans withdraw from Akados
2632	9116	137	Last Hyperboreans quietly disappear from Tircople
2654	9138	159	Birth of Macobert of House Foere
2690	9174	195	Knights of Macobert formed, mounted upon destriers bred in eastern Sulley
			Rise of the Foerdewaith
2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith

TIMELINE OF HYPERBOREA AND CURGANTIUM* (CONT)

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	Event(s)
2765	9249	270	Death of Macobert; Son Magnusson succeeds to the throne
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2840	9324	345	Foerdewaith settlers push through Crynomar Gap
2843	9327	348	Twin royal heirs Kennet and Cale born to Overking Paulus
2858	9342	363	Cale abdicates claim to throne and given port of Reme
2861	9345	366	Cale leads Colonization of Great Steppes
2947	9431	452	Shadow walkers lead humanoid hordes from Lost Mountains; Caleen colonies destroyed, Prince Cale is lost; Wizard's Wall raised at Crynomar Gap
3213	9697	718	Foerdewaith Wars of Succession begin
3380	9864	885	Knightly Order of Macobert largely destroyed in Courghais, the few survivors go into hiding
3517	10,001	1022	Current year

* Excerpted from the *Lost Lands Campaign Setting* timeline by Frog God Games.

Following clues found in the camp, the party ventures out into the greater ruins following the knights' trail and hoping to find whatever secret it was they sought. Beneath the ruins of the great citadel at the city's center, the party finds the source of the dreams and shadow horrors: a powerful nightmare dragon and its hag ally who have captured the surviving knights.

Rescuing the surviving knights from these horrors, the PCs learn that the knights have discovered among the ruins the mysterious and dangerous *Codex Ibnathi* and had hidden it in their camp before being overcome by the dragon. From their research, they had discerned that a mothman had visited the city upon the night of its destruction a thousand years earlier. They hope that by contacting the mothman's spirit they can learn what caused the city's original destruction and what new threat now looms from its haunted ruins. By locating and defeating the undead remains of the mothman, the party is able to learn that on the night of the city's destruction the foul opera known as *The King in Yellow* was being performed, which threatened the existence of the entire world if the city's timely destruction had not forestalled it.

Upon returning to the base camp with this information, they discover that it was attacked by vampires in their absence. All the knights were slain except two: one who still survives, though badly wounded, and another who was taken by the vampires along with the *Codex Ibnathi*. Tracking the vampires to their sewer lair, the party must fight its way through the defenses of the Underguild and save the captured knight before the *Codex Ibnathi* can be used to possess him with an evil, ancestral spirit and bring a new era of devastation upon the world with the awakening of an ancient evil.

STARTING THE ADVENTURE

Having won fame over a career of glorious adventure and astounding treasures, the PCs have come to the attention of the Knights of Macobert as worthy potential allies. If the party has already participated in the first adventure of the *Aegis of Empires Adventure Path, The Book in the Old House*, they may have already earned the friendship of the Knight, Sir Urvitus Voren of Tourne. As written, this adventure assumes that the PCs did participate in that adventure and that Urvitus survived its events, naming them as friends. If this is not the case, you will need to make minor adjustments accordingly to bring the party

into play. It is possible if the PCs participated in that adventure that Sir Urvitus did not survive it. If that is the case, assume that his wealthy family paid to have him resurrected in the wake of those events and that the knight has gone on to have an honorable and successful career. Likewise, if your players did not go through *The Book in the Old House*, assume that they know Urvitus in some other way. This will require only minimal changes to the adventure.

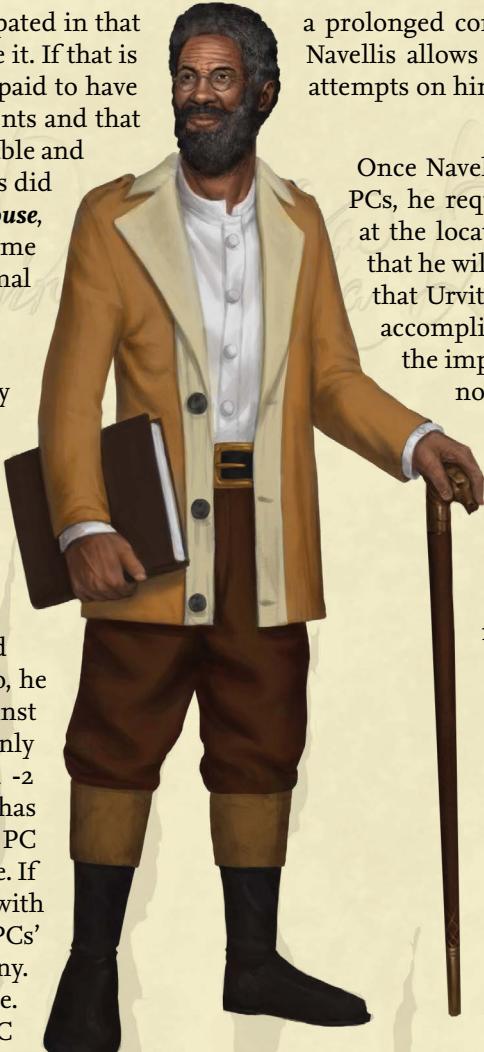
This adventure begins when the party is contacted by a wizard named **Navellis Antriliev** (N male human; Int 22; Arcana +29, Lore (Academia, Engineering, Library, Scribing) +23, Nature +23, Occultism +27, Religion +27), a close friend and ally of the Macobertine Order. It does not matter where the PCs are located at the time, because the wizard tries to contact them magically. To do so, he first makes use of a scrying spell against a random PC (Will DC 27). He has only heard of the PCs, so the DC includes a -2 penalty (already taken into account). He has adequate scrolls to attempt this on each PC in hopes that one of them will fail his save. If every PC saves, he makes a final attempt with a henchman or acquaintance of the PCs' who is known to frequent their company. Assume that this individual fails his save. Once Navellis has successfully scried a PC or henchman, he contacts that individual via sending. If the contact is with a PC, the message is as follows:

"Greetings [PC's name]. I am Navellis, a friend of an old acquaintance of yours, Sir Urvitus Voren. He is in danger and bid me contact you."

If the contact was with a cohort, follower, or other NPC, the message will instead be:

"I am Navellis and seek to contact [PC's name] on behalf of Sir Urvitus Voren. Please convey this and ask to allow my scrying to succeed."

If the PC will purposely fail the subsequent Will save versus the greater scrying, Navellis will make contact via the sending as described above. If not, Navellis will agree to use the henchman as a go-between, but it is not his preference. He has a fully charged *wand of sending*, so he can manage



a prolonged conversation. As a show of good faith, Navellis allows the PCs to make their own scrying attempts on him if they choose.

Once Navellis has initiated a dialogue with the PCs, he requests a meeting as soon as possible at the location of their choosing. He indicates that he will *teleport* in to attend the meeting and that Urvitus is in great jeopardy so it must be accomplished quickly. Navellis is based out of the imperial capital at Courghais^{LL4-11} but has no means of arranging for a meeting there (unless they are already present in that city) without being physically present in their location first.

Once the PCs have agreed to the meeting and the details have been arranged, Navellis uses teleport to arrive and immediately makes his proposal.

The man is of indeterminate age, but his close-cropped, steel-gray hair and seamed lines of his face seem to belie the posture and bearing of quiet strength of a much younger man. He wears robes of red velvet and a close-fitting skull cap trimmed in gold threadwork. He wears a stole bearing mystical symbols and has a number of pouches and wands hanging at his belt.

"Greetings, I am Navellis Antriliev," he says. "Thank you for agreeing to meet with me on such short notice and under such strange circumstances. I know you by your reputations to be folk of great valor and considerable experience, so I trust displays of such magic are not so unsettling to you as they would be to the common peoples."

"Firstly, let me explain that I am a private citizen of the Kingdom of Foere and have no official capacity in the Court of the Courghais or any other institution. I have, however, long been a friend of the Knights of Macobert, and we have mutually assisted each other on certain endeavors on many occasions in the past. So great is my acquaintance with the Knights that I have heard Sir Urvitus of Tourne — whom I believe you know — speak highly of you on several occasions. It is because of this trust that Sir Urvitus has in you and the confidence he displayed in your abilities that I endeavored to learn more about you. In the last few days, I have learned much of your past exploits, and I have no doubt that I have barely scratched the surface of your heroics."

“It is for this reason that I chose to contact you. You may be the individuals most capable of dealing with the situation that has arisen. Members of the Macobertine Order are in great danger — Sir Urvitus included — and I believe that you may be the only ones who can save the situation. Will you hear me out?”

Assuming the PCs agree to this, Navellis will fill them in on the current situation.

“You are familiar, I’m sure, with the decline and fall of the great Hyperborean Empire of old. At the zenith of its power, a mighty catastrophe shook the world and caused the poles to shift by some 15 degrees. This wrought damaging changes in the weather, a freezing over of the old continent of Boros, chaos throughout the lands, and a whole host of dire portents and omens. Imperator Obraskius, himself a magical practitioner of some reputation, summoned the greatest arcanists and priests from across the empire to the Tower of Oerson in Curgantium to determine the cause of this shift and find some means to reverse it. For five years those brilliant minds worked at the problem until they arrived at a powerful ritual that they believed could move the world back to its natural axis and undo the damage that had been caused. The Imperator himself would lead this ritual. However, something went terribly wrong and the Tower of Oerson as well as much of the imperial capital were devastated in a catastrophic explosion. Fires swept out of control and across much of the lands of central Akados for over a year, killing untold thousands and sentencing tens of thousands more to a slow death by starvation and exposure in the years thereafter.

“It was after this event that the imperial line of Oerson appeared to stagnate or dilute. The new Imperator moved the Hyperborean capital to distant Tircople where it slowly sank into decadence and depravity while the rest of the empire was left to wallow in the aftermath of the destruction. Less than a century-and-a-half later, the great Daan led his army east in revolt and discovered that the Imperatrix Trystecce was a vile undead lich and had been corrupting the empire from within for many years. Daan liberated the empire from her foul rule, but there was no one left to take the reins in the ensuing void, and soon the last of the Hyperboreans were gone. The greatest empire the world had ever known was dead after little more than 2,500 years. And it was almost another century of violence before the blessed Macobert was able to wrest order from the chaos and lay the foundations for the new empire of Foere.

“Of course, after 800 years the empire of the Foerdewaith has seen its own decline, especially beginning 300 years ago with the Wars of Succession following that debacle of a crusade against the Temple-City of Tsar under Overking GraeltorST-10 and the subsequent loss of the entire Army of Light in the Forest of HopeRA-6. But even after all the years of civil strife and wars of independence that followed, a peace of sorts has settled again upon Akados. The Court of Courghais has loosed its grip on many of the surrounding lands creating a patchwork of separate-but-

largely-united nations, and the Kingdoms of Foere still stand at their heart providing a bulwark against the threats of evils both at home and from distant lands such as the Huun ImperiumLL8-17. Whether everyone likes it or not, Foere is good for Akados and serves to stabilize the entire region so that the smallfolk can live in peace and prosper.

“Throughout all this time the Most Worthy Knights of Macobert have persevered and attempted to preserve not only the dignity of Foere but also to champion the causes of the late Overking Macobert and his goals of protecting the weak, wherever they be. And it is this ongoing cause that leads us to where we are today.

“Though the Macobertine Order has in many ways become a gentrified club of aristocratic scholars and merchant lords of ancient noble title, its core principles of preservation and benevolence nonetheless still hold true. Few are the adventurous spirits of old, but natural and supernatural laws as well as the curation of economic and mercantile stability have done much to benefit the peoples of Foere in their daily lives. Yet stodgy old men and women smoking pipes in private clubs over discussions of politics are not all that remains of the Order. The Order still seeks to identify and thwart threats to the Kingdoms of Foere before they arise. To this end, many of the knights devote their fortunes to employing powerful practitioners of the magical arts to take on this task, and no few members of the Order have devoted themselves to this study themselves, commanding considerable magical skill themselves. It is through these auspices that I have become acquainted with the Knights of Macobert and count many among their number as personal friends.

“Though I was not personally involved in these particular matters, one knight, Sir Nimulus Cantarthy of Courghais, stumbled across some curious omens and began studying them through research and divination. Assisted by another knight, Lady Elgierbid Palitroix of Cantelburgh, Sir Nimulus came to believe that some dire fate awaited the Kingdoms of Foere in the not-too-distant future. This ambiguous threat, he learned, would rival the destruction caused by the catastrophe at the Tower of Oerson in 2496 and would — like that devastation of a millennium ago — also arise from the area of the city of Curgantium.

“Unlike a thousand years ago when it was the vibrant capital of the empire, Old Curgantium, as it is now frequently known, is little more than an ill-rumored and fiend-haunted ruin in the wilds on the border between the County of Coutaine and Aachen Province where the Imperial Peaks of Mons Terminus meet the shores of the Great Amrin River. None go to the ruins except perhaps the vile or the mad, and foul things are rumored to lurk among the ruins. Even the river traffic of the Great Amrin gives the city’s stone wharves a wide berth as they pilot its broad flow. However, despite its seclusion, the ruins of Old Curgantium do lie upon one of the most heavily trafficked waterways that connects the central Kingdoms of Foere to its outlying provinces and even

the sea. Likewise, Vermis, the capital of Aachen Province lies barely 100 miles from the ruins, and upstream lie Châlaix, the capital at Courghais, and the many great cities of the Star Sea. So you can see why a threat of even a fraction of the Tower of Oerson's destruction arising from those same ruins could be of great devastation to Foere and the surrounding lands.

"To this end, Sir Nimulus and Lady Elgierbid put together an expedition of some of the more adventurous and capable Knights of Macobert of their acquaintance. This group included your own compatriot Sir Urvitus. They took ship downriver to a point some few miles south of the ruins and set up a checkpoint from which they began keeping in magical contact with me to monitor their progress and provide additional assistance should they require it. They then moved into the ruins of the city to investigate the nature of this prophetic doom and remove it if possible. Within the ruins they had some initial success in exploring the city and managed to establish a safe base camp. They described many threats existing in the city but were able to manage these well enough and continue about their mission. Then, five days ago, I stopped receiving their reports. Their base camp is magically shielded from detection and scrying, so I have been unable to determine what has occurred and likewise have been unable to detect any of the individual knights on the mission to determine if they are dead or alive or what their current situation might be.

"So that is why I have approached you. I am putting together a rescue mission. I need capable individuals such as yourselves to enter Old Curgantium, locate the missing knights, and render them aid if necessary or carry out their original mission if they are no longer capable of doing so. I expect the dangers present to be extreme and could ask no one less worthy than yourselves, but I can promise you reward commensurate with the difficulties faced. What say you? Can your comrade Sir Urvitus and the Knights of Macobert — nay, all of Foere — count on your assistance in this hour of need?"

Navellis expects questions and answers them to the best of his ability. Attempts to use Wisdom (Insight), discern lies, or similar abilities reveals he is telling the truth, though if he notices PCs attempting to cast spells on him without first asking permission, he becomes perturbed and demands explanations and apologies.

Some of the questions the PC' might ask and Navellis's answers are as follows:

Why don't the Knights of Macobert just send in another team of knights to check on their fellows? "If they could, I'm sure they would. Alas, most of the other knights currently available are more of the retired-old-men or honorific-titleholder types completely unsuitable for a mission of this

complexity and potential danger. I'm afraid Sir Nimulus gathered up most of the available knights who were at all suitable for this endeavor. A great many of the more military-oriented knights disappeared along with King Ovar's army chasing the Huun north into the Irkainian Desert in 3515 I.R^{LL8-22}. So unfortunately, 'the cupboard is bare' as they say."

Why doesn't the government send an army or its own rescue mission? "As you are likely aware, the Knights of Macobert have fallen upon some disfavor over the recent centuries. While they enjoy something of a resurgence of their reputation among the populace in the current day, old prejudices and suspicions die hard. Not every element within the capital is friendly to the Order, and some are outright hostile. As such, the knighthood has had to remain at some distance from the official government in the Court of Courghais. In this instance the Royal Court has not formally authorized this mission, nor were its particulars routed through official channels for fear that there might be politicians or hangers-on there that could undermine the endeavor or even prove to ultimately be a part of the divined pending threat. Because of this no formal military action can be taken — if such is even necessary — and no authorized action will be taken by the Royal Court at all in this matter. The Knights of Macobert will advise Courghais of the nature of the threat when it is discovered but not before."

Why don't you go look for them? Will you be joining us in Curgantium? "While I am allied with the Order, I am not a member. And though I command considerable magical skill, it is a talent I have acquired through diligent study and contemplation. I am not what you'd call an "adventuring" wizard and would be ill-suited in the field. So I will not be making the trip myself."

What kind of aid can we expect? "I am very familiar with the expedition's checkpoint outside the ruins and will be able to transport you all there magically. I can provide you with directions to the location of the base camp in the ruins and give you some information about what dangers lie within the ruins themselves. Likewise, as with the missing knights, I will maintain magical contact with you to provide whatever aid or information I can. This can only occur while you are outside the base camp because of the magical shielding it bears, but as far as I know I will be able to reach you anywhere else within the city. When you have completed your mission, I can meet you back at the checkpoint and arrange for your transportation back home."

Who were the knights on the original expedition? “There are nine in total. The team was organized, as I mentioned, by Sir Nimulus Cantarthy of Courghais a half-elf wizard and loremaster of great renown. Sharing duties in leading the team with him is Lady Elgierbid Palitroix of Cantelburgh, a master of the arts of both magical and martial combat. Perhaps most famous of the team members is Sir Aix de Flomme of Troye, a celestial-blooded paladin of Mitra, along with his capable squire Barionor. The knights Eregor Dantalus of Apothasalos and Ernst Braanak of Vermis are also both warriors of considerable reputation. Perhaps of less reputation abroad but nonetheless capable knights in their own rights are Sir Urvitus Voren of Tourne — whom you know well, I believe — and Sir Frankus Delerron of Sion. And to complement the abundance of sword arms among the team is Sir Frankus’s sister, Lady Margaret Delerron of Sion, a high-ranking follower of the deity Quell. I will provide you with a list including descriptions to assist you.”

How do we find the base camp? “The base camp is within the intact basement level of an imperial treasury building at the very edge of the major destruction near the city’s center. I will provide you with directions as they were given to me by the members of the team. Because of the nature of its original purpose it still bore ancient magical protections which the knights were able to exploit in order to protect their own position. This is the reason scrying and such can’t be used to penetrate its defenses. The knights also established their own magical defenses for which I will provide you the passwords so they can be safely bypassed.”

What can you tell us about the ruins of Old Curgantium? “The knights identified six rough districts for the ruins of the city: The outskirts which are haunted by gigantic vermin and the undead remains of some of the city’s original survivors who later fell to the famine and pestilence that followed the destruction, the general city ruins themselves which seem to be prowled by some forms of undead, especially after dark, an area they called the ‘tribal territory’ where strange and twisted giants have carved out their own domains among the ruins, the swamp district which was the city’s reservoir and is now a flooded and marshy area infested with verminous creatures suited for such terrain, the riverfront which is apparently the most intact portion of the ruins but which they did not get a chance to explore much, and the blast zone at the city’s center where the Tower of Oerson once stood and is now little more than a crater of rubble. They said that after dark, this area comes alive with spirits of fire and pain. Unfortunately, they did

THE MISSING KNIGHTS OF MACOBERT

Navellis Antriliev provides the party with a general description of the missing knights, however, greater information on these individuals is provided here for your ease of reference. Additional information on some of these knights can be found within the adventure itself at the appropriate areas.

Sir Nimulus Cantarthy of Courghais^{LL4-11} (N male half-elf), a wizard and loremaster

Sir Aix de Flomme^{ST-753} of Troye^{LL5-107} (LG male aasimar), a knight and champion of Mitra^{LL5-241})

Barionor^{ST-753} of Troye^{LL5-107}, squire of Sir Aix (LN male human [Erskaelosi^{LL4-17}]), master of hand-to-hand combat

Sir Eregor Dantalus of Apothasalos^{LL3-64} (LN male human), Knight of the Lion

Lady Elgierbid Palitroix of Cantelburgh (NG female human), learned in sword and spell

Sir Ernst Braanak of Vermis (LN male human), knight and warrior

Sir Urvitus Voren of Tourne (NG male human), noble knight

Sir Frankus Delerron of Sion (LG male human), knight and newest to join the order

Lady Margaret Delerron of Sion (LG female human), priestess of Quell^{FBRC-42}

not provide me with any kind of map or more specific information, so I’m afraid you’ll have to rely on your own exploration to learn more.”

What kind of reward are you offering? “If you will travel to Old Curgantium to discover the fate of the missing knights and provide what aid you can, I have been authorized to open the vaults of the some of the Order’s treasures. Many items of great power or value as well as sums of wealth in gold, gems, and platinum are available to the knighthood. When the veracity of your report has been verified and your actions deemed suitable by the Order’s treasurer, you will each be given your pick of treasures valued at up to 60,000 sovereigns* apiece. Likewise, if your actions merit such recognition, for those of you of Foerdewaith birth, there could be the opportunity for the granting of title

* The unit of currency for gold pieces in Foere.

by the Order. For those of non-native blood, additional considerations of an equal value could likewise be considered. Plus, making connections among the wealthy and powerful of Foere is not an altogether bad thing in and of itself."

Navellis answers other questions to the best of his ability but has little additional information to give. He will not bargain for a greater reward, since he does not have the authorization to, and will show great distaste towards PCs that attempt to do so.

ADVENTURE TIMELINE

Following is the time frame and order of events that occur leading up to the PCs' involvement in the adventure.

Time	Occurrences
17 days ago	Knights of Macobert arrive by river at Curgantium (area A), begin magical communication with Navellis Antriliev
16 days ago	Knights enter city and establish base camp at area B, begin to be assailed by nightmare assaults
14 days ago	Knights survey city for possible locations of the Lost Library
11 days ago	Knights locate and explore Lost Library (area C), recover <i>Codex Ibnathi</i>
8 days ago	Knights make night foray to theater (area F), Lady Elgierbid lost, Sir Eregor's soul captured by Abruxes
7 days ago	Knights determine source of dream haunting is beneath Tower of Oerson and plan expedition, Sir Nimulus hides <i>Codex Ibnathi</i>
6 days ago	Knights leave Malcolm behind to watch Sir Eregor and infiltrate giant camp (area D) to enter sewers (area E), Sir Ernst lost
5 days ago	Knights enter sublevel of Tower of Oerson (area G) and defeated by the Mindwurm, Sir Nimulus and Sir Aix eaten, Navellis Antriliev loses contact with knights
2 days ago	Sir Ernst returns to base camp, imprisons Malcolm, and murders Sir Eregor, takes recovered books but can't find <i>Codex Ibnathi</i>
1 day ago	Caulborn searches abandoned camp
Day 1	Navellis Antriliev attempts to contact PCs to find missing knights

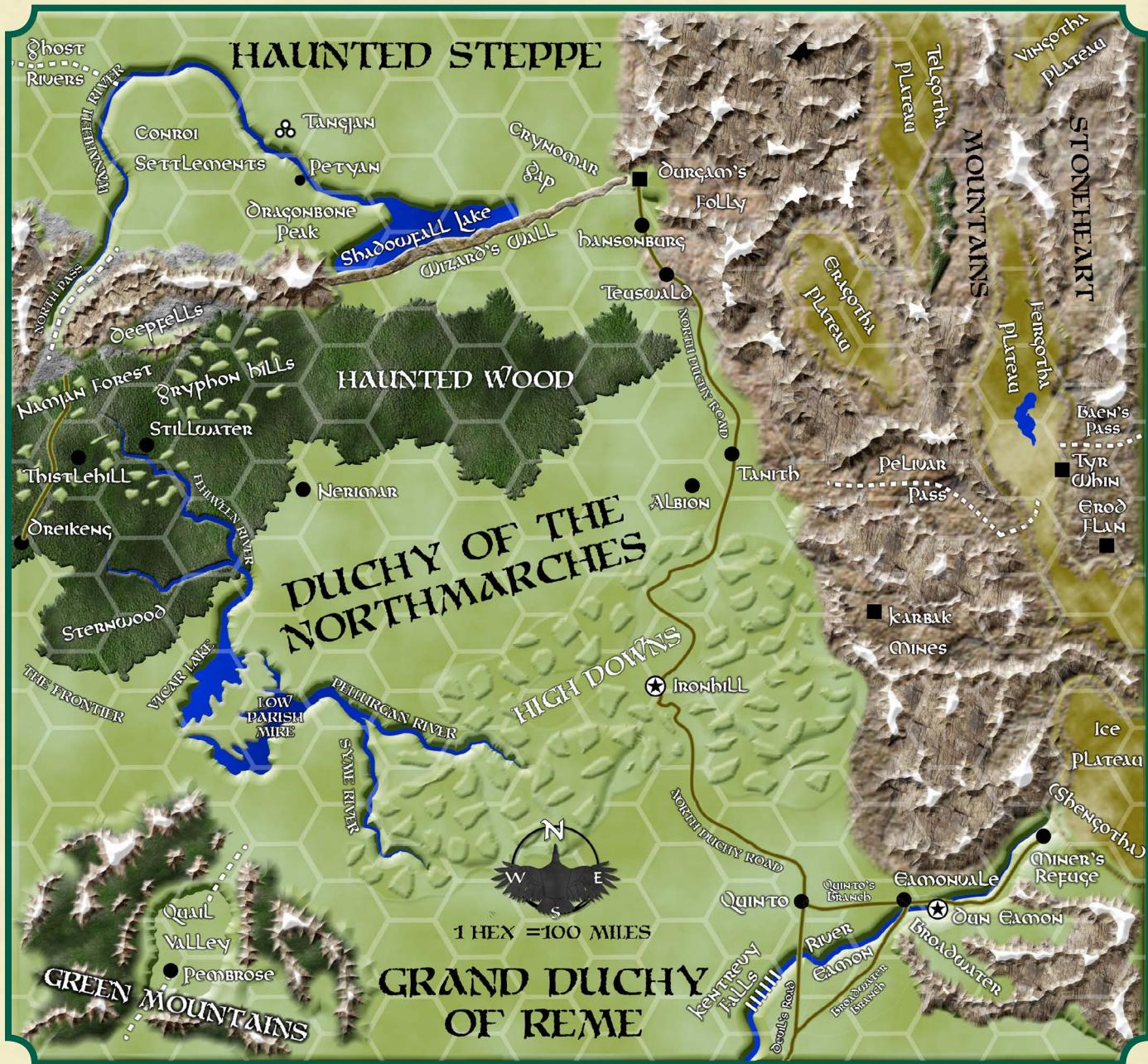
CHAPTER ONE: THE RUINS OF CURGANTIUM

Assuming the party has agreed to undertake the mission for Navellis, he *teleports* them to the knights' final checkpoint outside the ruins along the banks of the Great Amrin (area A). He will maintain contact with the PCs by means of a *sending* spell each day. The PCs can designate the time of day they want him to use the *sending* and which PC he should target. His initial message will be simply to ask for a status update, and the PC may use the 25-word response to fill him in or ask for some assistance. He will have three *sending* spells prepared each day if the conversation needs to be extended. If the targeted PC is in the base camp or is otherwise blocked from *scrying* or magical contact, Navellis will be unable to reach them. If this occurs two days in a row, the wizard will attempt to target a different PC with his sending to find out what is going on.

Before they go, Navellis gives the PCs directions on how to locate the knights' base camp (area B) near the city's center as well as a list of defenses and the passwords to bypass them. The list of passwords also includes a list of the nine missing knights and their descriptions (see **Handout 6A**, see page 110).

During the course of the adventure Navellis will not have any particular news to deliver to the PCs, but he can be used as a resource during his contacts. He has Arcana +29, Lore (Academia, Engineering, Library, Scribing) +23, Nature +23, Occultism +27, Religion +27, and will make use of these skills for the PCs if asked. He will not participate in battle under any circumstances.

He is also capable of providing any minor items or equipment that the PCs might need that they don't have on hand within 1d4 hours as he procures it. To do this, he uses *teleport* to arrive at their location to deliver it before teleporting out again immediately. Again, he can't do this while they are in the base camp and won't do it during battle. It is up to your discretion as to what kinds of items he can bring, but assume he has access to any mundane equipment and minor magic items and will readily deliver it as long as the PCs aren't abusing this resource. Ultimately, by 15th level the PCs should already have most of the resources they need for an adventure of this sort. He will not participate in battle under any circumstances.



Additionally, if the PCs suffer casualties and would like to have the body removed back to civilization, they can arrange for him to meet them at the checkpoint where he can *teleport* it back to Courghais. He can even do this if they wish to have a slain comrade resurrected, though the costs associated with this must be borne by the party. Once this occurs, he returns with the resurrected party member in $1d2+1$ days.

Finally, when the PCs have completed their mission, they can once again meet him at the checkpoint where he uses *teleport* to take the PCs back to Courghais or whatever other

location they choose after concluding their agreement with him and the Knights of Macobert.

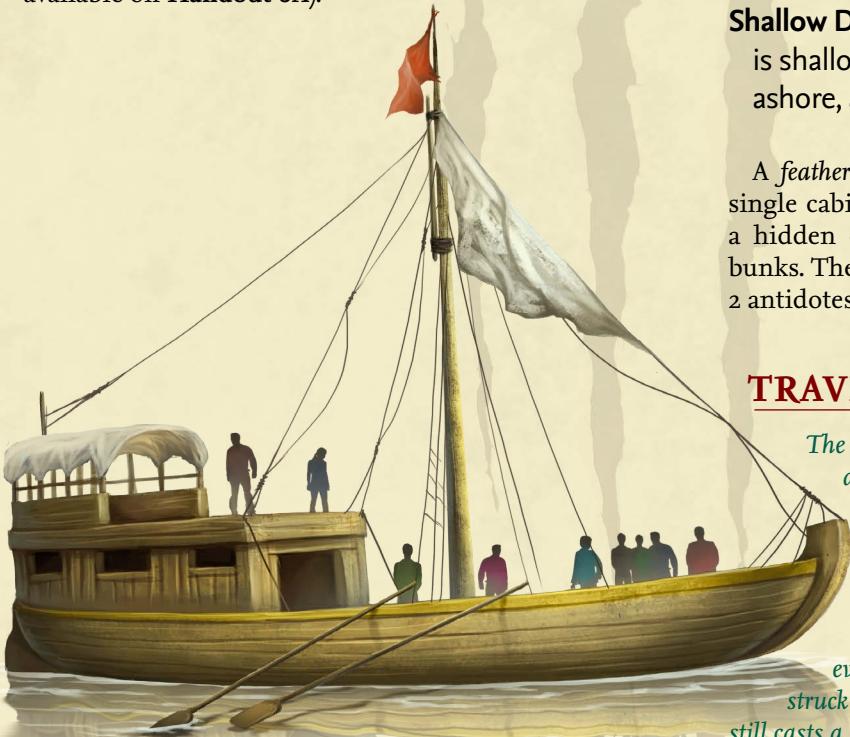
A. THE CHECKPOINT

This checkpoint is where Navellis directs his original *teleportation circle* to transport the party to the vicinity of Curgantium. It is the location where the knights' expedition made landfall just upriver from the ruined city.

The gentle susurru of the nearby river and the chanting dirge of the cicadas and tree frogs are the only sounds that break the silence in this peaceful glade. To the east a sandy slope descends to the

edge of the wide brown waters of the Great Amrin, near a great snarl of driftwood piled 15 feet high upon the bank from some past flood. The far shore of the river is almost lost in the river mists nearly a mile away. The far side of the river is a rolling plain, but on this side the trunks and undergrowth of a moderately sized forest reach nearly down to the water. You know that the ruins of the city you seek lie not far to the north, but their presence is completely masked by the verdant greenery. Faintly visible over the treetops to the north are the purpled summits of the Imperial Peaks, the southernmost arm of the Mons Terminus mountain range upon whose lower slopes the ancient imperial capital was constructed thousands of years ago. There is a watchfulness in this place that stands in stark contrast to your peaceful surroundings.

This is the location where the riverboat carrying the knights made landfall over 2 weeks ago. Anyone succeeding on a DC 20 Survival check to find tracks can barely make out the signs of a river vessel being beached near the driftwood snarl and of a large party camping here for a short time before heading north into the woods. A critical success on this check also reveals strange tracks of a Large creature whose footprints appear to be a cross between that of a great cat and a giant lizard. A successful DC 22 Arcana check can identify them as the tracks of a dragonne, while a successful DC 20 Society check will recall that Sir Eregor is known to keep a dragonne as a cohort. Navellis can likewise provide this information if asked (and it is available on **Handout 6A**).



Anyone who interacts with the pile of driftwood and makes a DC 15 basic Will save discovers that it is actually an illusion that hides a small keelboat that has been pulled ashore. This 30-foot-long vessel has its mast unstepped and stored on the deck. Its bow bears the name *River Wraith*. Driven into the sand next to the boat's keel is an spike of safe passage (see **Appendix A**, page 108).

RIVER WRAITH, SMALL KEELBOAT VEHICLE 8

GARGANTUAN VEHICLE

Price 1,000gp

Space 30 feet long, 10 feet wide, 20 feet high

Crew 1 pilot, 2 crew, up to 6 rowers; **Passengers** 33 tons of cargo or 65 passengers

Piloting Check Sailing Lore (DC 24) if under sail; Diplomacy (DC 24) or Intimidation (DC 24) if rowed

AC 22; **Saving Throws** Fort +16

Hardness 5, **HP** 100 (50); **Immunities** critical hits, object immunities, precision damage; **Resistances** fire 15 until broken.

Speed swim 50 feet (wind) or 25 feet (rowed)

Collision 3d10 (DC 24)

Shallow Draft This long, flat-bottomed ship's draft is shallow enough that the boat can be dragged ashore, and the mast can be unstepped for storage.

A feather token (fan) can be found in a desk inside the single cabin. A successful DC 24 Perception check reveals a hidden compartment beneath one of the cabin's two bunks. The compartment holds 2 healing potions (moderate), 2 antidotes (moderate), and 2 potions of water breathing.

TRAVELING TO THE RUINED CITY

The lands surrounding the ruins of Curgantium are wild and overgrown. Of the mighty civilization that once flourished here there is little sign, save for a few worn and weed-choked roads and the occasional remains of stone houses, now fallen into ruin and given over to the vines and grasses of a thousand years. The terrain is light forest and grasslands but even these are thin and sickly, as if the disaster that struck here a millennium ago has poisoned the ground and still casts a long and evil shadow over the region.

PCs who search for tracks can find traces of the knights' trail into the thinly forested terrain from 16 days ago and follow it to the city with a DC 24 Survival check. The trail leads through the outskirts and into city ruins (see below), but once it reaches the city ruins it becomes impossible to follow among the rubble and overgrowth. However, Navellis provides the PCs with directions to find the base camp located in the city ruins as well as instructions on how to safely enter it. See area **B** for further details. Traveling to the city requires crossing through 3 miles of the forested outskirts, which takes 2–3 hours (twice that if moving half speed while tracking). The knights' trail enters the city ruins from the southwest corner, approximately 2-3/4 miles from the base camp. Following Navellis's directions from there requires an additional 2–3 hours.

It is important to keep track of the time of day as the PCs travel to and through the ruins of Old Curgantium, as nightfall and the position of the moons are important in determining what sorts of encounters occur as explained below. Though the party members may feel a growing sense of unease as the day fades into afternoon and finally evening, they will not know for sure what is going to happen. If they have not reached the base camp by nightfall, they will have to face the horrors of the nights in Curgantium.

Random encounters within Curgantium are determined by district during the day and by whether they occur before or after moonset at night. The GM should roll d% to check for encounters twice per day and consult the individual encounter tables provided for each district for the results of the checks. At night, different encounter tables are used; see **When Darkness Falls** below for these results.

THE DISTRICTS OF OLD CURGANTIUM

Once the capital of a proud empire, Curgantium now lies shunned and broken beneath a pitiless sky. Though the Hyperboreans who once lived here perished long ago, Curgantium is not abandoned — far from it. By day, monstrous creatures stalk the ruins; by night, horrors from the Plane of Shadows emerge, and even the boldest or most foolhardy of adventurers is well advised to seek shelter.

The city is roughly divided into six districts. Most were initially shattered by the explosion of the Tower of Oerson, then reduced to rubble by the weather and the passage of centuries. Some signs of the city's old grandeur remain in the form of partly sheltered walls and semi-collapsed structures that still bear elaborate ancient carvings of kings and queens,

warriors and priests, dragons, griffons, and other exotic creatures. Some still retain remnants of colorful decorations and a few battered frescoes portraying the people of the city. More disturbing remains can be seen as well — sharp eyes can discern the scorched outlines of human figures on walls that faced the center of the city — all that is left of the unfortunates who were incinerated on that last, terrible night.

OUTSKIRTS

This area covers a roughly 3-mile-wide band running around the ruined city on the west shore of the river. Once home to the farms and villages that supported the great city and crisscrossed with well-maintained roads, the outskirts are now overgrown and wild. The roads are barely visible after a millennium of neglect, and the woods are haunted by huge predatory spiders and scorpions. In several places are the remains of mass graves where those who were fortunate enough to survive the initial blast and fires slowly starved to death on the seared and barren landscape. There is no good reason to linger in the outskirts, though PCs may have to traverse on multiple occasions if they travel back and forth between the check point at **A**. Little description is needed for the outskirts save to emphasize the desolate nature of the region and show the antiquity of the few ruins here. This wooded area is considered forest terrain with light undergrowth^{CRB-Ch10}.

Encounters marked with an asterisk (*) can be met only once; if rolled again, treat as no encounter. Those marked with a ^c indicate a new monster described more fully in **Appendix C**.

TABLE 1-1: OUTSKIRTS RANDOM ENCOUNTERS: DAY

d%	Encounter	Source
01–08	2d6 <u>spider swarms</u>	<i>Pathfinder Bestiary (Second Edition)</i>
09–18	1d8 <u>giant tarantulas</u>	<i>Pathfinder Bestiary (Second Edition)</i>
19–23	2d6 <u>fen mosquito swarms</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
24–28	2d6 <u>giant scorpions</u>	<i>Pathfinder Bestiary (Second Edition)</i>
29–38	1d3 <u>goliath spiders</u>	<i>Pathfinder Bestiary (Second Edition)</i>
39–42	1 <u>gogiteth</u>	<i>Pathfinder Bestiary (Second Edition)</i>
43–47	1d3 <u>ropers</u>	<i>Pathfinder Bestiary (Second Edition)</i>
48–50	1d3 <u>gashadokuros</u>	<i>Pathfinder Bestiary (Second Edition)</i>
51–00	No encounter	



CITY RUINS

The bulk of the old city is occupied by seemingly endless acres of fallen buildings, rubble-choked streets, overgrown parks, dry canals, once-luxurious homes, and the skeletal remains of stately imperial buildings. Broken statuary is sprinkled liberally throughout the ruins, providing ample camouflage for the many gargoyles who call the city home. Most of the ruins consist of crumbled walls and piles of rubble, with only a small portion of the buildings bearing any semblance of being intact. However, in a city that once housed over a million souls, even a small portion leaves hundreds of partially intact ruins. These are not identified or mapped out specifically except at encounter areas designated on the map, but you can assume that many serve as lairs or at least temporary shelters for the various creatures that stalk the ruins.

Throughout the city this area is considered difficult terrain due to the shifting rubble and weed- and vine-choked thoroughfares. In addition, any specific area where tactical movement is relevant, such as during combat, has a chance to present terrain-based challenges, determined from the table below. During the day, the cries and calls of birds and various other creatures echo through the ruined streets, but at night these all cease to be replaced with a sense of impending dread.

d10	Terrain	Effect
1-4	Rubble covers the area	Difficult terrain
5-6	Dense rubble covers the area	Difficult terrain plus uneven ground
7-8	Pit $1d3 \times 10$ feet deep	Falling damage (from the collapse of a basement)
9-10	No terrain effect	none

TABLE 1-2: CITY RUINS RANDOM ENCOUNTERS: DAY

d%	Encounter	Source
01-04	2d6+10 <u>plague zombies</u>	<i>Pathfinder Bestiary (Second Edition)</i>
05-09	2d6 <u>cockroach swarms</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
10-12	2d8 viper swarms	see Appendix C , page 113
13-14	1d6 <u>behirs</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
15-20	3d8 <u>gargoyles</u>	<i>Pathfinder Bestiary (Second Edition)</i>
21-24	3d8 green guardian gargoyles	see Appendix C , page 113

25-28	3d8 four-armed gargoyles	see Appendix C , page 113
29-30	3d8 margoyle	see Appendix C , page 113
31-33	3d6 black puddings	<i>Pathfinder Bestiary (Second Edition)</i>
34-38	4d6 <u>will-o'-wisps</u>	<i>Pathfinder Bestiary (Second Edition)</i>
39-41	3d8 <u>hounds of Tindalos</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
42-45	2d6 <u>dark nagas</u>	<i>Pathfinder Bestiary (Second Edition)</i>
46-50	3d8 <u>ankhrav hive mothers</u>	<i>Pathfinder Bestiary (Second Edition)</i>
51-00	No encounter	

RIVERFRONT

Along the eastern edge of the city, the crumbling remains of the old imperial docks and quays still reach out into the waters of the Great Amrin River, the life-giving artery connecting the heart of the Kingdoms of Foere at the Star Sea to the Sinnar Ocean through the Amrin Estuary^{LL5-33} far to the east. The Great Amrin River makes a wide, languorous eastward turn in its course here, away from the Imperial Peaks to the north and towards Vermis and Aachen Province, and as a result this is its widest point west of Great Bridge^{LL5-26} where it is joined by the Stoneheart and Graywash Rivers. At nearly a mile wide, the far shore is frequently lost to sight from the mists that rise of the waters in the morning and evenings.

The boatmen of the Amrin are thankful for the widening of the stream here, as they all steer to the eastern courses of the current when passing the ruins of the city, muttering prayers and making signs against bad luck as they pass by. In fact, the river men of the Great Amrin will make landfall on the western banks anywhere close to the city only under the direst of circumstances and will be anxious to leave as quickly as possible, even though the stone quays remain in remarkably good repair. And under no circumstances will they pass by the city after dark, always laying over on the eastern shore well before reaching the city's farthest extent if the timing of trip makes a day passage questionable. Rumors speak of the waters of the river near the city's wharves running red as blood or black as ink at times with all sorts of wild tales as to the source. So far no one has dared to venture near to make such a determination.

The city's riverfront lies along a low granite rise that follows the curve of the river and creates a mound that largely



blocks the view of the city from the river and vice versa. In Curgantium's heyday, the great Tower of Oerson peered above this ridgeline as did some of the larger structures and fortifications, but today none of the city's ruins rise above this green-choked barrier to sight. The rise is gradual, never topping more than 100 feet above the surrounding land and was covered in the winding streets and teeming close quarters of the riverfront district, so it poses no real navigation hazard, but it did spare the riverfront the worst of the blast and resulting fire that so devastated the rest of the city. As such, there are more intact buildings in the district than in any other, though they are typically overgrown with the vines and undergrowth of the hillside, and more than one four-walled structure has a mighty tree or trees growing through where the roof would have been.

The riverfront's considered light undergrowth with any given area also being difficult terrain due to the crumbling structures and is a gradual slope, so creatures moving along it take a -1 penalty on Dexterity checks and saving throws. The encounters on the Riverfront Random Encounters table

below are considered to occur primarily while within a short distance of the water itself. For encounters farther from the water's edge where the rolled encounter wouldn't make sense, use the City Ruins Random Encounters table above.

TABLE 1-3: RIVERFRONT RANDOM ENCOUNTERS: DAY

D%	Encounter	Source
01–04	3d8 archerfish	see Appendix C , page 113
05–14	5d4 bog striders	<i>Pathfinder Bestiary 2 (Second Edition)</i>
15–19	3d6 bunyips	<i>Pathfinder Bestiary (Second Edition)</i>
20–29	1d6 sea drakes	<i>Pathfinder Bestiary 2 (Second Edition)</i>
30–36	3d8 giant water beetles	see Appendix C , page 113
37–39	4d6 monstrous crayfish	see Appendix C , page 113

40–43	3d8 river drakes	<i>Pathfinder Bestiary (Second Edition)</i>
44–45	1d3 <u>witchfires</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
46–48	3d6 scrags (trolls)	<i>Pathfinder Bestiary (Second Edition)</i>
49–50	2d4 <u>water orms</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
51–00	No encounter	

SCRAGS

Statistics as a troll except as noted below.

Speed 20 ft., swim 40 ft.

Skills Perception +4, Stealth +5

Amphibious The scrag can survive out of water indefinitely.

SWAMP DISTRICT

Once the city reservoir tucked against the base of the eastern rise of the riverfront, this region became choked with rubble, ash, and toxic silt following the city's devastation until it is now little more than a fetid, unwholesome swamp. Avoided by most of the city's denizens, the swamp district is full of hostile vermin and beasts, and is rumored to be home to some more intelligent and cunning creatures as well. Most of the district is marshy terrain with heavy undergrowth, though any given area has a chance of being a shallow bog (20%) or a deep bog (15%); see Chapter 10 in the *Pathfinder Core Rulebook (Second Edition)* for details on terrain effects. The water here is not potable, and anyone drinking it or immersed in it must attempt a DC 24 Fortitude save. Failing this save means the creature contracts naegleriasis, an infection caused by a microorganism that travels through the cribriform plate of the nasal cavity and invades the brain (see sidebar).

TABLE 1-4: SWAMP DISTRICT RANDOM ENCOUNTERS: DAY

d%	Encounter	Source
01–06	2d6+1 <u>giant leeches</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
07–10	1d6 <u>chuuls</u>	<i>Pathfinder Bestiary (Second Edition)</i>
11–14	2d8+1 <u>brood leech swarms</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
15–18	1d6+3 <u>basidironds</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>

19–22	3d8 <u>web lurkers</u>	<i>Pathfinder Bestiary (Second Edition)</i>
23–26	1d3 <u>deinosuchus</u>	<i>Pathfinder Bestiary (Second Edition)</i>
27–29	1d3 <u>tick swarms</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
30–33	4d6 <u>giant mosquitos</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
34–36	1d3 <u>giant flytraps</u>	<i>Pathfinder Bestiary (Second Edition)</i>
37	1d8 <u>water maulers</u>	see Appendix C , page 113
38–39	1 <u>viper vine</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
40–44	1d3 <u>catoblepas</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
45–46	1 <u>mukradji</u>	<i>Pathfinder Bestiary (Second Edition)</i>
47	1 <u>wemmuth</u>	<i>Pathfinder Bestiary (Second Edition)</i>
48–50	Web Lurker outing	see below
51–00	No encounter	

Web Lurker Outing: This group of web lurkers is scouting the area looking for food sources or other interesting prey. It consists of 2d6 web lurkers accompanied by 1d3 krooths that the web lurkers have raised from infancy. Upon sighting the party, the lurkers send the krooths into combat while they clamber among the trees using their webs to assist. They will swarm any PC who is separated from the main group, trying to poison them and carry them off while the krooths cover their retreat. If the krooths are all killed, any surviving web lurkers will flee.

NEW DISEASE: NAEGLERIASIS^{MAM-31}

Naegleriasis (ingested, disease, virulent) Though this organism enters the brain through the cribriform plate of the nose, it is not inhaled. It is in water and swims through the victims' membrane when they are submerged.

Onset 1d6 days **Saving Throw** Fortitude DC 24; **Maximum Duration** 10 days; **Stage 1** fatigued and drained 1 (1 day); **Stage 2** fatigued and drained 2 (1 day); **Stage 3** fatigued and paralyzed (1 day); **Stage 4** death

WEB LURKER**CREATURE 4**

Pathfinder Bestiary (Second Edition), Web Lurker
Initiative Stealth +11

KROOTH**CREATURE 8**

Pathfinder Bestiary (Second Edition), Krooth
Initiative Stealth +18 (+20 in water)

TRIBAL TERRITORY

This section of the city is mechanically identical to the city ruins above as far as movement and terrain goes. However, it is distinct in that what in ruined Curgantium passes for civilization is limited to this region. Here a tribe of deformed aberrant giants scrounge among the ruins for treasure and food. Ogres and hags of various descriptions also call this dismal wreckage home, scraping out a bare living while doing the bidding of the giants. Leadership is in the hands of a group of ash giants who have lived among the scorched ruins for generations.

TABLE 1-5: TRIBAL TERRITORY RANDOM ENCOUNTERS: DAY

d%	Encounter	Source
01–05	3d8 <u>ratfolk</u>	<i>Pathfinder Bestiary (Second Edition)</i>
06–15	3d8 <u>giant flies</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
16–20	1d4 <u>annis hags</u>	<i>Pathfinder Bestiary (Second Edition)</i>
21–25	3d6 <u>necrophidiuses</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
26–27	1d6 <u>storm lords</u>	<i>Pathfinder Bestiary (Second Edition)</i>
28–32	3d8 aberrant giants	see Appendix C , page 113
33–37	1d3+1 ash giants	see Appendix C , page 113
38–40	1d3 carnivorous blood	<i>Pathfinder Bestiary 2 (Second Edition)</i>
41–44	Escaped slaves	see below
45–50	Foraging party	see below
51–00	No encounter	

Escaped Slaves: A group of 2d4 fetchling^{B2} slaves is encountered fleeing from their aberrant giant masters. These cousins of the deep gnomes have been enslaved by the ash giants and their kin. While unarmed, they are suspicious of strangers and unfriendly, fleeing if threatened. If made

helpful or friendly with Diplomacy or magic or coerced using Intimidation, they can provide the party general information about the city, including about the shadow creatures and the Nightscream (see below). If their attitude is improved to helpful, they can provide specific information about the giant encampment (area D) and some information about the missing knights (see area D5).

Foraging Party: The aberrant giants who live in the tribal territory must constantly search the area for food and other supplies. A foraging party typically consists of 3d6 unarmed fetchling^{B2} slaves (as above), 2d4 ogre warriors, 1d6 ogre stalkers, and 1d3-1 ogre hunters, led by an ogre boss. Occasionally (25% chance) an aberrant giant or ash giant (50% chance of either, see **Appendix C** page 113 for statistics) may accompany the foragers. Any PCs encountered are immediately seen as prey and potential loot for the tribe and are attacked immediately and pursued mercilessly. The foraging party knows about its own tribal area but nothing else of interest to the PCs.

OGRE WARRIOR**CREATURE 3**

Pathfinder Bestiary (Second Edition), Ogre, Ogre Warrior
Initiative Perception +5

OGRE STALKER**CREATURE 4**

CE **LARGE** **GIANT** **HUMANOID**
Perception +6, darkvision
Languages Jotun
Skills Athletics +14, Intimidation +11, Stealth +14, Survival +13
Str +4, **Dex** +3, **Con** +3, **Int** -1, **Wis** +0, **Cha** -2
Items +1 ogre hook, leather armor, 3 javelins
Surprise Attack On the first round of combat, if an ogre stalker rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to the ogre stalker.

AC 27; **Fort** +19, **Ref** +14 (evasion), **Will** +16

HP 50

Speed 30 feet

Melee ♦ ogre hook +14 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+12 piercing plus sneak attack 1d6

Ranged ♦ javelin +18 (thrown, range increment 30 feet), **Damage** 1d10+11 piercing plus sneak attack 1d6



Brutal Beating (rogue) Trigger The ogre stalker's last action was a Strike that was a critical hit and dealt damage to a target. Effect The target is frightened 1.

OGRE BOSS

CREATURE 7

Pathfinder Bestiary (Second Edition) Ogre Boss
Initiative Perception +12

AC 27; Fort +19, Ref +14 (evasion), Will +16

HP 150

Trackless Step An ogre hunter always gains the benefits of the Cover Tracks action in natural terrain, without moving at half Speed.

Speed 30 feet

Melee ogre hook +19 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+12 piercing

Ranged javelin +18 (thrown, range increment 30 feet), **Damage** 1d10+11 piercing

OGRE HUNTER

CREATURE 9

CHAOTIC EVIL LARGE GIANT HUMANOID

Perception +21, darkvision

Languages Jotun

Skills Athletics +18, Nature +12, Stealth +16, Survival +18

Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +1 ogre hook, studded leather armor, 3 javelins

BLAST ZONE

The city's central region is a large vaguely egg-shaped area of scorched rubble centered upon what little remains of the legendary Tower of Oerson and the surrounding buildings that were flattened in the long-ago blast. The once-great imperial court, palace, and fortress is little more than a charred lump of melted stone and is where the destructive blast originated. This area is mostly desolate, inhabited by fantastical creatures of fire and smoke, as well as the

vengeful remains of the city's mortal inhabitants blasted out of existence on that fateful day, and it is here where the shadows of those past inhabitants can be found scorched into the stone of the ground or crumbling walls. The entire area is a combination of dense rubble and light rubble (50% chance of either) at any given location.

TABLE 1-6: BLAST ZONE RANDOM ENCOUNTERS: DAY

d%	Encounter	Source
01-06	3d4 fyes	see below
07-12	3d4 <u>belkers</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
13-18	1d2 char shamblers	see below
19-24	2d6 living wildfires	<i>Pathfinder Bestiary (Second Edition)</i>
25-29	2d8 heat swarms	see below
30-34	1d8 <u>storm lords</u>	<i>Pathfinder Bestiary (Second Edition)</i>
35-39	1d3 <u>shining children</u>	<i>Pathfinder Bestiary (Second Edition)</i>
40-45	Fire elementals	see below
46-50	Obsidian quasi-elementals	see below
51-00	No encounter	

Fire Elementals: These elementals roam the blast zone by day, incinerating anything flammable that they find. When encountered roll d% to determine the nature of the elementals present: (01-25) 3d6 cinder rats, (26-50) 3d4 living wildfires, (51-75) 1d4 firewyrms, or (76-00) 1d2 elemental infernos.

CINDER RAT

CREATURE 3

Pathfinder Bestiary (Second Edition), Elemental, Fire Initiative Perception +9

LIVING WILDFIRE

CREATURE 5

Pathfinder Bestiary (Second Edition), Elemental, Fire Initiative Perception +10

FIREWYRM

CREATURE 7

Pathfinder Bestiary (Second Edition), Elemental, Fire Initiative Perception +16

ELEMENTAL INFERNO

CREATURE 11

Pathfinder Bestiary (Second Edition), Elemental, Fire Initiative Perception +20

Obsidian Quasi-Elementals: These strange elementals roam the blast zone by day attacking anyone they find. When encountered roll d% to determine the nature of the elementals present: (01-34) 2d4 obsidian rooks, (35-67) 1d4 felsic brutes, or (68-00) 1d2 pyroclastic titans (see Appendix C, page 113 for statistics).



WHEN DARKNESS FALLS

Worse than all the city's daylight dangers are the nights when the ruins take on an entirely new complexion. The approach of nightfall is always signaled by the millions of bats that call home the ruins of the city and the sewer tunnels beneath. They fly forth and swarm in the skies above the city in numbers seldom seen elsewhere (in no small part because of the presence of the Underguild), and when disturbed can form into a bat plague swarm before dispersing into the darkness to hunt in the surrounding woods and mountain slopes.

Then, as nightfall arrives and more and more will-o'-wishes begin to wink into existence under the light of the moons, the true horrors of the ruins come forth. Stalking the benighted ruins is a massive collective of hungry fogs

and brumes that work together as they seek victims. Only with deals made long ago between the mihsstus and the giant tribe do those aerial creatures patrol the borders of the tribal territory and use their wind gusts to drive the fog back. Even so, an ogre or fetchling inevitably disappears every few nights. But even these foul hunters withdraw before the even greater horrors that arise after moonset. As soon as the great Pale Sister^{LL1} disappears beyond the horizon (or much earlier on cloudy nights or nights of the new moon) the many scorched shadows of the city begin to swirl with an inky, unnatural darkness. Darkened streets become rivers of blackness and individual scorch marks turn into pools of emptiness, from which rise the night masters of the city as gateways to the Plane of Shadow called *shadowgates* spontaneously form.

During this time hunting shadow mastiffs howl and greater shadows, dread wraiths, and tenebrous blast shadows emerge from the scorched images left by their demise. Banshees arise from their daily slumber and apparitions appear to vex any they find that dare to continue living. Not only the dead stalk the night-dark streets, but inhabitants of the Shadow Plane come through too to cavort or hunt or simply breathe the air of the Material Plane for a few hours. These include various types of nightshades, gloomwings, tenebrous worms, and howling packs of cantor velstracs emerging to join the hunting hellcats and shadow giants who stalk the night and shout their rage against these ruins while shadow demons cavort in the darkness alongside nightmare cloakers. Finally come velstracs astride nightmare steeds to treat with their nocturnal allies of the city's vast sewer complex — the vampires of the Underguild.

Perhaps most unnerving of all the phenomena and creatures to found in the ruins of the city after dark, however, is the horrifying Nightscream that occurs each night after moonrise. See the Nightscream sidebar for more details. For PCs who have journeyed to the Pit of the Burning Star in the adventure *Race for Shaatkh-Uulm*, the Nightscream will be familiar for it is a very similar manifestation to that hideous outpouring of fear and despair and is inextricably connected through its link to the foul will of Hastur.

NIGHT (BEFORE MOONSET) RANDOM ENCOUNTERS IN CURGANTIUM

The following are random encounter tables for Curgantium and its surrounding environs after sunset (and before

moonset). Unlike the daytime encounters, all areas of the ruins and surroundings use a single encounter table at this time of night. The GM should check for encounters three times per night and can determine the number that occur before moonset and after moonset as he sees fit. On particularly cloudy nights where no moon is visible, encounters may all be considered to occur after moonset. For night encounters before moonset, consult the table below. Encounters with living creatures will not occur during the Nightscream and should be considered as no encounter if rolled for during that time.

TABLE 1-7: ENCOUNTERS, ALL DISTRICTS: NIGHT (BEFORE MOONSET)

d%	Encounter	Source
01-07	2d6 <u>vampire</u> <u>bat swarms</u>	<i>Pathfinder Bestiary (Second Edition)</i>
08-10	4d6 <u>plague</u> <u>zombies</u>	<i>Pathfinder Bestiary (Second Edition)</i>
11-15	2d8 <u>vampiric</u> <u>mists</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
16-20	3d6 <u>gargoyles</u>	<i>Pathfinder Bestiary (Second Edition)</i>
21-23	2d6 <u>murder</u> <u>crows</u>	see Appendix C , page 113
24-26	1d6 <u>animate</u> <u>dreams</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
27-29	2d6 <u>annis</u> <u>hags</u>	<i>Pathfinder Bestiary (Second Edition)</i>
30-32	1d3 <u>sacristans</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
33-34	1d6 <u>specters</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
35-37	1d3 <u>night</u> <u>hags</u>	<i>Pathfinder Bestiary (Second Edition)</i>
38-43	2d6 <u>will-o'-</u> <u>wisps</u>	<i>Pathfinder Bestiary (Second Edition)</i>
44-46	2d6 <u>spirit</u> <u>nagas</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
47-50	1 <u>quelant</u>	<i>Pathfinder Bestiary (Second Edition)</i>
51-56	<u>Night fog</u>	varies see below
57-60	<u>Underguild</u> <u>vampires</u>	varies see below
61-00	No encounter	

* The Pale Sister is also known as Luna or Narrah, the primary moon of Lloegyr. See page 4 of **LL1: Stoneheart Valley** by Frog God Games.

Night Fog: Fogs are common among the ruins at night, but they are never merely a benign manifestation of moisture and the cool night air. This is because of the many types of foul creatures that lurk within the cracks and crevices of the city and emerge with the fogs to hunt for prey. A patch of fog covers an area $1d10 \times 10$ ft. by $1d10 \times 10$ ft. and remains stationary and obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away are **concealed** from other creatures. An area of fog can be dispersed by a sustained wind of at least moderate strength (11–20 mph) for 5 rounds or more. Hunting within the fog are $1d4$ **hungry fogs** and $1d2$ **brumes**, who are not affected by its concealment effects. If the fog is dispersed, these creatures quickly disappear back into the surrounding ruins.

Underguild Vampires: The Underguild exercises considerable influence in the ruins of Curgantium but do not by any means rule — at least on the surface. While they have carved out a stronghold in the tunnels beneath the city, they still venture aboveground cautiously, usually in groups led by experienced scouts. A typical group will contain a vampire mastermind, $1d4$ vampire counts, and $2d6$ vampire spawn rogues. This number can of course be adjusted up or down depending on how much of a challenge the GM wishes to present the party.

VAMPIRE MASTERMIND

CREATURE 9

Pathfinder Bestiary (Second Edition) Vampire Mastermind

Initiative Perception +20

VAMPIRE COUNT

CREATURE 7

Pathfinder Bestiary (Second Edition) Vampire Count

Initiative Perception +17

VAMPIRE SPAWN ROGUE

CREATURE 4

Pathfinder Bestiary (Second Edition) Vampire Spawn Rogue

Initiative Perception +12

NIGHT (AFTER MOONSET)

RANDOM ENCOUNTERS IN CURGANTIUM

The following are random encounter tables for Curgantium and its surrounding environs after moonset. Unlike the daytime encounters, all areas of the ruins and surroundings use a single encounter table at this time of night. The GM should check for encounters three times per night and can determine the number that occur before moonset and after

THE NIGHTSCREAM

The Nightscream is a phenomenon that occurs in the city each night when the light of the moon Luna hits the fused glass base of the Tower of Oerson, causing it to glow with a moonlike luminosity. It is caused by the wailing despair of the souls who were destroyed in the opera house on the night of the city's destruction and magnified by the hundreds of thousands of others who died shortly thereafter in the explosion and subsequent fire.

The precise time of the Nightscream varies depending on the time of year, anywhere from an hour before to an hour after midnight. It does not occur on the three nights of Luna's new moon each month, but occurs at full strength on all other nights, affecting every living thing in the city regardless of location. Only those underground are unaffected by its effects.

In the minutes leading up to the Nightscream the PCs will find themselves feeling nervous and uneasy. Then they will hear a faint moaning sound, so quiet that it might even be their imaginations. After a few seconds however the moaning rises to a near-deafening scream, as of hundreds of loud voices screaming in fear and agony. The scream lasts a full hour, then fades away to nothing, leaving only a fading echo over the benighted ruins. The power of the Nightscream fractures the divine connection of clerics and paladins with their deities; they cannot use Channel Divinity anywhere in the city during the Nightscream. It likewise fortifies the power of death, causing all living creatures to gain damage vulnerability to necrotic while the Nightscream howls.

Any living creature in the city when the Nightscream begins must make a DC 22 Wisdom saving throw or become frightened for 1 minute. Anyone who saves successfully has advantage on the next Wisdom saving throw against the Nightscream. After the first minute, any who saved are immune to any further fear effects from the Nightscream for that night, while those who failed their saving throw take a -1 penalty on attack rolls and on Wisdom checks and saving throws as long as the Nightscream continues.

The Nightscream interrupts any long rest, which must be begun again, unless creatures are in an area of magical silence. In addition, creatures that failed their saving throw against the Nightscream do not regain lost hit points after a long rest, though they regain Hit Dice as usual. Spellcasters that fail their saving throw regain one fewer spell slot of each level they can cast after a long rest.

moonset as he sees fit. On particularly cloudy nights where no moon is visible, they may all be considered to occur after moonset. For night encounters after moonset, consult the table below.

**TABLE 1-8: ENCOUNTERS, ALL DISTRICTS:
NIGHT (AFTER MOONSET)**

d%	Encounter	Source
01–05	2d6 cairn wights	<i>Pathfinder Bestiary 2 (Second Edition)</i>
06–09	1d6 nightmare cloakers	see Appendix C , page 113
10–13	1d3 <u>shadow demons</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
14–20	1d6 nightmare mastiffs	see Appendix C , page 113
21–27	2d8 <u>shadows</u>	<i>Pathfinder Bestiary (Second Edition)</i>
28–31	2d6 <u>wraiths</u>	<i>Pathfinder Bestiary (Second Edition)</i>
32–34	1d3 <u>gugs</u>	<i>Pathfinder Bestiary (Second Edition)</i>
34–39	1d6 <u>greater shadows</u>	<i>Pathfinder Bestiary (Second Edition)</i>
40–44	1d6 <u>soul eaters</u>	<i>Pathfinder Roleplaying Game Bestiary 2 (Second Edition)</i>
45–46	2d6 apparitions	see Appendix C , page 113
47–49	1d6 dread wraiths	see Appendix C , page 113
50–53	1 shadow worm	see Appendix C , page 11
54–56	1d3 <u>banshees</u>	<i>Pathfinder Bestiary (Second Edition)</i>
62–66	1d6 devourers	see below
67	1 precentor	see Appendix C , page 113
68–72	Nightmare riders	varies see below
73–75	Shadow hunters	varies see below
76–00	No encounter	

Nightmare Riders: A group of 1d3 **night hags** riding **nightmares** gallop through the ruins on a nighttime joy ride, led by a **precentor velstrac** likewise mounted on a nightmare. If they see potential prey — such as the PCs — they immediately begin to give chase, making great sport of the entire encounter.



NIGHT HAGS

CREATURE 9

Pathfinder Bestiary (Second Edition), **Night Hag**
Initiative Perception +18

NIGHTMARE

CREATURE 5

Pathfinder Bestiary (Second Edition), **Nightmare**
Initiative Perception +14

PRECENTOR

CREATURE 16

see **Appendix C**, page 113
Initiative Perception +32

Shadow Hunters: A hunting party of 1 **shadow giant** accompanied by 1d6 **Nessian warhounds** stalks the ruined city searching for trophies to take back to their homes on the Plane of Shadow. They immediately attack PCs and pursue them throughout the city.

SHADOW GIANT

CREATURE 13

Pathfinder Bestiary 2 (Second Edition), Giant, Shadow
Initiative Perception +20

NESSIAN WARHOUND (1D6)**CREATURE 9**

Pathfinder Bestiary (Second Edition), Nessian Warhound
Initiative Perception +19

ARRIVAL IN OLD CURGANTIUM

After the PCs have made their way through the outskirts, they will emerge from the woods and approach the fallen ruins.

Ancient Curgantium, home of vanished glories, resembles nothing more than a spilled collection of children's blocks, tumbled and weathered by the passing of centuries. The Great Amrin River flows lazily along past crumbling quays and fallen warehouses. Palaces and towers lie in various states of ruin, and the remains of thousands of vine-choked dwellings and buildings stand like cobweb-shrouded skeletons in a forgotten tomb. Most remarkably, the entire central portion of the city is a blasted wasteland of crumbled stone and scorched earth, as if some great hammer of the gods flattened and toppled everything there. In the center of the blast zone you glimpse what looks like a mass of blackened, fused glass, gleaming in the sunlight like a dark and evil jewel.

Upon reaching the city proper, the PCs should begin searching the knights' base camp. This is described in **Chapter 2**.

CHAPTER TWO: OLD CURGANTIUM

The knights' trail through the outskirts leads to the edge of the city ruins approximately 3 miles from their base camp. The directions provided by Navellis bring the PCs to it in 2-3 hours if they make directly for it. The party should have plenty of time to make it to the base camp before dark, but if they loiter be sure and allow them to experience the horrors of the ruins after dark.

B. THE BASE CAMP

The directions provided by Navellis lead the party to the crumbling ruins of the central treasury of Curgantium. Here, the currency of an empire was stored and distributed — taxes from across two continents, newly-minted coins, and even the plunder of distant lands. The treasure within was looted long ago, but the Knights of Macobert discovered that one of the vaults beneath the building was still intact. Its guard post contained a well whose water was

still good, making it a perfect base for their explorations. Stashing their supplies and setting up magical wards, the knights began their work and sent back word to the Order before disappearing.

The entirety of the building's interior corridors and rooms are under the effects of a permanent *private sanctum* spell that also blocks magical contact such as *sending* or *message* spells. Those inside can use such spells on others inside, but the spells will not penetrate the magical barrier between the interior and those on the exterior.

B1. UPPER RUINS

TRIVIAL 8

The remains of what truly must have once been a grand building stand here, now little more than heaps of scorched rubble overgrown with brush and vines piled around a few retained central walls and a partially intact colonnade. The crumbling remains of a tympanum above still bearing barely discernable images of imperial eagles and griffons. The way to the colonnade is largely blocked by the piles of loose rubble and scree.

Like many other prominent structures in Curgantium, the treasury was largely flattened by the force of the explosion making the whole area virtually impassable without requiring a DC 5 Athletics check each round. Anyone searching among the piled rubble can spot a bit of broken green glass with a DC 24 Perception check. Once the first one is found, subsequent searches reveal a trail of these glass shards with a DC 15 Perception check. This is the trail left by the knights as described in **Handout 6A**. Following this trail will bring the party to the marble steps of the colonnade (**B2**) in 10 rounds.

These ruins are infested with the local vipers that lair among this rubble, but they do not attack unless disturbed. The path designated by the knights avoids their nesting areas. However, if someone leaves the indicated path and begins picking among the surrounding rubble, make a DC 17 flat check at the end of each round, with the DC decreasing by 4 each round (but resetting to 17 on the round after each encounter). Each time a flat check succeeds, a mass of 1d4+1 **viper swarms** (see **Appendix C**, page 113) is stirred up and attacks. The knights actually incorporated the snakes into their defenses, for they helped keep unwelcome visitors away.

VIPER SWARMS

CREATURE 4

see Appendix C, page 113
Initiative Perception +20



B2. COLONNADE ENTRANCE

The building remains partially intact atop these marble steps, and the broken tympanum still balances atop the fractured columns. Two old columns have fallen against each other at the back of the colonnade and now form a crude arch that frames a dark opening into the rubble.

As mentioned, the opening beneath the columns is impenetrable to sight due to the effects of the divination-blocking effect, but as soon as someone passes beneath them the crumbling corridor beyond can be seen provided a suitable light source is available. Beyond the opening the knights carefully excavated and reinforced a narrow tunnel through the rubble, varying from 1d4+4 feet wide and about 6 feet high. A permanent alarm spell is set on the tunnel at the points marked as **A1** and **A2** on the map. If triggered, these sound an audible alarm in area **B9**. They can be bypassed without triggering them with the passwords “Bannor” and “Flail” respectively, two of Sir Aix de Flomme’s favorite heroes of legend^{LL1-119}.

B3. TRAPPED STAIRS

TRIVIAL 15

The roughly dug out tunnel breaks through into an intact corridor from the original structure. Its once-fine tiled floor is cracked, and its masonry walls buckle beneath the weight of the collapsed building overhead. This corridor likewise opens onto a wider corridor, partially collapsed, but which still bears an intact stairway descending into the subfloor below.

The stairs descend into the intact portion of the treasury’s sub-cellars and bears **3 traps** at the locations indicated as **T1**, **T2**, and **T3** on the map. Handout 6A supplied the passwords to bypass these traps as well. However, since the events of the knights’ disappearance, the treacherous Sir Ernst has reset the passwords so that the ones known by the PCs are no longer useful. This will require the PCs to locate and disable these traps or face the effects of triggering them.

Trap 1: Located at the top of the stairs (marked **T1**), when anyone passes through this area it triggers a flame trap.

FLAME TRAP HAZARD 6

EVOCATION FIRE MAGICAL TRAP

Stealth DC 30 (expert)

Description A magical trigger at the top of the stairs unleashes a blast of fire.

Disable DC 30 (expert)

Flame Strike \curvearrowright (evocation, fire); **Trigger** A creature moves through or stops at the top of the stairs.

Effect A heightened *flame strike* spell triggers, centered at the top of the stairs. All creatures in the area of effect take $10d6$ fire damage (basic Reflex save DC 28). Because the flame is infused with divine energy, creatures in the area apply only half their usual fire resistance. Creatures that are immune to fire, instead of gaining the usual benefit of immunity, treat the results of their saving throws as one degree of success better.

Reset none

Trap 2: Midway down the stairs is a trap located at **T2**. The first person to reach this point is attacked with a *spirit blast* spell that emanates from the floor beneath them.

SPIRIT BLAST TRAP HAZARD 12

FORCE NECROMANCY MAGICAL TRAP

Stealth DC 34 (expert)

Description A magical trigger on the stairs triggers a spirit blast spell.

Disable DC 34 (expert)

Spirit Blast \curvearrowright (force, necromancy); **Trigger** A creature enters the area marked “**T2**” on the stairs. **Effect** A *spirit blast* spell triggers on the first creature to reach the trigger (roll randomly if multiple creatures arrive simultaneously). The target takes $16d6$ force damage (DC 34 basic reflex save).

Reset none

Trap 3: A chain lightning trap has been rigged at the base of the stairs (**T3**) that strikes the first person to cross that point and then arcs to additional targets up the stairs.

CHAIN LIGHTNING TRAP HAZARD 12

ELECTRICITY EVOCATION MAGICAL TRAP

Stealth DC 34 (expert)

Description A magical trigger on the stairs triggers a chain lightning spell.

Disable DC 34 (expert)

Lightning Blast \curvearrowright (force, necromancy); **Trigger**

A creature enters the floor at the bottom of the stairs. **Effect** A *chain lightning* spell triggers on the first creature to reach the trigger (roll randomly if multiple creatures arrive simultaneously, and arcs to every creature that is within 30 feet of another target). The target takes $8d12$ lightning damage (DC 34 basic reflex save).

Reset none

B4. OUTER VAULT DOOR

The short subterranean corridor ends here at a massive circular portal of layers of steel and bronze sandwiched between heavy iron bands. A large wheel and handle are set into the center of this mighty seal, yet the door hangs open allowing easy ingress into the room beyond.

The outer vault door is an extremely secure portal and was further protected by magical traps and locks as indicated in **Handout 6A**. However, none of these provided passwords prove necessary at this moment, as the vault door stands open.

Outer Vault Door: hardness 18; HP 72 (BT 36); Pick a Lock: Thievery DC 40 (expert).

B5. OUTER VAULT

TRIVIAL 11

This is a long, low-ceilinged chamber, its walls set with empty iron sconces. To the left a series of three vault doors extend down a short hallway, the first two hanging open. To the right a door of iron bars blocks access to a room beyond from which can be seen the flicker of firelight. Across from the entrance stand a pair of statues, each depicting a tall man armored in the panoply of the ancient Hyperborean Phalanx, but both have been decapitated and hold their and stern-faced heads in one hand.

These two statues are **cephalophores**, ancient guardian constructs repurposed and left behind by the knights to guard their base camp. They immediately move to attack anyone who is not accompanied by one of the Knights of Macobert but return to their original locations if the

password “Ereg Tal”* is uttered. Anyone who says the password can discover that the statues will obey their commands to the best of their ability, though they will not leave the lower level of the treasury.

CEPHALOPHORE (2)

CREATURE 9

See **Appendix C**, page 113

Initiative Perception +15; low-light vision

B6. EMPTY VAULTS

These chambers once held the currency of the Hyperborean Empire minted in Curgantium but were cleared out by looters long ago. The doors are currently open and the chambers within are empty of all save dust and a few bits of rubble fallen from the slowly eroding stone of the walls and ceiling.

Iron Vault Door: hardness 18; hp 60 (BT 30); Pick a Lock: Thievery DC 36 (expert).

B7. LOCKED VAULT

This vault is identical to those at B6, but its heavy iron door is currently closed and locked with no indication as to why. Anyone making a successful DC 20 Perception check can hear a faint scratching coming from within the sealed vault. If the vault door is open, read the following description.

Inside the vault crouches a large creature that resembles a brass-scaled lion with great draconic wings. It makes no attempt to attack you, instead only staring with wide, hungry eyes.

The creature is a **dragonne** named Malcolm who was a cohort of the knight Sir Eregor. Assuming the PCs don’t attack him, he attempts to speak to them in a dry, weary voice. He has been locked inside the vault for some time and is both hungry and quite dehydrated, as is apparent with a DC 12 Medicine check. If the PCs are able to understand Draconic, he introduces himself and asks where Sir Eregor is. He is of fairly low intelligence and can only relate how the knights came to the ruined city and found this nice cave to lair in. He explains that after a little exploring of the city one of the knights — Sir Ernst, he thinks — told him to sleep in the inner vault, but someone slammed and locked the door, trapping him inside. The inside of the door bears scoring from his claws to lend credence to his tale. He does not know how long he has been locked up but believes it has been several days and is very concerned about the whereabouts of



Sir Eregor and his friends. If Malcolm is attacked, he defends himself to the best of his abilities while trying to escape so he can search for Sir Eregor. If this occurs, the PCs should find the dragonne’s corpse elsewhere in the city as evidence of the futility of his efforts.

MALCOLM THE DRAGONNE

CREATURE 7

N **LARGE BEAST**

Perception +18, darkvision, low-light vision, scent (imprecise) 30 feet

Languages Draconic

Str +5, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** +1

AC 24, **Fort** +15, **Ref** +18, **Will** +12

HP 140

Speed 30 feet, fly 30 feet

Melee ♦ jaws +18 (reach 10 feet), **Damage** 2d8+7 piercing

Melee ♦ claw +18 (agile, reach 10 feet), **Damage** 2d6+7 slashing

* Ereg Tal was a legendary titan slain in the Gods’ War and buried in caverns that would later become a part of Rappan Athuk, the Dungeon of Graves. See pages 247–248 of *Rappan Athuk* by Frog God Games for further details.

Roar ♦ The dragonne unleashes a devastating roar. All creatures within 120 feet must succeed at a DC 22 Fortitude save or become fatigued. All creatures within 30 feet who fail their saves are also deafened for 2d4 rounds.

Pounce ♦ Requirement Surprise round Effect
The dragonne Strides and then Strikes

Development: If the PCs establish peaceful contact with Malcolm (whether they are able to communicate with him or not), he attempts to bypass them and head to the well in **B8** to slake his gnawing thirst. He then heads into **B9** to rummage through the expedition's baggage for the dried beef that was brought for his feed. Assuming the PCs allow him to do this, while he is eating in **B9** he suddenly sniffs the air. After a few rounds, he heads to the walled-off section marked on the map as a concealed door (see area **B9** for details) and begins clawing and scratching at the masonry saying that he can smell Sir Eregor beyond, again and again. If the PCs communicate with him, he confirms that he smells Sir Eregor beyond the wall but that now he smells "bad". He is anxious to reach his comrade and will attempt to break through the wall unless the PCs somehow restrain him.

B8. GUARD POST

The entrances to this chamber are blocked by doors made of iron bars with heavy locks. However, neither of these doors is locked, and the keys were lost long ago. The locks have since become rusted and unusable.

The cage-like door opens into a small, wedge-shaped room with a well sunk in its northeast corner, its wooden cover propped against the nearby wall. The smell of fresh water is readily discernable amid the dusty atmosphere of the rest of these chambers. A copper decanter with a rope tied around its neck sits at the lip of the well to serve as a makeshift bucket. In the center of the chamber rests a small ornate table with a cracked and broken marble surface and legs of corroded bronze, obviously something scrounged from the ruins above. Two small casks have been drawn up on either side of it to serve as chairs. Upon the table sits a game board with small ivory pieces in mid-play. A few assorted coins lie upon the tabletop beside the game. Iron sconces on the wall hold burning torches.

Once a guard room for the vaults, the knights used it for the same purpose. The well is 16 feet deep and filled with 3 feet of cool, fresh water untainted by the city's destruction.



It can easily be dipped using the copper decanter, which is slightly green with corrosion but otherwise in good shape. The board on the table is the Heldring game *halatafl*^{QoD4-5}, a favorite of Barionor, squire of Sir Aixe (though the PCs might suspect it belongs to Sir Ernst, who is of Heldring descent). The casks held ale from the knights' supplies but have been emptied.

Treasure: Though badly damaged from lying buried in the rubble for many centuries, the marble and bronze table is still a valuable antiquity (worth 120 gp), as is the copper decanter incised with images of storms at sea being used as a bucket for the well (50 gp). The *halatafl* is Barionor's personal game board made of ebony with ivory game pieces (38 gp), and the assorted coins are worth a total of 63 sp, all of current Foerdewaith mintage. The sconces hold everburning torches brought by the knights.

B9. CAMP SITE

This large storeroom was clearly taken over as a camp site recently. Gear, supplies, and equipment are stacked here, though boxes, bags, and crates have been opened and are in disarray as if having been rifled through. In the center of the chamber a campfire burns cheerily, though it gives off no smoke. Two heavy vault doors stand open along the north wall, and another cage door stands in the east wall.

This chamber served as the main camp for the knights. The campfire is composed of four everburning torches (torches that give off permanent light as a *light* spell but are destroyed if dispelled) that have been laid together like the logs of a fire. Among the many casks, sacks, and boxes of supplies are five bedrolls. The cache of supplies stored here has been searched, though nothing appears to have been damaged, and the supplies are still good. There is food, water, and ale here sufficient to feed a group of 10 for at least two weeks, as well as several sacks of dried beef (for Malcolm in area B7). In addition, there is equipment and clothing of a mundane sort, heavy blankets, torches, lanterns, flasks of oil, rope, tents, waterskins, latrine buckets, and various tools. The precise number and types of gear is up to the GM, but any reasonable piece of equipment is likely to be present. Searching among the bedrolls reveals personal items that can be identified with a DC 15 Society check as belonging to Sir Aixe de Flomme, Barionor of Troye, Sir Eregor Dantalus, Sir Ernst Braanak, and Sir Urvitus Voren. Stacked among some blankets and bundles against one wall is an exotic military saddle fitted for a dragonne.

Anyone examining the scene and making a DC 15 Survival check can determine that the camp hasn't been used for several days, though someone did come through more recently and search through the items stored here. On a critical success, a partial footprint of some vaguely humanoid — though clearly not human — creature is found in some spilled flour. This was left by the caulborn, who rifled through the camp a day or so ago but left without finding much of interest (see area C7).

Though not immediately obvious, a portion of the far eastern wall has recently been bricked over with masonry scavenged from among the ruins above and blocks a former doorway to area B13 (marked as a concealed door on the map). This work can be detected with either a DC 25 Perception or a DC 20 Engineering Lore check. The DC of these checks are reduced by 10 if Malcolm scratches at the wall (see area B7). Anyone listening at this wall and making a DC 20 Perception check can hear the sound of fervent whispering from beyond but cannot make out what is being said. These whispers are from the gallowdead's aura of whispers in area B13, but too faint to trigger a Wisdom saving throw by listeners. Breaking through the freshly mortared wall is relatively easy and doing so reveals the chamber beyond.

New Masonry Wall: 1 ft. thick; hardness 14; hp 56 (BT 28)

Treasure: The personal items and treasures of the five knights is worth a total of 420 gp, though if they still live they will likely want them returned. Hidden within one leather satchel discovered with a successful DC 18 Perception check or the use of detect magic is a set of healer's tools (expanded), three bottles of *nectar of purification*, and a *staff of healing*.

One of the sacks of dried beef for Malcolm is actually a *bag of holding* (type III) and has had permanent *nonetection* and *magic aura* spells placed over it to mask its magical nature. It looks exactly like the other 35-lb. feed sacks and is filled with dried beef (1,000 pounds of it actually, though this isn't apparent unless the bag is purposefully emptied). Hidden beneath all the beef in the bag of holding is the *Codex Ibnathi*^{AKM}. The PCs should not discover the nature of this sack or its hidden contents at this time, as it will be discovered later as the adventure's plot unfolds (see **Event 3: Freeing the Knights** for details). Until that time, it should remain unobtrusively among the piles of supplies gathered here awaiting its later discovery.

B10. ARMORY

The door to this room is identical to those in area B8.

The walls of this caged-off chamber are lined with small boxes with metal doors, but all of these now hang open and empty. Instead, wooden poles have been fixed in place between some of the open boxes, and from these makeshift racks hang an assortment of weapons and armor. Near the far wall lies a wooden shield serving as an impromptu mortar box next to a pair of trowels and a few bricks apparently recovered from the ruins above.

This vault served as security boxes, long ago emptied, and is now an armory for the knights' secondary weapons, armor, and ammunition. Again, these items show signs of having been disturbed, though nothing appears to have been damaged. The wooden shield holds mortar that is now dried and solid but was clearly used within the last few days (see area B9). A search of the room finds a number of *expert-quality weapons*: 4 longswords, 4 daggers, 2 light crossbows, a heavy crossbow, a longbow, 200 arrows, 100 crossbow bolts, 2 wooden shields (not including the one used as a mortar box, which is now ruined), 1 steel shield, and 2 chain shirts. In addition, there is a master-quality steel shield and a master-quality suit of studded leather. Searching also reveals a portable forge and anvil (a smaller forge and anvil that can be moved and setup as needed), a set of master-quality blacksmith's tools, sterling stonemason's tools, a superb repair kit, and 2 applications of *silversheen*.

* See *The Book of Aeons* on page 30 of **Ancient Kingdoms: Mesopotamia** by Necromancer Games and *The Book in the Old House* by Legendary Games for further information.

B11. FIRST PRIVATE CAMP

This inner vault has a doors like those at area **B6**.

This inner vault has been taken over by members of the knights' expedition as a private camp sites and is outfitted similar to area **B9** but with more personal items and fewer large pieces of gear. It holds two bedrolls, a brazier full of dead coals, a latrine bucket, assorted foodstuffs, mess kits, and even a few bottles of cheap wine. A search of the bedrolls reveals personal items that can be identified with a DC 15 Intelligence (History) as belonging to the siblings Sir Frankus Delerron and Lady Margaret Delerron.

Treasure: Assorted personal effects in here are worth a total of 58 gp in addition to a statuette of a sea king seated upon a clam shell throne crafted in pewter worth 5 gp (holy symbol of Quell^{FBRG-42}), 12 sunrods, a spyglass, and 2 waterproof sacks. In addition, there are a variety of packs and stocks of nonmagical gear worth a total of 500 sp, which may include any items the GM feels might be useful for the PCs in their exploration.

B12. SECOND PRIVATE CAMP

This chamber is virtually identical to **B11** but with cots rather than bedrolls, and a DC 15 Society check identifies personal belongings as those of Sir Nimulus Cantarthy and Lady Elgierbid Palitroix. However, this vault also holds a pair of folding chairs, and a small folding camp table upon which lie various parchments, candles, a scholar's pack, lists of supplies, and a short journal holding a fairly dry account of the knights' uneventful journey down the Great Amrin River to Curgantium.

Of most interest, however, is a partially completed map of the city scribed by Sir Nimulus (see **Handout 6B**, page 111). Three locations are marked on it in red ink, but with no explanation as to their meaning. A careful examination of the map (Perception DC 18) also reveals a telltale smudge of the ink near one edge of the map as if from a finger, but a DC 20 Nature or Society check reveals it to be a fingerprint unlike any known type of humanoid. It is unnaturally long and strangely jointed. It was actually caused by the caulborn from area **C7** who searched the camp after the knights' disappearance, but nothing less than a DC 30 Arcana check can identify it as such due to so little evidence to work from.

Treasure: There are assorted personal effects and coins worth a total of 308 gp as well as a spell component pouch with a *ring of mind shielding* tucked into it (DC 26 Perception check to notice), a traveling spellbook (with a spell selection

suitable for a 13th-level wizard), a moderate antidote, a magnifying glass, a *potion of flying*, and several arcane spell scrolls with the following spells: *dimension door*, *glitterdust*, *phantom steed*. A small locked chest (DC 25 Pick a Lock check) holds a writing kit, a lensatic compass, two vials of perfume worth 5 gp each, a chrysalis wood flute^{DM1-79} (worth 30 gp), and a signet ring of House Palitroix of Cantelburgh (worth 10 gp if returned to its owners).

B13. SIR EREGOR'S GIBBET

Read the following after the PCs gain entry into this sealed chamber.

The stench of death is strong beyond the bricked-over doorway. A small room contains only a single occupant, but it is a horrific one. A heavy iron chain descends from the 10-foot ceiling and ends in a large bailing hook, and the corpse of a human man, his armor rent and his blood-soaked tabard torn, hangs impaled through the chest upon the hook. Blood still drips from its wound, staining the floor beneath. Worse still, the corpse still bears some semblance of life. A faint, incomprehensible whisper echoes from its feebly moving lips.

SECRETS OF THE MAP

The map (**Handout 6B**, page 111) is related to the very reason the knights came to Curgantium to begin with as revealed in area **H9**. Initially they came searching for a lost library (area **C**) and came up with the marked points as its possible locations of interest requiring further investigation. Ultimately they all became points of significance to the knights, but attempts to use magic to divine their purpose will only reveal the original intention when they were drawn: Each is identified as the possible location of a lost library that holds a source of potential calamity for the entire Kingdom of Foere. What that calamity might be is not revealed through divination spells, nor do any of the notes found within the camp provide any further illumination.

One of the locations on the map is the Lost Library (area **C**) that was located beneath a former garrison tower in the blast zone, another is the location of an ancient catacomb beneath the ruins of the Cathedral of the Blessed Tesseract in the tribal territory (area **D**), and the last is the mostly-destroyed ruin of an elegant theater located at the edge of the blast zone (area **F**). Though they don't know it yet, all three sites will prove to be of importance to the PCs in Curgantium, but they may make their initial explorations of them while searching for the library that the knights sought.

When the Underguild discovered and looted these vaults long ago, they used this room for torture and interrogation and installed the large hook from which to hang their victims. Hanging in here are the mortal remains of the unfortunate Sir Egregor Dantalus of Apothasaolos, now transformed into a horrific gallowdead. Unbeknownst to the PCs or Malcolm, when Sir Egregor was incapacitated by Abruxes as described in **Event 3**, he was left here comatose with Malcolm to guard him. The treacherous Sir Ernst Braanak returned alone and tricked Malcolm into the vault at **B7** and locked the dragonne within. He then murdered the helpless Sir Egregor, impaling him upon the cursed hook used murderously for centuries by the Underguild before sealing the chamber with a newly mortared wall to hide the deed from any other survivors of his expedition. The nature of Sir Egregor's ignoble death and the long history of malice and pain associated with the bailing hook caused Sir Egregor to arise as an undead horror that the PCs have now unwittingly unleashed.

SIR EREGOR DANTALUS THE GALLOWDEAD CREATURE 16

UNIQUE CE UNDEAD

Perception +25, **lifesense** 60 feet

Languages Common

Skills Intimidation +32

Str +9, Dex +4 Con +0, Int +1, Wis +3, Cha +6

Items +1 *striking spiked chain*, +2 *resilient full plate*

AC 39; Fort +24, Ref +28, Will +33

HP 320 (negative healing); Immunities cold, death effects, disease, paralyzed, poison, unconscious;

Resistances positive 5, piercing 10, slashing 10

Aura of Whispers (aura, emotion, fear, mental) 30 feet. A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a DC 34 Will save or become frightened 1 (frightened 2 on a critical failure). Any creatures which are already frightened who fail this save also become slowed 2 for 1d4 rounds.

Attack of Opportunity

Step Up  (move) **Trigger** An adjacent opponent

Steps away **Effect** The gallowdead Steps to remain adjacent to the opponent.

Speed 25 feet

Melee  *spiked chain* +32 (magical, reach 10 feet), Damage $3d10+16$ piercing plus chains of the dead

Melee  *claw* +25 (agile), **Damage** $2d8+16$ slashing

Chains of the Dead (attack, necromancy)

Requirements The gallowdead has not used

Chains of the Dead this turn **Trigger** The gallowdead makes a successful spiked chain

Strike Effect The target takes $12d6$ negative damage (DC 34 basic Will save) and the gallowdead uses Grab.

Tactics: Any PCs who hear the creature's horrible whispers must make Wisdom saving throws or be immediately affected by his blasphemous whispers ability. Egregor then opens his glaring, dead eyes and spends his first action to pull the chain from its anchoring in the ceiling. He then uses the chain as his weapon and for his chains of the dead ability. He fights until destroyed.

Development: Shocked at the state of his friend, Malcolm will not assist in the fight. However, once the battle is over and Egregor finally laid to rest, Malcolm will gather himself and thank the PCs for helping his friend. He intends to leave his former friend and depart on his own, but if asked to stay and assist the party he does so as long as they have treated him well to this point. He could prove to be a valuable source of information later if the PCs think to keep him around. If any PC has the Leadership feat and has treated him kindly, Malcolm would be willing to become a cohort to that character.

TAKING STOCK

Once the PCs have finished their exploration of the missing knights' camp site, they have some decisions to make. Of the nine knights, one has been found dead, though his dragonne companion remains alive. Unfortunately, the dragonne is none too intelligent and does not know where the other knights have gone. He knows he was left to guard Sir Egregor after he got "sick" while they went to take care of some other business. He knows that Sir Ernst came back and may be the one who locked him in the vault, but he has no idea what happened after that. And he was never very clear on exactly what the knights were doing in the ruins, only that they explored a few places while he always remained on watch outside. He doesn't know where in the ruins they explored but is sure he would recognize them if he saw them again. He also doesn't remember if all of the knights were still alive when he last saw them, but he thinks most of them were. He does admit that there were several battles with horrible creatures in the ruins and that something — he doesn't know what — caused Sir Egregor to become "very sick and go to sleep," which is why he had been left behind at the camp to keep watch over him. That Sir Egregor was

killed and became an undead creature, that Sir Ernst may or may not have been involved in that with his current whereabouts unknown, and that someone seems to have reset the trap passwords in area **B3** are the only other real clues the PCs have uncovered. Other than these, the PCs have little to go on as far as the fate of the knights and must obviously continue their search.

The PCs have likely found the map in area **B12**, and it remains their best clue of where to go next. It shows three different locations in the city that were obviously of interest to the knights but doesn't tell what they were or which one (or ones) the knight went to. It's their best option, however, in order to locate the missing knights as opposed to just randomly searching the massive ruined city. Despite not being shielded by the protective magic of the campsite, the knights are still not able to be located through scrying or divination, so some other powerful agency must still be at work in their obscurement.

The PCs can choose to make use of the knights' base camp, as there are unlikely to be any better or more secure accommodations in the city and begin their explorations the next day. Or they can choose to set out for one of the locations on the map. If so, it is important to determine what time of day it is when they set out, as they may get caught moving about in the city as night falls and the Nightscream comes as well as the denizens that haunt the ruins before and after moonset.

If the PCs elect to spend the night before searching farther, the haunting Nightscream is faintly heard even within the base camp, though its detrimental effects don't extend within. However, as soon as the PCs bed down for the night in the ruins — whether within the base camp or not — they will experience their first encounter with the nightmares the city inspires as described in **Event 1**.

EVENT 1: DREAMS AND NIGHTMARES

Sleeping at night within the confines of the haunted city is not without its dangers. Even if the PCs elect to stay the night in the base camp, they make another uncomfortable discovery. While it is sealed and fairly heavily warded from within, there are some denizens of the night in Curgantium that it is not impervious to. Each time a PC falls asleep within the city during the hours of darkness (including going unconscious), even if within the vault base camp, he is assaulted in his dreams.

This attack is made directly on the unconscious psyche of the sleeping PC by way of their unguarded dreams. The PC arrives in this dreamscape within the Dimension of Dreams by way of a dream avatar known as a lucid body. The dreamer must succeed at a DC 15 Charisma check or arrive in the dreamscape at a disadvantage. In this instance, that disadvantage is to have whatever hit points, spells, and abilities remaining that the PC had before losing consciousness. If the PC lost consciousness through damage, then he automatically starts with at least $1d10 + 2$ hp/level in the dreamscape. If the Charisma check is successful, the PC manifests in perfect health with all of his regular equipment and a full complement of spells and abilities.

The PC's lucid body appears alone, in the middle of a vast, nondescript dreamscape stretching in all directions and is immediately beset by his opponent. Because this is the PC's dreamscape, his lucid body is capable of fantastic—even impossible—feats. The PC gains the Impossible Action ability and can use it within the dreamscape a number of times equal to $1 +$ their Charisma modifier (minimum 1 impossible action). When the PC wakes, they lose access to this ability until the next time they enter a dreamscape as a lucid body.

Impossible Action ♦♦ (dream, mental)

Requirements The PC is asleep, and their lucid body is in a dreamscape. **Effect** The PC can perform any action they wish - even one that their real self could not perform in the waking world - by attempting a Charisma check (DC = $10 +$ spell level cast, or $10 +$ half an item's level).

For example, the PC could cast a spell that they didn't know, even if they are not normally a spellcaster. They could conjure an item into being, including a magical item (but not an artifact, relic, or unique item, unless they have previously possessed the item in the waking world). The action must be one that can be performed in a single turn and can only influence the PC's lucid body and any other lucid bodies in their dreamscape at the time.

Unlike the effects of a normal dream, in these encounters the results of the battle remain true upon waking. Lost hit points remain lost (though without visible wounds), conditions gained remain present, spells or abilities used remain used, etc. Only physical items used (ammunition, potions, etc.) are not actually consumed. It is possible that

a PC can be victorious in the dreamscape but lose enough hit points to gain the dying condition and perhaps die in his sleep as a result.

The creatures encountered in these dreams are under the same dreamscape parameters, so they will always leave the dreamscape and allow the dreamer to pass the rest of the night unmolested if reduced below half their hit points. However, these attacks continue nightly as long as the PCs sleep or lose consciousness in the city at night until The Mindwyrm, the nightmare dragon at the Tower of Oerson (see Chapter 3), is slain. One simple solution the PCs may think of to largely avoid this is to sleep during the day and conduct their adventuring at night, though that comes with its own risks for venturing into the ruins after nightfall.

Roll d% to determine what sort of visitation the PC receives. Each PC will receive only one visitation per night whether from a period of sleep or unconsciousness.

d%	Encounter	Source
01–25	Nightmare cloaker	see Appendix C , page 113
26–45	Nightmare mastiff	see Appendix C , page 113
46–55	<u>Animate dream</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
56–70	<u>Denizen of Leng</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
71–78	<u>Night hag</u>	<i>Pathfinder Bestiary 2 (Second Edition)</i>
79–85	Dream spectre	see area H1 , page 67
86–00	Leng spider	<i>Pathfinder Bestiary 2 (Second Edition)</i>

ANIMATE DREAM	CREATURE 8
<i>Pathfinder Bestiary 2 (Second Edition)</i> , Animate Dream	

Initiative Perception +14

DENIZEN OF LENG	CREATURE 8
<i>Pathfinder Bestiary 2 (Second Edition)</i> , Denizen of Leng	

Initiative Perception +17

LENG SPIDER

CREATURE 13

Pathfinder Bestiary 2 (Second Edition), Leng spider
Initiative Perception +24

NIGHT HAG

CREATURE 9

Pathfinder Bestiary 2 (Second Edition), Night Hag
Initiative Perception +18

Development: If the PC defeats his attacker in the dreamscape, he can make a DC 25 Perception check to catch a glimpse of an immensely fat bald man standing at the very edge of the misty dreamscape the dreamer inhabits. The massive man wears a loose robe and faces away from the PC into the ether, but the PC can hear the fat man say, “Tell me, have you found it?” This dream appearance will repeat any number of times, but the dreamer always wakes before being able to approach or do anything to affect the fat man.

EXPLORING THE CITY

At some point, the PCs will need to brave the dangers of the city in search of the missing knights. The fact that the knights are not within the shielded campsite and yet still cannot be scried seems to strongly imply that they are dead, but the adventurers’ job is to find them — or their corpses if necessary. Should the PCs wish to explore any other ruins or buildings in the city, the GM should determine their contents by making a standard encounter roll for the appropriate district. The party can also travel through some parts of the city through the old sewer system (see area E).

Beyond the blast zone, the city is a labyrinthine jumble of collapsed buildings, toppled statues, shattered roads, and scorched debris, much of which is overgrown with vines or choked with weeds. The ruins are infested with vermin such as rats, snakes, and scorpions, and sick-looking crows circle constantly overhead.

Initially the PCs will have three main avenues of investigation, based on the maps found at the knights’ base camp: the Lost Library (area C), the Ancient Catacomb (area D), and the Ruined Theater (area F). They can choose to explore any of these in any order. Though the locations have been placed on a map for the PCs (see **Handout 6B**), they would still be extremely difficult to find amongst all the ruins. However, the knights created way markers along the routes so they could more easily find their way through the ruined city if they needed to revisit one of these

locations. The way markers consist of stones — parts of walls, lying atop piles of rubble, etc. — along the route that bear a common Foerdewaith trail rune used throughout Akados to indicate the desired path of travel. These runes have been recently etched into the stone and can be spotted from up to 30 feet away with a DC 15 Perception check.

If the PCs wish to find the locations marked on the map among the ruins, it requires a DC 30 Survival check per hour of travel (or fraction thereof) and movement speeds are further halved during this time as they seek signs to indicate a path. If the PCs are able to spot the way markers (roll once for each hour of travel) then the Survival DC is reduced to 15, and the party can move at the normal speed for the ruins.

EVENT 2: THAT FEELING OF BEING WATCHED

As long as the PCs are exploring the city during daylight hours, allow one PC (determined randomly) each hour to make a DC 21 Perception check. If the check is successful the PC simply has the feeling of being watched: Perhaps he saw a movement out of the corner of his eye, or a drifting shadow that seemed to move against the prevailing breeze, or some other telltale clue. However, nothing further can be found among the surrounding ruins even with careful investigation. If the check exceeds the DC by 5 or more, the PC notices a small floating spherical shape some distance away that is quickly lost from sight. Again, no searching will yield further clues, but the PCs will definitely know they are being watched.

This is in fact the **arbiter aeon**, Arbitrator/1151.x, who is observing the PCs' activities. He will not be encountered at this time but will turn up again in **Event 5: The Inevitable Arbitrator** later.

ARBITRATOR/1151.X

CREATURE 2

Pathfinder Bestiary (Second Edition), Arbitrator Aeon
Initiative Perception +7

C. THE LOST LIBRARY

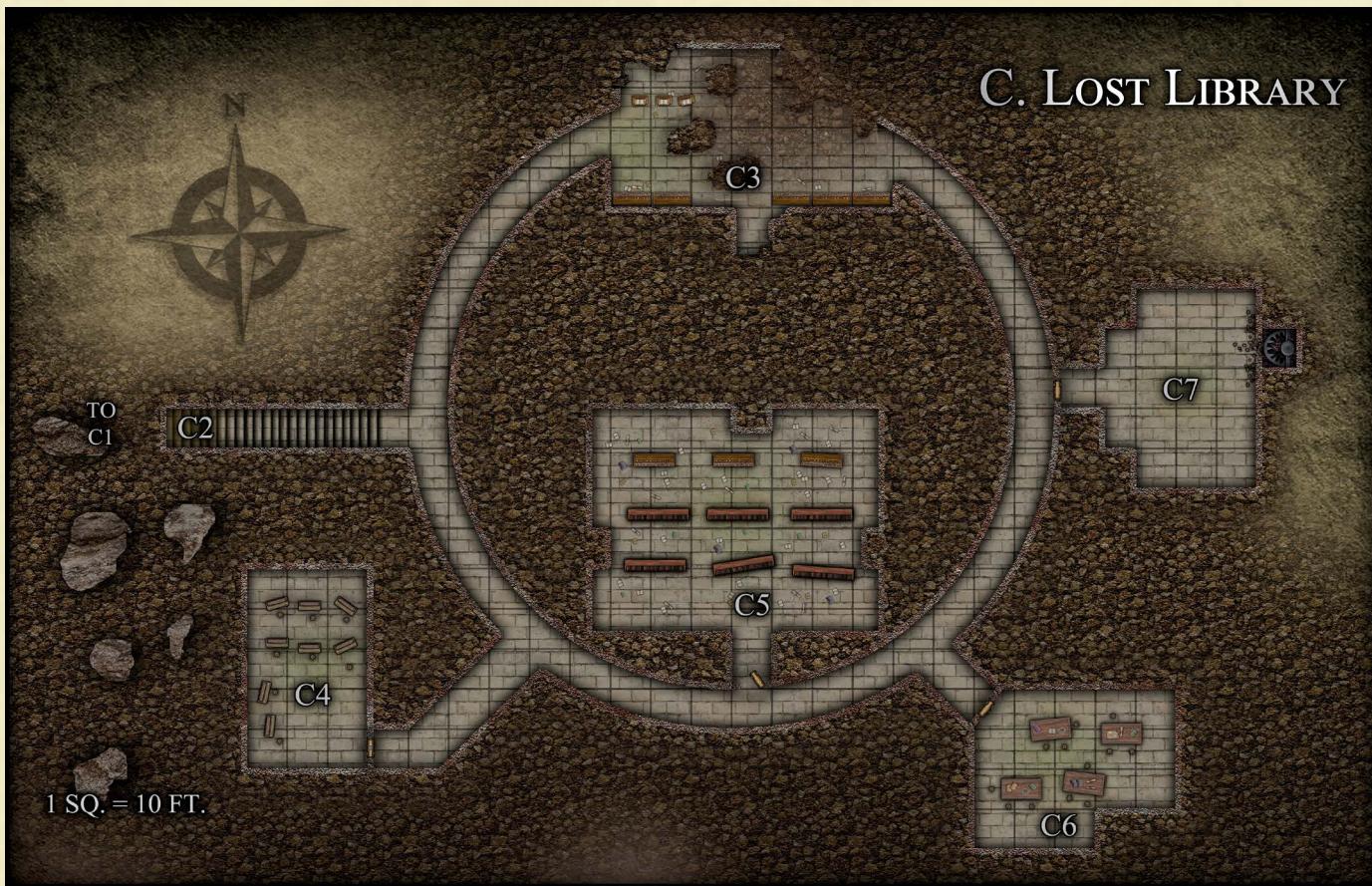
The Lost Library is located within the blast zone north of the base camp. It lies beneath the ruins of a garrison tower that was once a part of the original citadel that comprised the Tower of Oerson. Originally this library was a major cache of knowledge in the early empire, with an extensive collection of conventional works aboveground, and rare,

THE UNDERGUILD IN CURGANTIUM

The vampire criminal organization known as the Underguild is behind many of the events in this adventure, working in cooperation with its mysterious Hastur-worshipping allies. In the **Frog God Games** *Quests of Doom* adventure *Sewers of the Underguild*, the Underguild is described as maintaining its headquarters in a network of tunnels under Curgantium. If the GM chooses to, this adventure can be combined with the *Sewers of the Underguild* to allow exploration of that lair (see **Chapter 4**). In any event, the Underguild is a constant, if hidden, presence throughout **Knight Fall in Old Curgantium**. The party may encounter a few scouting parties in their exploration, but there will doubtless be other Underguild groups that they do not see. The Underguild's eventual goal is to locate the *Codex Ibnnathi* for their own foul purposes. In this endeavor they have a number of allies, including the Cult of Hastur and its mysterious leaders, and the dread creature known as the Fat Man. Though the party may not encounter the Underguild directly until the very end of the adventure, this dangerous group will be an unseen presence throughout the adventure.

valuable, or forbidden volumes stored in the subterranean levels. It was incidents involving these darker works that caused a series of arcane mishaps and curses that resulted in the lower levels of the library being sealed along with their books, and the repurposing of the aboveground structure into a garrison while the main library was relocated into the heart of the citadel itself (and subsequently destroyed in the cataclysm). Over time, the library's lower levels were all but forgotten. The garrison tower was reduced to little more than rubble in the Tower of Oerson's explosion, but the lower levels were preserved largely intact — merely awaiting rediscovery.

After discovering this lost cache, the knights were able to clear out some of the lower level and vanquish its inhabitants, but some unsavory things remain. In addition, a party of Underguild vampires is currently within the library. Like the PCs, they are trying to figure out what the knights were up to but ended up getting trapped here by the dawn. The vampires are presently holed up in the scriptorium (C4), awaiting darkness for the trip back to the sewer tunnels and relative safety. If the PCs are exploring the library at night, then the vampires have only recently arrived and begun their exploration.



C1. SURFACE RUBBLE

The blasted rubble of flattened buildings is piled here as everywhere else in this area with only occasional remnants of walls or other structures remaining. However, at this point are signs of recent excavation in the rubble. Many pieces of broken stone debris have been dragged aside and large stones pried up to expose a passageway descending into the broken ground.

Like almost every other building in the blast zone, the library is now only a fallen pile of dusty, blackened rubble. Only the persistence and extensive research conducted by the knights prior to their arrival allowed them to locate it at all. Now, however, there are signs of activity. It's obvious that the knights have been here, for several sections of rubble have been cleared away to expose the building's foundations.

If he can communicate with the party, Malcolm will tell them that he remembers being here with the knights, but that he and Sir Eregor were left here on watch while the others went into the passage they had uncovered below. The knights emerged several hours later carrying a large book. Malcolm doesn't know what the book was or where it is now.

C. LOST LIBRARY

A search of the ground outside the entrance with a DC 25 Perception or Survival check reveals the signs of the knights' and Malcolm's presence 11 days before the start of the adventure along with their labors to uncover the formerly buried entrance at C2. However, if the check exceeds the DC by 5 or more, the PCs discover the tracks of additional humanoids that more recently descended into the ruins but have not yet emerged. These tracks are muddled, so their numbers are not readily identifiable, but it appears to have been at least three individuals. These tracks were left by the vampires in C4.

C2. STAIRS DOWN

The opening reveals ancient stairs are covered in rock dust that descend into darkness. The passage is masonry and 10 feet wide with a 10-foot ceiling. There are no light sources within, so the PCs will have to bring their own. A simple DC 10 Perception check reveals several sets of humanoid tracks in the dust on the stairs (from the knights and the vampires), but they are jumbled and cannot be followed past this point.

C3. STUDY CARRELS

LOW 13

The partially collapsed room still contains some very old and dust-covered study carrels, broken chairs, and the remains of a few books and scrolls. Much of the eastern portion of the ceiling has collapsed leaving that end choked in dust and rubble.

A search of the floor in this chamber with a DC 20 Perception check reveals no recent tracks. While almost all the debris is of no particular interest, a DC 24 Perception check reveals a sealed lead coffer about the size of a large book beneath a pile of broken masonry. A DC 27 Arcana check while using detect magic reveals a lingering aura of abjuration but not the specific spell (this is the remains of the spell cast to bind the devil long ago).

If opened (hardness 6, hp 16 (BT 8), or DC 18 Athletics to Force Open), the coffer is revealed to contain the magically compacted form of Mordesse, a handmaiden devil who was defeated and trapped here by a Hyperborean sorcerer 2,000 years ago. If the coffer is opened, Mordesse is immediately released and springs outward to attack, using her innate magical abilities to trap or control the PCs.

MORDESSE

CREATURE 14

Pathfinder Bestiary 2 (Second Edition), Devil, Gylou (Handmaiden Devil)

Initiative Perception +28

Development: If reduced to 20 hit points or fewer, Mordesse surrenders and offers to serve the member of the party whose alignment is closest to her own. She tells the chosen PC that she will return upon command along with her retinue of 3 erinyes devils and serve for one full day, performing any act that does not require her to break any other oath. This service will begin in 30 days, so the party can't take advantage of Mordesse's offer while they are in Curgantium. If the party accepts Mordesse's offer, she vanishes and return to Hell immediately, but will be good to



her word. When Mordesse and her servitors are summoned, they will seek to do the most damage and inflict the most pain possible, killing innocents or destroying holy objects if they are available so that the very act of summoning them shifts the summoner's alignment one step toward evil.

Treasure: Inset and hidden within the interior lining of the lead coffer (Perception DC 26) is a single large blood-red ruby (5,000 sp) which was involved in the original binding ritual.

C4. SCRIPTORIUM

TRIVIAL 11

The door to this room is closed and locked.

Wooden Door: 2 in. thick; hardness 5; hp 20 (BT 10); Pick the Lock: Thievery DC 24 (trained)

This room is a jumble of ancient writing desks and stools, all draped in centuries of dusty cobwebs. Signs of disturbance among the dust shows where more recent activity has occurred here.

After receiving word of the knights' presence, the Underguild dispatched a scouting party of **6 Underguild scouts** led by the vampire sorceress **Dhaderra**, which arrived here late last night. With little time before dawn, the party holed up in this room and are currently sleeping. They will awaken and be prepared if the lock is picked, but if the door is smashed the party will receive a surprise round on the still-sleepy fiends. If it is already after nightfall, then they have just arrived and are awake and searching the chamber and cannot be surprised.

DHADERRA CREATURE 9

Pathfinder Bestiary (Second Edition), Vampire Mastermind
Initiative Perception +20

UNDERGUILD SCOUTS CREATURE 4

Pathfinder Bestiary (Second Edition), Vampire Spawn
Initiative Perception +12

C5. BOOK DEPOSITORY

The door to this room stands open and inside are several collapsed hardwood shelves with the moldering or desiccated remains of very old volumes. Many footprints on the dusty floor and disturbances in the scattered piles of books and scrolls show that this room has been recently searched and very thoroughly by the look of it.

The knights spent a great deal of time searching among the books here. These books were among the library's most valued and restricted collections, including ancient spellbooks, volumes on forbidden lore, histories of the distant past, and even some books in alien languages that were never actually translated. Today most of the titles are indecipherable and their contents long ruined by the alternately moist and dry air of this sealed level through the passing centuries. Some volumes do remain on the intact shelves, however. Of these intact books some are stacked, and others lie in disorder on the shelves, showing the thoroughness of the knights' search here.

Each PC can make a single DC 20 Intelligence (Investigation) check to search through the books. A failure indicates that the PC found nothing of interest or that the books inspected crumbled to dust at the touch. A success indicates that something of interest was found. The knights themselves were so focused on their quest that any books that did not directly relate to their research were left here, possibly for later study. If the check determines that a PC finds something interesting, roll d% on the following table to determine what is found. Each book can only be found once. Unless otherwise noted, books that grant bonuses to skill checks are effective only when the book is in the user's possession from continued reference and study. All bonuses are circumstance bonuses.

d%	Result
01–05	<i>A Biological Treatise on Humanoid Medicine</i> (+2 on Medicine checks)
06–15	<i>A Naturalist's Sketchbook</i> (+2 on Nature checks)
16–25	<i>The Nobles of Hyperborea</i> (+2 on Society and Lore checks regarding Hyperborea)
26–35	<i>Exotic Weapons of Foreign Lands</i> (user gains proficiency in one exotic weapon of his choice after 2d4 weeks of study and a successful DC 15 Intelligence check [only 1 attempt per reader])
36–45	<i>A Guide to Planar Travel</i> (+2 bonus on Recall Knowledge checks about other planes)
46–50	<i>Readings in Modern Biology</i> (+1 bonus on Medicine and Nature checks)

51–55	<i>The Nature of the Undead</i> (+2 bonus on Recall Knowledge checks about undead)
56–60	<i>Sorcerous Cults of the Hyperborean Empire</i> (+2 bonus on Arcana checks)
61–65	<i>A Dwarven-Common Dictionary</i> (user learns Dwarven after 2d4 weeks of study and a successful DC 15 Int check [only 1 attempt per reader])
66–75	<i>A History of the Heroes of the Empire</i> (+2 bonus on Recall Knowledge checks about famous heroes)
76–80	<i>The Art of Conversation and Argument</i> (+2 bonus on Diplomacy checks)
81–84	<i>The Faiths of the World</i> (+2 bonus on Religion checks)
85–87	<i>The Infamous History of Strategos Verin*</i> (+2 bonus to Intimidate checks)
88–90	<i>Hyperborean Geography</i> (+1 bonus on Survival checks and Recall Knowledge checks regarding geography and maps)
91–92	<i>Pnakotic Manuscripts</i> (contains rituals inveigle and geas)
93–94	<i>Unspeakable Cults</i> (contains rituals abyssal pact, call spirit, and create ghoul)
95	<i>Possibility tome</i>
96	<i>Tome of clear thought</i> (grants a permanent +1 ability boost to Intelligence; the book takes 1 month to complete reading and becomes non-magical after use)
97	<i>Manual of bodily health</i> (grants a permanent +1 ability boost to Constitution; the book takes 1 month to complete reading and becomes non-magical after use)
98	<i>Manual of quickness of action</i> (grants a permanent +1 ability boost to Dexterity; the book takes 1 month to complete reading and becomes non-magical after use)
99	<i>Tome of leadership and influence</i> (grants a permanent +1 ability boost to Charisma; the book takes 1 month to complete reading and becomes non-magical after use)
00	Roll twice, ignoring a duplicate result

C6. READING ROOM

This chamber contains several dusty and mold-crusted reading tables around which are gathered a number of rickety chairs that have clearly been recently reinforced for use. The tables also bear several dust-free, half-burnt candles and two lanterns, all recently placed here, and several stacks where the crumbling books and scrolls of this place have been neatly gathered. The dusty floor is a chaos of scuff and footprints from recent heavy use by several individuals.

Books or scrolls found to have direct application to the knights' research were brought here for closer inspection, and the knights brought their own reading lights and reinforced the ancient chairs with nails and additional wood for use as they studied the texts. As in C5, the texts here are very fragile. Though handling them with proper care allows them to be studied. The books are history texts, biographies, journals, and similar works. One particular tome lies open at the center of one table and clearly received some considerable attention. The book is written in High Boros¹¹⁸⁻³⁰, the dead language of ancient Hyperborea, and is part of a larger set chronicling the first millennium of the Hyperborean Empire. The page it is opened to is revealed in **Handout 6C** (see page 112).

A DC 15 Hyperborean Lore check reveals that while this is clearly a chronicle of fairly well-documented Hyperborean history, of note is the line that states the Great Khan Ogedane ordered the start of what became the civil war that destroyed the Hundaei — an unusual revelation that is not generally recalled in the Hyperborean histories — but also that it was done “for the good of all lest the darkness return,” a phrase that has no meaning that the PCs can recall from history. It is known that hordes of humanoid monster tribes led by fiendish creatures called shadow walkers emerged as a threat from the Haunted Steppe in the centuries that followed, but no reference to those events connecting them to the time of Great Khan Ogedane has ever been found. A smudged dirty fingerprint under that particular phrase shows where one of the knights evidently pointed it out to his fellows as well, though the significance of it is unclear.

C7. IRON CHAMBER

This chamber is empty save for some crumbled debris, but someone apparently found something interesting here recently, as the brickwork along the far wall has been removed to reveal a small opening beyond — a smooth-walled iron cavity of a roughly circular shape.

The knights detected a subtle difference in the masonry when they searched this chamber and partially disassembled the wall to discover the cavity beyond, apparently an old furnace from the early days of the citadel. Within are the scorched remains of an ancient human skeleton frozen in a position as if huddled in a ball and clutching something to its chest in its arms — something roughly the size and shape of a book. When the knights found this, they saw that the book was completely intact and undamaged and

realized it was the prize they had sought and claimed it without ever really discovering the truth of the situation.

The iron furnace within the wall is actually the hollow interior of an ancient construct called a **tophet**. The tophet was placed here more than a thousand years ago when a mad sorcerer was thrown into its belly to burn along with his copy of the infamous *Codex Ibnathi*. The sorcerer was slain but the book was unharmed, though the construct holding it was bricked up in the wall to further hide the blasphemous remains. The knights discovered the embedded tophet without realizing what it was and took the undamaged book while the construct was largely quiescent. Now with the PCs examining the burned skeleton the disturbance has roused the ancient construct to wakefulness once again.

TOPHET

CREATURE 11

UNCOMMON N LARGE CONSTRUCT

Perception +24, darkvision, low-light vision

Str +7, **Dex** +1, **Con** +0, **Int** -4, **Wis** +1, **Cha** -4

Heat Conductivity Anytime a furnace guardian is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

AC 31; **Fort** +21, **Ref** +22, **Will** +22

HP 220; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 12 (except adamantine)

Speed 20 feet

Melee ♦ jaws +23 (reach 5 feet), Damage 2d8+10 bludgeoning plus grab

Melee ♦ fist +23 (reach 10 feet), Damage 2d10+10 bludgeoning

Melee ♦ foot +23 (reach 5 feet), Damage 2d10+10 bludgeoning

Swallow Whole ♦ (attack) Medium, no damage, Rupture 40. Alternatively, a Swallowed creature

* Destroyed along with his entire Legion battling against the Heldring in the Peninsular Campaign of 288 I.R. See page 14 of *LL4: Cults of the Sundered Kingdoms* by Frog God Games

may also attempt to escape by picking the lock on the inside of the furnace guardian with a successful DC 30 Thievery check.

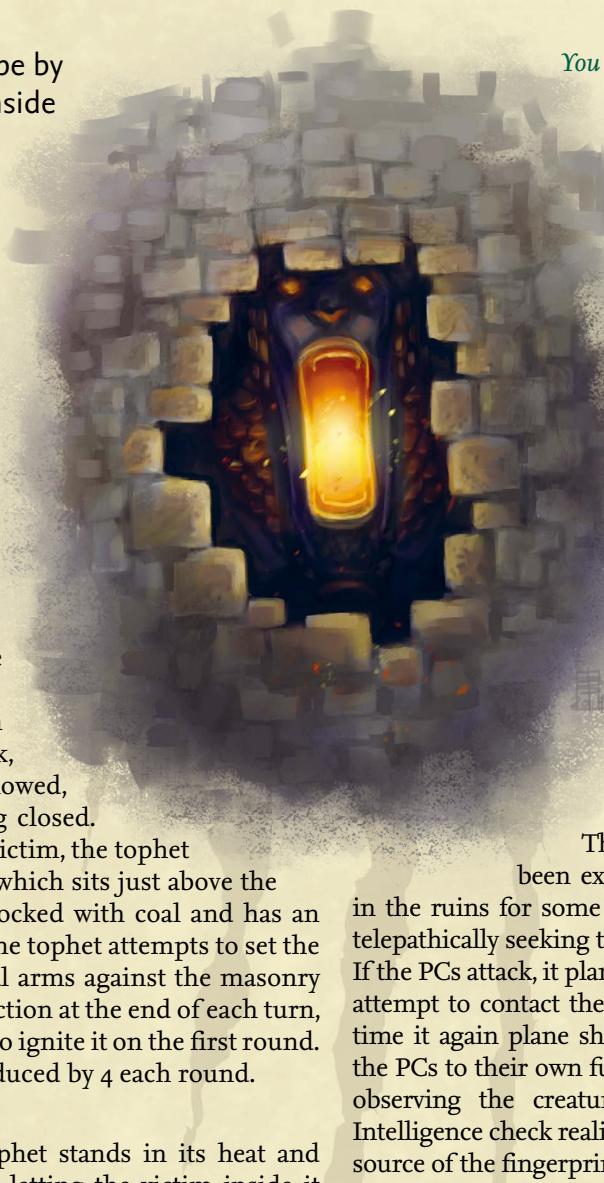
Trample  Medium or smaller, foot, DC 25

Tactics: The tophet smashes free from the wall as a move action and attempts to swallow a PC (since its former prisoner has been reduced to little more than charred bone, the tophet is no longer considered to be occupied and is ready for a new victim). If a PC was unfortunate enough to be inside the tophet examining the skeleton when the Tophet begins its attack, the PC is automatically swallowed, with the tophet's maw locking closed.

If it succeeds in swallowing a victim, the tophet steps back into its wall recess which sits just above the ancient furnace that is still stocked with coal and has an open oil reservoir at the top. The tophet attempts to set the oil alight by grinding its metal arms against the masonry walls surrounding it as a free action at the end of each turn, and making a DC 17 flat check to ignite it on the first round. The DC of this flat check is reduced by 4 each round.

Once the oil ignites, the tophet stands in its heat and fights off the other PCs while letting the victim inside it slowly cook. A trapped victim takes increasing damage each round as the furnace grows hotter. On the first round, the victim takes 1d6 points of fire damage, on the second it takes 2d6, and so on to a maximum of 8d6 points of fire damage per round. This does not affect damage sustained from fire attacks as detailed under the furnace guardian's Conductive special ability. The victim will continue to take fire damage after the guardian is slain unless the furnace flames are extinguished, which requires a successful DC 20 Thievery check. Once the flames are extinguished, the tophet's interior cools at the same rate that it heated, reducing damage by 1d6 per round until it is cool after 8 rounds.

Development: After the PCs have dealt with the tophet, they discover that they are no longer alone in the library.



You suddenly become aware that standing in the room's doorway is a horrific-looking creature. While its frame is roughly humanoid, it is covered in odd growths, and its head is a distended, fleshy sack with a pulsating brain-like organ covered by a hooded growth of flesh. Its lower jaw is split into two fanged halves. Its limbs are elongated and its hands are thick and gnarled, each with two grotesquely-overgrown fingers. It has no visible eyes but seems aware of you, standing calmly and making no move to attack.

A voice echoes in your mind, and you can somehow tell that it originates with the strange creature.

Pardon the interruption, it says. I mean you no harm and wish to speak with you.

The creature is a **caulborn** that has been exploring and observing the goings-on in the ruins for some time. It communicates with the PCs telepathically seeking to parley and has no interest in a fight. If the PCs attack, it plane shifts away and will make one more attempt to contact them in the future. If attacked a second time it again plane shifts away never to return and leaving the PCs to their own fumbling devices. Anyone intentionally observing the creature's fingers and making a DC 10 Intelligence check realizes it, or something like it, is likely the source of the fingerprint found on the map in area **B12**.

CAULBORN

CREATURE 7

RARE **N** **CAULBORN** **HUMANOID**

Perception +20, darkvision, thought sense 60 feet

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Infernal, Jotun; telepathy 100 ft.

Skills Acrobatics +13, Arcana +19, Athletics +15, Deception +18, Intimidation +18, Nature +19, Religion +19, Society +19

Str +3, **Dex** +4, **Con** +3, **Int** +7, **Wis** +5, **Cha** +4

Thought Sense (precise) A caulborn notices and locates living, conscious creatures within 60 feet. Spells such as *nondetection* or *mind blank* make an affected creature undetectable by this sense.

AC 24; Fort +12, Ref +18, Will +19

HP 90; Immunities visual effects

Speed 25 feet

Melee ♦ jaws +13, **Damage** 2d8+6 piercing

Melee ♦ claw +14 (agile), **Damage** 2d6+6 slashing

Occult Innate Spells DC 22, attack +14; Constant

detect magic, detect thoughts, read magic; 4th heightened charm (x3); 3rd hypnotic pattern (x3), paralyze (x3), vampiric touch (x3); Cantrips (4th) daze

Consume Thoughts ♦ (mental) A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch. The caulborn makes a claw Strike. If the Strike is successful, it deals no damage, and the target must attempt a DC 22 Will save. If the target fails the save (or chooses to fail it, in the case of a willing target), the caulborn can alter the victim's memory as if using *modify memory*. The target is stupified 2 for 1 day.

Travel the Planes ➤ (mental, occult) **Requirement**

The caulborn has not used *Travel the Planes* within the last week. **Effect** The caulborn can transfer from one plane of existence to another, as if using the *plane shift* spell. The caulborn may take other creatures with it as per the spell, but they must be willing participants.

Development: If the party is willing to hear it out, the caulborn explains that it has been observing this library for some time, gleaning ancient knowledge from it about the fate of Curgantium and the Hyperborean Empire. If asked, the caulborn says it has no name that the PCs would understand. The caulborn is happy to exchange information with the PCs and will answer questions for them on a one-for-one basis.

For the questions that the caulborn asks the PCs, it wants to know personal things about the PCs' lives, details of their adventures in the Haunted Steppe (assuming they participated in the adventure *Race for Shataakh-Uulm*), specifics about what they found at the Pit of the Burning Star (as before), what they know about Ellerby Wallix (assuming they participated in the adventure *The Book in the Old House*), etc. It will not reveal its interest in these matters beyond just stating it has such an interest. If asked how it knows these things, it states that it is a long-time observer in the doings of mortal-born.

In return the caulborn has a quite a bit of information of value that it can reveal to the PCs. The most important items are summarized below so you can work it organically into the answers it gives for the party's questions. If they ask for information outside these topics, judge if the caulborn would know the answer and provide as you see fit to your players.

The caulborn will reveal that the knights did discover and take a book from the executed sorcerer's corpse and that they did not realize it was within an animated construct. It can confirm that the claimed book was the *Codex Ibnathi*, and if they think to ask, that it was the same one from which a single page had been torn that ultimately found its way to the house in Eber (see *The Book in the Old House*).

The caulborn can tell the PCs that the knights' party consisted of eight knights and one squire (which matches the information they received at the beginning of the adventure), though only five remain alive now. It does not know the names of any of the knights nor their current whereabouts as it has been watching the library lately in anticipation of other visitors (the PCs). It does not know exactly why the knights were seeking the book but that it has to do with the original destruction of the city 1,021 years ago and the potential of a new cataclysm of equal or greater proportions.

In regards to the city's original destruction and its significance in the present age, it will reveal that in the weeks prior to the cataclysm one of the strange portentous creatures known as a mothman had been frequently sighted and that the mothman knew much of what was to come. Being a soul now trapped within the devastation, the mothman might be able to shed light on what actually occurred with its eyewitness account. The caulborn goes on to reveal that the mothman can still be found "at the correct hour for the show" if the PCs wished to plumb its millennium-old secret. The caulborn won't explain this cryptic statement any further, telling the PCs that solving mysteries is good for the psyche.

Once the caulborn has revealed all of the above information, it departs the city via plane shift, its curiosity on the matter sated for the time being.

Ad Hoc XP Award: If the PCs successfully treat with the caulborn and learn of the significance of the mothman, award XP as if they had defeated it in battle.

D. ANCIENT CATACOMBS

The PCs must enter the tribal territory of the giants to reach the ruined Cathedral of the Blessed Tesseract, since its ruin comprises a part of their encampment. The aberrant giants are constantly patrolling the area for food and supplies. They've also heard rumors about the knights and are searching for them, hoping to loot their treasures or possibly hold them for ransom. The GM should make the normal encounter checks for the tribal territory and also run the following encounter before the party can reach the ruined cathedral.

WAR PARTY

Moderate 13

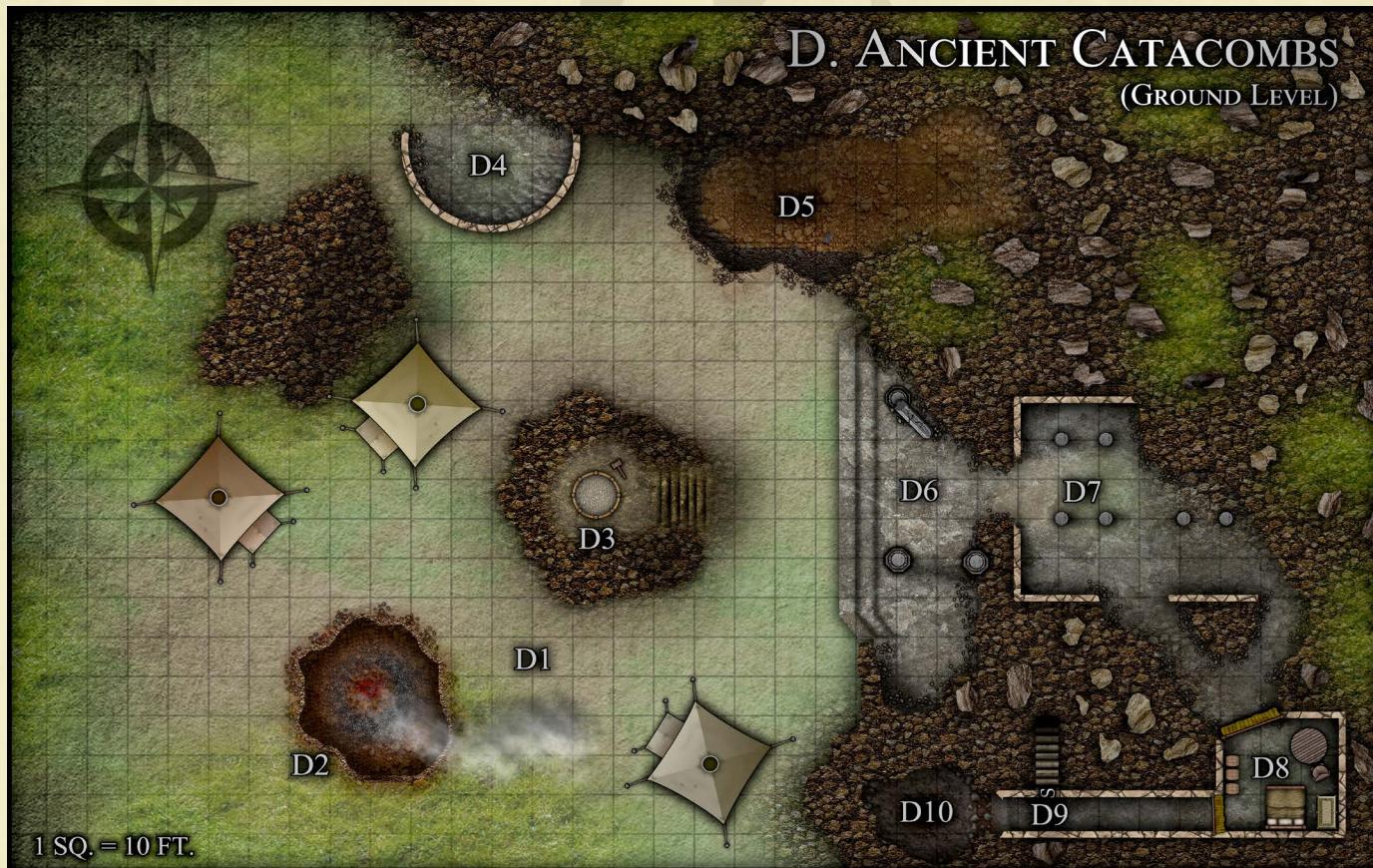
The knights made a surprise raid on a giant encampment at the ruined cathedral and then disappeared into the catacombs beneath before the giants had a chance to regroup and counterattack. The giants did not realize that the knights had gone underground and have been attempting to track them down in the tribal territory to gain their vengeance ever since. To this end the giants have dispatched several war parties to look for them, one of which will be encountered as the PCs make their way to the cathedral.

The giants' war party is led by an **ash giant** and includes **6 aberrant hill giants**, an **ogre boss**, **2 ogre hunters** (each with a **wolf companion**), and **4 ogre stalkers**. An observant party may first catch sight of the ogre stalkers who are scouting ahead (50% chance of either) if they use the Seek exploration action. If this occurs, the scout attempts to engage the PCs from a distance while shouting an alarm that brings the rest of the war party in 1d4 rounds. If the party fails to notice these scouts, then they will encounter the war party as they walk into an ambush it has laid where the scouts and hunters begin peppering them with ranged attacks from behind cover with aberrant giants waiting in hiding beside them for the PCs to charge. The ash giants, ogre boss, and ogre mancatchers hide on the flanks to come in from behind the party and attack with surprise once they are engaged in combat. They attempt to kill stronger characters and capture weaker ones, intending to subject them to torture to reveal the location of the knights.

ASH GIANT

CREATURE 11

See **Tribal Territory Random Encounters: Day** on page 20



ABERRANT GIANT (6)**CREATURE 5**

See Tribal Territory Random Encounters: Day on page 20

OGRE BOSS**CREATURE 7**

Pathfinder Bestiary (Second Edition), **Ogre Boss**
Initiative Perception +12

OGRE MANCATCHER (2)**CREATURE 8**

CE **LARGE** **GIANT** **HUMANOID**

Perception +21, darkvision

Languages Jotun

Skills Cooking Lore +12

Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +1 *ogre hook*, studded leather armor, 3 javelins

AC 24; **Fort** +16, **Ref** +12, **Will** +13

HP 110

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ *ogre hook* +18 (deadly 1d10, reach 10 feet, trip), **Damage** 2d10+10 piercing

Melee ♦ fist +17 agile, reach 10 feet), **Damage** 2d8+10 bludgeoning plus Grab

Ranged ♦ *javelin* +11 (thrown, range increment 30 feet), **Damage** 2d6+9 piercing

Sweeping Hook ↗ **Trigger** The ogre mancatcher successfully Trips a creature using an *ogre hook*. **Effect** The ogre mancatcher makes an *ogre hook* Strike against the creature they tripped.

OGRE HUNTER**CREATURE 9**

CE **LARGE** **GIANT** **HUMANOID**

Perception +21, darkvision

Languages Jotun

Skills Athletics +18, Nature +12, Stealth +16, Survival +18

Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +1 *ogre hook*, studded leather armor, 3 javelins

AC 27; **Fort** +19, **Ref** +14 (evasion), **Will** +16

HP 150

Trackless Step An ogre hunter always gains the benefits of the Cover Tracks action in natural

terrain, without moving at half Speed.

Speed 30 feet

Melee ♦ *ogre hook* +19 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+12 piercing

Ranged ♦ *javelin* +18 (thrown, range increment 30 feet), **Damage** 1d10+11 piercing

Command Animal Companion ♦♦ The ogre hunter orders its wolf animal companion. The wolf companion gains two actions during the ogre hunter's turn.

WOLF ANIMAL COMPANION

N **MEDIUM** **ANIMAL** **MINION**

Perception +15, low-light vision, scent (imprecise, 30 feet)

Skills Acrobatics +17, Athletics +16, Intimidation +13, Stealth +17, Survival +15

Str +3, **Dex** +4, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

AC 25; **Fort** +16, **Ref** +17, **Will** +15

HP 78

Speed 40 feet

Melee ♦ *jaws* +16, **Damage** 2d6+3 piercing plus Knockdown

Knockdown ↗ **Requirements** The animal companion's last action was a successful *jaws* Strike. **Effect** The wolf automatically knocks the target of its *jaws* Strike prone.

Support ♦ **Requirements** The wolf animal companion doesn't take any other actions except Stride actions to move adjacent to the ogre hunter. **Effect** Until the start of its master's next turn, the master's Strikes that damage creatures the wolf threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).

OGRE STALKER**CREATURE 4**

CE **LARGE** **GIANT** **HUMANOID**

Perception +6, darkvision

Languages Jotun

Skills Athletics +14, Intimidation +14, Stealth +14, Survival +13

Str +4, **Dex** +3, **Con** +3, **Int** -1, **Wis** +0, **Cha** -2

Items +1 ogre hook, leather armor, 3 javelins

Surprise Attack On the first round of combat, if an ogre stalker rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to the ogre stalker.

AC 27; **Fort** +19, **Ref** +14 (evasion), **Will** +16

HP 50

Speed 30 feet

Melee ♦ ogre hook +14 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+12 piercing plus sneak attack 1d6

Ranged ♦ javelin +18 (thrown, range increment 30 feet), **Damage** 1d10+11 piercing plus sneak attack 1d6

Brutal Beating ♦ (rogue) **Trigger** The ogre stalker's last action was a Strike that was a critical hit and dealt damage to a target. **Effect** The target is frightened 1.

D1. CATHEDRAL FORECOURT

Moderate 11

Anyone openly approaching the camp here will be spotted by the lookouts at **D4**, who will raise the alarm as described below.

A massive structure of graceful spires, towers, and flying buttresses once stood here, but the destruction of the city has reduced it to little more than a shell of itself. It is a testament to its timeless construction that any of it stands at all, as the main portion of it has collapsed, but part of the grand colonnade entrance remains intact as does a portion of one wing and its attached tower. The rest has been reduced to vast mounds of rubble and debris overgrown with the omnipresent vines, grasses, and saplings that have slowly overtaken the once-mighty city. The grounds surrounding the ruins have been converted into a crude encampment, with rough hide tents fit for giants pitched among the ruins here and there and great piles of broken rubble stacked into defensive walls or fighting platforms. A smudge of smoke rises from a great pit near the edge of the central encampment.

The giant tribes of the tribal territory have encampments scattered throughout that section of the ruins, but the lair of the giant chief is here among the ruins of the cathedral. Most of the local tribesman lair among the surrounding ruins, but a few of the chief's personal guard reside here in the immediate vicinity of his abode. Currently residing here in the ruined cathedral's forecourt are a total of **5 aberrant hill giants** and **7 ogre brutes**. The ogres are divided among the three great hide tents, while the aberrant giants tend to just bed down among the surrounding ruins wherever is convenient. There

are usually many more ogres and giants present, but the rest have been sent out as war parties to locate the knights who raided the camp by surprise a week ago.

The mounds of rubble within this area are 30 feet high and are considered loose scree, requiring a DC 23 Athletics check for anyone attempting to climb them unless otherwise noted.

TREACHEROUS SCREE

HAZARD 3

Pathfinder Gamemastery Guide (Second Edition), Hazards

ABERRANT GIANT (5)

CREATURE 5

See **Tribal Territory Random Encounters: Day** on page 20

OGRE BRUTE (7)

CREATURE 6

CE **LARGE** **GIANT HUMANOID**

Perception +11, darkvision

Languages Jotun

Skills Athletics +17, Intimidation +11

Str +6, **Dex** +0, **Con** +5, **Int** -2, **Wis** +0, **Cha** -2

Items +1 greataxe

AC 21; **Fort** +18, **Ref** +10 **Will** +8

HP 100

Attack of Opportunity ♦

Speed 30 feet

Melee ♦ greataxe +17 (reach 10 feet), **Damage** 2d10+10 slashing

Ogre Rage ♦ (barbarian) **Requirement** The ogre brute isn't fatigued or raging. **Effect** The ogre brute gains 11 temporary hit points, deals 6 extra damage with melee weapons, takes a -1 penalty to AC, and can't use actions with the concentrate trait. Rage lasts for 1 minute, after which the brute loses any remaining temporary hit points and can't rage again for 1 minute.

Tactics: Unless the giants here have been alerted by the watchers at **D4** or the glutton at **D2**, they will be surprised by the PCs, with their weapons laid aside as they go about their daily camp tasks. If an alarm is raised, the giants will grab weapons and gather at the base of **D3**, between it and

D2 to form a defensive front against intruders, while one of the aberrant giants climbs **D3** to beat upon the alarm drum. The ogres and giants are not tacticians and will only hold their defensive position for 1d2 rounds to hurl ranged weapons before they fling themselves into the fray against any opponents they can see. In this way, clever PCs may be able to lure the defenders away from the cathedral entrance and allow an easier infiltration within.

Development: If a fight occurs here and they are not already aware, the inhabitants of **D2** and **D4** become aware after 1 round and will immediately move to join in. If the giants manage to beat the alarm drum at **D3**, it alerts the occupants of the rest of the encampment as follows. These occupants' reactions are detailed in their own areas. After 1 round of the alarm drum, the occupants of **D5** and **D6** are alerted. After 3 rounds the occupant of **D7** is alerted. After 5 rounds the occupants of **D8** are alerted. The giant beating the drum will continue to do so until physically stopped, until the cyclops from **D7** emerges to join the fight, or until 10 rounds have passed, whichever comes first.

Treasure: Scattered among the encampment are the following treasures, though it requires four DC 27 Perception checks and a full hour of searching to discover them all. For every 15 minutes less than 1 hour that is spent in the search remove one of the four treasures.

- 1,700 sp
- A truth potion
- A spell scroll of dinosaur form (heightened to 5th level)
- A wand of darkness (heightened to 4th level)

D2. BURN PIT

TRIVIAL 11

A great smoking pit has been dug in the earth here, its broken sides descending 10 feet or more to a bottom covered in charred rubble, ash, and the scorched remains of creatures — or perhaps meals. A number of metal rods, the broken pieces of a portcullis it appears, are leaning against the sides of the pit or lie in the ash itself.

This burn pit is used by the giant tribe to light great bonfires for entertainment, executions, trash, and cooking. Its sides are crumbly but not overly steep, so only a DC 12 Athletics check is required to climb in or out. Some smoldering coals remain in the center of the pit from the last blaze so that the entire pit is considered to be in concealment, though it is not thick enough to impair breathing. Likewise, the ash layer is thick enough that the coals do not cause any damage. The portcullis rods are used as spits for cooking, and an **ogre glutton** who serves as the encampment's primary

cook is currently in the pit collecting them for later use. He is hungry and not yet aware of what he will have for dinner, so if he sees the PCs he immediately rages and climbs out of the pit to attack. His screams of rage alert the camp as described in **D1**.

OGRE GLUTTON

CREATURE 11

CE **LARGE** **GIANT HUMANOID**

Perception +21, darkvision

Languages Jotun

Skills Athletics +19, Intimidation +16, Survival +13

Str +8, **Dex** +2, **Con** +6, **Int** 0, **Wis** +2, **Cha** -1

Items +1 greataxe, +1 leather armor

AC 28; **Fort** +21, **Ref** +14 **Will** +12

HP 200; **Resistances** physical weapons 10

Attack of Opportunity ↗

Speed 30 feet

Melee ♦ greataxe +17 (reach 10 feet, sweep),

Damage 2d12+10 slashing

Melee ♦ jaws +22 (reach 10 feet), **Damage** 2d8+10 piercing plus Grab and Glutton's Feast

Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.

Glutton's Rush ♦♦ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from Glutton's Feast is increased to 2d4.

Swallow Whole ♦ (attack) Small, 2d4+4 bludgeoning, Rupture 14

D3. ALARM DRUM

This rubble pile is 30 feet tall and is composed of scree as described in area **D1**, except a rough stairway (difficult terrain to creatures size Medium or smaller) has been constructed into its eastern slope and a flattened platform area exists at its peak which provides cover against anyone attacking from below. Atop this platform is a massive drum made from a yak-beast¹¹⁵⁻²³³ hide stretched tight over large wooden tun. A heavy wooden mallet (sized for a Large creature) rests next to this drum. When the drum is beaten, its reverberation echoes over the entire northern portion of the ruined city. It alerts the inhabitants of the camp as described in **D1** above, but it also recalls the patrols currently out scouting among the ruins. If the drum is beaten for at least 5 rounds, a war party identical to that

encountered in **War Party** above will arrive at the cathedral camp 1 hour later, with a second identical war party arrived 1d4 hours after that.

D4. WATCH TOWER

LOW 11

This tower situated at the end of the one of the cathedral's collapsed wings is still standing to a height of 50 feet. Its interior is hollow with a still-sturdy stone stair that wraps around along the wall where a crude wooden platform has been constructed at a height of 45 feet. This gives the ogre occupants improved cover from attackers below due to the 5-foot lip of the platform and cover against anything at their height or above. There are **6 ogre bosses** in total residing in the base of this tower, with two of them always on watch on the platform above. If these watchers spot anyone they shout the alarm as described in **D1**. If an alarm is sounded, the 2 in the tower top hurl javelins at intruders they spot while the 3 below emerge from the tower to attack in melee.

OGRE BOSS

CREATURE 7

Pathfinder Bestiary (Second Edition), Ogre Boss
Initiative Perception +12

Treasure: Stored among the ogre bosses' belongings can be found 120 gp, 46 pp, two pieces of polished coral (100 gp each), a +1 *holy hatchet*, a pair of *eyes of the eagle*, a bottle of *saint's balm*, a *traveler's any-tool*, and a *wand of flaming sphere*.

D5. SLAVE PIT

LOW 11

Here at the crumbling base of one of the structure's wings, a sheer-sided pit has been dug 10 feet down to its very foundations. It appears that the pit is used to hold prisoners or slaves as a number of small dusky humanoids huddle in squalor within. Next to the edge of the pit is crudely constructed wooden ladder.

The giant tribe has managed to capture a number of fetchlings over the years and keep the small shadowy creatures as slaves. There are a total **23 fetchlings** currently in the pit, and all are malnourished and mistreated. Normally they would be out and about the camp serving the giants, but ever since the knights' raid the giants have kept them largely confined to the pit without being fed, unsure if they were somehow complicit in the attack. Three of the creatures have already died of starvation and the rest all have 1d6 points of nonlethal damage and the fatigued condition from their deprivation. In addition, guarding the pit is an **athach** that has been adopted as an honorary member

of the tribe and put in charge of the prisoners. She is none-too-bright and will not notice intruders unless attacked or unless the alarm drum is sounded. If either of these occurs, she leaps into the pit to take cover and fight off anything that gets too close. If that occurs, the fetchlings avoid her but use their *ghost sound* and *ventriloquism* abilities to distract her during any battle with the PCs causing her to incur a -2 penalty to attack and damage rolls.

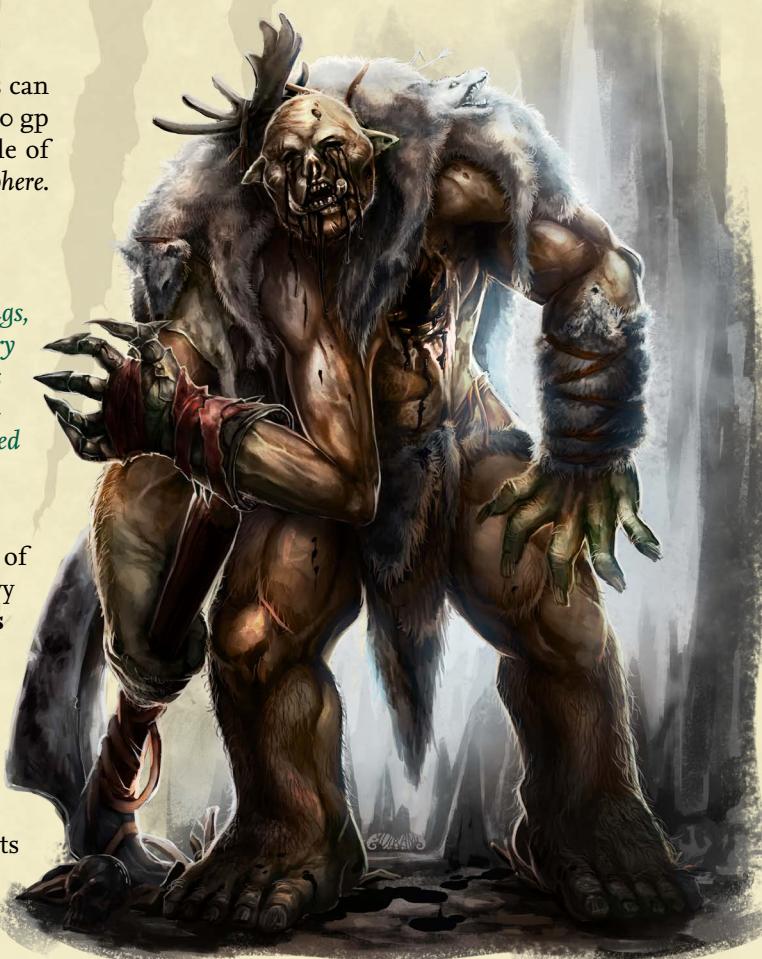
ATHACH

CREATURE 12

Pathfinder Bestiary 2 (Second Edition), Athach
Initiative Perception +22

GEAR

The athach's favorite toy is a crudely enchanted lionskin bag that functions identically to a *wondrous figurine (golden lions)* but weighs 2 Bulk. This rough plush toy lies among the tangle of her sleeping furs. If she hears PCs approaching, she uses the bag in combat, but if she's surprised, she doesn't take the time to dig it out.



FETCHLING SLAVES (23)

See **Tribal Territory Random Encounters: Day**, page 20

Development: If the fetchlings are freed and not treated poorly, they will have a friendly attitude towards the party. They can provide information about the camp and relate that the knights attacked a week ago and disappeared inside the “big temple” but never emerged. They must have escaped, though, because the giants have been looking for them ever since. They are unaware of the existence of the secret door at **D9**. They can provide general information about the city as described under **Tribal Territory Random Encounters: Day** but will not accompany the party under any circumstances. They intend to wait until the next moonset and then use one of the *shadowgates* to return to their home plane.

D6. NARTHEX

Moderate 13

This building looks like it as a temple or church of some sort, though on a massive scale, and its upper structure remains partially intact. Tall and graceful columns still flank a partial trefoil arch leading to the interior. If it had doors, these have long since fallen in ruin. The archway surrounding this entrance is engraved with ancient inscriptions as well as bands of stylized geometric shapes, weathered by the centuries and unrecognizable.

A DC 20 Perception check is required to even make out the carved letters on the archway walls. They are written in High Boros^{LL8-30} and can be translated with a DC 20 check to Decipher Script by anyone who speaks Common. They name this structure as the Cathedral of the Blessed Tesseract^{LL1-4} (see sidebar) and consist of many prayers and blessings upon its priests and worshipers.

Sheltered in a side alcove at the entrance is a powerful guardian creature of the giant tribe. Keravalinx, a **yamarajes psychopomp** (often referred to as “crypt dragons” or “death dragons” due to their draconic form) that was originally drawn to the ruins of Old Curgantium from the Inner Planes due to the high concentration of wayward souls that wandered here. After arriving, it ran afoul of a group of giants and in the course of battle was buried beneath a collapsing wall. When the giants dug it out it was still alive but had sustained a terrible head injury. The giants took the stunned creature to their chief who nursed it back to health, though the damage it sustained to its brain drastically reduced its Intelligence. The giants treat the “dragon” with disdain, teasing it and calling it “Scales.” The nature of the creature’s injury is immediately apparent, as

the left side of its skull and face are caved in with a great deal of scarring. Anyone making a DC 15 Medicine check while observing the creature can tell that it is operating at a much-reduced mental capacity.

“SCALES” (KERAVALINX)

CREATURE 15

UNIQUE **HUGE** **MONITOR** **PSYCHOPOMP**

Perception +26, darkvision, lifesense 60 feet

Languages Jotun (cannot speak)

Skills Athletics +30, Intimidation +28

Str +6, **Dex** +3, **Con** +5, **Int** -3, **Wis** +5, **Cha** +2

Lifesense (divination, divine) A psychopomp senses the vital essence of living and undead creatures within the listed range.

AC 37; **Fort** +27, **Ref** +24, **Will** +27

HP 300; **Immunities** death effects, disease, negative paralyzed, sleep; **Resistances** poison 15;

Weaknesses positive 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32

Attack of Opportunity ↳ Jaws only

Speed 40 feet, fly 180 feet

Melee ♦ jaws +28 (negative, magical, reach 15 feet), **Damage** 3d12+12 piercing plus 3d6 negative

Melee ♦ claw +28 (agile, magical, reach 10 feet), **Damage** 3d12+12 slashing

Melee ♦ tail +26 (magical, reach 20 feet), **Damage** 3d10+10 bludgeoning

Breath Weapon ♦ (arcane, necromancy)

Keravalinx breathes a blast of crypt gas in a 40-foot cone that deals 13d6 negative damage (DC 35 basic Reflex save). On a failure, targets also become drained 2. This ability damages undead as if it were positive energy. Keravalinx can’t use Breath Weapon again for 1d4 rounds.

Spirit Touch Keravalinx’s Strikes affect incorporeal creatures as though etched with a ghost touch property rune and deal 4d6 negative damage to living creatures or 4d6 positive damage to undead.

Traumatic Brain Injury Keravalinx’s Intelligence has been reduced as a result of brain damage, and she has lost her languages and spells. These changes reduce its level by 1.

Tactics: The “dragon” is now little more than a favored pet who serves as a watchdog to the entrance of the chief’s lair. It does not respond to alarms other than to be ready for any intruders. Its brain-damaged mind has little concept of friend or foe, so it attacks anyone smaller than size Large who is not a fetchling. Anything that is Large or larger is assumed to be a giant, and it is accustomed to the fetchlings being underfoot. The beast fights to the death for its “masters.”

Development: If an *alter reality*, *miracle*, *wish*, or similar spell is used on the psychopomp to repair the brain injury it sustained, it instantly regains full awareness of its situation as well as all its languages (including Common, Draconic, and Aklo), but not its skills or magical powers. It is humiliated by the treatment it has received as the giants’ pet and quickly enters the cathedral to attack the chief and his wife in area **D8** where it fights to the death to erase its shame. If it survives this, it thanks the PCs for their aid and quickly leaves the ruins to seek a way back to the Ethereal Plane in order to put its shameful past behind it.

Ad Hoc XP Award: If the PCs restore the psychopomp to its full intellect, award them XP as if they had defeated it in battle.

D7. COLLAPSED NAVE

LOW 11

The main floor of the central nave here is a jumble of fallen masonry. Rows of ornate columns once extended to the east, but those still standing are now cracked and defaced, their decorative carvings and gilt long since erased. Walls that once defined this great chamber have collapsed, leaving it a cavernous, broken hollow beneath a mostly destroyed roof.

This vast chamber serves as the lair of the tribe’s favored guardian, a **blinded great cyclops** that was defeated by Chief Rathagog in battle. The ash giant chief spared the beast after blinding it, and it has since become a loyal bodyguard of the chief and his wife. The cyclops remains in this chamber, attacking anyone who attempts to pass through the chamber without the permission of the chief or his wife, unless the alarm drum at **D3** is sounded. If that occurs, the cyclops will emerge in the next round and assist the tribe against invaders. The giants scream instructions to the cyclops in Giant as to whom to attack and where to find them, so a PC that speaks Giant can attempt to mislead the cyclops in the same way by making a successful DC 25 Deception check to Impersonate a giant each round.

If the rubble is cleared and the floor is swept, it reveals a complex mosaic pattern portraying geometric shapes like those on the door jamb at **D6**. However, most prominent

THE BLESSED TESSERACT

Ancient even before the founding of the Hyperborean Empire, the religion of the Blessed Tesseract held a high place in society and served as a sort of benefactor role for the rest of the Hyperborean pantheon. Associated with spiritual guidance and the search for the Truth of reality, the faith of the Blessed Tesseract was seen as an agent of protection over the humanity of the world, though even then it was little understood. Though enjoying little formal worship in the present age, reverence for the ancient belief is still seen in such forms as the current Cathedral of the Blessed Tesseract in the imperial-capital city of Courghais, where it serves as the seat of the High Church of Foere and a sponsor of worship for the entire Foerdewaith pantheon and is coincidentally the namesake of the very ruin that the PCs are exploring in Curgantium.

among them is a square with four rays extending outward to represent the four lines that extend from each vertex to other vertices in a hypercube, an advanced geometric concept that is likely to be well beyond the understanding of the PCs. Anyone making a DC 36 Arcana check to Recall Information recognizes the two-dimensional representation of the four-dimensional analog of a cube. Anyone making a DC 25 Religion check to Recall Knowledge identifies it as the symbol of the Blessed Tesseract, that ancient religion of Hyperborea that lingers on even to the present day in iconography and antique rituals. If the symbol is identified as either a hypercube or the image of the Blessed Tesseract, the individual will also recognize the two-dimensional renderings of crosses and inverted crosses in the mosaic as being the net polygon derived from unfolding the three-dimensional image of the cubic Tesseract into two-dimensional cross shapes. Any character trained in Religion recognizes these as representations of the ancient-but-still-extant faiths of Thyr and Muir, whose symbols are a cross and an upraised sword (i.e. inverted cross), respectively^{LL1-168,169}. This provides some insight into the primeval connection between the mysterious Blessed Tesseract and two of the most prominent religions of the last four millennia.

BARENOS, GREAT CYCLOPS

CREATURE 12

UNIQUE CE HUGE GIANT HUMANOID

Perception +22, Blindsight (imprecise) 30 feet

Languages Common, Cyclops, Jotun

Skills Athletics +25, Cyclops Lore +18, Survival +22

Str +7, Dex +1, Con +6, Int -2, Wis +4, Cha -1

Items greatclub, hide armor

Blindsight Barenos can target concealed creatures without needing a flat check, and can target hidden creatures with a DC 5 flat check. Barenos treats adjacent undetected creatures as hidden instead.

AC 32; Fort +25, Ref +19, Will +22

HP 235; Immunities visual effects; **Weaknesses** blind

Ferocity ↗

Flash of Brutality ♦ (divination, fortune, occult)

Frequency once per day, and recharges when the great cyclops uses Ferocity; **Trigger** The great cyclops succeeds at an attack roll. **Effect** The attack becomes a critical success.

Speed 40 feet

Melee ♦ greatclub +25 (backswing, reach 15 feet, shove), **Damage** 3d10+13 bludgeoning

Melee ♦ horn +25 (reach 15 feet), **Damage** 2d10+13 piercing

Melee ♦ fist +25 (agile, reach 15 feet), **Damage** 3d4+13 bludgeoning

Ranged ♦ rock +23 (brutal, range increment 120 feet), **Damage** 4d6+7 bludgeoning

Powerful Charge ♦♦ The great cyclops Strides twice and makes a horn Strike. If it moved at least 20 feet away from its starting position, the Strike's damage is increased to 3d10+20.

Throw Rock ♦

D8. CHIEF'S LAIR

Moderate 13

Crumbling passages formed by collapsed chambers braced with huge blocks of stone lead to a chamber separated by a great curtain of crudely sewn hides more than 10 feet wide and 20 feet tall. Visible beyond this ill-made barrier can be seen another large chamber with a great bed made of furs and hide cushions stacked against the far wall as well as a giant-sized table and stone chest and a collection of barrels that appear to bear the trade stamps of the Kingdom of Foere and Aachen Province.

This chamber is occupied by the leader of the entire tribal territory of ruined Curgantium **Chief Rathagog**, a powerful ash giant, and his hideous bride **Turgantella**, a brutal ogress. They reside in this chamber where members of their tribe bring the best pickings

of treasures and captives to devour. They have not emerged in several days as they fear that the knights who disappeared somewhere in the cathedral ruins will return to steal their treasures. If the alarm drum at **D3** sounded for at least 5 rounds, they are ready and waiting for intruders to enter. Likewise, a loud battle with the cyclops in **D7** will alert them. Otherwise, they are in here playing a game of marbles with a number of humanoid skulls they have collected.

CHIEF RATHAGOG, ASH GIANT

CREATURE 13

UNIQUE **CHAOTIC EVIL** **LARGE** **GIANT**

Perception +18, low-light vision

Languages Common, Giant

Str +9, Dex +4, Con +6, Int +2, Wis +2, Cha +2

Items +1 striking greataxe, sack with 5 rocks, potion of greater fire resistance

AC 36; Fort +28, Ref +22, Will +19

HP 280; Immunities disease, poison

Attack of Opportunity ↗

Catch Rock ↗

Speed 30 feet

Melee ♦ greataxe +28 (magical, sweep, reach 10 feet), **Damage** 3d12+13 slashing plus ash leprosy

Melee ♦ fist +27 (agile, reach 10 feet), **Damage** 3d8+12 bludgeoning plus ash leprosy

Ranged ♦ rock +27 (brutal, range increment 120 feet), **Damage** 3d10+12 bludgeoning plus ash leprosy

Throw Rock ♦

Power Attack ♦♦ Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal two extra dice of weapon damage.

Swipe ♦♦ Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty. If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

Ash Leprosy (disease) Ash giants are carriers for this contagious form of leprosy. Any creature hit by an ash giant's weapons is exposed to the

affliction. If you have ash leprosy, you can't remove the sickened condition. Damage taken from scarlet leprosy can't be healed until the disease is cured. **Saving Throw** DC 19 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and 2d6 bludgeoning damage (1 day); **Stage 2** 2d6 bludgeoning damage, and whenever you gain the wounded condition, increase the condition value by 1 (1 day); **Stage 3** sickened 2 and 4d6 bludgeoning damage, and can't heal any Hit Point damage (1 day)

TURGANTELLA, OGRE

CREATURE 13

UNIQUE CE LARGE GIANT HUMANOID

Perception +22, darkvision

Languages Common, Jotun

Skills Athletics +15, Intimidation +16, Stealth +11

Str +6, **Dex** +0, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items +1 *striking maul*, *ring of acid resistance (greater)*

Battle Sense (divination) **Trigger** Turgantella is about to roll Perception for Initiative. Effect Turgantella rolls Perception twice and uses the higher roll for initiative.

AC 33; **Fort** +23, **Ref** +19, **Will** +25

HP 240; **Immunities** fear; **Resistances** acid 10, physical 10 (except adamantine)

Speed 25feet

Melee ♦ maul +27 (shove, reach 10 feet), **Damage** 3d12+14 bludgeoning

Divine Spontaneous Spells DC 22, attack +21; **7th** (3 slots) *eclipse burst*; **6th** (4 slots) *righteous might*, *vampiric exsanguination*; **5th** (4 slots) *abyssal plague*, *summon fiend*; **4th** (4 slots) *air walk*, *freedom of movement*; **3rd** (4 slots) *heroism*, *vampiric touch*; **2nd** (4 slots) *augury*, *resist energy*; **1st** (4 slots) *bane*, *harm*; **Cantrips** *chill touch*, *shield*
Divine Innate Spells DC 22, attack +21; **1st** *glutton's jaw* (x3)

Battle Cry ♦ (auditory, emotion) Turgantella unleashes a ferocious battle cry. All giants within 120 feet gain a +2 status bonus to melee attacks and damage for 6 rounds.

Treasure: The barrels contain only foodstuffs and drink looted from river barges that have had the misfortune to fall into the hands of giants hunting along the Great Amrin River. The stone chest is not locked but requires a DC 20 Strength check to lift the lid. Within it are stored a number of mangy furs and extra bedding as well as treasures taken from those barges including 238 sp, 48 gp, 2 pp, a *greater demon mask*, a pair of *gloves of storing*, an *invisible net*, a *phylactery of faithfulness*, *oil of keen edges*, and an *explorer's yurt*.

D9. CATACOMBS ENTRANCE

The smell of rot and filth from area **D10** is noticeable here.

Along the north wall of the corridor here is a well-hidden secret door requiring a DC 25 Perception check to find that has never been discovered by the giants. If Malcolm is with the party, his scent ability can lead the PCs to its vicinity as he follows the faint smell of the knights, giving them advantage on checks to locate the secret door. Beyond the door is a set of recently cleared stone stairs leading to the catacombs beneath the cathedral.

By the clearing of the stairs, it's obvious that the knights have been here recently, though the party will have to do some searching to learn more about what happened to them. Malcolm is unfamiliar with this particular location but will say that he can still smell some of the knights, indicating that they were here only a few days ago. He also smells what he describes as the scent of death as coming from below, though it is not apparent to the PCs beyond the odor wafting from **D10**.

D10. MIDDEN PIT

LOW 11

The corridor ends abruptly here at a drop off where the base of collapsed tower forms a rough pit at least 20 feet deep, though it is difficult to tell because its bottom is full of debris, garbage, and the rotten remains of past meals. The smell is horrendous. In the center of the pit stands an 8-foot pitcher plant that appears to be thriving rooted in the filth as it is.

Chief Rathagog and his mate use this pit as a personal midden and privy. Growing in the midst of are a pair of **dezullons**. These plants are normally content to exist on the ordure of the giants, however, the approach of any creatures smaller than size Large attracts their attention and causes them to attack. The walls of the pit are crumbling and rough and can be climbed with a DC 15 Athletics check, so the dezullons will try to climb out to pursue suitable prey but will not wander more than 20 feet down the corridor before returning to their familiar habitat in the pit.

DEZULLON**CREATURE 10**

Pathfinder Bestiary (Second Edition), Dezullon
Initiative Stealth +21 (+24 amid the midden heap)

D11. ANTECHAMBER**TRIVIAL 11**

Stairs descend into the center of a circular room where an overturned brazier spills cold ashes on the floor. Passageways lead out to the east and west, and a statue stands in an alcove at each of the ordinal directions. The statues depict angelic beings in poses of peaceful contemplation or rest. The floor of the chamber tells another tale, however, as it is smeared with bloodstains and scattered with the broken bodies of several formerly undead creatures.

This chamber was once guarded by a pack of ghaunts who attacked the knights upon their arrival. The battle was bloody but successful. In addition, a living wall occupied the hidden northern passage. Its destruction led to the additional clutter of dismembered corpse parts, though they cannot be differentiated from the remains of the other creatures in the room. Currently another advanced living wall called a zoetic wall covers the northern passage where it is disguised by a permanent illusion to appear as the surrounding walls. This living wall will not attack anyone that approaches unless discovered and attacked first.

ZOETIC WALL**CREATURE 10**

UNCOMMON N **LARGE** **CONSTRUCT**

Perception +22, darkvision

Skills Athletics +18

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

Illusory Appearance The zoetic wall is permanently disguised to blend in with its surroundings. Treat this as a illusory object spell heightened to 5th level (DC 24).

AC 18; **Fort** +18, **Ref** +12, **Will** +14

HP 200, fast healing 3; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** acid 5, bludgeoning 5 (except adamantine), cold 5, fire 5, piercing 5 (except adamantine)

Speed 10 feet

Melee ♦ fists +18 (agile, reach 5 feet), **Damage** 2d6+4 plus grab

Crushing Push ♦ (attack, move) Requirements A creature is adjacent to the living wall and adjacent to a solid barrier (such as a dungeon wall or another zoetic wall). Effect The zoetic wall crushes the creature against the wall. The creature takes 2d6+6 bludgeoning damage and is grabbed.

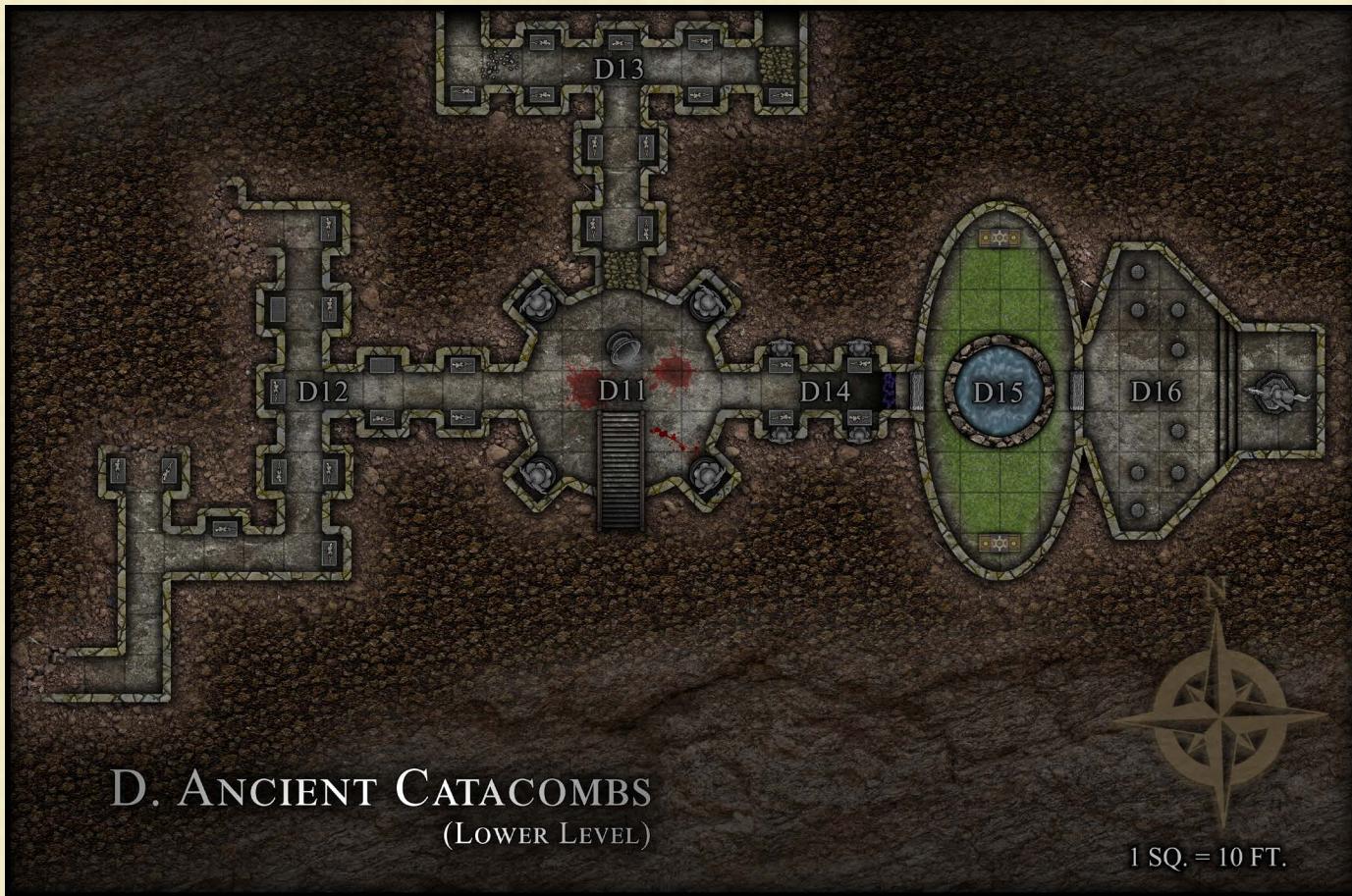
Development: An examination of the floor using the Search action clearly shows the footprints of the knights among the jumble of the obvious combat, and it appears that some of the blood spatters are theirs though there are no signs that any of the knights fell in the battle. Likewise, there is no trail to show where they exited by either the east or west corridors — the prints are simply too jumbled up and don't extend beyond the room in either of those directions. In fact, the knights traveled north after defeating the living wall that was there, but their trail is covered by the placement of the new living wall. If this second living wall is destroyed, then the knights' trail can be found heading beyond (see D13).

D12. WESTERN CATACOMBS

The corridor to the west leads through several mausolea with niches that hold the remains of ancient Hyperboreans. Each of the niches on the map contains three individual slabs arranged atop each other like a bookshelf, with a corpse laid on each. Most of these contain only dust and bone fragments, though a few are mysteriously empty. Copper nameplates that once graced these niches have now corroded to illegibility. Each of the branching corridors ends at a collapse from the ancient catastrophe that struck the city.

D13. NORTHERN CATACOMBS TRIVIAL 11

This passage is similar to D12, except the trail of the knights can be spotted with a Search action and followed with a DC 25 Perception or Survival check. Exploration of the catacombs is made more difficult by a series of living walls that were placed here by the Underguild to protect access to the sewers. These walls have successfully crushed a number of wanderers over the years, and their bodies were added to the walls themselves. After rounding the first corner to the west the knights destroyed a second living wall they encountered. Since then another **zoetic wall** (identical to the one at area D11) has taken up position to the east and will follow and attack the PCs if they pass by. Successfully following the knights' trail will guide the PCs to the sewers at area E.



D. ANCIENT CATACOMBS (LOWER LEVEL)

ZOETIC WALL

See area **D11**

Initiative Perception +22

CREATURE 10

D14. EASTERN CATACOMBS LOW 13

A catacomb hall extends eastward here, lined by burial niches stacked three high along the walls. The ceiling is higher here, fully 20 feet, and above each of these stacks of niches is an alcove with an angelic statue matching those in the antechamber. The hallway ends abruptly 45 feet away at a wall of pure blackness. Whether it is supernatural darkness or merely a wall of some impossibly black material is unclear from your vantage point.

This hallway's burial niches are identical to those in **D12**. The "black wall" at the far end is a permanent magical darkness effect (cast as a 4th-level spell) that is only a few inches thick but completely obscures the doorway at the end of the hall. The angel statues are **4 tesseract guardians** dedicated to the faith of The Blessed Tesseract. They remain inanimate unless they are attacked or someone attempts to pass beyond the dark barrier. If that occurs, they immediately leap down to destroy the intruders. They

do not pursue beyond this hallway and will return to their alcoves if their quarry escapes. From their alcoves they have total cover and total concealment from anyone in area **D12**.

Beyond the wall of darkness, a locked round stone door emblazoned with the sign of the Blessed Tesseract protects the chamber beyond. Should the PCs successfully open the door, it will silently roll aside, revealing the room beyond.

Locked Stone Door: 6 in. thick; hardness 14; hp 56 (BT 28); DC 32 Thievery check to Pick the Lock

TESSERACT GUARDIANS (4)

CREATURE 10

UNCOMMON N **CONSTRUCT** EARTH MINDLESS

Perception +18, darkvision

Skills Athletics +19

Str +7, **Dex** +0, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Items +1 striking spear

AC 28 (24 when broken), construct armor; **Fort** +19,

Ref +12, **Will** +12

HP 150, **hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistance** magic 10

Construct Armor Like normal objects, a tesseract guardian has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a tesseract guardian is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 24.

Speed 30 feet

Melee ♦ spear +23 (magical), **Damage** 2d8+8 slashing plus bleed 2

Melee ♦ stone fist +21 (magical), **Damage** 2d12+8 bludgeoning

Arcane Innate Spells 3rd *haste* (self only) (x3)

D15. ETERNAL GUARDIAN LOW 12

Beyond the great door lies a large oval-shaped room. Its central portion is dominated by a pool of water that perfectly reflects the room in its still surface. An ancient votive altar stands at either end of the chamber, and directly across from the entrance is an elaborately carved door showing images of an honor guard of Hyperborean knights standing in solemn ranks. Before this doorway stands a man. He is human and extremely old, with a short white beard and weary gray eyes. He is clad in richly embroidered robes of white and holds a gnarled staff in one hand.

The altars at either end of this chamber show images of the Blessed Tesseract and have no special properties. The pool is 3 feet deep with still water and likewise hides nothing of interest, though its floor is covered in slime and requires a DC 20 Acrobatics check to avoid slipping. The chamber's primary feature is the old man standing before the opposite door. He initially speaks in High Boros^{LL8-30} upon their entry. If no one speaks the language, he repeats himself several times. If he is addressed in Common, Infernal, or Celestial, he smiles and speak in that language.

"I am the guardian of this honored tomb, and I have sworn an oath to allow no one who is not worthy to pass. To prove your worth, you must answer my riddles. Or, if you choose the way of dishonor, I will face you in battle, but I warn you that I have survived to become so old for a reason."

The man does not tell the PCs his name and says nothing other than to repeat his request that they answer his riddles. If the party chooses to do so, he asks as follows. If the PCs don't seem interested, he asks his first riddle anyway in hopes of piquing their interest that there is more here than it seems.

Q: *Why would a people reviled in life receive honor in death?*

A: This can be a pretty freeform answer, but something along the lines of there was more to the story than had been known or they had done something worthy of honor in life that was not known until after their death, etc.

Q: *When is a tomb in use but empty?*

A: When it is a cenotaph/memorial.

Q: *Who knows the true reason for a death when there are no survivors?*

A: The dead (or possibly the gods for the more religious PCs).

If the PCs can answer 2 of the 3 riddles, they will be allowed to pass into D16, and will receive XP as if they had defeated the old man in combat. Should they wish to fight, the old man will transform into his true form, that of a **royal naga**, one of a long line of nagas tasked with guarding the tomb since its construction over 2,000 years ago. His predecessors survived the fall of the city by being here in the catacombs, and their descendants have continued to serve faithfully, a new one arriving every few hundred years to take up the watch of the prior one.

In addition to the naga, there are 2 **traps** in this chamber, as indicated on the map, that are held in abeyance as long as the encounter remains peaceful. However, if the naga is attacked or determines that combat will be necessary, he reactivates the trap with a mental command as a free action in hopes that the PCs will spring them in their aggression. He is aware of the traps' locations and will not enter their areas of effect.

ROYAL NAGA

CREATURE 12

UNIQUE LN LARGE ABERRATION

Perception +27, darkvision, see invisibility

Languages Aklo, Celestial, Common

Skills Acrobatics +22, deception +18, Diplomacy +21, Tesseract Lore +22, Stealth +20

Str +6, Dex +3, Con +5, Int +4, Wis +6, Cha +4

AC 32; Fort +19, Ref +19, Will +24

HP 215, regeneration 5 (suppressed by acid);

Resistances physical 10 (except chaotic)

Dual Gaze (arcane, aura, necromancy, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 29 Fortitude save. If the creature fails, it becomes dazzled for 1 minute. The royal naga can activate or deactivate this aura by using a single action which has the concentrate trait.

Speed 25 feet

Melee ♦ fangs +24 (agile, finesse), **Damage** 3d8+12 piercing plus persistent bleed 1d6

Fanged Flurry ♦♦♦ The royal naga makes five fangs Strikes (one with each head).

Arcane Spontaneous Spells DC 29, attack +21; **6th** (2 slots) dominate; **5th** (3 slots) cloak of colors, prying eye; **4th** (4 slots) blink, suggestion; **3rd** (4 slots) enthrall, paralyze; **2nd** (4 slots) dispel magic, invisibility; **1st** (4 slots) charm, mage armor; **Cantrips** (6th) dancing lights, detect magic, mage hand, shield, sigil

Arcane Innate Spells Constant see invisibility

Focus Gaze ♦ (arcane, concentrate, incapacitation, necromancy, visual) The royal naga fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the royal naga's dual gaze. If the creature was already dazzled by dual gaze before attempting its save, a failed save causes it to be blinded permanently. After attempting its save, the creature is then temporarily immune until the start of the royal naga's next turn.



Rend ♦ Requirements The royal naga has hit a creature with 3 fangs Strikes in the current turn.

Effect The royal naga rends the target, tearing flash. The target takes 3d8+12 slashing damage and bleed 1d6.

Traps: Sections of the ceiling suspended by heavy chains are rigged to smash down and crush anyone unfortunate enough to walk underneath. A cunning counterweight mechanism allows these traps to automatically reset themselves.

CRUSHING CEILING TRAPS (2)

HAZARD 12

MECHANICAL TRAP

Stealth DC 34 (trained)

Description Sections of the ceiling suspended by heavy chains are rigged to smash down and crush anyone unfortunate enough to walk underneath. A cunning counterweight mechanism allows these traps to automatically reset themselves.

Disable Thievery (expert) DC 36 to deactivate the triggering panel in the floor; once the trap is sprung, Survival (expert) or Thievery (expert) DC 30 to jam the reset mechanism, preventing the traps from resetting.

AC 32; Fort +24

Block Hardness 12; HP 56 (BT 28); **Chain** (x4) Hardness 9, HP 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Crush ♦ (attack); **Trigger** A creature moves underneath the ceiling trap.

Effect All creatures in the trap's area take 10d6 bludgeoning damage (DC 26 basic Reflex save). Creatures failing the save are knocked prone.

Reset Chains retract the blocks into their positions at the end of the turn.

D16. OGEDAN'S "TOMB"

Beyond the pool chamber is a trapezohedral room with a double row of columns framing the entrance to a wide alcove dais on the far side. Within the alcove stands a life-size statue of a horse and rider. The rider wears the antique garb of a Hun warrior of thousands of years ago,

and sits astride his galloping horse in a position of shouting to someone ahead of him, with one hand to mouth, while pointing at something behind him with the other arm. Such a life-like and clearly expensively rendered statue seems odd in this place and with a subject matter of the people who were the mortal enemies of Hyperborea for so many centuries.

Beyond the naga's chamber it is apparent that this is truly a cenotaph rather than a tomb. The monument in the back alcove clearly depicts an equestrian Hundaei warrior. An inscription at the statue's base in High Boros says:

Their noble sacrifice did what warning give?

In Memoriam: Great Khan Ogedan and the Hundaei Civil War.

681 I.R.–683 I.R.

Though the public was never informed of its existence, this memorial is indicative of the fact that certain high-ranking priests, wizards, and other advisors looking into the causes and effects of the great Hun civil war were unable to discover anything for certain but had a strong suspicion and cryptic divinatory hints that the war of annihilation that the Hundaei perpetrated on themselves actually served to prevent some far worse fate from befalling the world. The Hyperborean Imperator was informed of this, but rather than sacrifice the flush of victory sweeping the empire, he authorized this secret memorial to be built and the matter to be largely hushed up since no more definitive information could be found. This is, no doubt, an interesting historical revelation for the PCs but bears no seeming pertinence to their current mission... though they will likely discover differently by the end of the adventure.

E. THE SEWERS

Anyone traveling through the sewers will find these finely constructed brick tunnels are still mostly intact, except for areas under the blast zone where many have collapsed. Some of the tunnels are dry, but some still carry water that has drained from the swamp district out to the river. There are also sporadically areas showing signs of habitation by creatures, both bestial and civilized. Unless otherwise noted, the night creatures of the city do not enter these tunnels. Those tunnels that lead to areas used by the Underguild have traps as well as gaurdian deathtrap oozes, a favorite of the Underguild. Tracking the knights through these tunnels from the catacombs (see area D13) will eventually lead the PCs to the dungeon levels below the destroyed Tower of Oerson (area G).

The sewers are treated in a somewhat abstract manner; given their vast and sprawling nature a full map isn't provided, and GMs should simply roll for encounters and use the accompanying sectional maps to play out any combats or other interactions.

Water: Pools and streams of water in the sewers range from 1–3 feet deep. Characters wading in this water are treated as clumsy 1 and take an additional -2 penalty on Acrobatics checks unless they have *freedom of movement*.

Pit: Pits range from 10–60 feet deep. Streams sometimes empty into these pits, and in such cases there is 1–6 feet of water at the bottom of the pits.

Rubble: Areas of rubble are difficult terrain and provide cover.

The trip takes 2d4 hours, with a 2 in 6 chance of an encounter every hour, or the GM may roll as many encounters as seems appropriate for the journey. When an encounter occurs, use one of the sewer section maps provided to stage it.

TABLE 2-1: CURGANTUM SEWERS RANDOM ENCOUNTERS

d%	Encounter	Source
01–09	1d4 gelatinous cubes	<i>Pathfinder Bestiary (Second Edition)</i>
10–18	1d3 grey oozes	<i>Pathfinder Bestiary 2 (Second Edition)</i>
19–27	1d4+1 slime molds	<i>Pathfinder Bestiary 2 (Second Edition)</i>
28–36	1d4 blood oozes	see below
37–45	1 tendriculous	<i>Pathfinder Bestiary 2 (Second Edition)</i>
46–54	1 giant slug	<i>Pathfinder Bestiary 2 (Second Edition)</i>
55–63	1d3 black pudding	<i>Pathfinder Bestiary (Second Edition)</i>
64–72	1d3 advanced gibbering mouthers	see below
73–81	Zoetic wall	see Area D11
82–87	1 nyogtoh qlippoth	<i>Pathfinder Bestiary 2 (Second Edition)</i>

88–91	Wemmuth	<i>Pathfinder Bestiary (Second Edition)</i>
92–95	Underguild Patrol	see below
96–00	Underguild Trap	see below

Advanced Gibbering Mouther: The gibbering mouthers of the Curgantium sewers have been an isolated breeding population for many centuries and have grown more powerful and dangerous than the ordinary members of their species.

ADVANCED GIBBERING MOUTHER

CREATURE 8

See Area F5, page 61

Underguild Patrol: These groups of vampires patrol the sewer tunnels for the Underguild to ensure their lairs are secure from intruders. When they become aware of intruders they prefer to attack from ambush relying on their undead nature to hide beneath water, near traps, and other obstacles to leap out when unexpected. These patrols

consist of a **vampire mastermind** leading **1d4+2** **vampire spawn rogues**.

VAMPIRE MASTERMIND

CREATURE 9

Pathfinder Bestiary (Second Edition), Vampire Mastermind

Initiative Perception +20

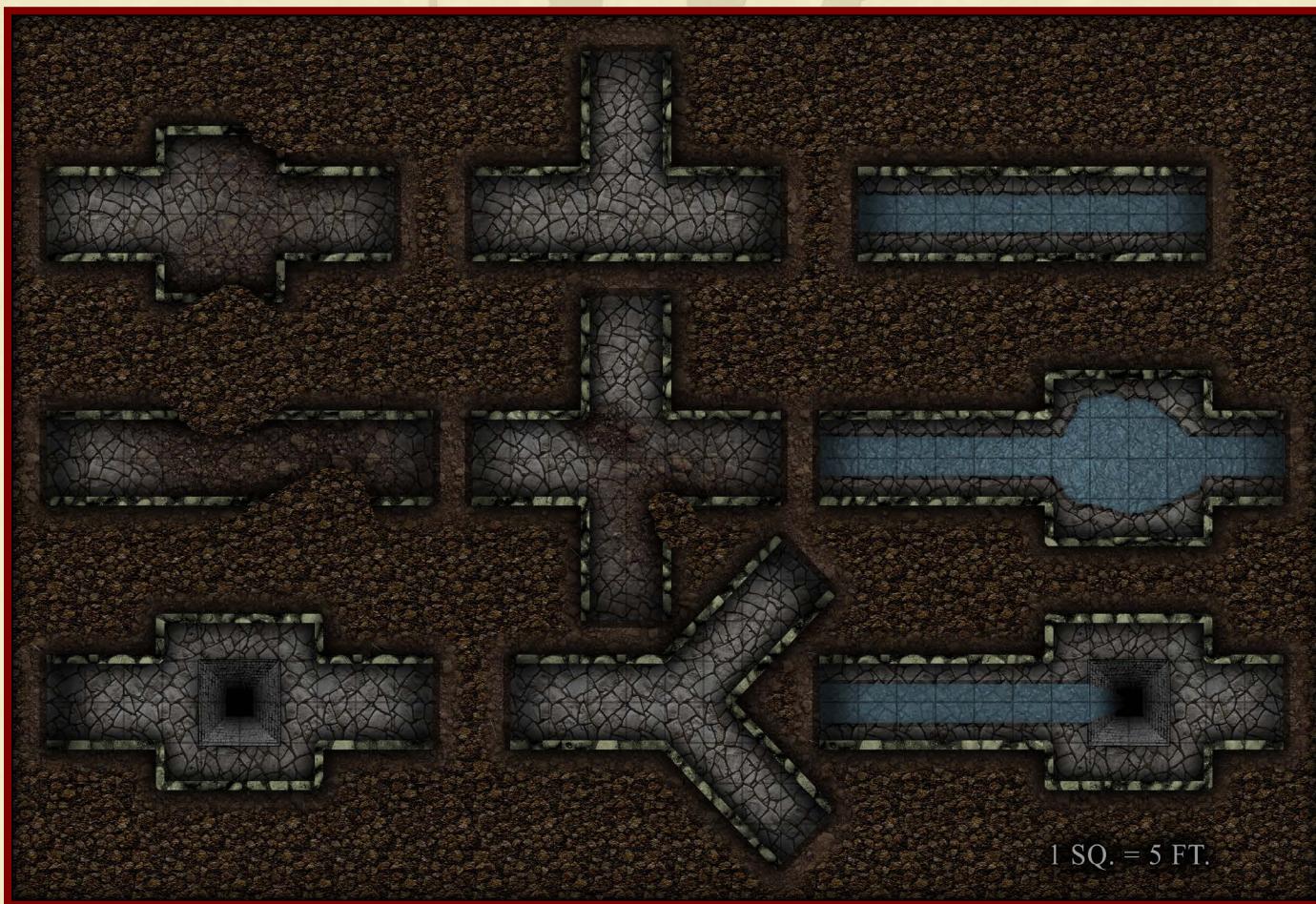
VAMPIRE SPAWN ROGUE

CREATURE 5

(Pathfinder Bestiary (Second Edition), Vampire Spawn Rogue)

Initiative Perception +12

Underguild Trap: The Underguild has laid traps in areas that they think are too close to their secret tunnels. When encountered, roll a d100 and refer to the sample traps listed in Chapter 10: Game Mastering in the *Pathfinder Core Rulebook (Second Edition)*.



d%	Trap	Level
01-20	Drowning Pit	3
21-40	Scythe Blades	4
41-50	Fireball Rune	5
51-60	Wheel of Misery	6
61-70	Yellow Mold	8
71-80	Poisoned Dart Gallery	8
81-85	Hammer of Forbiddance	11
86-90	Flensing Blades	12
91-95	Darkside Mirror	16
96-00	Vorpal Executioner	19

F. RUINED THEATER

Built at the very edge of the initial blast zone, most of this ancient structure was flattened and the rest left in scorched ruin (treat rubble piles as scree). All that remains are the stage area and one partial wall that still holds a few viewing boxes. There is not much left of the place since all of the wooden adornments (seats, props, stage floor, etc.) were burned in the fire and disintegrated by a thousand years of exposure.

F1. EXTERIOR WALL

This single standing wall is all that remains of a theater's once-grand structure. Its outer portion faced the center of the city, eerily you can see the scorched silhouettes of men and women long dead seared into its base where they fell in their throes of agony.

Anyone making a DC 18 Perception check notices another silhouette on the exterior wall, this one located about 20 feet above the ground. It appears to be a humanoid figure, at least a head taller than a normal human, with the suggestion of moth-like wings extending from its shoulders. These are the remains of the mothman that came to herald Curgantium's doom but was itself caught up in the destruction. Now a dread wraith, the mothman manifests each night at the time of the opera's last performance as cryptically described by the cauldron at area C7. See **Event 4** for details of this manifestation.

F2. INTERIOR WALL

LOW 13

The inner portion of the wall still contains some of the old viewing boxes, but these look unstable and there is no obvious means of reaching them from the ground. Some of the wall's old decorations can still be seen — carved flourishes and the masks of comedy and tragedy giving confirmation to the building's original purpose.

UNSTABLE BOXES

HAZARD 10

Stealth 30 (trained)

Description The stairs up to the boxes fell along with the rest of the theater, but a DC 25 Athletics check allows PCs to clamber up the wall and inspect the boxes. This hazard cannot be disabled.

AC 25, Fort +22, Ref +12

Box Tower Hardness 5; Boxes HP 100 (BT 50), Immunities critical hits, object immunities, precision damage

Deadly Fall ; **Trigger** A creature tries to place their weight on the boxes and fails a DC 28 Acrobatics check to keep their balance. **Effect** The creature falls, bouncing off boxes on their way down, taking $3d12$ bludgeoning damage. The falling creature also must attempt a DC 28 basic Reflex save.

Critical Success no additional effect

Success A few boxes fall on the creature, dealing $2d6$ bludgeoning damage to the falling creature and all other creatures within 10 feet and making the floor difficult terrain. The falling creature falls prone.

Failure As success, but creatures within 10 feet take $4d6$ bludgeoning damage and are clumsy 1 for 1 round.

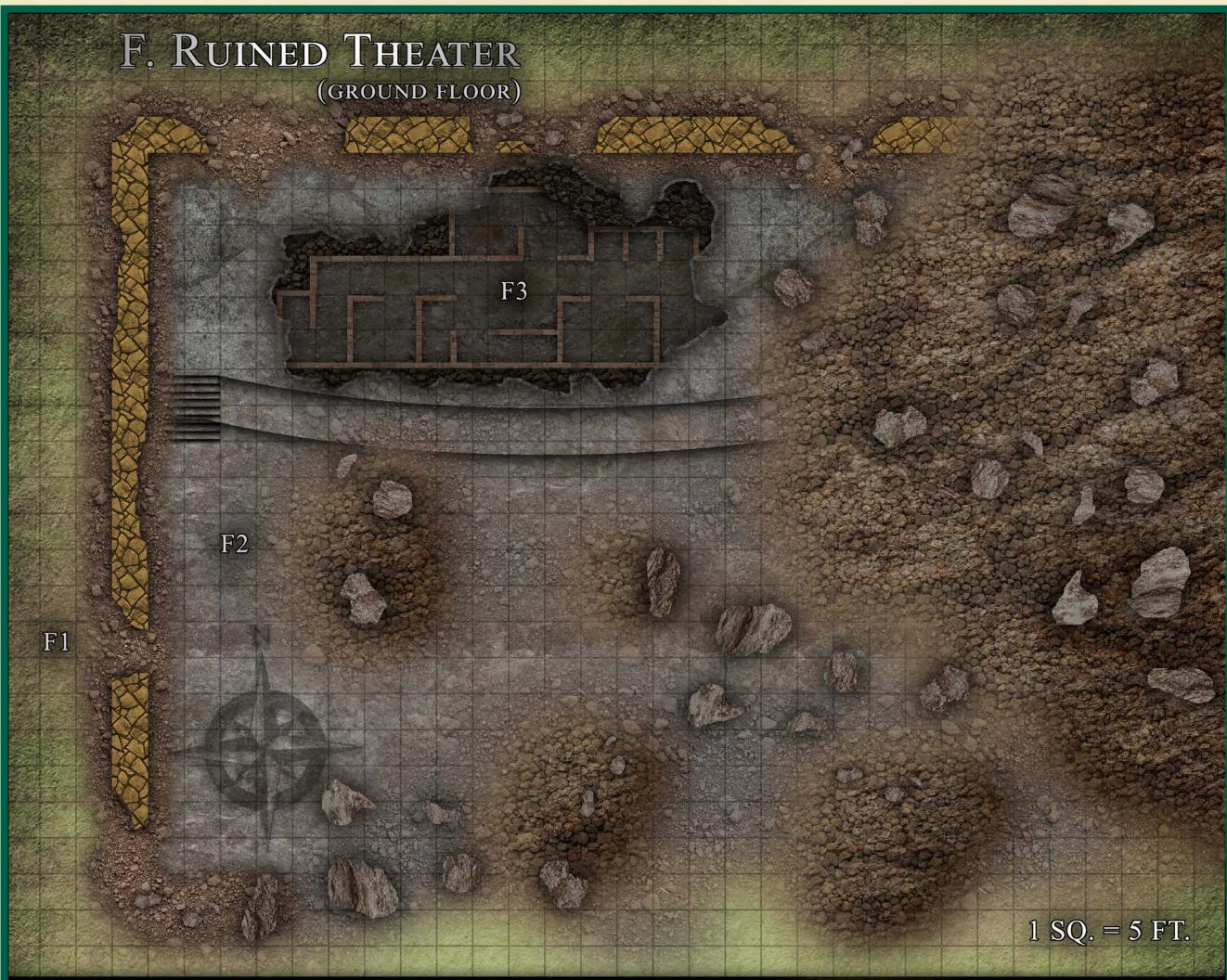
Critical Failure As failure, but creatures within 10 feet take $6d6$ bludgeoning damage and are immobilized under fallen boxes.

Anyone on the ground making a DC 25 Perception check sees some indistinct, sinuous movement among the viewing boxes above. This is Cellichos (see below), lurking in the shadows and observing the party. If observed he immediately vanishes, disincorporating and disappearing into the cracks and crevices of the wall. A search of the wall and boxes will reveal nothing.

THE WORM THAT WALKS

Unknown to the PCs, some elements of the theater's old inhabitants linger on. Lord Cellichos was a Hyperborean nobleman with a fondness for the theater and was the director of the opera's final performance. Obsessed with the bizarre opera *The King in Yellow*, Cellichos bankrupted himself and several partners in his quest to see it performed. Broke but triumphant, Cellichos watched the performance from his private box, and went mad along with the rest of

F. RUINED THEATER (GROUND FLOOR)



the audience at the arrival of an avatar of Hastur. Moments later, before the horrific avatar could spread its madness to the rest of the city and from there the entire world, the Tower of Oerson exploded, shattering the theater and trapping Cellichos in the rubble, where he lingered in agony for hours until the raging fires reached him. Cellichos did not fully die that night, and his tormented psyche was reborn as the worm that walks which still haunts the old opera house.

LORD CELLICHOS

CREATURE 14

UNIQUE NE ABERRATION HUMANOID SWARM

Perception +19, blindsense 60 feet, no vision

Languages Abyssal, Common, Elven, High Boros, Protean

Skills Arcana +24, Deception +30, Intimidation +22, Occultism +27, Society +22

Str -1, Dex +4, Con +5, Int +4, Wis +2, Cha +5

Blindsight (precise) Lord Cellichos can see as if he had all around vision to a range of 60 feet. (Note that this means he is immune to flanking.)

AC 24; **Fort** +18, **Ref** +19, **Will** +25, +1 status bonus versus magic

HP 180, fast healing 14; **Immunities** critical hits, disease, paralyzed, poison, precision, sleep, visual effects; **Resistances** physical 15; **Weaknesses** area damage 3, splash damage 3

Discorporate ♦ Lord Cellichos can collapse into a shapeless swarm of worms. He drops all held, worn, and carried items, and functions as a Medium swarm with a reach of 0 feet. While discorporated, Lord Cellichos loses all of his defensive abilities and spells, and gains the following actions:

Swarming Bites ♦ Each enemy in the swarm's space takes 3d6 piercing damage (DC 24 basic Reflex save). If a creature fails the save it is sickened 1 (sickened 2 on a critical failure).

Reform ♦ Lord Cellichos resumes his humanoid form, including equipping any gear within 5 feet.

Swarm Mind

Speed 25 feet

Melee ♦ fist +24 (agile, finesse), **Damage** 1d6+1 bludgeoning plus grab

Occult Spontaneous Spells DC 28, attack +17; **7th** (3 slots) heightened paralyze, energy aegis, warp mind;

6th (4 slots) feblemind, vampiric exsanguination, heightened vampiric touch; **5th** (4 slots) black tentacles, cloak of colors, crushing despair, heightened vampiric touch; **4th** (4 slots) confusion, dimensional anchor, fly, heightened vampiric touch; **3rd** (4 slots) levitate, paralyze, slow, vampiric touch; **2nd** (4 slots) blur, false life, spectral hand, touch of idiocy; **1st** (4 slots) grim tendrils, mage armor, ray of enfeeblement, spider sting; **Cantrips** (6th) daze, mage hand, read aura, shield, telekinetic projectile

Sorcerer Powers 2 Spell Points, DC 28, attack

+17; **6th** aberrant whisper (1), tentacular limbs (1), unusual anatomy (1)

Squirming Embrace **Trigger** Lord Cellichos

grapples a creature. **Effect** A swarm of worms swarms onto the creature. The creature automatically takes 3d6 piercing damage (DC 28 basic Reflex save). If the save is failed, the creature is sickened 1 (sickened 2 on a critical failure).



Tactics: Enraged and hopelessly mad, the remains of Lord Cellichos will attack the adventurers while they are exploring the basement, hoping to catch them as they deal with the gibbering mouthers at F5 and F6. Though mad, Cellichos is also cunning, allowing the mouthers to distract the party while casting spells, disorporating to inflict damage, then reforming to cast more spells. All the while he babbles in a warbling mixture of languages, including Common and High Boros, shouting theatrical sounding comments such as “Show me more emotion!”, “You are flat! *Flaaat!*”, “You fool! Put your heart into your aria, or you’ll be back playing summer stock!” and “You are all idiots! I’m the genius here! ME!”

Development: Once Lord Cellichos is defeated, he collapses into a mass of corruption and wriggling worms. If the characters watch the worms, they will see that they are all crawling in a single mass away toward area F7.

F3. STAGE AREA

Most of the old stage has collapsed, giving way beneath the heavy weights of time and the elements, but some floor space remains around the edges. Visible beneath the gaping pit of the stage is a network of understage rooms below, exposed by the stage's destruction.

The floor of the rooms under the stage is about 8 feet down and can easily be jumped to without requiring a skill check. Climbing out requires a successful DC 12 Athletics check. The remains of these rooms are empty save for the city's ubiquitous dust and rubble, but a single clear hallway leads farther east, into some basement rooms that still survive.

F4. DRESSING ROOM

This surviving dressing room is thick with dust, but a few fragments of its old furnishings have defied the ravages of time — some broken chairs, the glittering pieces of a long-broken mirror, the remains of some costumes. These last include a moldering harlequin's outfit complete with mask, a few tatters of a black scholar's robe, and an exaggerated military uniform.

Bards and others with knowledge of theatrical history (expert in Society or trained in Performance or an appropriate Lore skill or other skill the GM deems appropriate) can make DC 25 checks to Recall Knowledge to recognize these as the costumes of stock characters, similar to those of the commedia dell'arte. If the room is searched, a successful DC 30 Perception check reveals a stone door in one corner of the room concealed by rubble and dirt. It opens easily. If the PCs open the door, read the following.

A figure stands in the small storage space revealed. It is tall and commanding, clad in tattered yellow robes. It wears a tall crown on its head and its face is concealed behind a featureless mask. In the shadows, it seems to be reaching for you, but an instant later the entire figure crumbles, revealing a rotting wood mannequin beneath. Like the other objects in the room, it was just a costume, but its image still flickers and writhes in your mind.

This was a spare costume of the titular King in Yellow, painstakingly crafted from patterns that Cellichos claimed were delivered to him in a dream. At the time of the performance, rumors abounded that simply creating the costume had driven several seamstresses mad. It remained untouched here since the fall of Curgantium, until the party disturbed it and the corruption of centuries did its work. If the GM wishes, PCs who viewed the costume may have disturbing dreams and visions of the King in Yellow for some time to come.

F5. PROP ROOM

TRIVIAL 8

The room is dark and crowded with junk, including scraps of costumes, stage weapons and armor, wooden false walls, canvas doors, and other similar props.

Most of this junk crumbles to dust at a touch, and some of it is piled high in one corner — or so it seems. While there is nothing of value here, if the party brings in a light source, the supposed pile of debris in the corner will open a dozen or so eyes, unfurl its tentacles, and open its numerous mouths, filling the air with a horrific babble of voices. This is an **advanced gibbering moucher**. If it is disturbed by a light, roll for initiative normally, but if the PCs disturb it in the dark, it will receive a surprise round before they can react. In addition, its gibbering summons the moucher from F6, which arrives one round after combat begins.

ADVANCED GIBBERING MOUCHER

CREATURE 8

UNCOMMON N ABERRATION

Perception +15, darkvision

Languages Aklo

Skills Acrobatics +16, Athletics +17

Str +2, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +0

AC 26, all-around vision; **Fort** +19, **Ref** +16, **Will** +13

HP 190; **Immunities** critical hits, precision damage;

Weaknesses bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature

that begins its turn within 60 feet of a gibbering mouther must attempt a DC 23 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw Trigger An adjacent creature deals the gibbering mouther slashing damage. Effect The gibbering mouther's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee jaws +19 (finesse), **Damage** 2d10+10 piercing plus 1d4 persistent bleed damage and Grab

Ranged spittle +19 (range 30 feet), **Damage** 5d6 acid and Burn Eyes

Burn Eyes A creature that takes damage from a gibbering mouther's spittle must succeed at a DC 26 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf DC 26, 3d8 piercing, Escape DC 26, Rupture 8

Ground Manipulation [two-action] (occult, transmutation) The gibbering mouther causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the mouther moves off the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

F6. STORAGE

This room is full of junk. In addition to the rotted remains of sacks, barrels, crates, and their various unidentifiable contents, there is a tottering stone bookshelf that appears to still have a number of intact volumes still on it.

Anyone discovering these shelves who can read High Boros discovers that they include several plays, musicals, operas, and historical volumes that might be of interest to collectors if they are carefully preserved. Handling these fragile volumes requires a successful DC 15 Dexterity check,

TRIVIAL 8

and yields $2d6 \times 10$ gp worth of scrolls, books, pamphlets, folios and other items. A failure indicates that the materials have crumbled to dust.

One of the books is a slim, leather-bound volume that seems to be fully intact in defiance of the ravages of time. Unfortunately, this is the libretto for the opera's last performance, the dread *King in Yellow*. Upon removing the volume, the PC will glimpse a strange yellow sigil (that will look familiar to them if they have previously played through the adventure *Race for Shataakh-Uulm*), then the book disintegrates into a cloud of yellowish dust. Any character witnessing this must make a DC 26 Wisdom saving throw or become frightened 2 for 1d4 minutes. The PCs will not be able to determine the exact nature or title of the play, though given the description, some will undoubtedly be suspicious.

The storage room also contains another *advanced gibbering mouther* identical to the one in Area F5, which attacks and summons its fellow from area F5 if disturbed.

ADVANCED GIBBERING MOUTHER

CREATURE 8

See area F5

Initiative Perception +15

F7. RUBBLE-FILLED CORRIDOR

A DC 18 Perception check at this dead end allows the PCs to locate a skeletal hand partially buried in the debris, and if excavated, Cellichos' remains will be discovered. However, as long as the worm that walks lives, he will not allow these remains to be excavated. Read the italicized portion of the description for all PCs who experienced the *Race for Shataakh-Uulm* and witnessed the Yellow Sign there.

The scorched skeleton is ancient, almost reduced to powder, and covered in writhing worms that disintegrate even as you watch. A few tatters of fine clothing still cling to the remains, and in its bony hands it holds a stage prop — a bronze triskelion, the shape of the sigil that you saw in the mines beneath the Pit of the Burning Star.

Of course, it is the Yellow Sign, clutched tightly in his hands as he died. If they haven't guessed already, the sigil will provide a vital clue to what opera was being performed on Curgantium's last fateful night.

CHAPTER THREE: THE TOWER OF OERSON

The Tower of Oerson was the imperial citadel of the Hyperborean Empire. Its foundations were laid in -11 I.R. and it was completed in -2 I.R., though most people believe its completion coincided with the coronation of Polemarch Oerson as Imperator of the Hyperborean Empire — which in itself is a fictional event as Polemarch Oerson was never crowned as imperator. After the the death of Oerson in -28 I.R., Oerson's grandsons, Oesson and Oeric, ruled as co-regents throughout the Hyperborean Rebellion and construction of the Tower of Oerson. It was not until Oeric abdicated his claim on the throne and established the holy city of Tirouple in the East that Oesson combined the two co-regent crowns and became the first Imperator of the Hyperborean Empire in 28 I.R.

Until its destruction in 2496 I.R. (along with the rest of the city and a good portion of the continent), the Tower of Oerson was quite literally the center of the empire. It was within the archives, laboratories, and scrying chambers of the massive citadel that the greatest minds and spellcasters of the empire worked to reverse by feats of great magic the polar shift that had encompassed Boros in 2491 I.R. And it was the undoing of this audacious attempt that destroyed the tower and brought an end to the Hyperborean Empire in the West.

Today the tower is little more than the footprint of its stone foundations fused into a great field of opaque, nearly indestructible glass. To the minds of most the tower was melted down to this stump and is no more. But while the influx of molten glass flowed into and destroyed much of the tower's substructures, some of its deeper dungeons did survive the destruction, and can be reached through still-extant sewer tunnels that run beneath the city. The knights discovered this fact as they endured their mission in Curgantium, beset by the nightly dream invasions. Through esoteric means and great deductive reasoning, the brilliant Sir Nimulus was able to reason that the source of these invasive dreams resided in the dungeons beneath the tower, so the knights launched an expedition to infiltrate these dungeons and put a stop to them.

Unfortunately, what the knights didn't know was that the source of the dreams wasn't some cursed foundation stone of the tower, but rather the living embodiment of

nightmare that had taken up residence in those dungeons in the form of the ancient nightmare dragon calling itself the Mindwyrm. Expecting undead guardians or cursed artifacts, the knights were shocked to encounter a powerful dragon and were quickly defeated and trapped. Sir Nimulus and Sir Aix were eaten by the Mindwyrm, and the others were imprisoned. Because of the lingering energies that filled the old Tower of Oerson, its foundation and sub-levels bear the same powerful enchantments against scrying and divination that are found at the knights' base camp, so it is impossible to determine the location or fates of the surviving knights by these means.

G. TOWER OF OERSON SUBLEVEL ONE

The original sublevels of the Tower of Oerson were intended for storage, study, and living quarters for workers and acolytes. The lowest levels were for the storage of valuable objects and treasure, as well as summoning and communication with especially powerful entities such as demons, demigods, and extradimensional beings. Much of the upper sublevels was filled with a flood of molten glass caused by the tower's explosion. The remainder of the sublevels, though, were carved from bedrock, and remain relatively intact even ten centuries after the catastrophe. The floors of these halls and chambers are not overly dusty due to the frequent movement of its occupants, so the PCs will be unable to track the knight's progress once they are past area G1. Ceilings are 20 feet high unless otherwise noted.

The entire tower and its environs are under the influence of the Mindwyrm and his allies, including the dreamthief hag Abruxes. Even in conditions of bright light within the tower sublevels, shadows shift and move alarmingly, and the PCs will constantly see darting shapes out of the corners of their eyes. The mind-energies of those who perished in the blast still swirl and circulate especially strongly here, creating an oppressive, ominous atmosphere. Every hour that the party is in the tower's sublevels, each member must make a DC 15 Fortitude save or suffer the fatigue condition from the incessant psychic pressure. These effects cease once the Mindwyrm has been defeated.

G1. ENTRANCE FROM THE SEWERS

This short corridor connects the sublevels to the city's sewer complex, through which the PCs likely have been traveling. This is the only practical entrance to the tower complex — the molten glass above is yards thick and blocks all other means of access. The glass is also resistant to magic and mundane damage, so removing it from above would be time-consuming and impractical (if even possible).

G2. GLASS INFLOW

These sections of the first sublevel were completely inundated by molten glass, superheated to such a temperature that it flowed like water, filling the corridors it encountered before solidifying as it cooled. These barriers are smooth, completely solid and all but impervious to both physical blows and magic (concerted effort may chip away a few square inches of the material, but it will quickly become obvious that trying to remove large sections is useless).

Glass: Hardness 8; hp 300* (BT 150)

* Per foot of thickness

G3. MESS HALL

The room is long and lined with stone tables, some of which have been broken and lie in a heap. A mass of solidified glass fills a third of the room. A fearful stench assails your nostrils.

Residents of the sublevel dined in this chamber, which has been partially filled with hardened glass. The knights have been here, as evidenced by signs of a struggle — marks in the dust, scratches on the walls, and blood stains (a DC 24 Survival check reveals them to be relatively recent, certainly less than a week old).

The stench emanates from the decaying corpse of a night hag, partially concealed behind the pile of broken refuse. Inspection shows that the hag was nearly decapitated by sword blows — more evidence that the missing knights passed this way.

G4. SERVANTS QUARTERS TRIVIAL 10

The musty reek of a millennium wafts from the room. Inside are the remains of wooden furniture, clothing, and a scatter of ancient bones. The furniture is reduced to rotted outlines, but it appears that this chamber once contained several beds, chests, and possibly tables.

The various cooks, maids, launderers, attendants, and other servants lived in quarters on the sublevel, of which this chamber is one surviving example. Frightened by the tumult of battle when the knights fought some of the Mindwyrm's hag allies in the nearby mess hall, **2 hivemind rat swarms** — mutants evolved from their long exposure to the psychic aura of death and magic over the tower ruins — sought refuge here and have been hiding ever since. Still scared, they will attack the PCs if they get too close.

HIVEMIND RAT SWARMS (2)

CREATURE 8

RARE N LARGE BEAST MUTANT SWARM

Perception +16, darkvision, low-light vision scent (imprecise, 30 feet), thoughtsense 60 feet

Languages Aklo, Common, Goblin, Halfling (can't speak); telepathy 100 feet

Skills Acrobatics +16, Occultism +17

Str -3, Dex +2, Con +2, Int +3, Wis +1, Cha +0

AC 24, all-around vision; **Fort** +13, **Ref** +16, **Will** +12

HP 120; **Immunities** critical hits, precision;

Weaknesses area damage 3, splash damage 3

All-Around Vision

Speed 15 feet, climb 15 feet, swim 15 feet

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. Saving Throw DC 14 Fortitude; Stage 1 carrier with no ill effect (1d4 hours), Stage 2 sickened 1 (1 day), Stage 3 sickened 1 and slowed 1 (1 day), Stage 4 unconscious (1 day), Stage 5 dead

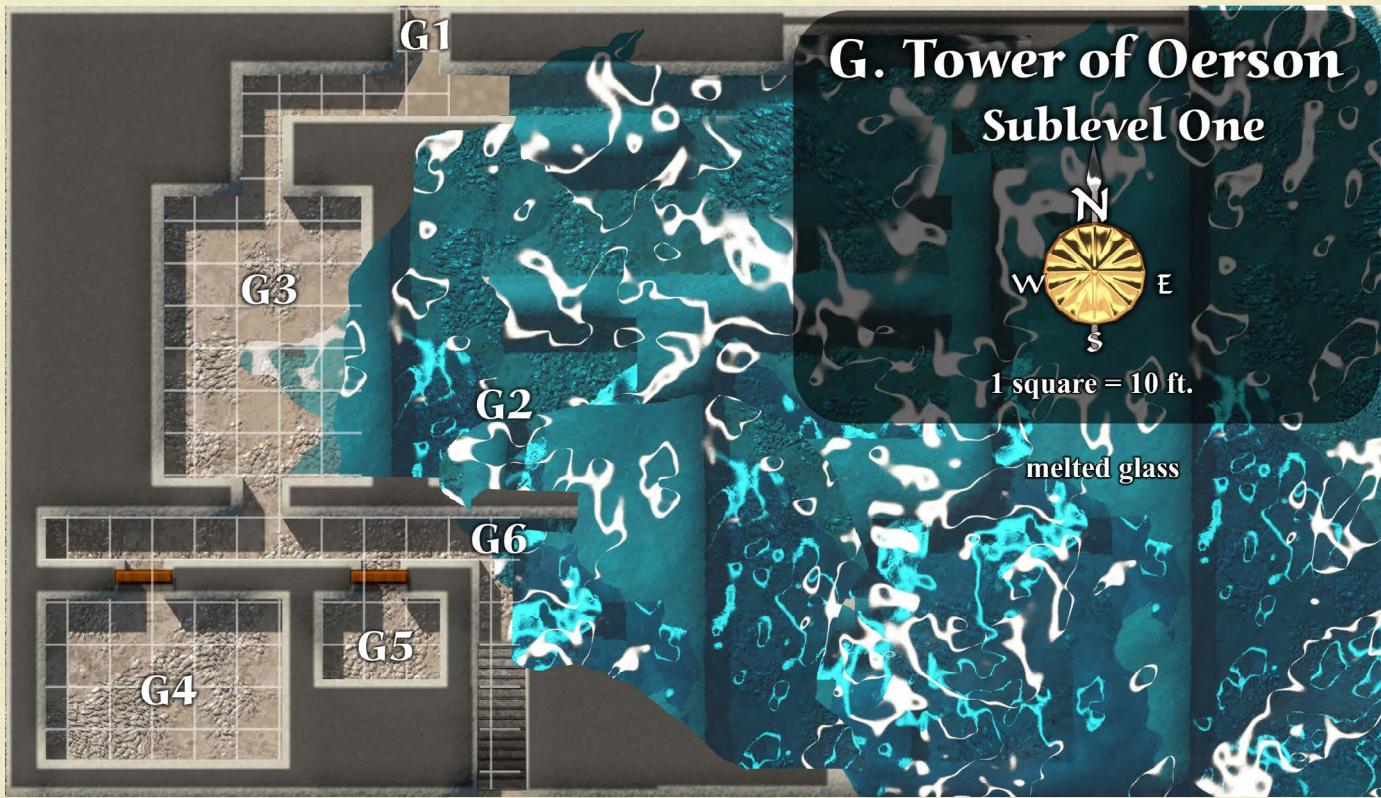
Swarming Bites ♦ Each enemy in the swarm's space takes 2d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to filth fever.

Occult Spontaneous Spells DC 22, attack +15; **3rd** (2 slots) *paralyze*; **2nd** (2 slots) *calm emotions*, *paranoia*; **1st** (2 slots) *charm*, *phantom pain*, *unseen servant*; **Cantrips** *daze*, *ghost sound*, *mage hand*

Development: If one of the swarms is destroyed, the other will use its telepathy to communicate and ask for quarter. If the party agrees, the swarm can provide them with some information about the sublevels, telling them of the fight between the knights and the hags that took place a week ago. They will also tell the party that the sublevels are controlled by a fearsome creature called the Mindwyrm, and that the hags and other nightmare creatures serve it. They can provide little information about the Mindwyrm's exact nature, save that it has the power to send nightmares and give them form. If given quarter, the swarm will scurry away into the rubble and trouble the party no further.

G5. VESTMENTS LOW 12

A cloud of dust bursts from the room when the door is opened. It is musty, ancient, and pungent, wafting from a pile of disintegrated cloth, fragments of parchment, rusted metal, and other unidentifiable



debris. Something in the cloud of dust stirs, and dark, wizened figures lurch forward from it with outstretched arms.

This room once held sacred vestments and ritual garments and objects, as well as facilities for ablution and purification before dressing for sacred events. It is currently occupied by **4 elite bodaks**, which were drawn here by the planar disruptions from the tower's fall. They have lingered in this chamber in semi-awareness, only to be disturbed by the knights' nearby fight with the hags, and now fully awakened by the party's arrival.

ELITE BODAK (4)

CREATURE 9

Pathfinder Bestiary 2 (Second Edition), Bodak, Elite
Initiative Perception +19

Treasure: There is little left here, and the knights only gave the room a cursory glance before proceeding downstairs for their confrontation with the Mindwyrm. In doing so, they missed several items, preserved from the initial disaster and from the ravages of time by their inherent magic. Among the rotting remains of gowns and

tunics lie an *eye of fortune* and a *greater skeleton key*. Each of these items requires a DC 25 Perception check to locate.

G6. STAIRS DOWN

TRIVIAL 11

Choked with rubble and a few trickles of glass inflow, the stairs can be negotiated but are reduced to only two or three feet wide in places. The stairs feel even more oppressive than elsewhere in the sublevel, and the darkness seems heavier, almost solid — this is a fear effect as described below. As the PCs descend, they are assailed by **2 feargaunts** under the Mindwyrm's control. Their fear aura encompasses the entire staircase and explains the strange sensations and deep darkness. One of the feargaunts will immediately use its never far behind ability to *teleport* adjacent to any character who failed a save against the fear aura while the second feargaunt will cast *phantasmal killer* on the most powerful of the remaining characters.

These creatures are not expected to defeat or slay the party but instead are trying to get their measure and hopefully damage the PCs before they reach the second sublevel. If one is slain, or if both are reduced to half hit points or less, the feargaunts will retreat back down the stairs and will join their fellows in the ambush at area **H1** below.

FEARGAUNT (2)**CREATURE 9****CE LARGE FIEND INCORPOREAL****Perception** +21, darkvision**Languages** Common (can't speak)**Skills** Intimidation +18, Stealth +19**Str -5, Dex +5, Con +0, Int +1, Wis +3, Cha +4****AC 29; Fort +15, Ref +19, Will +18****HP 160; Immunities** critical hits, precision;**Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)**Nightmare Aura** (aura) 60 feet. A feargaunt is cloaked in an aura of fear, which manifests as darkened shadows, subtle rot, and skewed perspective. The first time a creature ends its

turn within the aura, it must succeed at a DC 25 Will save or be frightened 1 for as long as it stays within the aura and for 1d4 rounds thereafter.

Speed fly 30 feet**Melee** ♦ ghostly hand +23 (agile, finesse, magical, reach 10 feet), Damage $2d10+13$ negative plus tormenting touch**Arcane Innate Spells** DC 25, attack +16; 4th confusion, nightmare, phantasmal killer; **At Will** fear; **Cantrips** (4th) ghost sound**Tormenting Touch** (necromancy) A creature hit by a feargaunt's ghostly hand Strike must attempt a DC 25 Will save. On a failed save the creature becomes frightened 1 (frightened 2 on a critical failure). If the creature was already frightened, its frightened value increases by one and it also becomes drained 1.

H. TOWER OF OERSON

SUBLEVEL TWO

The second sublevel was intended for the storage of treasures, artifacts, rare books and similar sensitive items, as well as for the ritualistic summoning and communication with powerful extraplanar beings. Much of the old magic remains here, preserving the level against outside forces and the ravages of time. The knights ventured here in hopes of finding the source of the nightmare creatures that had been plaguing them and had left one of their number (the unfortunate Sir Eregor, see B13) comatose. The knights succeeded in locating the source of the nightmares, but the creature proved too powerful, and now it and its wicked allies hold the surviving knights prisoner.

The second sublevel is the domain of the nightmare dragon called the Mindwurm and its minions, including nightmare creatures, hags, and the dreamthief hag Abruxes. Having captured the knights, they are expecting more unwanted visitors and are prepared to meet the party directly.

H1. AMBUSH

The Mindwurm and Abruxes are delighted to have taken the knights' stolen minds and hope to gather more from their would-be rescuers. To this end, they do not want to kill the adventurers unless absolutely necessary but do want to reduce their strength, and if needed, pare away characters that represent too much of a threat. To accomplish this they have set up an ambush at this point in the corridor, intended for a surprise attack to weaken the party.

There is a niche on either side of the staircase here, each containing a stone font that was originally intended for holy water. The fonts are now dry and otherwise nondescript but hiding incorporeally in the walls behind them are **2 dream spectres**, vaguely humanoid, shadowy creature of living nightmare incarnate. If the fergaunts survived battle in G6, they also wait incorporeally in the walls with the dream spectres.

DREAM SPECTRE (2)

CREATURE 9

NE FIEND INCORPOREAL

Perception +21, darkvision, dreamsense 100 feet

Languages Common

Skills Deception +17, Intimidation +17, Stealth +17, Survival +16

Str -5, Dex +4, Con +2, Int +2, Wis +3, Cha +4

Dreamsense (mental, precise) A dream spectre can

automatically pinpoint the presence of dreams within 100 feet. This ability only works against sleeping creatures.

AC 27; Fort +12, Ref +15, Will +13

HP 150; Immunities critical hits, precision;

Resistances all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A dream spectre caught in sunlight cannot attack and is slowed 1 and clumsy 1.

Speed fly 40 feet

Melee ♦ ghostly touch +19 (agile, finesse, incorporeal), Damage 2d6+2 negative plus stupefied 1

Heart-Stopping Fear ♦ (emotion, fear, mental, necromancy, visual) 60 feet. By revealing its true form to a living creature, a dream spectre instills heart-stopping fear in its foe. The dream spectre focuses its gaze on a creature. The creature must succeed on a DC 26 Will save or suffer a heart attack and be reduced to 0 hit points and dying 1. Whether or not the save is successful, that creature is immune to the heart-stopping fear attack of that dream spectre for one day. This ability only functions against creatures that are awake.

Induce Sleep ♦ (attack, mental) The dream spectre makes a ghostly hand Strike against a target. If the Strike is successful, the creature must attempt a DC 26 Will save. On a failed save the creature falls asleep for 1 minute.

Nightmare ♦ (mental) A dream spectre can touch a sleeping creature and warp and twist its dreams into violent, chaotic nightmares. An affected creature must succeed on a DC 26 Will save or be affected as by a *nightmare* spell.

Tactics: If the dream spectres are not detected they will wait until the first two characters pass by, then step out and use their sleep ability on the PCs. If necessary, they then use their heart-stopping fear ability to disable or kill the PCs who remain conscious, then use their nightmare ability on any characters that are asleep. After the spectres' initial assault, the night hags and nagas at H2 emerge and likewise attack PCs hopefully trapped on the stairs. As

before, they attempt to injure or weaken any surviving PCs; their primary goal is to inflict damage before retreating down the corridor. If the PCs pursue, they'll be drawn into another ambush outside H7.

H2. GUARD ROOM

LOW 12

Inside this chamber are a wooden table, chairs, two empty armor racks, and a weapons rack with several longswords still on display. Two plain ceramic mugs and an empty oil lamp sit on the table. While there is some deterioration on all of these items, they give no signs of being over a millennium old.

When the tower was intact, two guards were normally stationed here. Now 2 elite night hags and their 2 **nightmare naga** henchmen hide here and listen, waiting for the dream spectres to spring their trap at H1. The dark nagas suppress their fear auras until they join the battle. See that area for details of their tactics.

ELITE NIGHT HAG (2)

CREATURE 10

Pathfinder Bestiary (Second Edition), Night Hag, Elite Initiative Perception +20

NIGHTMARE NAGA (2)

CREATURE 9

RARE LE LARGE ABERRATION MUTANT

Perception +21, mind reading 30 feet, darkvision

Languages Common

Skills Acrobatics +24, Arcana +16, Athletics +13, Deception +16, Intimidation +18, Stealth +24

Str +2, **Dex** +7, **Con** +4, **Int** +4, **Wis** +3, **Cha** +5

AC 27; **Fort** +18, **Ref** +21, **Will** +15; guarded thoughts

HP 160, regeneration 5 (suppressed by good);

Immunities poison; **Resistances** physical 5 (except good or silver)

Fear Aura (aura, emotion, fear, mental) 60 feet, DC 28

Guarded Thoughts Nightmare nagas are immune to any form of mind reading.

Speed 30 feet, fly 10 feet

Melee ♦ fangs +19 (agile, finesse), **Damage** 2d8+5 piercing

Melee ♦ stinger +19 (agile, reach 10 feet), **Damage** 1d10+5 piercing plus nightmare naga venom



Arcane Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *blink, wall of fire*; **3rd** (4 slots) *dispel magic, haste, lightning bolt*; **2nd** (4 slots) *illusory creature, invisibility, magic missile*; **1st** (4 slots) *feather fall, illusory object, longstrider*; **Cantrips** (4th) *daze, detect magic, mage hand, read aura, shield*

Occult Innate Spells DC 25; **Constant** (3rd) *mind reading, protection from good*; **4th** *detect thoughts* (x3), *dream* (x3), *nightmare* (x3), *shadow walk, suggestion* (x3)

Nightmare Naga Venom (incapacitation, poison)

Saving Throw DC 25 Fortitude; Maximum

Duration 5 minutes; **Stage 1** slowed 1 (1 round);

Stage 2 slowed 2 (1 round); **Stage 3** unconscious with no Perception check to wake up (1d4+1 minutes)

Treasure: From scrounging through the ruins, these creatures have collected the following treasure between them: 310 gp and a *wand of see invisibility*.

H3. RELICS

LOW 11

A heavy iron door with an elaborate lock protects this room. It was once magically trapped as well, but its effects were removed by the Mindwyrm long ago.

Locked Iron Door: 2 in. thick; Hardness 10; hp 40 (BT 20); Thievery DC 30 to Pick a Lock.

This appears to be a treasure vault of some sort. Against one wall is a metal table holding three iron coffers. Another wall bears a large weapons rack, mostly empty, but still holding a small assortment of weaponry. A pile of rubble near the door reveals where a small section of the ceiling collapsed long ago.

A vault where relics of a moderately valuable nature were stored, the knights passed by this door, intending to investigate it later. The chamber's current occupant is a **yurei**, the undead remains of a scholar who was killed when the tower's explosion caused a small cave-in in which he was crushed. He now wears his soiled and dusty scholar's robes over a skeletal frame bent and broken by the crushing rocks. The Mindwyrm and his minions have managed to keep this creature trapped in here, and it attacks in a rage whenever the door is opened.

YUREI

CREATURE 12

UNCOMMON NE MEDIUM UNDEAD

Perception +25, darkvision

Languages Common

Skills Acrobatics +25, Athletics +17, Intimidation +22, Stealth +25

Str +0, Dex +8, Con +0, Int +2, Wis +5, Cha +6

AC 32, flicker; **Fort** +19, **Ref** +22, **Will** +25

HP 210 (negative healing); **Immunities** cold, death effects, disease, doomed, drained, paralyzed, poison, unconscious; **Resistances** magic 5

Flicker (magical) A yurei gains a +4 bonus to their Armor Class on any round they move at least 5 feet.

Speed 35 feet

Melee ♦ hand +26 (finesse, magical), **Damage** 3d12+19 negative plus painful grasp

Choking Suffocation ♦ (death, incapacitation) The yurei causes a lump of rotting seaweed to manifest in the target creature's throat and lungs. The creature must attempt a DC 32 Fortitude save, with the effect based on the result of the save.

Critical Success

no effect

Success The creature is staggered and sickened 2 for one round, after which they can breathe normally.

Failure The creature cannot breathe and must hold its breath or begin to suffocate. Because of the unplanned nature of the loss of air, the creature begins with only (1d4 plus their Constitution bonus) rounds of air in their lungs rather than the usual 5 + Con bonus rounds.

Critical Failure The creature begins to suffocate immediately.

Arcane Innate Spells DC 29, attack +21; **Constant** blink, spider climb, water walk; **6th** mislead, nightmare

Face of Death ♦ (death, emotion, fear, mental)

The yurei exposes their face to a single adjacent creature. The creature must attempt a DC 32 Will save. On a failure, the creature is stunned for 1d6 rounds, and must succeed on a DC 32 Fortitude save or immediately die of fright. A creature that succeeds at the initial save is immune to that particular yurei's face of death ability for 24 hours.

Painful Grasp (necromancy) A creature hit by a yurei's touch must attempt a DC 32 Fortitude save. On a failure, the creature is sickened 1 for 1d6 rounds.

Treasure: Many of the items stored in this chamber were drained of their magic by the disaster or were spirited away by nightmare creatures or through arcane means over the centuries, but substantial riches remain. There are 2d4 weapons on the rack, now without enchantment (determine weapon types randomly or choose as desired). There is a notable exception to this, however: a massive maul inscribed with the name "Daybreaker" in High Boros. This is a +2 striking axiomatic holy greathammer (see **Appendix A**, page 108). A successful DC 20 check to Recall Knowledge check reveals that Daybreaker was once wielded by the Hyperborean champion Eladrus the Avenger, a ruthless paladin of Thyr, and was reclaimed by the church after his death in battle.

In addition to the weapons rack are the three locked coffers (hardness 8, hp 50 (BT 25), Pick a Lock DC 30). The first contains Hyperborean coinage totaling 1,200 sp and 1,350 gp. The second coffer contains various pieces

of jewelry including 10 gold and silver rings (10 gp each) with a *ring of counterspells* mixed in among them, 5 gold brooches (50 gp each), and 2 extremely elaborate necklaces crafted from gold, onyx, and rubies recognizable as being heirlooms of the ancient wild elven kingdom of Akados that was displaced by the Hyperborean expansion thousands of years ago (2,000 gp each). The third coffer holds 2 small diamonds (100 gp each), 3 sapphires (120 gp each), and a brilliant green emerald (550 gp).

H4. THE IRON SHELVES LOW 12

This room bears a locked iron door identical to the one at **H3**. The knights were able to bypass it with a knock spell on their foray, but it has since been closed and relocked.

The air is slightly musty and redolent of old paper, but inside the chamber looks largely intact, as if only a few years have passed, rather than centuries. The room contains several desks with chairs and empty glass spheres that might once have been some sort of lamp. The room has only one other prominent feature, but it is quite striking; it is a bookshelf crafted of black iron, fronted by leaded glass doors and secured with chains and a lock of exotic design. A number of volumes line the shelves, ranging from ordinary leather-bound books to iron-shod volumes secured with chains.

Especially sensitive volumes, tomes of dangerous or forbidden knowledge, were stored here under lock and key. In the case of the Hyperborean Empire, “dangerous” knowledge included histories that contradicted official doctrine, radical philosophies, and certain types of science, so not all of the books here are truly perilous.

The bookshelf retains the powerful magic used to seal it shut, so that the leaded glass is as strong as the iron framework itself. Once, the shelves could be accessed with the proper passwords, but these have been long forgotten, and the magic must be overcome to open the shelf. First, the doors are set with a trap. Once the trap has been dealt with there is a special lock spell on the elaborate lock that is immune to magical attempts to open it.

Locked Black Iron Bookcase: Hardness 10; hp 60 (BT 30); Thievery DC 40 to Pick a Lock

Trap: The doors bear explosive runes, though the shelves within have been magically treated so their contents remain unharmed by the trap.

EXPLOSIVE TRAP

HAZARD 7

EVOCATION FIRE MAGICAL TRAP

Stealth DC 34

Description A rune in Aklo on the floor triggers a fiery explosion.

Disable DC 34 (expert)

Explode  (evocation, fire, visual); **Trigger** A sentient creature looks at the rune. **Effect** All creatures within 5 feet take 12d6 force damage (basic Reflex save DC 34). All creatures more than 5 feet but less than 10 feet away take 6d6 force damage (basic Reflex save DC 34).

Reset none

The contents of the shelf include several books containing spells that were considered threats to the empire and kept out of the hands of spellcasters who were not state-sanctioned, such as dominate, gate, cataclysm, power word kill, telepathic demand, massacre, and wish. Feel free to include any new spells of the enchantment, necromancy, and divination schools that you wish to introduce to your campaign. Other books include rituals for the summoning of demons and other evil extraplanar entities as well as the truenames of several powerful demons and devils (at the GM’s discretion).

Several other books contain histories with inconvenient facts or rumors about prominent Hyperborean nobles, rulers, or families, such as *The True and Unexpurgated Amorous Adventures of Lord and Lady Ottiswold* and *Intimate Advisors to His Imperial Majesty Herminitus II*, which a successful DC 30 Recall Knowledge check will reveal resulted in its author’s imprisonment and eventual execution. Many similar books crowd the shelves here, preserved but safe from the prying eyes of those who were not authorized to view them. There are 15 such volumes, most of which are of interest primarily to historians, and each of which is worth 1d4 x 100 gp to the right buyer. They are bulky and heavy, however (averaging 5 pounds each), and might be difficult to transport.

The most interesting and dangerous volume on the shelf is *The Fiendish Codex*, a collection of lore and magic associated with the summoning and binding of evil outsiders (see **Appendix B**). Given its significance, this book is protected by a **banshee**, the spirit of a captured wild elf woman who was ritually slain in the tower specifically to serve as a guardian for the book. The book is secured with a metal clasp (hardness 10, hp 20 (BT 10), Thievery DC

25). If this clasp is broken or opened, the banshee's wail will immediately sound followed by the banshee herself appearing and attempting a surprise touch attack on the individual who opened the book.

BANSHEE

CREATURE 13

Pathfinder Bestiary (Second Edition), Banshee
Initiative Perception +32

The library also conceals the secret entrance to the summoning chambers, where the priests and arcanists of the tower called upon and communed with extradimensional creatures from across the multiverse. The entrance is concealed behind a bookshelf on the east wall but can be spotted with a successful DC 26 Perception check. Once found its mechanism can be opened with a successful DC 25 Thievery check.

H5. MONITOR'S OFFICE

This room contains a small bed, desk, table, and shelf with some alchemical glassware, empty vials, and a leatherbound book.

This small chamber was where a high priest or archmagi on duty would oversee activities on this level. The book holds a log in High Boros listing all the users of the iron shelf in **H4** and the ritual chamber (**H9**), including the dates and times of their visit. In a desk drawer is a *wand of zone of truth* that was used to screen users to detect any potential deception on the part of individuals who visited this sublevel.

H6. OBSERVATION CHAMBER

There are six niches in the wall of this circular chamber. Within each niche is stone pedestal and upon each pedestal rests a crystal sphere on a wrought-iron stand. In the center of the room is a stone pedestal and wrought-iron stand with a much larger crystal sphere, this one about a foot across.

When particularly dangerous summonings or rituals were taking place in **H9**, a powerful wizard or priest occupied this

room along with several dedicated spellcasters or warriors, observing activities in the summoning chamber and ready to intervene if things went badly. The spheres in the niches were once crystal balls used for observation not only of **H9** but for all of the sublevels and several locations in the tower above, but they have since been drained of all magical energy by the cataclysm that occurred. The sphere in the center of the chamber is an obsidian crystal ball. While it is not currently working, it contains enough residual magic to be made to function again. Getting the sphere working again will require 2d6 weeks of work by a spellcaster of 12th level or higher, as well as $3d6 \times 100$ gp for supplies and research costs. The crystal ball is big and weighs about 60 lb., so getting it out and carrying it around might be a challenge. The nonmagical lesser spheres are worth 20 gp apiece.

H7. AMBUSH

MODERATE 12
This nondescript room was originally used by summoners for initial preparations and protective castings before proceeding into the actual ritual area. The PCs are likely to be cautious at this point, but Abruxes and the Mindwyrm still want to reduce their strength prior to the final confrontation, so they've set another ambush consisting of **2 Leng hounds** as well as an elite **night hag** and her pack of **6 nightmare shadow mastiffs**. In addition, any of the ambushers that survived their confrontation with the party in areas **G6**, **H1**, and **H2** will have retreated here to join in the ambush.

LENG HOUNDS (2)

CREATURE 10

RARE CE ABERRATION

Perception +23, darkvision, scent

(imprecise) 30 feet, sense fear 60 feet

Languages Aklo, Common

Skills Acrobatics +20, Deception +22, Stealth +22, Survival +22

Str +7, Dex +6, Con +5, Int +2, Wis +5, Cha +4

Sense Fear (imprecise) The Leng hound can sense creatures with the frightened condition, making them hidden instead of undetected. This otherwise behaves as scent.

AC 30; Fort +16, Ref +19, Will +22

HP 190, fast healing 10; **Immunities** cold, disease



Mutilate Requirements The Leng hound's last three actions were successful claw or bite Strikes against the same creature Effect The creature takes an additional 3 persistent bleed damage.

Speed 40 feet, fly 40 feet

Melee  bite +23, **Damage** 2d10+7 piercing plus 1 persistent bleed

Melee  claw +23 (agile), **Damage** 2d10+7 slashing plus 1 persistent bleed

Occult Innate Spells DC 28, attack +22; **At Will** *locate* (5th); **4th** *dimension door* (x3)

Call the Bats  (conjunction, occult) This acts as a heightened summon animal spell (2nd level), except that it summons a single vampire bat swarm (*Pathfinder Bestiary (Second Edition)* p.39).

Haunting Howl  (emotion, fear, mental)

Three times per day, the Leng hound emits a deep, sardonic howl that can only be heard by a creature that the Leng hound has tracked or used *locate* to find. Any creature hearing the howl must attempt a DC 28 Will save, with an effect based on the results of the save:

Critical Success no effect

Success The creature is doomed 1 and frightened 1.

Failure The creature is doomed 2 and frightened 3.

Critical Failure As failure, and the creature is also drained 1.

ELITE NIGHT HAG

CREATURE 10

Pathfinder Bestiary (Second Edition), Night Hag, Elite

Initiative Perception +20

NIGHTMARE MASTIFF (6)

CREATURE 6

See Appendix C, page 113

Tactics: As the party approaches, the door to H7 will fly open and the mastiffs will attack, using their bay ability to disrupt the party and their shadow blend to avoid damage and shadow walk to get in position behind the



PCs. The hag and Leng hounds will attack anyone engaged in combat with the mastiffs, with the Leng hounds making Flyby Attacks overhead and *summon swarm* to disrupt spellcasters they can't reach. In melee they use Vital Strike whenever possible, hoping to savage their victims.

H8. ANTEROOM

LOW 12

This hemispherical chamber is constructed of white marble masonry with a single light source located in its 40-foot, vaulted ceiling — a glowing crystal the size of a man's head that somehow, despite its radiance seems to still leave the room bathed in shadows. Set around the room are a number of chairs, couches, recamiers, and end tables arranged like a waiting area or anteroom. In the west wall is an impressive iron door engraved with many glyphs and sigils.

Spellcasters waiting to use the summoning chamber would wait in here until their turn came or while rituals were completed for the summoning of outsiders they wished to question. The light source is a single piece of quartz set into the ceiling that gives off a constant dim illumination that fills the entire chamber (provides concealment). Even lights brought into this chamber are reduced to a dim luminosity while they are within it unless from an item or spell of 5th level or higher (in which case they function normally). If the crystal is destroyed (hardness 8, hp 60 (BT 30)), the effect ends and light sources function normally in the room. In addition to serving as a light source, the crystal also serves as the sensor for a permanent scrying spell that anyone in area H9 can make use of with a DC 25 Arcana check. The Mindwurm uses this to keep track of its minions and the progress of intruders, so it cannot be surprised in its lair.

Lurking in this chamber are 3 zohani sakhils, vaguely-humanoid, three-legged monstrosities with foul liquid dripping from their talons. These living embodiments of fear are unimpeded by the dim light because of their darkvision. They use invisibility to mask themselves and cast protection as soon as they see the door open. They clamber along the half-dome of the room's ceiling and use their nightmare and suggestion spell-like abilities to plague the PCs and break down their defenses. They use their look of fear

against any PC that pierces their invisibility and bite and talon attacks only as a last resort. They will do whatever they can to prevent the PCs from exiting through the west door, however, even fighting until destroyed if necessary.

ZOHANIL SAHKIL (3)

CREATURE 10

RARE **NE** **FIEND**

Perception +20, darkvision, detect alignment (good only), detect magic, low-light vision, see invisibility

Languages Abyssal, Celestial, Infernal; telepathy

Skills Acrobatics +18, Arcana +17, Athletics +22, Intimidation +18, Religion +22, Stealth +15, Survival +17

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4

AC 29; **Fort** +19, **Ref** +16, **Will** +19; +4 on saves versus magic

HP 220; **Immunities** disease, fear, poison;

Resistances cold 10, electricity 10, physical 10 (except good), sonic 10

Look of Fear (arcane, aura, emotion, fear, mental, visual); **Trigger** A creature within 30 feet that the zohanol sahkil can see starts its turn. **Effect** The target must attempt a DC 28 Will save, with effect based on the results of the save:

Critical Success no effect

Success creature is frightened 1

Failure creature is frightened 3

Critical Failure as failure and creature is also fleeing for 1 round

Speed 50 feet, climb 50 feet

Melee ♦ bite +16, **Damage** 2d10+7 piercing

Melee ♦ talon +16, **Damage** 2d8+7 slashing plus addicting fluid

Divine Innate Spells DC 28, attack +15; **Constant** detect alignment (good only), detect magic, see invisibility; **4th** heightened invisibility (x3), nightmare, suggestion (x3); **At Will** teleport, protection (good only, self only)

Addicting Fluid (disease, virulent) When a zohanol damages a creature with its talons, it injects the target with a severely addictive fluid that blurs vision and deadens reflexes. The creature must attempt a DC 28 Fortitude save. On a failure, the

creature becomes addicted to the zohanol's fluid (see Chapter 2 of the *Pathfinder Gamemastery Guide (Second Edition)* for details on addictions).

ZOHANIL FLUID (disease, virulent) **Saving Throw**

Fortitude (DC 28); **Stage 1** clumsy 1 and stupefied 1 (1 hour); **Stage 2** clumsy 2 and stupefied 2 (permanent until cured)

H9. SUMMONING CHAMBER

EXTREME 15

The door to the summoning chamber is an impressive iron portal, inscribed with indecipherable runes as well as the High Boros characters spelling the names of some of the major gods revered in Hyperborea — Muir, Thyr, Jamboor, Yenomesh, and Mithras. While it is locked and bears a strong aura of abjuration, it requires a mere DC 15 Disable Device check to open and the aura is the result of a permanent magic aura spell (CL 10th) — a deception designed to waste the magical resources of those suspecting a trap or other nefarious trick built into the door.

The circular chamber is over 100 feet across with a vaulting domed ceiling painted with depictions of the sky — a blue cloudless sky of day on one half and a star-covered night sky on the other, complete with the two moons Luna and Sybil, the Blue Star Cyril the Chariot, the Red Star Mulvais, and even the Black Star Xharos, as well as the constellations of the 13 Houses of the Zodiac: Calade the Hawk of Fate, Draconis the Dragon, Irminsul the Pillar of the Gods, Nodens, Skidbladnir the Ship of the Gods, the White Wolf, the Ninefold Lamp, the Sickle, the Sphinx, the Springald, the Tesseract, Yales, and the cloudy expanse of the Host. Interestingly the star Solaris is shown as the Pole Star, rather than Oliarus, but this would be expected from a time before the world's polar shift a thousand years ago.

The ceiling is not the only feature of note, though, for the floor is inscribed with a thaumaturgic triangle set within a great square and surrounding hexagon. Statues of several Hyperborean gods line the wall, inscribed with their names — Muir, Thyr, Jamboor, Yenomesh, Hecate, and Mithras. Finally, on the floor near the opposite side of the chamber you spy several motionless armor-clad figures. They appear battered and bloodied even from here.

This was a powerful summoning chamber in the days of Hyperborea's might. Its thaumaturgic triangle and warding sigils are inset into grooves in the floor and are made from an alloy of cold iron and silver. Creatures that are summoned in this chamber cannot touch or harm these symbols, but they are not in and of themselves particularly durable (hardness 5, hp 20 (BT 10). Any



creature summoned into this chamber is bound within these protective symbols and cannot leave the confines of their innermost intact boundaries.

Since the fall of Curgantium, this chamber has become the home of a powerful **great wyrm nightmare dragon** calling itself the Mindwyrm who haunts the inhabitants of the ruined city with its nightmare-inducing abilities (see the **Dreams and Nightmares** sidebar). The dragon has used his change shape ability to appear as the knight Barionor and lies on the ground with his fellows. The hag **Abruxes** is also present, though she is invisible and currently hiding behind the statue of Muir. One other creature lurks invisibly in the room, a called **Leng spider** that is entrapped within the summoning circle and stands 40 feet above the ground with its *air walk* ability.

The four fallen armored figures are the knights, Barionor of Troye, Sir Urvitus Voren, and the twins Sir Frankus and Lady Margeret Delerron, and all appear to be wounded and unconscious where they sprawl, though appearances can be deceiving. One of the knights, Barionor, has actually been stuffed behind the statue of Yenomesh and can be glimpsed only with a successful DC 40 Perception check or if that location is specifically searched. The Mindwyrm currently takes his place on the floor. Venturing here to investigate the nightmare assaults that had made Sir Eregor comatose, these knights were attacked and overwhelmed by the Mindwyrm and its allies. The survivors now lie insensible, while their minds are locked away in the dreamstone of Abruxes.

When the PCs enter, the Mindwyrm attempts to trick the party into walking into an ambush. The apparent Barionor stirs, pulling himself up onto his knees. When he sees the PCs, a spark of hope kindles in his sunken, weary eyes, and he cries, "Help us! In Thyr's name, help us!" The Mindwyrm's shapechanged appearance is flawless, and his Deception check (+32) is a convincing ruse, though a simple *see invisibility* spell will spot the invisible Leng spider. If the PCs approach the fallen knights, the ambush is sprung as described under "Tactics" below. Once the ambush is sprung or the ruse is discovered, read the following description.

The wounded knight's outline shifts and shimmers and he seems to grow larger, elongating and transforming into a serpentine shape, a strangely contorted dragon with bright red frills and night-black scales that seem to spawn wisps of shadow. As you watch, another dragon appears beside it, and another, and another...

THE MINDWYRM

CREATURE 18

UNIQUE NE GARGANTUAN DRAGON

Perception +36, darkvision, dreamsight, scent (imprecise) 80 feet, see in darkness

Languages Abyssal, Aklo, Common, Draconic, Infernal

Skills Deception +32, Diplomacy +32, Intimidation +32, Occultism +32, Stealth +31

Str +8, Dex +5, Con +8, Int +6, Wis +6, Cha +6

Dreamsight (concentrate, mental) A nightmare dragon can see the dreams of sleeping creatures.

See in Darkness (vision) A nightmare dragon can see in all forms of darkness, even magical darkness.

AC 43; **Fort** +36, **Ref** +30, **Will** +34, +1 status on all saves versus magic

HP 420 **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39

Attack of Opportunity ↗ Jaws only

Rising Nightmare ↗ (attack, mental, occult) **Trigger** The mindwyrm kills a living creature **Effect** The mindwyrm casts phantasmal killer without using an innate or prepared spell slot.

Speed 60 feet, fly 180 feet

Melee ↗ jaws +35 (acid, magical, reach 20 feet), **Damage** 4d12+13 piercing plus 4d6 acid

Melee ↗ claw +35 (acid, magical, reach 15 feet), **Damage** 4d10+13 slashing

Melee ↗ tail +33 (acid, magical, reach 25 feet), **Damage** 4d10+11 bludgeoning

Melee ↗ horns +33 (acid, magical, reach 20 feet), **Damage** 4d12+11 piercing

Occult Innate Spells DC 37, attack +29; **4th** *dimension door* (x3), *nightmare* (x3), *phantasmal killer* (x3); **Cantrips** (9th) *ghost sound*

Occult Prepared Spells DC 37, attack +29; 6th *heightened stoneskin*, *phantasmal calamity*, *spirit blast*; **5th** *crushing despair*, *mind probe*, *shadow walk*; **4th** *nightmare*, *modify memory*, *phantasmal killer*; **3rd** *dream message*, *hypnotic pattern*, *mind reading*; **2nd** *darkness*, *mirror image*, *paranoia*; **1st** *phantom pain*, *sleep*, *true strike*

Breath Weapon  (acid, occult, evocation) The mindwurm breathes a cloud of acid that deals 18d6 acid damage in a 60-foot cone (DC 39 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Change Shape  (concentrate, occult, polymorph, transmutation) The mindwurm takes on the shape of any Small or Medium humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning). It can use this action again to return to its natural shape or adopt a new shape.

ABRUXES

CREATURE 11

UNIQUE NE MEDIUM FIEND HAG HUMANOID

Perception +26, darkvision

Languages Abyssal, Aklo, Common, Infernal

Skills Arcana +23, Deception +22, Intimidation +22, Occultism +23, religion +21

Str +7, Dex +3, Con +5, Int +6, Wis +4, Cha +5

Items dreamstone

AC 34; **Fort** +24, **Ref** +21, **Will** +21, +2 status to all saves vs. magic; -2 status to all saves if Abruxes does not have her dreamstone

HP 240; **Immunities** cold, fire, sleep; **Resistances** mental 10; **Weaknesses** cold iron 10

Speed 25 feet, fly 20 feet

Melee  jaws +25 (magical), **Damage** 2d12+8 piercing plus mind block

Melee  claws +25 (agile, magical), **Damage** 2d12+8 slashing

Occult Innate Spells DC 30, attack +25; **Constant** detect alignment, detect magic, read aura; **At Will** dream council; dream message, ethereal jaunt, invisibility, magic missile, heightened sleep (4th)

Change Shape  (concentrate, occult, polymorph, transmutation) Abruxes can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).

DREAMSTONES

Like every dreamthief hag, Abruxes carries a dreamstone—a magical gemstone crafted from the petrified tears of a dream dragon and worth at least 200 gp. The stone is psychically attuned by the hag's spirit and proximity.

If the Abruxes dies or is no longer in possession of her stone, it remains attuned for only 24 hours. The *dreamstone* can hold up to 20 dreaming minds stolen by the hag. A dreamthief hag can release a stored mind, sifting out its essence, to automatically counter one spell or magical effect targetting her. The mind then returns to its body, but the hag's tampering usually inflicts deep mental scars, resulting in new phobias, nervous ticks, or sleep disorders.

A dreamthief hag can use her dream theft ability and ethereality only if she has her dreamstone.

Dream Theft  While in the same space as a dreaming creature, or when touching the boundary of a dreamscape, the hag can force the dreaming creature into a lucid body and enter its dreamscape (see rules for lucid bodies on page 108). If the hag deals enough damage to kill the lucid body (despite the dreamer's ability to perform impossible deeds), instead of the dreamer waking up harmlessly, the hag can trap the creature's dreaming mind in her *dreamstone* (see below), causing its body to remain in a mindless coma indefinitely. Even magic like *wish* can at best transport the caster to the location of the trapped mind and the hag that holds it prisoner).

Mind Block (mental, poison) A creature bitten by Abruxes cannot cast spells or use any actions with the Concentrate trait for 1 round.

LENG SPIDER

CREATURE 13

Pathfinder Bestiary 2 (Second Edition), **Leng spider**
Initiative Perception +24

Tactics: The Mindwurm has already cast heightened *stoneskin* on himself. If the party approaches the fallen knights, the Mindwurm will wait until they are all inside

the room, then transforms into his natural form as the Leng spider attacks from ambush. The Mindwyrm casts mirror image, and the invisible Leng spider attacks an apparent spellcaster with its web bolas. Abruxes remains in cover behind the statue and casts heightened sleep on fighter or rogue types. She will then use her dreamtheft ability on any sleeping party members in an attempt to add their minds to her dreamstone. The spider follows up with a heightened charm on the most formidable looking fighter to get him out of the fight and then descends to engage PCs still in the thaumaturgic triangle in melee. The Mindwyrm is extremely confident in himself and prefers to try and capture the dreaming minds of the PCs initially rather than kill them outright. If he takes more than 50% of his hit points in damage, he switches tactics and begins attempting to destroy the PCs rather than capture them. Neither the Mindwyrm nor Abruxes can fathom the possibility of defeat after centuries of dominance in Curgantium; both will fight to the death, certain in their eventual victory.

The Leng spider was called to the chamber by a ritual performed by the Mindwyrm and is unable to leave as long as the summoning sigil remains. It must remain within the smallest of the sigils that surround it (the circle of the thaumaturgic triangle, the square, and the hexagon, in that order), though it can attack opponents outside these confines with its webs and spells. However, if a portion of each of these three sigils is destroyed (see above), the Leng spider can use its ability to return to its home plane and will immediately do so, abandoning the dragon and the hag. Likewise, if the dragon is slain, the Leng spider can immediately depart. Otherwise it is compelled to fight to the death.

Treasure: There is apparently little to find in the chamber beyond the comatose knights and the corpses of the inhabitants, but if the PCs search a successful DC 36 Perception check discovers that the statue of Hecate is loose on its pedestal. Moving the statue by tipping it over (which destroys a virtually priceless piece of Hyperborean art) or with a DC 32 Strength check reveals a hollow that the Mindwyrm chipped into the stone below. This holds the creatures' treasure which consists of 6267 cp, 665 sp, 435 gp, 8 pp, a large ruby (400 gp), a platinum statuette of Vioner^{QD-68} (130 gp), a moderate sturdy shield, bracers of armor II, a grail of twisted desires, and a major staff of healing.

Development: Once the Mindwyrm is slain, the nightmare effects over the city end immediately. When Abruxes is slain her dreamstone shatters and the surviving knights begin to stir. See **Event 3: Freeing the Knights**.

EVENT 3: FREEING THE KNIGHTS

With the defeat of the Mindwyrm and Abruxes and the destruction of the hag's dreamstone, the PCs have rescued the knights who were held prisoner by the pair. Of the nine knights who first came to Old Curgantium, only four remain: Barionor of Troye, Sir Urvitus Voren, and the twins Sir Frankus and Lady Margeret Delerron. They are battered, bruised, dehydrated, exhausted, sorrowful for the loss of their companions, and suffering from various mental afflictions as a result of Abruxes' dream torture, but they are at least alive.

Assuming the PCs previously met him in *The Book in the Old House*, Sir Urvitus seems pleased to be renewing acquaintances with the party. In any case he describes what has befallen him and his companions in Curgantium.

"It seems that once more I owe you my life, my friends. It's as if the gods themselves have named you my guardians. Again, I am grateful. We came to this forsaken city seeking the cause of the omens that Sir Nimulus and Lady Elgierbid had discovered and which they believed to be somehow connected with the destruction of Curgantium of old. At Lady Elgierbid's suggestion, we sought out an old library that she had learned of through her research and located it despite the city's ceaseless attempts to murder us. When we searched the library, we discovered the books that we sought and also discovered a great deal of information about the Hundai Civil War that greatly excited Sir Nimulus. He believed that the destruction of Curgantium was perhaps just a subtext for some larger unknown event and that it was this event that heralded the current doom threatening the Kingdoms of Foere. We returned the books to our base camp for study."

At this point the PCs may express some concern and ask about the whereabouts of the books, as they likely have not found it in the base camp. Urvitus seems surprised by this but replies that he can show them where at least one of them is hidden, then continues.

"Nimulus spent several days with the books that we had recovered, finally locating a reference to strange events that took place in the days and weeks leading up to the city's destruction. It seems that a strange and terrifying creature — inhuman, winged, of utterly unfamiliar nature — had been haunting the city. Lady Elgierbid believed that this creature was a being commonly called a mothman, and that others of its kind are known to haunt regions immediately before terrible disasters. Whether they are the cause of these disasters, or merely desire to witness them has never been fully determined. It came as no surprise that this being was attracted to Curgantium, given the magnitude of the disaster that ultimately befell the city, but we all found it strange that its activities seem to have been focused around an opera theater rather than the Tower of Oerson as would have been expected."

"Believing this location might hold some clue to the city's destruction, we set about looking for it. We located the theater and traveled there at nightfall, suspecting that the mothman would be one of the nocturnal manifestations of that place, but we found ourselves assailed by waves of shadow creatures, and were forced back to our base camp. Lady Elgierbid was lost to us during that battle, carried off into the night by shadow creatures. Gods grant that she did not suffer and that she now dwells in grace, rest her precious soul! In the wake of our loss we regrouped and made plans to return to the theater during the day to see if any evidence of the mothman could be found. That night however the situation grew even more desperate — attempts to sleep to recuperate were stymied by the usual assaults of fearsome nightmare creatures, but this time they were worse. The next morning, we were unable to awaken Sir Eregor — it was as if his soul had been stolen in his sleep leaving only a living husk behind with us.

"After some research and divination, Sir Nimulus was able to deduce the source of these dream attacks as originating beneath the ruined Tower of Oerson. With his detailed knowledge of Curgantium and its history, Nimulus believed that a route to the tower could be found in the catacombs of a ruined cathedral in the giant-held area of the city. We left our faithful Malcolm behind to guard Sir Eregor and made swiftly through the giants' territory in order to bypass their defenses and get down into the catacombs before they could react. On the way, Sir Ernst fell afoul of a deadfall trap and was lost to the giants before we could turn back and save him. Pressing on without him, we reached the tower dungeons where we encountered the nightmare dragon and that foul hag. The battle was terrible — both Sir Nimulus and Sir Aix fell and were consumed, and the rest of us were imprisoned in the hag's gemstone. We'd have been truly lost if you hadn't been there to save us. Again, you have my deepest thanks and my eternal loyalty, my friends."

Despite his sincerity, the PCs can tell that there is something more in Urvitus's reasons for coming on the expedition, but he does not share it at this time.

If the PCs have managed to communicate with Malcolm (see area **B7**), then he has likely corroborated Sir Urvitus's account and can confirm that he was left behind to guard Sir Eregor when the others left. However, it is possible that he has also related that it was Sir Ernst who came back and locked him in the vault and apparently killed Eregor, sealing him in his makeshift crypt (**B13**) all of which would have to have occurred after Sir Ernst was supposedly lost in the giant camp (area **D**). The reappearance of Sir Ernst and his apparent betrayal of the expedition is all new information to the surviving knights who find it difficult to believe, though they do not doubt Malcolm's veracity or that of any evidence provided by the PCs. They are simply

confused by their companion's duplicity. In any case, the current whereabouts of the supposedly dead Sir Ernst are unknown, and the PCs certainly didn't find his remains when they visited the giant territory themselves. Sir Urvitus and the surviving knights are deeply distressed and caution the party to be on their guard. Now, however, it's time to get back to the base camp and regroup in order to plan their next move.

CHAPTER FOUR: THE CODEX FOUND

The return to base camp can be as easy or hazardous as the GM wishes. If the attempt is made at night, the party will have to run the gauntlet of shadow creatures and the mysterious Nightscream, so the PCs may choose to hole up in the Tower of Oerson and try to return after sunrise.

Regardless, the party eventually makes it back to the base camp. Once there, the surviving knights will confirm that the many books taken from the library have been taken by parties unknown (though the treacherous Sir Eregor is strongly suspected). The group rests while Sir Urvitus shows the PCs where one of the books recovered from the library was hidden. It was initially placed in one of the smaller vaults with the others, but Urvitus kept a close eye on it for reasons of his own that he does not explain. Urvitus saw that Sir Numulus re-hid it among Malcolm's feed bags by placing it in a bag of holding which she then filled with Malcolm's feed, using nondetection to make it appear like just another nonmagical feed bag. Whoever searched the camp missed it, and the PCs find that it is still there (see area **B9**).

Examining the book the PCs discover it to be a copy of the Codex Ibnathi, in fact it appears to be the exact copy that Ellerby Wallix (see *The Book in the Old House*) had found a page from based on the one page missing from this book. Sir Urvitus looks rather sheepish at this revelation, and if pressed further will admit that he had suspected that the book might be in the city, and it is part of the reason he joined the expedition.

THE TALE OF SIR URVITUS

After the events of *The Book in the Old House*, Urvitus had begun researching Eb Wallix extensively to ensure that any trace of evil left by his ancestor had been truly eradicated. What Urvitus discovered was that he was not the first of

his family to take on such a quest. In his research into his family history he had discovered that his own great uncle, Sir Barivoren Wallix, a nephew of Eb Wallix, had discovered his uncle's disturbing practices and research and had instigated the purge to have Eb expelled from Courghais. However, he has been unable to catch the fleeing wizard and bring him to justice. Eb disappeared into the now-independent Kingdom of the Vast. Barivoren knew of the true depths of depravity to which his uncle had sunk but could not get the other members of the knighthood to take his dire predictions seriously, discovering in the attempt that many of his respected peers had become corrupt or simply lazy. They were content to pad their lives with the luxuries of being successful merchants or wealthy nobles rather than uphold the ideals of the knighthood.

Whether it was from his brief exposure to his uncle's cursed book as a youth or simply some inborn instability, Sir Barivoren enacted a crazed plan to spur the knighthood into action by murdering several of their own. Over a period of weeks, Barivoren killed no less than three of his fellow knights. His plan partially worked in that it gained the knighthood's attention, but it also gained the attention of the authorities of Courghais and he was soon forced to flee into the wilds beyond the edge of the kingdom. His younger brother, Reliman Wallix, dropped the Wallix surname, adopting the name of his father Voren instead and moving the family out of Foere to Tourne in the Vast. With his brother's abdication of the title (by his obvious guilt and flight from justice), Reliman was able to quietly have the heritable title of Knight of Macobert legally transferred to himself and his heirs. Reliman spent the rest of his days drinking himself to death over the shame of his brother, unaware of the evil his uncle Eb Wallix had uncovered.

Thus, Urvitus's ancestor and de facto cause of the founding of House Voren of Tourne was a bloody killer and betrayer. Urvitus's research into papers belonging to Barivoren and Eb Wallix that he had found in his Eber house filled him in on this information. The papers also included a hypothesis by Eb Wallix that the rest of the *Codex Ibnathi* that he sought (he found only a page of the book in Tircople) could be found hidden in Curgantium. It had been taken back to the capital by two brother knights of Hyperborea arguing over how and by whom it should be destroyed (ironically, neither of them did). Sir Urvitus joined the current Curgantium mission to try and locate this cursed book and perhaps find out more about his disowned great uncle in the process.

REGROUPING AT THE BASE CAMP

Whether this revelation is given to the knights as a whole or simply the PCs, Sir Urvitus becomes the de facto leader of the surviving knights and asks the PCs to establish communication with Navellis Antriliev so he can report on what has occurred and seek the wizard's advice. Once this occurs Navellis will agree to even teleport into the city outside the group's base camp in order to provide in-depth consultation and contribute his own magical expertise to defenses now that the knights' group is sorely depleted. Though the PCs are included in the discussion, he and Sir Urvitus agree that to completion of the original mission for which the other knights gave their lives is of utmost importance and to do that the spirit of the mothman who was sighted just before the city's destruction must be contacted.

At this point the PCs have the option to depart from the city, their portion of the mission completed, though both Sir Urvitus and Navellis hope they will stay. It will be some time before the remaining knights are fit to resume their forays into the city, but they will gladly lend their resources and efforts to help the PCs do so. If the PCs elect to depart, then Navellis prepares a *teleport* spell for them as promised and to send them home with a letter of credit drawing upon the Royal Bank of Courghais in the amount of 6,000 gp per PC. This is the end of their adventure and they will only hear rumors of the disaster befalling the knights as they continued their ill-fated mission on their own. However, if the PCs agree to stay and see the knights' mission through to the end, Sir Urvitus promises additional rewards if necessary, including an extra 1,000 gp per person.

If the PCs agree to stay, then the knights recommend camping overnight at the base camp to rest and recuperate from the battles beneath the Tower of Oerson. Despite their exhaustion, the surviving knights and Navellis insist that they keep watch over the camp while the PCs rest and heal. As the PCs sleep, they no longer experience any further nightmare attacks but still experience dream visions of the fat man saying, "Tell me, have you found it?" but now adding (if they have discovered the Yellow Sign in the theater), "Yes, I believe you have," and beginning to turn around as they wake.

Whenever the PCs are ready to head out the knights opt to remain behind and guard the base camp and the *Codex Ibnathi* that Sir Urvitus insists remains hidden within on the basis that if the dangerous book is removed from the wards of the vaults, then anyone magically searching for it will have the ability to locate it. Once the mission in the city is complete,

the knights and PCs together can plan for the safe removal of the book to a similarly shielded location in Courghais to determine its final disposition and likely destruction.

If the PCs are reluctant to leave the book with the knights, Navellis reminds them that it is an official Knights of Macobert mission, and the book is in the knights' hands. As the ranking knight, it is Sir Urvitus's decision, not the PCs'. However, to assuage the PCs' fears over any foul play involving the book, Urvitus swears to them that no examination will be made of the book until it is safely back in Courghais and can be done so under controlled conditions to prevent a repeat of what occurred previously in Eber. Likewise, the book had already successfully resisted discovery by whomever raided the base camp previously, so its current hiding place also seems to be its best hiding place. If this is not sufficient for the PCs, they are of course free to draw their pay and leave.

Assuming the PCs agree to remain and abide by the knights' conditions, continue with **Event 4: Enter the Mothman**.

EVENT 4: ENTER THE MOTHMAN

LOW 11

As stated, even with magical healing and restoration, the surviving knights are not yet mentally or physically ready to undertake forays into the ruins. Holding a defensive position at the base camp is one thing, but after the horrific things they've witnessed, the deaths of so many of their friends, and the dream tortures they've endured at the hands of the hag and the Mindwyrms, they are simply going to need a few days to recover to be ready to press on. However, the matter of finding and making contact with the mothman's spirit remains urgent and of high priority. Thus, it falls on the PCs to undertake this course while the knights hold the camp.

With the knights' and Navellis's assistance, the party can plan their mission to the theater. Speculating that the mothman's spirit likely exists as an undead manifestation, they will need to find a way to make contact with it without destroying it and somehow compel its cooperation. Spells like *bind undead* may be helpful, and Navellis can make a teleportation run to obtain scrolls of the spell if necessary. Likewise, if the mothman's undead form is incorporeal like so many of the city's undead, force effects such as *wall of force* may be necessary to contain it without destroying it. Unfortunately, the option of simply resurrecting it is unlikely to be suitable because the ritual would need to be heightened to 10th level with 16 secondary casters, as the mothman's death occurred 1,021 years ago.

After a plan for dealing with the mothman has been reached, the PCs can use the knights' knowledge of the city and their own experience to ensure their arrival at the theater around nightfall, thus avoiding the initial outbreak of shadow creatures. If the PCs are in the vicinity of area **F1** at the moment that corresponds to the original opera's performance time just as the sun goes down, they will see the following.

Something stirs among the strange scorched shadows and silhouettes along the theater's outer wall. High up, you see the humanoid winged scorchmark shift and flicker as a tall, fearsome shape emerges, night-black with gleaming red eyes.

Caught by the catastrophe, the mothman has been transformed into a **dread wraith**, and in order to successfully question it, the party must find a way to defeat and contain the wraith without destroying it. If this proves overly difficult, the GM may simply rule that when reduced to near 0 hit points, the dread wraith, sensing something of its greater purpose, surrenders to the PCs. In a worst case scenario, if the PCs are unable to defeat it and contain it, they can simply leave without destroying it and return the next night to try again when it will be once again at full power. At the end of each round of combat, 1d3-1 ordinary wraiths appear, drawn to the struggle. Once the dread wraith mothman is defeated, any other wraiths present fight until destroyed but no additional wraiths arrive.

DREAD WRAITH MOTHMAN

CREATURE 11

UNIQUE NE LARGE INCORPOREAL UNDEAD WRAITH

Perception +14, darkvision, lifesense 60 feet

Languages Common, Infernal

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

AC 34; **Fort** +23, **Ref** +20, **Will** +22, +2 status to all saves vs. positive

HP 80 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↗

Speed fly 40 feet

Melee ♦ spectral hand +17 (finesse, reach 10 feet),

Damage 2d10+5 negative plus drain life

Drain Life (divine, necromancy) When the wraith damages a living creature with its spectral hand Strike, the wraith gains 5 temporary Hit Points and the creature must succeed at a DC 30 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 6.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the wraith that killed it. It doesn't have drain life or wraith spawn and becomes clumsy 2 for as long as it is a wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will, gains Wraith Spawn, and is no longer clumsy.

WRAITH

CREATURE 6

Pathfinder Bestiary (Second Edition), Wraith

Perception +14

Development: If the PCs can subdue or control the mothman dread wraith, they can communicate with it. It attempts to bargain with the PCs, demanding that they slay it and end its tormented existence in exchange for its cooperation. If it is magically compelled, it will still beg for its destruction in return for its help.

Once the PCs have obtained the creature's cooperation or properly compelled it, it will relate the events leading up to its demise. The mothman is an agent of fate, a harbinger of apocalypse, and the creature came to Curgantium in 2496 I.R. to foretell the doom of the city, though even it did not know the true extent of the doom to the entire Hyperborean Empire. Nevertheless, the mothman allowed itself to be seen sporadically about the city as harbinger of its coming fate. Then on the last fateful night it appeared outside the opera house itself, as that was the nature of the doom it was foretelling: The mad director Cellichos was debuting the complete *The King in Yellow*, an opera never



before produced in its entirety upon the world of Boros (as it was then known). The full performance of this opera would have called forth the avatar of the Great Old One Hastur the Unspeakable and ended the world in a cataclysm of madness — that was the calamity the mothman had arrived to foretell.

At the conclusion of the opera the screams of madness rising from its audience were audible even from the streets and grew louder still as the opera hall's front doors opened and out strode a tall, yellow-robed figure that seemed to carry fear and insanity in its wake. The figure turned towards the Tower of Oerson in the distance and took its first step towards what would become its earthly throne, and the mothman knew that its foretold catastrophe had arrived, the disaster of disasters that would sweep away the current order and completely remake the world. But even the mothman was surprised when, at that instant, the Tower of Oerson exploded, enveloping much of central Curgantium including the opera house, the yellow-robed figure, and the mothman itself in the cataclysmic blast.

The mothman can recall no more, it was slain at that moment and began its existence as a dread wraith tied to a shadow scorched into a section of broken wall. The mad ravings of the opera's audience was silenced only to become the Nightscream that descends over the city each night as moonrise touches the melted glass of the tower, and of the yellow-robed avatar of Armageddon, nothing further is known. Not only was the mothman the only sane individual to spot the figure in the final moments of the city, no reports of such a figure ever emerged from the catastrophe, strongly hinting that it too was destroyed in the conflagration.

Any PC making a DC 20 Arcana, History Lore, or Religion check is suddenly struck by an uncomfortable thought: As brutal and destructive as the exploding Tower of Oerson was, killing tens of thousands, sentencing millions more to a slow death from the lawlessness and deprivation that followed, and destroying the greatest empire that the world had ever known, it was perhaps a mercy that had in fact saved the world from a far worse fate. As widespread as the devastation of the Tower of Oerson and subsequent fall of Hyperborea stretched, nevertheless ten centuries later a battered and bruised world had largely recovered and ushered in another, if not quite-so-grand, nonetheless formidable empire in the Foerdewaith that until recent centuries had managed to bring its own peace and prosperity. It was as if the world had been sentenced to death only to have it commuted at the last minute with a devastating but, perhaps, less permanent calamity.

A creature that critically succeeds on this roll also realizes that were it not for the devastating and unexplained sudden shift of the world's polar axis in 2491, then the need to draw together the greatest spellcasters of the world to Curgantium to weave their magic on the very night of *The King in Yellow*'s performance would never have occurred. Thus, another great disaster presaged a second, both of which prevented an even greater. So great is the sudden cosmic lucidity that comes from grasping these truths that any PC who succeeded on this check (or any player who reached the same conclusion unaided by a check) is immediately stunned 3 and receives a permanent +1 ability boost to his Wisdom score as the import of the greater cosmological picture sinks home in his mind. Rarely is a mortal allowed a glimpse behind the curtains of destiny, and even more so to see secret destinies writ at the beginning of time that defy even the machinations of the gods. For more information on this see the **Appendix D: Behind the Curtain** (see page 125).

EVENT 5: THE INEVITABLE ARBITER

Earlier in the adventure (**Event 2**), some PCs might have briefly glimpsed a mysterious watcher as it followed and observed them. Now as the PCs finally grant the dread wraith in **Event 4** its release from undeath, the watcher returns.

From out of the darkness emerges a metallic spherical object, 1 foot in diameter, held aloft on mechanical wings and equipped with two prehensile arms and a single, centralized eye. A flat, monotonous, artificial voice issues from the sphere. "Attend. No harm is intended. This arbiter unit requests information and assistance from native planar inhabitants."

The strange object/creature possibly glimpsed by the party in Event 2 and now presenting itself before the PCs is an **arbiter aeon**, Arbitrator/1151.x, an extraplanar scout and diplomat from that law-enforcing race. If the PCs attack the creature, it immediately flies away into the darkness above, in search of the nearest inevitable to which it will report. However, its intentions are peaceful and, if the PCs show a willingness to communicate, can offer them several pieces of information in addition to its own questions.

ARBITRATOR/1151.X

CREATURE 2

Pathfinder Bestiary (Second Edition) Arbiter Aeon
Initiative Perception +7

Development: If the PCs communicate with the arbiter, it greets them first in Utopian, then defaulting to Celestial and Infernal before resorting to Common. It uses a clipped and technical style of speech highlighting that its existence is as much machine as living creature. It opens the dialog by identifying its function and model number (arbiter aeon Arbitrator/1151.x) and informing the PCs that the aeon have long been aware of unauthorized planar conjunctions between these ruins and the Plane of Shadows and have been investigating for some time. The arbiter advises that the PCs are the first to actually make meaningful contact with one of these "conjunctions" (i.e. undead and/or extraplanar creatures associated with the Plane of Shadows) and remain "intact" (i.e. alive) and asks them several bureaucratic-type questions about their technique and motives such as: "Please describe basic tactics and philosophical approach to shadow entities," "Please provide technical assessment of arcane and divine spell effectiveness against shadow entities," and "Please detail all contact with alternate non-material planes and their inhabitants. Please be specific."

After a number of these questions, hopefully before the PCs run out of patience, the arbiter thanks them for their

cooperation and produces from an internal compartment an official-looking document with several seals and a header portraying a triangle within a square within a circle (not entirely dissimilar to the symbol in **H9**, though this is merely coincidence).

It closes with the following request, “Before departure, arbiter unit requests that native planar inhabitants complete this Statement of Material Testimony (Uncompelled). Please retain these forms on your person at all times, and also be assured that information on the form will remain confidential and not be used for unrelated legal proceedings or unauthorized mass-mailings. This unit now returns to report to its supervisor, Senior Deputy Vice-Director/672.b. We thank you for your cooperation in this matter.”

With that the arbiter flies away, vanishing into the darkness to report to its superiors and leaving the party with the form. Examining the form reveals it to be a standardized printed form written in Utopian with translations provided in Common, to be filled out in triplicate and with the sigil of Arbitrator/1151.x added at the bottom as witness. Several miscellaneous boxes can be checked when the form is filled out, and while most of them are not important (or worse, incomprehensible), one box noticed with a DC 25 Perception check or DC 15 Legal Lore check reveals the option to give the statement in person to a department director or vice director, though this must be endorsed separately and requires a “2-level fee, refundable at discretion of department review.”

While this is somewhat obscure, a DC 30 Arcana check suggests that it means that it can be used to summon an inevitable of department director or vice director level (whatever that means). If a PC checks this box, he can at any subsequent point summon an elite marut aeon designated Vice Director/811.1-A that will assist in any one battle involving outsiders or extraplanar-associated creatures. However, the PC also immediately becomes permanently drained 2. At the marut’s discretion over whether the summons was appropriate or not, it can remove the PC’s drained condition as a free action (see encounter text for this adventure as to what the inevitable will deem as an appropriate summons). Otherwise, the drained condition may be removed by the normal magical means.

VICE DIRECTOR/811.1-A

Pathfinder Bestiary 2 (Second Edition), Aeon, Marut, Elite
Initiative Perception +28

EVENT 6: DARK BETRAYAL

SEVERE 15

Having gained the information available from the undead mothman and the unlikely promise of aid from the inevitables, the party is free to return to the base camp — their mission to the city finally completed — and leave Old Curgantium behind once and for all. Alas, it is not quite so simple. After having lurked in the shadows for much of the adventure, watching and biding its time, the Underguild is finally ready to act against this incursion into what they see as their territory and interference into their own affairs. Needing both Urvitus and the Codex Ibnathi for plans they themselves have long been developing, the vampires have taken steps to obtain them and are not about to let a rag-tag band of adventurers stop them at the verge of success.

The Underguild, while not strictly allied with the shadow creatures of the city, has co-existed in the ruins with them somewhat peacefully. The Underguild was aware that Lady Elgeirbid was taken by a velstrac attack force during one of the knights’ previous foray into the ruins. They are also aware that the PCs are working with the knights and stand to disrupt years of carefully laid plans. With the PCs’ incursion to talk to the mothman’s wraith, the Underguild has reached out to their contacts with the creatures of the Shadow Plane and given them the party’s location and disposition. With this information, the recently transformed Lady Elgierbid seeks dark vengeance against those who failed her in her mortal life and their allies — such as the PCs.

The unfortunate Lady Elgierbid, taken in battle by the shadow creatures, has been hideously tortured and transformed into a unique **evangelist velstrac** by the vesltrag demagogues of the Plane of Shadows. Riding a **greater nightmare**, she retains her old knightly skills, and is accompanied by **4 osyluths**, intent on permanently eliminating the PCs from the ruins of the city. They ambush the PCs in the dark from the surrounding rubble as the party makes its way back towards the base camp. If the PCs are flying over the ruins, the velstrac come swooping upward to attack the PCs from below. In either case, any PC not succeeding on a DC 21 Perception check is caught by surprise when the ambush is sprung.

Read the following description when the vesltrag attack and modify as necessary if the combat occurs in the air.

The night is split by a soundless howl that seems to reverberate through your souls, and a massive horse the color of midnight with fire streaming from its nostrils and hooves comes bounding

out of the darkness. Its rider is a dark form, blurry and difficult to see, but she seems to wear armor wrapped in chains, and from her head streams a thick mane of red hair marked with a streak of silver. With her come small feral humanoid shapes, indistinct in the darkness but with glowing red eyes and giving the impression of having had the skin stripped from their bodies to reveal the gray, striated muscle beneath.

LADY ELGIERBID PALITROIX

CREATURE 17

UNIQUE LE FIEND HUMANOID

Perception +30, darkvision, **painsight**

Languages Common, High Boros, Infernal, Shadowtongue

Skills Acrobatics +28, Athletics +30, Crafting +33, Intimidation +28, Lore (Torture) +36, Religion +25

Str +7, **Dex** +5, **Con** +8, **Int** +3, **Wis** +2, **Cha** +5

Items Cutthroat's Apprentice (+1 striking dancing shortsword), +1 adamantine breastplate with Swan sigil of Palitroix, necklace of fireballs V, panacea potion (2)

Painsight (divination, divine) An evangelist automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.

AC 43; **Fort** +32, **Ref** +27, **Will** +24; +1 status to all saves v. magic

HP 250, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 10, silver 10

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 32 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ Cutthroat's Apprentice (+1 dancing shortsword) +34 (agile, finesse, magical, versatile P), **Damage** 3d6+7 slashing plus arcane strike

Melee ♦ chain +33 (disarm, reach 10 feet, trip), **Damage** 3d8+7 piercing plus 1d6 persistent bleed and impaling chain



Spellsword ♦ (attack) Lady Elgeirbid has learned to channel her spells through her sword. She casts a spell and then Strikes with her sword. If she hits with her Strike, the target takes normal weapon damage and also suffers the effects of the spell as if it had been cast normally (i.e. saving throws etc. still apply as per the spell's description).

Animate Chains (divine, transmutation) Chains in Lady Elgeirbid's vicinity sprout barbs and writhe menacingly. Lady Elgeirbid can make chain Strikes against any creature that is adjacent to an unattended chain within 20 feet, in addition to within the reach of its own chain Strike.

Arcane Strike (arcane) When Lady Elgeirbid successfully Strikes a creature, she can channel arcane energy into the wound. The creature takes

an additional $3d6$ force damage. Lady Elgeirbid cannot combine arcane strike and spellsword.

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) Lady Elgeirbid stares at a creature it can see within 30 feet. The target must immediately attempt a Will save against Lady Elgeirbid's unnerving gaze. In addition, if the creature was already frightened, on a failed save, Lady Elgeirbid is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of Lady Elgeirbid's next turn.

Impaling Chain When Lady Elgeirbid critically hits with a chain Strike, the target is impaled and anchored in place, becoming grabbed by the chain. It's unable to recover from persistent bleed damage until it gets free (Escape DC 25).

Arcane Prepared Spells DC 35, attack 33; **4th** heightened *shocking grasp*, *weapon storm*; **3rd** *haste*, *lightning bolt*; **2nd** *acid arrow*, *blur*; **1st** *fear*, *shocking grasp*; **Cantrips** *acid splash*, *shield*

GREATER NIGHTMARE

CREATURE 11

Pathfinder Bestiary (Second Edition), Greater Nightmare

Initiative Perception +22

OSYLUTH (4)

CREATURE 9

LE LARGE DEVIL FIEND

Perception +17; darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Arcana +18, Deception +19, Intimidation +21, Religion +15, Stealth +20

Str +5, Dex +5, Con +4, Int +3, Wis +2, Cha +4

AC 28, **Fort** +21, **Ref** +18, **Will** +15; +1 status to all saves vs. magic

HP 146; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Speed 35 feet, fly 30 feet

Melee ♦ jaws +20, **Damage** $2d10+11$ piercing

Melee ♦ claw +20 (agile, reach 10 feet), **Damage**

$2d6+11$ slashing

Melee ♦ stinger +21 (reach 15 feet), **Damage**

$1d10+11$ piercing plus bone devil venom

Ranged ♦ bone shard +20 (range increment 30 feet), **Damage** $2d6+8$ piercing

Divine Innate Spells DC 25; **5th** *phantom pain*; **4th** *dimension door* (at will), *dimensional anchor* (x2), *discern lies*; **2nd** *invisibility* (at will; self only)

Divine Rituals DC 25; **1st** *infernal pact*

Bone Devil Venom (poison) **Saving Throw** DC 25

Fortitude; **Maximum Duration** 6 rounds; **Stage 1** $2d6$ poison damage, enfeebled 1 (1 round); **Stage 2** $3d6$ poison damage and enfeebled 1 (1 round); **Stage 3** $3d6$ poison damage, enfeebled 2, and the creature takes a -4 status penalty to Will saves against attempts to Coerce it (1 hour)

Quick Invisibility The bone devil can cast *invisibility* on itself using only 1 action.

Sadistic Strike A bone devil deals an extra $2d6$ damage whenever it hits a creature that has the enfeebled, frightened, or prone condition with any of its Strikes.

Tail Sweep ♦ The bone devil sweeps its tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

Tactics: Prior to combat, Lady Elgeirbid casts *blur* and *shield* on herself and *haste* on herself and her allies. As the attack is launched, Lady Elgeirbid charges forward on her nightmare and activates her *cutthroat's apprentice*, freeing it to dance. She then engages in melee with her chains while the dancing short sword targets her primary foe. The osyluths attempt to gang up on and overwhelm a pair of targets while Lady Elgeirbid and her steed occupy the rest of the party.

Development: Lady Elgeirbid is not suicidal, though the evangelists will not retreat as long as she remains in the fight. If all of the regular evangelists are slain and Lady Elgeirbid is reduced below half hit points or her nightmare is killed, she attempts to retreat.

If the PCs choose to summon the marut (see **Event 5**) to assist in this battle, the aeon will deem it to be an appropriate summons and will remove the summoner's drained condition as a free action when it arrives.

EVENT 7: THE RETURN OF SIR ERNST

SEVERE 14

After the encounter with Lady Elgierbid and her minions, the PCs likely want to return to the base camp with some urgency. When they arrive, however, they are too late. All the traps at **B3** have been reset and do not respond to the prior passwords. The situation within the camp itself is no better. Read the following when the PCs first enter area **B5**.

It looks as though a slaughter occurred here. Two headless corpses lie in pools of congealing blood, and the floor is an incomprehensible jumble of footprints. Who or what the attackers were, however, is unclear.

The Underguild attacked the base camp with overwhelming force in the PCs' absence and laid waste to the knights' defenses. Additionally, if they were not previously destroyed by the PCs, the 2 cephalophores at **B5** have been reprogrammed to attack when the PCs enter and fight until destroyed.

CEPHALOPHORE (2)

CREATURE 9

See Appendix C, page 113

Initiative Perception +15

After finally dealing with the reset traps and the guardians, the PCs can examine the scene more closely. The bodies on the floor are headless, but their gear and overall physique matches that of Sir Frankus and Lady Margeret. They appear to have engaged in a brutal combat before their demise, after which their heads were crudely hacked from their bodies and are nowhere to be found. Because of this mutilation, they cannot be questioned by talking corpse spells. Likewise, the lack of heads would prevent a raise dead spell from working; if the PCs wished to bring one or both of them back to life, they would need to use a resurrection to be successful. However, anyone using magic like detect undead or making a DC 30 Religion check while closely examining these corpses discovers that they have both been animated as undead (they are now juju zombies, see "Development" below). If Malcolm was left in the base camp, then his corpse is discovered in **B6**, likewise decapitated (though not animated). Neither Sir Urvitus nor the *Codex Ibnathi* can be found anywhere within the base camp.

An examination of the bloody tracks on the floor with a successful DC 15 Survival check indicate that the battle raged in both areas **B5** and **B8** and involved multiple humanoid combatants, but they are too jumbled to make

out individual tracks or much else. On a critical success it is apparent that one set of tracks seems to end at the edge of the well in **B8**. Likewise anyone in area **B8** making a DC 22 Perception check detects a faint sloshing sound coming from beneath the well's cover. If the well cover is removed and a light source shone down the shaft, the form of Barionor can be seen slumped in the 3 feet of water, only his head and bent knees visible above the surface. The water itself is murky red with blood, and only the faintest movement of Barionor's breathing causes the slight sloshing in the water that is barely audible.

The base camp was attacked by a large Underguild force shortly after the PCs departed for the theater. It was this group that defeated the knights and took Sir Urvitus prisoner. It saw to the resetting of the traps and guardians and removed the heads of the twins (and the dragonne if applicable) before discarding them in the ruins. One of the group, a powerful cleric, used a create undead ritual to animate the decapitated corpses as **2 juju zombies**. This larger group has departed with its prisoner, but a smaller force was left behind to keep watch and ambush the party upon its return. This group hides in the ruins outside the base camp and watched the approach of the party as they entered and went below. They follow the PCs in only seconds afterward so the party will have little opportunity to look around or examine the scene of the battle before this group arrives through the portal at **B4** and launches its attack. The attacking force is led by the treacherous Sir Ernst Braanak who is, in reality, a powerful **fext**. Ernst himself has been an agent of the Underguild from the beginning, using his deceiver's ring^{L14} (which assists him in maintaining his deception as a living human rather than an undead **fext**), considerable disguise skills, and extensive battle scarring to infiltrate the Knights of Macobert for decades.

He did not organize this expedition, but when he heard about it, he notified his superiors in the Underguild and made sure he joined the mission. He is responsible for much of the knights' woes as he used them to uncover the *Codex Ibnathi* and then lead them into a series of ambushes throughout the ruined city. He is accompanied by an ankou called Rädsla and 4 feral vampire spawn smashers as muscle. If the PCs have not left someone on guard at the camp's entrance, they are likely to be caught by surprise with this attack.

SIR ERNST BRAANAK

CREATURE 14

UNIQUE LE FEXT FIGHTER UNDEAD

Perception +26, darkvision

Languages Common, Infernal
Skills Acrobatics +20, Deception +28, Intimidation +28, Religion +23, Stealth +20
Str +7, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4
Items +2 greater striking bastard sword, +1 resilient full plate, steel shield, deceiver's ring (see **Appendix A**, page 108)

AC 39; **Fort** +26, **Ref** +22, **Will** +24, +1 status on all saves versus magic, +1 status on all saves versus fear

HP 280; **Immunities** cold, death effects, disease, paralyzed, poisons; **Resistances** electricity 10, fire 10, physical 10 (except glass or obsidian weapons)

Attack of Opportunity ↳

Shield Block ↳

Unkillable (necromancy) When reduced to 0 hit points by anything other than a glass weapon or an obsidian weapon, a fext is not destroyed, but instead becomes unconscious.

Additionally, 1d4 minutes after falling unconscious, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon, or once it is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

Speed 25 feet

Melee ♦ bastard sword +30 (magical, two-handed d12), **Damage** 4d8+9 slashing

Melee ♦ fist +26 (agile), **Damage** 2d6+7 bludgeoning plus energy drain

Divine Innate Spells DC 32, attack +24; **5th** abyssal plague (x3); **At Will** death knell, protection (self only), talking corpse

Energy Drain A creature hit by Sir Ernst's fist Strike must

attempt a DC 24 Will save, with effects based on the results of the save:

Critical Success no effect

Success creature is drained 1

Failure creature is drained 2 and takes 3d6 negative damage

Critical Failure creature is drained 4 and takes 6d6 negative damage

RÄDSLA

CREATURE 14

Pathfinder Bestiary 2 (Second Edition), Ankou

Initiative Perception +25

FERAL VAMPIRE SPAWN (4)

CREATURE 9

RARE CE UNDEAD VAMPIRE

Perception +21, darkvision, scent (imprecise) 30 feet

Languages Common (cannot speak)

Skills Acrobatics +21, Athletics +25, Intimidation +20, Stealth +21

Str +6, **Dex** +3, **Con** +6, **Int** -3, **Wis** +0, **Cha** +0

Items +1 striking greatclub, +1 splint mail

AC 28; **Fort** +20, **Ref** +18, **Will** +16, +1 on all saves vs. positive

HP 170, (coffin restoration, fast healing 5, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep;

Resistances cold 10, electricity 10, physical 5 (except silver); **Weaknesses** vampire weaknesses

Attack of Opportunity [reaction]

Speed 25 feet, climb 25 feet

Melee ♦ greatclub +14 (agile), **Damage** 3d10+6 bludgeoning

Melee ♦ claw +14 (agile), **Damage** 1d8+6 slashing plus grab

Drink Blood ♦ (divine, necromancy);

Requirement A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire spawn's reach. Effect The vampire spawn sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC



if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire spawn regains 17 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP but increases the victim's drain value by 1.

SIR FRANKUS DELERRON

CREATURE 8

UNIQUE NE UNDEAD

Perception +20, lifesense (precise) 60 feet
Languages Common (cannot speak)
Skills Athletics +18, Intimidation +16, Stealth +12, Survival +12

Str +5, **Dex** +3, **Con** +3, **Int** -2, **Wis** +0, **Cha** +0

Items +1 half-plate, +1 steel shield, +2 shock battleaxe

Headless Sir Frankus has been decapitated and therefore has the blinded and deafened conditions. He cannot take verbal commands, but he senses the will of its creator or another creature designated by its creator, allowing it to know when and whom to attack.

Lifesense Sir Frankus can sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

AC 30; **Fort** +19, **Ref** +13, **Will** +16, +1 status to all saves vs. positive

HP 150, fast healing 5; **Immunities** fear, death effects, disease, poison, paralyzed, unconscious;

Weaknesses good 5

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 23

Attack of Opportunity ↗

Reactive Shield ↗

Speed 15 feet

Melee ♦ +2 shock battleaxe +20 (magical, sweep), **Damage** 2d8+7 slashing plus 1d6 electricity



LADY MARGARET DELERRON

CREATURE 9

UNIQUE NE UNDEAD

Perception +20, lifesense (precise) 60 feet
Languages Aquan, Auran, Common (cannot speak)
Skills Diplomacy +20, Medicine +20, Religion +18

Str +3, **Dex** +3, **Con** +4, **Int** +1, **Wis** +5, **Cha** +4

Items +1 greater shock trident, +2 resilient chainmail, +1 steel shield, scroll: heightened raise dead (8th level), scroll: heightened restoration (4th level), silver holy symbol of Quell (25 gp)

Headless Lady Margaret has been decapitated and therefore has the blinded and deafened conditions. She cannot take verbal commands, but she senses the will of its creator or another creature designated by its creator, allowing it to know when and whom to attack.

Lifesense Lady Margaret can sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

AC 30; **Fort** +19, **Ref** +13, **Will** +16, +1 status to all saves vs. positive

HP 140, fast healing 5; **Immunities** fear, death

effects, disease, poison, paralyzed, unconscious;

Weaknesses good 5

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 25

Speed 20 feet

Melee ♦ +1 greater shock trident +19, **Damage**

2d8+6 piercing plus 1d6 electricity damage (arcs to up to two other targets within 10 feet on a critical hit)

Ranged ♦ +1 shock trident +19, **Damage** 2d8+6

piercing plus 1d6 electricity damage (arcs to up to two other targets within 10 feet on a critical hit)

Tactics: The ambush is sprung before the PCs have much of a chance to examine the scene of the battle. As Sir Ernst's group comes through the door at B4, the juju zombies rise from the ground and begin their attack. The feral vampire spawn rage and rush to engage the PCs as well. The ankou has already used its circle of death ability (to slay the two headless knights), so rather it attempts to fly over to a divine spellcaster if possible and concentrate its attacks there. Sir Ernst, meanwhile, roars a challenge to the party leader or most formidable combatant and attempts to engage him in a one-on-one duel. If more than one adversary closes on Ernst he tries to avoid being cornered.

Ernst, the vampire spawn, and zombies are utterly fearless, fighting until destroyed — Sir Ernst is confident he will return from the dead once again thanks to his unkillable quality. Rädsla will remain in the fight as long as Sir Ernst still stands before fleeing, though if the ankou is reduced below 20 hit points, it will flee regardless. It will not report in to its Underguild superiors for fear of reprisals but will rather go elsewhere in the ruins to lick its wounds and wait to see how the current power struggle plays out.

Development: Unless the PCs take the time and resources to resurrect one or more of the knights, Barionor is the only one who can be healed and questioned as to what happened.

He explains that shortly after the PCs departed and Navellis teleported back to Courghais to conduct further research, the base camp was attacked by surprise. He can confirm that it was Sir Ernst returned who penetrated their defenses in the surprise attack but that it was a skeletal fiend wearing the armor of a Knight of Macobert that led them (this was the graveknight Barivoren Wallix, though the PCs have no way of knowing yet). The force that attacked was overwhelming — much larger than the

group that just battled the PCs — and during the fight Sir Ernst singled him out for melee and beat him badly. The last thing he remembers was teetering on the edge of the well, nearly spent and bleeding heavily, when Ernst brought his sword around for another swing, the blow knocked Barionor into the well. Ernst believed the squire slain or nearly so and that he would soon drown regardless — being unaware of the well water's shallowness — so he merely pulled the cover over it and forgot about the defeated foe. Barionor is enraged over Ernst's betrayal and heartsick over the loss of Sir Frankus and Lady Margaret deaths. He affirms that Sir Urvitus was present during the battle and fighting alongside his comrades; he doesn't know where the knight would be now and is suddenly fearful that he was taken by the attackers. If he receives adequate healing and rest, he will gladly join the party to find the missing knight, though he will not insist upon this if the PCs refuse. If he is allowed to accompany them, he assists in any way possible, including taking risks as necessary, though he will not be purposely suicidal.

Unless the PCs contact him sooner, Navellis returns by teleportation in 1d4 hours; if he is contacted sooner, he returns immediately. He had been conducting some further research at Sir Urvitus's request but had not yet found anything of use. If the PCs don't think to do so themselves, he casts scrying and succeeds in locating Sir Urvitus. The knight lies bound and unconscious in a dark, damp, brick-lined chamber. He is badly wounded but appears to be alive and stable. Attempts to teleport to the knight's locations fail, however, as the area he is in lies under the effects of a dimensional lock spell. Further divination reveals only that he is somewhere in the city's old sewer system and that he is in grave, though not immediate, danger. Unfortunately, a locate creature spell does not work because there is running water between the PCs and his location.

Navellis informs the PCs that he had arranged for the procurement of a scroll of discern location during the party's expedition but once they located the knights had not yet followed up on it. He tells the party that he can obtain the scroll in the morning and return to the base camp with it if they can wait that long. After their encounters in the city and in the ambush, they are likely to welcome a chance to rest and recover. Besides, travel during the day tends to be slightly less dangerous and divinations show that Sir Urvitus is not in immediate peril, so holing up for the rest of the night at the base camp might not be a bad idea. He also volunteers to obtain healing scrolls for the party. If the PCs agree to this, Navellis teleports back to Courghais at first light and returns an hour later with an arcane scroll of discern

location. He also carries a divine scroll of heal (9th level) for each PC as well as one for Barionor if the party would like for him to join them. If the PCs wish for Navellis to obtain other items, it is at the GM's discretion if he has the time and ability to do so.

BARINOR OF TROYE	CREATURE 10
UNIQUE LN HUMANOID MONK	
Perception +22	
Languages Common, Erskin	LL4-17,18, Orc
Skills Athletics +23, Acrobatics +19	
Str +4, Dex +3, Con +4, Int +2, Wis +1, Cha +1	
Items +2 returning hatchet, +1 striking handwraps of mighty blows, potion of quickness, armbands of athleticism, backpack, belt pouch, 50-ft. rope, 10 torches, flint and steel, waterskin, belt pouch with 23 gp, 36 sp, 41 cp, a jade (15 gp), and an aquamarine (40 gp)	
AC 30; Fort +24, Ref +23, Will +21	
HP 190	
Attack of Opportunity [reaction]	
Speed 40 feet	
Melee ♦ unarmed strike +25 (agile, iron, magical, silver), Damage 3d6+5 bludgeoning plus slowed 1 until end of Barionor's next turn (DC 30 Fort)	
Ranged ♦ +2 returning hatchet +26 (agile, sweep, thrown 10 feet), Damage 2d6+6 slashing	
Flurry of Blows ♦ (flourish, monk) Barionor makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply the multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn.	
Flurry of Maneuvers ♦ (flourish, monk) Barionor makes two unarmed Strikes, replacing one or both of Strikes with Grapples, Shoves, or Trips.	
Sleeper Hold ♦ (attack, incapacitation, monk) Requirements Barionor has a creature grabbed or restrained. Effect You pinch crucial points of your target's nervous system, impeding its ability to function. Attempt an Athletics check to Grapple the creature, with the following success and critical success effects instead of the usual effects.	

Critical Success The target falls unconscious for 1 minute, though it remains standing and doesn't drop what it holds.

Success The target is clumsy 1 until the end of its next turn.

Stunning Fist When Sir Barionor targets the same creature with two Strikes from his Flurry of Blows, and deals damage with either Strike the target must succeed at a DC 25 Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

I. TUNNELS OF THE UNDERGUILD

The party needs to return to the Curgantium sewers, where the Underguild is holding Urvitus and the book. However, the section of the sewers most heavily occupied by the Underguild lie along the Riverfront. By means of Navellis's *discern location* spell, he can guide to the party to its entrance at area I. As the challenges below are likely to be significant, the GM may wish to minimize encounters along the way, or possibly dispense with them altogether. At the entrance to the sewers located by the spell, the PCs will be left to their own devices; Navellis will not accompany them down into the tunnels. He states that the path to where Sir Urvitus is being held (and by extension probably the book as well) is fairly direct. Once the party enters the tunnels, Navellis will teleport back to Courghais to await news if Barionor is joining them or accompany Barionor back to area B if he is not.

I.1. UNDERGUILD ENTRANCE TRIVIAL 10

The entrance to the hidden complex is located in a ruined villa in the Riverfront district. In a bathhouse beneath the overshadowing branches of a eucalyptus tree can be found a dry pool lined with cracked ceramic tiles. In the center of the pool is a wide brass drain cover inscribed with the symbol of a skull with elongated canine teeth and pierced laterally by two knives. A DC 35 Society or Underworld Lore check identifies this as the symbol of the Underguild. The drain cover is locked in place and requires magic or a DC 30 Thievery check to dislodge it to reveal a 20-foot ladder descending to a tunnel beneath. While the drain cover is not trapped, the ladder does bear a **trap**.

Trap: The ladder is trapped halfway down its length. Each character who climbs down the ladder has a cumulative 1 in 4 chance of setting off the trap (so the fourth character sets it off automatically). When triggered, fire erupts into the pool above and corridor below, filling each in a 20-foot radius.

EXPANDING THE UNDERGUILD

The Underguild was first introduced in the adventure "Sewers of the Underguild" in **L2: Vampires and Liches** by **Necromancer Games**. It was updated and revised and appeared again in **Quests of Doom** by **Frog God Games** where it was revealed that the powerful organization's sewer lair existed below the streets of ruined Curgantium. If you have access to either of those sources, you can easily expand the Underguild sewer tunnels in this adventure. Simply have the entrance of **I** lead to area **1** of that adventure rather than **I1** in this adventure. Then one of the sewer tunnels from areas **20** or **24** can lead to area **I1** in this adventure. It should be noted that the original adventure is designed for 11th-level characters, so you will likely need to add 4 or 5 levels or Hit Dice to the creatures encountered there in order to make it challenging for a party of 15th- or 16th-level PCs.

Additional information on the subterranean tunnels of the Underguild and their secrets can be found in the short story "In for a Pound" by Kevin Wright in 2016's **Tales of the Lost Lands: Tale Pack 5** from **Frog God Games**.

INCENDIARY CLOUD TRAP

HAZARD 10

EVOCATION FIRE MAGICAL TRAP

Stealth DC 29

Description When triggered, fire erupts into the pool above and corridor below, filling each in a 20-foot radius.

Disable DC 29 (expert)

Incendiary Cloud [reaction] (evocation, fire); **Trigger** see text. **Effect** A cloud of smoke and fiery embers erupts a 20-foot radius. Each creature in the area takes 6d6 fire damage each round for 10 rounds (DC 29 basic Reflex save).

Reset none

Typical tunnels of the Underguild's lair are constructed of old brick with the ceiling arching to 8 feet overhead. Niter and mold grow on the walls due to centuries of seepage from the surrounding earth, giving the whole an air of musty staleness. Rooms have 15-foot ceilings unless otherwise noted. There are no light sources. All of the tunnels are under the effects of a *dimensional lock* spell.

I2. PIT TRAPS

TRIVIAL 12

The ladder descends into a brick-lined tunnel of obviously ancient construction. Roots push through the masonry in places and wide cracks extend through its mortar, but overall it seems stable. The floor is a thin layer of muck over the brickwork, a result of the endless years of seepage revealed by the stains covering the walls.

The Underguild anticipated that if the incendiary cloud trap at **I1** is set off, anyone in this lower corridor will run to get out of the spell's area of effect. With this in mind, the Underguild has set **traps** in the corridor at the edges of the cloud's reach.

Traps: At each of the locations marked on the map, a covered pit is hidden by the muck of the floor. It normally requires a successful DC 25 Perception check to detect one of these well-concealed pits, but anyone rushing to get out of the effects of the incendiary cloud requires a critical success to notice, and the Reflex save to avoid it is increased by 5 (DC 30).

POISONED PIT TRAPS

HAZARD 12

MECHANICAL TRAP

Stealth DC 25

Description A concealed trapdoor opens into a 50-foot deep pit with poisoned spikes at the bottom.

Disable DC 25 (expert)

AC 10, Fort +1, Ref +1

Trapdoor Hardness 3, Trapdoor HP 12 (BT 6);

Immunities critical hits, object immunities, precision damage

Pitfall  **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature takes 25 falling damage and is attacked by 1d4 spikes. That creature can use the Grab an Edge reaction to avoid falling.

Melee spike +21, Damage 1d4+4 plus giant scorpion venom

Giant Scorpion Venom (alchemical, consumable, injury, poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

Reset none



I3. IRON PORTALS

The corridor ends here at a heavy iron portal. Though spotted with rust it is obviously a much newer addition to these ancient tunnels.

Past the pits in both directions are these iron portals, both bearing an *arcane lock*. In addition, the doors are both set with audible *alarm* spells that will alert the inhabitants throughout areas I1-I6.

Locked Iron Portal: Hardness 10; hp 60; Break DC 38; Disable Device DC 38.

I4. SKIN-WEARER

LOW 15

The reek of death fills this room, and its interior is nothing less than a blood-soaked slaughterhouse. On the walls hang a dozen mutilated figures — humans, elves, halflings, even ogres, giants, and more monstrous forms — all stripped of their skin and many with their entrails, eyes and other organs removed. The floor is sticky with blood. To your growing horror, you realize that a faint moaning sound issues from one of the bodies.

This chamber contains the remains of some of the Underguild's victims. The moaning is a *ghost sound* (Will DC 15 to disbelieve) intended to distract the party, which is probably already disturbed by the horrifying scene. The room's real occupant is an **ecorche** that appears to hang from the wall along with all the other corpses on the opposite wall from the auditory illusion. As the party moves to investigate the possible survivor, the ecorche slips from its trick chains and attack. Further investigation of the bodies confirms that they are all dead, and probably have been for some time — extra blood has apparently been splashed on the walls and floor to make the scene even more gruesome, courtesy of the room's occupant.

ECORCHE

CREATURE 16

RARE CE LARGE UNDEAD

Perception +30, darkvision

Languages Common

Skills Deception +32, Stealth +28

Str +8, Dex +5, Con +3, Int +0, Wis +0, Cha +4

AC 39; Fort +29, Ref +24, Will +22

HP 300, fast healing 5; Immunities acid, cold, death effects, disease, paralyzed, poison, unconscious;

Weaknesses good 10, silver 10

Frightful Presence (aura) 60 feet, DC 26

Speed 25 feet

Melee ♦ claw +32 (agile, reach 10 feet), **Damage**

3d10+8 slashing plus 1 persistent bleed damage

Seize Skin Whenever an ecorche damages a target

with its rend ability, the target must succeed at a DC 25 Fortitude save to resist being skinned alive. Those who fail the save become staggered, drained 1, and take 2d8 points of persistent bleed damage. Both of these effects are permanent but can be removed with a regenerate spell (or 1 round of regeneration). The ecorche can use its wear skin ability to don a skin stolen in this way as a full-round action. The save DC is Dexterity-based.

Rend (claw) ♦ **Requirements** The ecorche hits the same enemy with two consecutive claw Strikes in the same round. **Effect** The ecorche automatically deals that Strike's damage again to the enemy, and the enemy immediately takes 1d6 persistent bleed damage. The ecorche uses Seize Skin.

Wear Skin (Su) An ecorche can steal the skin of a dead Small, Medium, or Large humanoid and wear it as its own. When it does this, the ecorche takes on the creature's size and appearance and gains a +10 bonus on Deception checks made to impersonate the victim. While wearing a stolen skin, an ecorche cannot use its frightful presence. This stolen skin is preserved while the ecorche wears it, but is destroyed if the ecorche takes more than 10 points of damage or if the ecorche chooses to destroy the skin as a standard action. Those within 60 feet who see an ecorche's stolen skin destroyed are immediately subjected to its frightful presence and take a -5 penalty on the related Will save. An ecorche reverts to its normal size if its stolen skin is destroyed.

I5. THE LADY SANCHESSA TRIVIAL 14

A black velvet curtain blocks the entrance to this room. A DC 20 Perception check reveals the odor of blood coming from beyond it. A creature with advantage on Perception checks related to smell automatically succeeds on this check.

Beyond the curtain is a chamber swathed entirely in black. Thick black curtains cover the walls, veils of black muslin conceal the ceiling, and the floor is covered in a thick, black carpet. A small mohogany table rests in the center upon which rests an oil lamp

with a shade of red glass, throwing crimson shards of light across the room's somber interior.

This room is guarded by an undead **sayona**, Lady Sanchesha. Not a true vampire, she has thrown in her lot with the Underguild in exchange for their promise of a continuous stream of living sacrifices for her to drain, thus allowing her to use her living form ability to always retain a beautiful mortal body. Now, as critical rituals are taking place and the Underguild has to deal with the adventurers, she has been dispatched to hold the line, and also enticed with the prospect of more mortal blood. The lady stands invisibly behind the curtain covering the exit from the room (this concealed passage is detectable with a successful DC 18 Perception check) and watches through a small slit in the fabric. With her in the room are **12 syghuls**, the pathetic remains of past victims. They each lie in a hollow in the earthen floor that is covered over by the black carpet, marked on the map with an "x". The carpet has been cut so that they can rise unimpeded with a single action. These concealed hollows can be discovered by stepping in one of the marked squares or with a successful DC 22 Perception check. Marked squares are considered difficult terrain.

LADY SANCHESA

CREATURE 12

UNIQUE CE UNDEAD

Perception +25, darkvision, lifesense 60 feet

Languages Abyssal, Common, Infernal

Skills Acrobatics +22,

Deception +25, Diplomacy +22,

Society +20, Stealth +22

Str +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2,

Cha +5

Items +1 wounding sickle, bracers of armor II, cloak of the bat, belt pouch with 37 pp

AC 33; **Fort** +22, **Ref** +25, **Will**

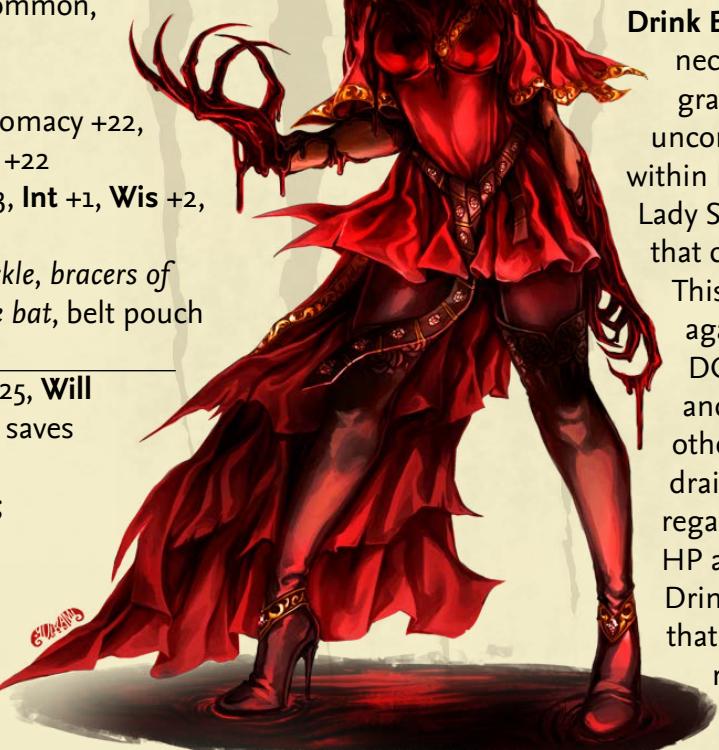
+19, +2 status on all saves

vs. positive

HP 215, fast healing 5;

Immunities death effects, disease, paralyzed, poison, unconscious;

Resistances cold 20



Staggering Gaze (aura, divine, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 32 Fortitude save. If the creature fails, it becomes staggered for 1d4 rounds. Lady Sanchesha can deactivate or activate this aura by using a single action, which has the concentrate trait.

Speed 25 feet

Melee ♦ jaws +28 (finesse), **Damage** 2d6+3 piercing plus 1 persistent bleed damage

Melee ♦ claws +28 (agile, finesse), **Damage** 2d6+3 slashing plus grab

Melee ♦ +1 wounding sickle (agile, finesse, magical, trip), **Damage** 2d4+3 type plus 1d6 persistent bleed damage (1d12 persistent bleed damage on a critical hit)

Arcane Innate Spells DC 32, attack +24; **6th** dominate (x3); **4th** gaseous form (x3); **3rd** bind undead (x3), **2nd** fog cloud (x3), invisibility (x3)

Absorb Blood ♦ (necromancy) A sayona adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of persistent bleed damage to that creature and absorbing the blood through its skin.

Drink Blood ♦ (divine, necromancy); Requirement A grabbed, paralyzed, restrained, unconscious, or willing creature is within Lady Sanchesha's reach. Effect Lady Sanchesha sinks her fangs into that creature to drink its blood.

This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and Lady Sanchesha regains 21 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP but increases the victim's drain value by 1.

Create Spawn (divine, downtown, necromancy) If a humanoid or fey of Medium or Small size dies after being reduced to 0 HP by Drink Blood, the victim rises 24 hours later as a syghul (a ghoul with the advanced creature simple template and the drink blood ability). The spawn is under the creator's control.

Fear Cone (arcane, emotion, fear, mental) All creatures in a 60-foot cone must attempt a DC 32 Will save, with effects based on the results of the save.

Critical Success no effect

Success frightened 1

Failure frightened 3

Critical Failure frightened 3 and fleeing for 1d4 rounds

Living Form (divine, polymorph, transmutation)

As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature instead of an undead (for the purpose of detect undead and similar effects), its fast healing increases to 10, positive energy attacks (such as channel energy) deal half damage to it, and it cannot use its fear cone or gaze attack. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

SYGHUL

CREATURE 2

RARE **NE** **UNDEAD**

Perception +10, darkvision

Languages Common, Necril

Skills Acrobatics +9, Athletics +6, Stealth +9, Survival +5

Str +3, **Dex** +4, **Con** +2, **Int** +2, **Wis** +3, **Cha** +3

AC 18 (negative healing); **Fort** +6, **Ref** +11, **Will** +7

HP 35; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee (jaws +9 (finesse), **Damage** 1d6+3 piercing plus ghoul fever and paralysis)

Melee (claw +9 (agile, finesse), **Damage** 1d4+3 slashing plus paralysis)

Consume Flesh (manipulate) Requirement

The ghoul is adjacent to the corpse of a creature that died within the last hour. Effect The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Drink Blood (divine, necromancy); Requirement

A grabbed, paralyzed, restrained, unconscious, or willing creature is within the syghul's reach.

Effect The syghul sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the syghul regains 3 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the syghul but increases the victim's drain value by 1.

Ghoul Fever (disease) **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (incapacitation, occult, necromancy)

Any living, non-elf creature hit by a syghul's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap (move) The syghul jumps up to half its Speed. This movement doesn't trigger reactions.

Tactics: The syghuls wait until the PCs enter the room before rising all around them. Anyone who has not noticed the concealed creatures is surprised as they rise to attack. Lady Sanchessa uses dominate until she runs out of attempts or is discovered behind the curtain. She then emerges and attacks, making maximum use of her absorb blood ability. The syghuls fight to the death, but if Lady Sanchessa is reduced below 40 hit points, she uses obscuring mist and gaseous form to cover her escape to

the ruins above, leaving the Underguild to their fate. If she escapes, Sanchessa may return to bedevil the party later as vengeance for her defeat.

16. RUNNING WATER LOW 12

The cramped corridor opens out into a much wider tunnel. It is one of the city's main sewers with a brick ceiling arching 20 feet overhead and strings of moss and roots dangling down from jagged cracks in the masonry. A 10-foot-wide channel of fast-flowing water cuts across your path. A slimed, brick bridge without rails arches over the murky waters below. Beyond the bridge a short corridor can be seen that leads to another rusty iron portal.

This tunnel is indeed one of the main sewer channels that carries drainage from the Riverfront to the Amrin River. The slope of the terrain causes the 10-foot-deep channel to flow with considerable current, moving 120 feet per round (DC 20 Athletics check to Swim). The bridge itself is overgrown with slime-molds and moss from the dank surroundings but is otherwise stable. Acrobatics checks that occur on it take a -2 penalty due to its slick surface. In addition, the center section of the bridge bears a phantom trap meant to distract intruders. The true dangers of this tunnel lie in the water below and the ceiling above.

PHANTOM TRAP

HAZARD 4

ILLUSION MAGICAL TRAP

Stealth DC 10

Description This trap is easy to find but has no effect if triggered. It is designed to frighten away thieves or distract them from more valuable targets.

Disable cannot be disabled - any attempt will fail to remove the trap but will not trigger it

AC 10; Fort +2, Ref +2

Hardness 10; HP 30 (BT 15); Immunities critical hits, object immunities, precision damage

The Underguild has recruited two of the extraplanar creatures that inhabit the city to serve as guardians of this chamber. One is an **amphibious roper** hidden beneath the water. The other is a **scarlet walker**, a great spider-like creature with a red, human-sized body with a skull-like face and six extremely long, tentacular legs. This creature uses its compression ability to reside in one of the masonry crevices above the bridge. Both have total cover and total concealment before they emerge from their respective hiding places. These creatures wait until the party is

distracted by the phantom trap or attempts to cross the channel before attacking. The roper attempts to drag victims to drown beneath the water while the scarlet walker uses its blood-draining gaze after emerging and tentacles and Spring Attack to try and paralyse as many opponents as possible. It tries to straddle the channel or cling to the ceiling to make it as difficult as possible to engage in melee. The shadow roper maneuvers to avoid falling within the area of the scarlet walker's blood-draining gaze.

AMPHIBIOUS ROPER

CREATURE 10

RARE CE LARGE ABERRATION AMPHIBIOUS

Perception +21, darkvision

Languages Aklo, Undercommon

Skills Athletics +22, Nature +17 (+21 about caves), Religion +19, Stealth +17 (+25 in stony or icy areas)

Str +6, Dex +1, Con +6, Int +1, Wis +3, Cha +1

AC 29; Fort +20, Ref +15, Will +21, +2 status to all saves vs. magic

HP 215; Resistances electricity 10; **Weaknesses** fire 10

Reactive Lash  **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature.

Speed 10 feet, climb 10 feet

Melee  jaws +21, **Damage** 2d12+12 piercing

Melee  strand +23 (reach 50 feet), **Effect** sticky strand

Extend Strands  The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a -4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands  The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands  The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude

DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release a grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 27 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

SCARLET WALKER

CREATURE 12

UNCOMMON LE HUGE FIEND

Perception +22, **bloodsense** (precise) 60 feet, darkvision, mind reading

Languages Aklo, Infernal, telepathy

Skills Acrobatics +28, Arcana +22, Intimidation +20, Nature +22, Occultism +22, Stealth +24

Str +6, **Dex** +7, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Bloodsense (detection, occult) A scarlet walker can sense living creatures with blood in their veins, or undead creatures that feed on blood (such as vampires).

AC 32; **Fort** +22, **Ref** +27 (evasion), **Will** +22, +2 status on all saves vs. magic

HP 270, fast healing 10; **Immunities** acid, cold, poison; **Weaknesses** electricity 10

Attack of Opportunity ↳

Blood-draining Gaze (arcane, aura, necromancy, visual) 20 feet. All creatures within 20 feet must attempt a DC 32 Fortitude save or thin streams of blood pour from their eyes, flowing through the air and into the eye socket-like pits in the scarlet walker's face. This does not impact the victim's vision, but the victim is drained 1 and sickened 1 from the incredible pain. A creature already suffering from a bleed effect takes a -4 penalty on the saving throw.

Evasion When a scarlet walker rolls a success on a Reflex save, it gets a critical success instead.

Speed 40 feet, climb 40 feet

Melee ♦ claws +26 (agile, finesse, reach 30 feet),

Damage 3d10+6 slashing plus 1d6 persistent bleed

Melee ♦ tentacles +26 (finesse, reach 30 feet),

Damage 3d8+6 slashing plus 1d6 persistent bleed and paralysis

Occult Innate Spells DC 32, attack +26; **Constant** *air walk, mind reading; 6th feeblemind, true seeing; 4th confusion (x3); At Will sending*

Compression (move) A scarlet walker can move through an area as small as one-quarter its space without Squeezing or one-eighth its space when squeezing.

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a scarlet walker's tentacle Strike must succeed at a DC 26 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Treasure: Each of these creatures maintains its own treasure hoard, primarily composed of payments made to it by the Underguild. The roper's treasure is stuffed down the throat of a water-logged aberrant giant husk lying on the bottom of the channel. Anyone searching the channel can locate the corpse with a DC 5 Perception check, but they must specifically search its stomach to find the hoard, which otherwise requires a DC 40 Perception check to locate. This hoard consists of 27 gp, 246 sp, 2 pp, a large black pearl (30 gp), a +2 sturdy shield with the leopard and crown of Aachen Province^{LL5-17} painted on it, a ring of wizardry (type II), a feather step stone, a waterlogged scroll (now ruined), and a wand of true strike. The scarlet walker's treasure is sealed in a bundle of old clothing with a thick coating of hardened, dried blood stuffed deep into the crevice where the creature hides. Only if the crevice is searched and a DC 27 Perception check made will the bundle be noticed. It consists of a belt pouch holding 15 pp and a wand of consecrate.

17. THE FAT MAN

SEVERE 15

The door to this room is identical to the doors at 13. Its alarm is audible throughout areas 17-10.

This room resembles the interior of a three-sided pyramid, with the walls rising to a single point perhaps 40 feet overhead. Light seems to shine from everywhere, a soft and somehow sickening shade of yellow. A golden brazier stands in each corner of the room but is

clearly not the source of this light. On the floor you can see the faint outlines of a familiar three-legged pattern that flickers softly gold and white. Crystalline buttresses support the interior walls, glowing with the same disturbing yellow color. A massively obese figure stands in the corner of the chamber opposite you, draped in saffron-colored robes, and you recognize the strange man from your dreams. You feel rooted to the spot as the figure turns slowly to reveal itself as a mass of dark, blubbery flesh covered in dozens and dozens of blinking, alien eyes. "You have found it," echoes the bodiless voice from your dreams. "Now come and be fulfilled!"

The Fat Man from the characters' dreams reveals itself to be a horrific **hyakume**, a servant of Hastur. He has been following the characters' progress through Curgantium since their arrival and is determined to drain their memories to glean any information that might be useful to his master. As the PCs enter, they experience a round of being stunned 3 (no saving throw) as a

result of the Fat Man's constant intrusion into their dreams. During this round, read the following.

The creature raises its blubbery arms, and a coruscating swirl of colors, some entirely outside the normal spectrum, flickers and flashes at the other corners of the room. There, two black oozing shapes appear, slithering across the floor toward you. The yellow symbol in the center of the floor flashes yellow with life and power.

The Fat Man has activated the permanent *Yellow Sign* scribed into the room's floor (see **Appendix A**, page 108) and in doing so has activated a contingent summoning spell that summons **2 dark matter entropic oozes**. The Fat Man directs the oozes to focus on the most dangerous party members, leaving the weaker ones for his own attentions. There is limited room for maneuvering against these Large and Huge opponents, and it's possible that one or more of the PCs might be dominated by the *Yellow Sign* (especially if Barionor is present). The party is not entirely without resources, as this qualifies as a fight that the marut will deem appropriate if summoned (see **Event 5**). If the marut is called in to assist the PCs, it is, of course, immune to the effects of the *Yellow Sign* as an aeon. The summoned oozes return to the Negative Energy Plane after 16 rounds. Likewise, if the Fat Man is slain, the oozes disappear as described under "Development" below.



THE FAT MAN

CREATURE 15

UNIQUE NE LARGE ABERRATION

Perception +32, all-around vision, darkvision, low-light vision

Languages Common, Undercommon, telepathy 60 feet

Skills Acrobatics +27, Arcana +24, Deception +30, Diplomacy +30, Intimidation +30, Occultism +24, Religion +25, Stealth +27, Survival +21

Str +4, **Dex** +8, **Con** +6, **Int** +4, **Wis** +5, **Cha** +6

All-around Vision (detection, visual)

AC 40; **Fort** +29, **Ref** +29, **Will** +29, +2 status on all saves vs.

magic

HP 300; **Immunities** cold; **Resistances** electricity 10, fire 10; **Weaknesses** light sensitivity

Speed 25 feet

Melee ♦ fist +32 (agile, finesse, reach 10 feet), Damage 3d10+6 bludgeoning

Flurry of Blows ♦ (attack, monk) The Fat Man makes 2 fist Strikes.

Occult Innate Spells DC 34, attack +30; **At Will** clairaudience, clairvoyance, mind link, read omens

Drain Memory ♦ (mental, occult) Once per day, the Fat Man can make a Strike with its fist or an eye probe to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the Fat Man can control the creature as if it were subject to a *dominate* spell until those memories are regained (Will DC 28 negates). The Fat Man absorbs the memories and can store and use them. It can store the memories of a number of creatures equal to its Intelligence bonus (typically 4) at one time.

Eye Probe ♦♦♦ Once per day, the Fat Man can detach up to six of its eyes and send them on missions. An eye probe has AC 28, hp 5, and a fly speed of 60 feet. The Fat Man can see through all of its eye probes and can make drain memory attacks with them as if using a fist Strike. If one of the eyeballs is destroyed while separate from his body, the Fat Man takes 5 points of damage. An eye probe can't stray farther than 1 mile from the Fat Man or the eye is destroyed (dealing 5 points of damage).

Quivering Palm ♦♦ (monk) The Fat Man makes a melee unarmed Strike. If the Strike hits and the target is alive, the Fat Man can spend a single action, which has the auditory and concentrate traits, to speak a word of death that could instantly slay the target. The target must attempt a Fortitude save.

Critical Success The target survives, the effect ends, and the target is then temporarily immune for 24 hours.

Success The target is stunned 1 and takes 40 damage, the effect ends, and the target is then temporarily immune for 24 hours.

Failure The target is stunned 3 and takes 80 damage. The spell's duration continues, but the target is then temporarily immune for 24 hours against being killed by quivering palm.

Critical Failure The target dies.

Stunning Fist ♦ (monk) The focused power of your flurry threatens to overwhelm your opponent. When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

DARK MATTER ENTROPIC OOZE

CREATURE 14

RARE N **HUGE** **OOZE**

Perception +19, blindsight 60 feet, soulsight 120 feet

Str +8, **Dex** -5, **Con** +8, **Int** -5, **Wis** -5, **Cha** +0

Soulsight (detection) An entropic ooze can automatically detect the location of any living creature within 120 feet. It also senses the strength of their life force automatically, as if it had cast deathwatch.

AC 21; **Fort** +22, **Ref** +14, **Will** +14, +1 status on all saves vs. positive

HP 315; **Immunities** negative

Speed 20 feet, climb 20 feet

Melee ♦ pseudopod +28 (reach 10 feet), **Damage** 3d12+8 bludgeoning plus soul drain

Devour Soul (necromancy) A living creature slain by an entropic ooze has its soul devoured by the ooze. Such a creature cannot be returned to life until the entropic ooze that contains its soul is slain.

Soul Drain (necromancy) A creature hit by an entropic ooze's pseudopod Strike must attempt a DC 31 Fortitude save, with effects determined by the results of the save.

Critical Success no effect

Success target is drained 1

Failure target is drained 3

Critical Failure target is drained 4

Development: Once the Fat Man is reduced below 0 hit points, he instantly deflates and is absorbed into the Yellow Sign on the floor. The symbol itself then twists and inverts before imploding out of existence. If either of the entropic oozes is present when this occurs, they are pulled into the symbol and disappear as well. The disappearance of the Yellow Sign likewise ends the *dimensional lock*, though the PCs are unlikely to notice this immediately.

18. HE COMMANDS IT MODERATE 15

Light sources brought into this chamber have their illumination area halved while they remain in this room.

The walls, floor, and ceiling of this long hall has been painted entirely black, almost seeming to absorb any light brought into it. The far end rises on wide stairs to a dais filling a shallow alcove. Set within this alcove is a large bronze altar of unfamiliar design that is constructed around a tall glass cylinder set with brass bands and fittings. The cylinder is filled with a purplish liquid that seems to swirl within its glassy casing. Throughout the rest of the room are numerous dark-cloaked, shadowy figures that seem to have been bowing before the dais and altar. They turn gaunt, pale faces towards you as they rise, chanting in unison, “He commands it!”

In more ways than one, this chamber is the beating heart of the Underguild. While the guild is led in its day-to-day activities by the legendary guildmaster, the Hand of Death, Sangre, and his infamous Hollow Blade^{QoD-260}, he is not the true will behind this millennia-old organization that has stretched its fingers across Akados from the blighted city

of Castorhage^{LL7-213} to the free city of Bard’s Gate^{LL8-29} and beyond. Nor is he a being capable of stitching together the goals of the disparate followers of Thanatos/Orcus^{QoD-273}, Hastur the Unspeakable, the Fetch of Castorhage^{LL7-213}, as well as liches, dragons, and other unspeakably powerful creatures. He is merely a figurehead and mouthpiece, though a capable one, to be used and disposed of as needed to mislead foes as to the Underguild’s true strength and purpose. In truth, the Underguild receives its mandate from this chamber, for here in its venerated glass cylinder lies the **immortal ichor** known only as “He”. From this mysterious abomination, the will of the Underguild is passed down from unknown and unknowable masters that lie beyond the Shadowlands, beyond the Far North, under the eternal night at the heart of the continent of Boros known as the Ebon Shroud^{RC-170}. The ichor lies dormant at the moment, with no commands to give from the guild’s impossibly distant masters, but it is guarded by **2 vampire guildmembers** and **4 feral vampire spawn smashers**. Because of the presence of the immortal ichor, the marut will deem this a fight appropriate for its summons if the PCs call it in for assistance here.

IMMORTAL ICHOR

CREATURE 15

*Pathfinder Bestiary (Second Edition), Immortal Ichor
Cleric Domain Spells DC 37, attack +31, 3 Focus
Points; 8th divine plagues, foul miasma
Initiative Perception +20*



VAMPIRE GUILDMEMBERS (2)**CREATURE 9****UNCOMMON NE UNDEAD VAMPIRE****Perception** +20, darkvision**Languages** Abyssal, Common, Necril**Skills** Acrobatics +17, Athletics +16, DCEPTION +20, Intimidation +22, Society +19, Stealth +19**Str** +5, **Dex** +6, **Con** +1, **Int** +3, **Wis** +3, **Cha** +4**Items** +1 *resilient leather armor*, +1 *striking scythe*, thieves' tools, assorted jewelry (200 gp)**Children of the Night** (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.**AC** 24; **Fort** +11, **Ref** +14, **Will** +17**HP** 65 (coffin restoration, negative healing), fast healing 7; **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses**Mist Escape** ♦ Trigger The vampire is reduced to 0 HP. Effect The vampire uses Turn to Mist. It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.**Speed** 25 feet, climb 25 feet**Melee** ♦ claw +17 (agile), **Damage** 1d8+8 slashing plus grab**Melee** ♦ +1 *striking scythe* +17 (deadly d10, trip), **Damage** 2d10+8 slashing**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +15 for 1d8+9 piercing.**Create Spawn** (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for

3 nights. If the new vampire is lower level than its creator, it is under the creator's control. If a vampire controls too many spawn at once (as determined by the GM), strong-willed spawn can free themselves by succeeding at a Will saving throw against the vampire's Will DC.

Dominate ♦ (divine, enchantment, incapacitation) DC 22**Drink Blood** ♦ (divine, necromancy); **Requirement**

A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach.

Effect The vampire sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist ♦ (concentrate, divine, transmutation)

The vampire turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

FERAL VAMPIRE SPAWN (4)**CREATURE 9**See **Event 7**, page 86

Tactics: The immortal ichor does not seek to enter the melee but remains within its hardened cylinder (hardness 8, hp 60 (BT30)) where it has total cover from anything that's not above it and cover against any attacks not directly above it. It uses *charm* and *suggestion* to remove PCs from the fight and its telepathy to try and demoralize the party with its Intimidation skill. Only if its vampire minions

are destroyed or it is physically threatened will it resort to using *divine plagues* and *foul miasma*. Meanwhile the vampire guildmembers attempt to gain flanking positions with the feral vampire. The vampires fight until reduced to 0 hit points at which point they will assume mist form and head into **I6**; their assorted coffins lie hidden somewhere along the length of the sewer tunnels and beyond the scope of this adventure.

If the immortal ichor is reduced below 50 hit points, it uses *telekinetic haul* to open a stone hatch directly beneath its cylinder. This causes the cylinder to drop into a seemingly bottomless pit descending somewhere into the depths of the earth. It cannot be attacked once it has dropped nor can it be followed as the pit has special extradimensional properties that take its contents beyond the Material Plane to points unknown. In any case, the immortal ichor, He, will not be encountered again in this adventure, and the party will receive full XP for defeating it if it is forced to retreat.

I9. WELL OF ANGELS

LOW 14

The door to this room is identical to the doors at **I3**. Its alarm is audible throughout areas **I9–I10**.

You have stepped out into a vast, hollow, cylindrical chamber, like the interior of a great well shaft. A spiraling ramp leads down around its outer wall here at a steep angle, as if it was intended to make intruders proceed warily, or — more alarmingly — wasn't designed for familiar humanoid physiologies at all. The ramp is constructed within a circular loggia that rises from the bottom of the well shaft far below to the ceiling of the cavern 40 feet above. The columned arches that make up this classical design does not provide a rail to protect against the precipitous plummet; rather inset on a low plinth between each of the columns is a beautifully crafted alabaster statue of an angel. The statues are similar though in different poses, and all appear to exhibit the same expressionless cherub. Disconcertingly, this carven angel repeating over and over as the steep ramp descends has four arms in addition to its feathery wings.

The ramp descends steeply for 500 feet and is considered difficult terrain due to its steep angle of descent. Anyone who tries to move faster than a single move on the ramp must make a DC 18 Acrobatics check or fall prone and then a DC 15 Dexterity save or roll downwards $1d2 \times 5$ feet. If the individual rolls a 1 on the save, he has instead fallen over the edge of the loggia into the central well shaft. The ramp spirals a total of 5 times in its descent and has a four-armed angelic statue set every 12 feet along its length. Most of these statues are mundane though fine — and obviously ancient — construction and are very sturdy. A statue weighs 1,200 lb. and requires a DC 22 Strength check to dislodge

from its base. However, 5 of the statues are actually **5 four-armed angel sentinels** — one randomly placed on each of the spiral's revolutions.

FOUR-ARMED ANGEL SENTINELS (5)

CREATURE 10

UNCOMMON N LARGE CONSTRUCT

Perception +19, darkvision

Skills Athletics +23

Str +6, Dex +2, Con +6, Int -5, Wis +0, Cha -5

AC 30 (26 when broken), construct armor; Fort +20, Ref +16, Will +14

HP 170, Hardness 10; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, a four-armed angel statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a four-armed angel statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 26.

Speed 30 feet, fly 50 feet

Melee ♦ stone fist +30 (agile, finesse, magical), **Damage** 3d10+6 bludgeoning

Snatch ♦ **Trigger** The sentinel has hit a creature with 2 Strikes in this turn. **Effect** The sentinel uses Grab on the target, as though it had the grab ability. An angel sentinel can fly while holding a creature that weighs 350 pounds or less. It cannot throw creatures it is carrying but can drop them as a free action.

Tactics: These sentinels remain frozen in place unless attacked or until someone moves halfway down the shaft. Once someone reaches the level of the third revolution (approximately 250 feet from the bottom), the angel sentinel at that level attacks with surprise and attacks. When this occurs the angles above and below move into attack as well, the two closest moving on the ramp to engage from above and below and the two farthest flying into the shaft to attack from the air. The flying angel sentinels attempt to snatch PCs off the ramp and hurl them to the floor below while the others just focus on pounding the PCs with their slam attacks. Anyone on the ramp can use an angel statue as cover against

a flying angel sentinel, though doing so grants the flying angel cover as well. If this occurs in 2 consecutive rounds, the flying angel attempts to pull the interfering statue from its plinth and hurl it out of the way (50% down the shaft/50% rolling down the ramp). A rolling statue requires a DC 25 basic Reflex saving throw from anyone below it or deals 10d6 points of bludgeoning damage and requires a second DC 25 basic Reflex saving throw to avoid being knocked over the edge of the ramp into the shaft.

I10. EMPTY CELL

A door stands open here into a cramped, brick-lined room. Anyone who managed to scry Sir Urvitus before heading to this location recognizes it as the room he was being held in, though the knight is no longer present, and there is no sign of his fate save for his baldric and belt holding his two sheathed gladiuses (one a *+2 keen striking shortsword*, the other a *+2 ghost touch shortsword*) and four daggers.

I11. PIT OF THE SLEEPER SEVERE 17

The door to this room is identical to the doors at I3. Its alarm is audible only in area I11.

The air of this great cavern chamber is hot and thick with moisture. Before you, the floor ends at a terrace overlooking a deep pit that occupies the rest of the cavern and from which the sickening humidity seems to issue. In the pit, you glimpse what looks like a quivering mass of gray-brown flesh that gleams and oozes with slime and flickers with pulses of greenish energy. Before you can fully consider the nightmarish thing in the pit, however, your eyes are drawn to the edge of the pit where you see the motionless form of your friend Sir Urvitus lying on the stone, bloodied and still clad in his armor. Standing beside his still form is a bronze lectern, upon which rests a large volume that you recognize as the Codex Ibnathi. A tall figure, gaunt and pale, clad in robes of saffron, stands at the lectern, reading from the open book, intoning ritualistic-sounding syllables. Beside the pale figure is a skeletal humanoid figure clad in flame-scared black plate armor. Both figures look up as you enter, and a flash of renewed green energy pulses through the quivering mass in the pit.

“Mortals!” intones the armored creature in a sepulchral voice, “you are too late for your friend! Leave now while you still can!” As the armored creature speaks, the gaunt yellow-robed man continues his incantation.

Urvitus is unconscious but stable and currently bound and held in stasis by the magic of the spell being cast. The area is under the effect of a *thundering word ritual* (see sidebar on page XX). The **graveknight** Barivoren Wallix stands guard while the **vampire cleric** Omanales intones

a ritual from the Codex to implant the soul of Eb Wallix into their captive’s body. Omanales and Barivoren power their ritual with energy drawn from the mass in the pit — a **ghaggurath**. Barivoren doesn’t waste time negotiating or monologuing. After the PCs predictably refuse to leave, he waves a bony arm, and **6 aberrant giants** finish clambering out of the 20-foot-deep pit (they had begun climbing last round), throwing themselves at the party with the sole intention of delaying the characters while Omanales completes his fell ritual.

BERIVOREN WALLIX

CREATURE 13

UNIQUE LE UNDEAD

Perception +22, darkvision

Languages Aklo, Common, Jotun

Skills Athletics +26, Intimidation +25, Warfare Lore +23

Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5

Items +2 *striking greatsword*, +2 *full plate* (graveknight armor)

AC 34; **Fort** +24, **Ref** +22, **Will** +21

HP 280 (negative healing, rejuvenation);

Immunities cold, death, disease, paralyzed, poison, unconscious

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, the graveknight automatically attempts to counteract it, with a +17 modifier.

Attack of Opportunity

Speed 25 feet

Melee ♦ greatsword +29 (magical, versatile P),

Damage 4d12+12 slashing plus specialization

Melee ♦ fist +27 (agile, finesse), **Damage** 3d6+10 bludgeoning

Devastating Blast ♦♦ (arcane, evocation, fire) The graveknight unleashes a 30-foot cone of energy. Creatures in the area take 7d12 fire damage (basic Reflex save). The graveknight can use this ability once every 1d4 rounds.

Graveknight’s Curse

(arcane, curse, necromancy) This curse affects anyone who wears a graveknight’s armor for at least 1 hour. Saving Throw Will save; Onset 1 hour; Stage 1 doomed 1 and cannot remove the armor (1 day); Stage 2 doomed 2, hampered 10, and cannot remove the

armor (1 day); Stage 3 dies and transforms into the armor's graveknight.

Phantom Mount  (arcane, conjuration, summon) HP 58; AC 27, Fort +17, Ref +15, Will +14. The graveknight summons a supernatural mount as per phantom steed. If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.

Rejuvenation (divine, necromancy) When a graveknight is destroyed, its armor rebuilds its body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight Armor, below). If the body is destroyed before then, the process restarts. A graveknight can only be permanently destroyed by obliterating its armor (such as with disintegrate), transporting it to the Positive Energy Plane, or throwing it into the heart of a volcano.

Weapon Master The graveknight has access to the critical specialization effects of any weapons it wields.

OMANALES

CREATURE 16

UNIQUE NE UNDEAD VAMPIRE

Perception +30, darkvision

Languages Aklo, Common, High Boros; telepathy 60 ft.

Skills Arcana +24, Diplomacy +32, Intimidation +32, Religion +34, Stealth +22

Str +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +9, **Cha** +5

Items "Terror" (+2 striking anarchic heavy mace), +2 resilient chain shirt, headband of inspired wisdom, invisibility potion (2), cleric's vestments, copper ceremonial dagger (15 gp), gold unholy symbol of Hastur (75 gp)

Children of the Night (divine,

enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

AC 38; **Fort** +24, **Ref** +28, **Will** +33, *freedom of movement*

HP 330 (coffin restoration, negative healing), fast healing 7; **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses

Mist Escape  Trigger The vampire is reduced to 0 HP. Effect The vampire uses Turn to Mist. It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage.

It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet, *air walk*

Melee  "Terror" mace +30 (chaotic, magical, shove), Damage 4d6+10 bludgeoning (plus 1d6 chaotic versus lawful targets)

Melee  claw +30 (agile, finesse), Damage 3d6+8 slashing plus grab

Divine Prepared Spells DC 39, attack +32; **8th** harm (x6), spiritual epidemic (x2); **7th** eclipse burst, finger of death, heightened summon fiend; **6th** spirit blast, repulsion, vampiric exsanguination; **5th** abyssal plague, flame strike, shadow blast; **4th** *air walk* (already cast), divine

wrath, *freedom of movement* (already cast); **3rd** blindness, heroism, vampiric touch; **2nd** darkness,



faerie fire, sound burst; **1st** alarm, bane, ray of enfeeblement; **Cantrips** (7th) chill touch, detect magic, light, read aura, shield, stabilize

Change Shape ♦ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +15 for 1d8+9 piercing.

Fast Channel (cleric) When Omanales casts harm using the two-action version, he can get the effects of the 3-action version instead of the 2-action version.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for 3 nights. If the new vampire is lower level than its creator, it is under the creator's control. If a vampire controls too many spawn at once (as determined by the GM), strong-willed spawn can free themselves by succeeding at a Will saving throw against the vampire's Will DC.

Dominate ♦ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. The DC is 22, and a creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ♦ (divine, necromancy); Requirement A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. Effect The vampire sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain

value by 1. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist ♦ (concentrate, divine, transmutation) The vampire turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

ABERRANT GIANT (6)

CREATURE 5

(See **Tribal Territory Random Encounters: Day** on page 20)

GHAGGURATH

CREATURE 18

RARE **NE** **GARGANTUAN** **ABERRATION**

Perception +33, all-around vision, darkvision, tremorsense 60 feet

Languages Abyssal, Common, Giant, Goblin, Infernal, Terran, Undercommon; telepathy 100 ft.

Skills Arcana +29, Athletics +38, Deception +25, Intimidation +25, Stealth +25, Survival +29

Str +9, **Dex** +5, **Con** +8, **Int** +5, **Wis** +6, **Cha** +5

AC 42; **Fort** +36, **Ref** +27, **Will** +30, +2 status on all saves vs. magic

HP 420; **Immunities** controlled, fear, flanking, paralyzed, sleep; **Resistances** physical 15; **Weaknesses** electricity 10

Attack of Opportunity ♦

Speed 30 feet, climb 30 feet

Melee ♦ jaws +37 (reach 20 feet), **Damage** 4d12+12 piercing plus grab

Melee ♦ tentacle mouth +35 (reach 40 feet), **Damage** 3d8+8 piercing

Fanged Frenzy ♦♦♦ The ghaggurath makes 1 jaws Strike and 4 tentacle mouth Strikes. Each Strike must be against a separate creature within reach.

Poison (poison, virulent) Special considerations of the poison, in sentence form. **Saving Throw** Fortitude DC 40; Maximum Duration 4 rounds; **Stage 1** flat-footed and stupefied 2 (1 round);

Stage 2 flat-footed and stupefied 4 (1 round); **Stage 3** confused, flat-footed and stupefied 6 (1 round); **Stage 4** the victim becomes a Thrall of the ghaggurath

Spit Thrall Worm → The ghaggurath spits a one-foot long, fleshy worm from one of its four tentacle mouths at a creature within 50 feet. Make a ranged Strike against the target with a modifier of +35. If the Strike is successful, the creature is affected by the ghaggurath's poison automatically, beginning at Stage 1. The creature takes 1d8 persistent piercing damage as the worm burrows into its body. During this time the worm can be safely removed with a successful DC 30 Medicine check or by cutting or burning it out, dealing 1d8 points of fire or slashing damage to the creature. After 1d4 rounds, the persistent damage ends and the worm works its way so deep into the target's body that it can only be removed by cutting open the area (dealing 4d8 points of damage to the victim) before attempting a DC 40 Medicine check. Once a worm is removed from its host, it dies. As long as a thrall worm remains inside a target, the target cannot remove any conditions caused by the ghaggurath's poison. A creature can only ever have one thrall worm inside it at one time; it can however be attacked and bitten by multiple thrall worms. A ghaggurath can spit a maximum of 24 thrall worms during a 24-hour period.

Thrall A creature who reaches Stage 4 of the ghaggurath's poison is automatically *dominated* (as a *dominate* spell, as if the ghaggurath had cast the spell). This effect lasts until the thrall worm is removed. The ghaggurath does not have to concentrate each day to maintain this effect, and a *dominated* creature does not receive a save to break the effect. If the ghaggurath is slain, any thrall under its command falls unconscious and remains so until the thrall worm is removed.

Tactics: The ghaggurath is docile at the beginning of this fight unless attacked or inadvertently damaged by the PCs. Omanales will attempt to concentrate on completion of the ritual (a task that will take several more minutes)

rather than directly confront the PCs, relying on Barivoren and the giants to guard him from the PCs. He has already cast *freedom of movement* and *air walk* on himself and has used *obfuscation oil* on the Codex *Ibnathi*. If a *silence* spell is used to interrupt the ritual, he will dismiss it with *disrupt silence*. Barivoren directs the giants to block the party's progress into the room and will issue his challenge against whichever PC seems the most formidable. If the PCs appear to be making short work of the giants, he will not hesitate to use his devastating blast against them.

If the PCs turn their attacks upon Omanales or the Codex, he will pause in the ritual to grab the Codex and *air walk* out over the pit. There he'll use *summon fiend* to summon a vrock to assist and then make use of his most devastating spells. He will attempt to avoid harming Sir Urvitus and *dominate* anyone who appears to be in danger of reaching him. He tries to avoid melee with repulsion and other spells for as long as possible. None of the combatants herein will hesitate to fight to the death.

If Omanales is reduced to 0 hit points, he assumes his mist form and flies up the shaft at area **I9** and out into the tunnels at **I6**. If the PCs can manage to keep up with him, Omanales travels a quarter mile through the twisting sewer tunnels until arriving at his hidden coffin (see "Treasure" below). If not followed, it is unlikely the PCs will be able to locate this without significant magical aid (as determined by the GM).

Development: If the PCs have not summoned it already, this definitely qualifies as a fight that the marut will deem appropriate if called upon. The ritual can be stopped by killing Omanales or destroying the Codex, which if done releases Sir Urvitus from his stasis. He is still armored since he had been unconscious previously (from a magical effect), and he can aid the party if untied and reunited with his weapons. If this happens, then the ghaggurath begins to crawl up out of the pit to join the fray. Sir Urvitus will not leave until either he or Barivoren is dead (though unless Barivoren's armor is taken and destroyed, he will return). Once the Codex is destroyed, the PCs may not be able to face a full-strength CR 18 monster, and they can escape along with Urvitus if they so choose... the groggy ghaggurath will not pursue them, though any other survivors in the room will.

Codex Ibnathi: Hardness 5; hp 50 (BT 25); **Immune** cold, electricity, fire, sonic; **Resist** acid 5.

If the ghaggurath is slain, its great body rapidly deflates and disintegrates leaving behind in its wake a ragged and

tattered yellow robe that was apparently inside it (possibly incubating?) and serving as a hint of the disaster that may have been pending beneath the ruins of Old Curgantium.

SIR URVITUS VOREN

CREATURE 10

UNIQUE NG HUMAN HUMANOID

Perception +21

Languages Common, Elven

Skills Acrobatics +20, Athletics +19, Diplomacy +15, Intimidation +15, Lore (history) +16, Society +18

Str +3, Dex +4, Con +1, Int +1, Wis -1, Cha +0

Items +1 *keen striking shortsword*, +2 *ghost touch shortsword*, 4 daggers, +1 *resilient breastplate*, *greater healing potion*, *greater antidote*, *good-aligned oil* (2), belt pouch with 62 gp

AC 28; Fort +16, Ref +21, Will +15, +1 status on all saves vs. auditory, olfactory, and visual

HP 130

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ +2 *keen striking shortsword* +21 (agile, finesse, magical, versatile S), Damage 4d6+5 piercing

Melee ♦ +2 *ghost touch shortsword* +21 (agile, finesse, magical, versatile S), Damage 2d6+5 piercing

Melee ♦ dagger +19 (agile, finesse, versatile S), Damage 2d4+3 piercing

Ranged ♦ dagger +19 (agile, finesse, thrown 10 feet, versatile S), Damage 2d4+3 piercing

Treasure: The Underguild has hoarded certain treasures here as offerings to the ghaggurath, even though it has shown little interest in such things over the centuries it has made its lair here. To many of the guild's upper echelon, this chamber is regarded as little more secure storage vault for treasure before the Hasturian faction within the group began to show interest and cultivate a relationship with the abomination. Anyone searching the eastern portion of the cavern locates a group of 12 ceramic urns stored in this area as well as an unlocked chest, showing some calcification from long years of exposure to the dripping rock here. Six of these urns contain 2d6 x 1,000 gp each, and six contain 4d100 gems worth 10 gp each, 2d10 gems worth 100 gp each, and 1d10 gems worth 500 gp each. The chest contains a +1 *breastplate*, a +2 *battleaxe*, a set of *glorious plate*, several bags containing small semi-precious

stones worth a total of 875 gp, and a velvet bag (worth 10 gp) containing a black pearl (350 gp), a fire opal (285 gp), a topaz (650 gp), a small ruby (800 gp), and a cut sapphire (1,100 gp). The chest also contains a potion case with the following potions: *greater flying*, *panacea*, *quickness*, and *truesight*. Within a wooden wand case are a *wand of stoneskin* and a *wand of black tentacles*, while a small silk bag (worth 35 gp) contains 6 jeweled gold rings (1,000 gp each) and a *ring of the ram* (*greater*).

In addition, if anyone is able to track Omanales to his coffin as described under "Tactics" above, this lead casket has hidden within its decaying lining (Perception DC 17) two vials containing *obfuscation oil*, a *potion of undetectability*, a pewter scrollcase (70 gp) with scrolls of *discern location*, *regenerate*, and *repulsion*, a *wand of lesser planar ally*, and a rotting leather pouch holding 29 pp. The pouch is trapped so that if it is disturbed from its resting place in the coffin, it explodes.

BLAST TRAP

HAZARD 7

EVOCATION FORCE MAGICAL TRAP

Stealth DC 25 (expert)

Description If the pouch is disturbed, a blast of force explodes from the pouch.

Disable *dispel magic* (4th level; counteract DC 25) to dispel the trap, or *Thievery* DC 25 (expert) to remove the coins without triggering the pouch.

Force Blast ↗ (evocation, force); **Trigger** The pouch is disturbed. **Effect** All creatures within a 5-foot radius takes 10d6 force damage (DC 25 basic Reflex save).

Reset none

CONCLUDING THE ADVENTURE

It is possible that the PCs ended the adventure after initially saving the surviving knights from the Mindwyrms. If so, they receive the reward promised by Navellis, though they likely hear of the subsequent disappearance again of the knights and the failure of their mission. It is up to the GM whether or not the possession of Sir Urvitus by Eb Wallix is sufficient to bring about the Cult of Hastur's plan for a new age of madness spawned from the ruined city. It is likely, however, that the PCs stuck it out and rescued

Sir Urvitus after the fact and prevented the coming of the King in Yellow. If so, they are indeed true heroes of Foere and receive their reward plus any others promised as well as the eternal gratitude of the Knights of Macobert and their allies.

The specific reward promised was for each PC to pick a single magic item with a value up to 6,000 gp to be given from the Order's considerable resources. It is up to the GM to determine if a chosen item is available, though in general any item of that value or less should be. It is not intended that the PCs should combine their item values into a single item of greater value, though you can certainly let them do so if it serves the purposes of your campaign.

If the PCs completed the full mission of thwarting the Cult of Hastur and its Underguild allies and comported themselves in an honorable fashion, any surviving knights sponsor them for admission into the knighthood. Members of the Order of the Most Worthy Knights of Macobert can be of any race or class but must be of good or neutral alignment (though chaotic neutral is frowned upon) and must be from a place that was at least at one time a part of the Hyperborean Monarchy of the Foerdewaith. Fortunately, this includes almost every portion of Akados other than the Green Realm and a few outlier areas such as the Helcynngae Peninsula. It also includes folk of the free city of Bard's Gate. Being knighted confers no specific game benefit other than recognition and diplomatic connections and any other as determined by the GM. If one of the PCs does not originate in any of these areas, she can be dubbed as a Staunch Ally of Foere which provides essentially the same benefits.

Of the knights, only Urvitus and possibly Sir Barionor have survived the expedition, and although with the party's help they have gathered important information about the fall of Curgantium, the true source of the disaster remains a mystery which the Order of Macobert and their allies will continue to investigate. Despite the tragedy, the order acts as allies to the party and can provide material support, healing, and even allies to assist in the party's future endeavors. Award XP for rescuing Urvitus and Barionor as if they were defeated in battle. Likewise, if the ghaggrath was destroyed, you can award a bonus of up to 50,000 XP for the PCs' role in foiling the Cult of Hastur and likely staving an apocalyptic summoning of the King in Yellow to physically walk the realms of the Lost Lands. Once again, a great calamity has been averted and is likely to be largely unknown to the world at large.

APPENDIX A: NEW RULES

The following new rules elements can be found in this adventure.

NEW WEAPON: GREATHAMMER (EXOTIC TWO-HANDED MELEE WEAPON)

A greathammer is a two-handed warhammer with a double head. It has an iron haft or an extremely thick wooden one to support the extra weight of its head.

Greathammer: Cost 2 gp; Damage 1d10 bludgeoning; Bulk 2; Hands 2; Group Hammer, Traits Uncommon, backswing, shove.

DECEIVER'S RING

ITEM 15

ABJURATION INVESTED MAGICAL

Price 6,000 gp

Usage worn

A deceiver's ring is a gold ring of virtually any design but always appears to be quite valuable — at least 500 gp. Anyone wearing the ring is considered to be of any alignment the wearer chooses for any spells or effects that detect alignment or the presence of chaos, evil, law, or good. The wearer sets the alignment of the ring when investing it and cannot change it again for 24 hours. In addition to its alignment-masking properties, the ring itself does not detect as magic. The wearer of the ring is not protected from alignment-based spells or effects to which the wearer's natural alignment applies. In addition, the ring's masked dweomer is not resistant to spells such as read aura that are cast upon it. Few outside the Cult of Fraz'Urb-luu are aware that these rings exist, as they are a closely guarded secret.

SPIKE OF SAFE PASSAGE

ITEM 5+

MAGICAL ILLUSION

Usage held in 1 hand; Bulk L

Activate ♦ (Manipulate)

When hammered into the ground, this 9-inch spike

of black iron creates an illusion centered on the spike, with maximum dimensions according to the type of spike. The illusion can be of one of the following, chosen when the spike is hammered into the ground: a small hillock of appropriate composition for the terrain, a pile of mundane crates or barrels, a mound of rubble, or a small structure (such as a cabin or canvas enclosure). The exact size and specific parameters (such as the composition of timber) are chosen when the spike is placed. Interacting with the illusion grants a Will save to disbelieve it.

Type lesser; **Level** 5; **Price** 75 gp

The illusion created is 15 feet high with a radius of 15 feet. The DC to disbelieve the illusion is 17.

Type greater; **Level** 9; **Price** 375 gp

The illusion created is 30 feet high with a radius of 30 feet. The DC to disbelieve the illusion is 23.

NEW RITUAL: YELLOW SIGN

YELLOW SIGN

RARE **ENCHANTMENT**

Cast 1 day; **Cost** ochre and sulfur, plus powdered gold worth a total of 15,000 gp; **Secondary**

Casters 4

Primary Check Occult (master); **Secondary Checks**

Occult, Performance, Religion

Range visual; **Effect** one symbol

Duration see text

This ritual creates the dreaded *Yellow Sign*, a glowing symbol of putrescent ochre. Once inscribed upon a surface, the *Yellow Sign* persists until countered. Any creature who sees the *Sign* must attempt a DC 38 Will save, with effects based on the result of the save.

Critical Success The creature is unaffected by the sign and becomes immune to the effects of the specific sign that triggered the save. The creature loses all memory of its existence, including the existence of the ritual that creates it. The *Yellow Sign* that triggered the saving throw becomes non-existent to the creature that saved (invisible,

even through magical effects such as see invisibility or true seeing).

Success The creature is stupefied 2 for 1 hour.

Failure The creature is stupefied 2 and becomes a thrall to the will of Hastur (see below) for 1 day.

Critical Failure The creature is stupefied 2 for 1 day and becomes a thrall to the will of Hastur for an unlimited duration (see below).

Worshippers of Hastur are immune to the effects of the sign, having already voluntarily succumbed to its influences.

A creature who is dominated by the will of Hastur immediately becomes a worshipper of Hastur for all purposes related to divine powers. This is generally anathema for most other deities (subject to GM's discretion). The creature is effectively dominated (as the arcane spell), but Hastur does not actively direct thralls on a day-to-day basis. Instead, the affected creature seeks to aid any worshippers or minions of Hastur within sight, following their commands as if the worshipper had cast the dominate themselves.

In the case of conflicting commands from more than one qualifying master, the commanders attempt Diplomacy or Intimidate checks, with the highest roll being able to command the target(s) for that round.

If there are no minions or worshipper of Hastur within sight, affected creatures must immediately seek them out for the duration of the effect. If it is known that such worshippers are nearby, affected creatures must go to them by the most direct route, using magical means if available. If the location of any worshippers of Hastur are unknown, the creature must immediately go to a large center of population or learning and begin searching for suitable worshippers to seek direction to the nearest worshippers of Hastur. The creature must use all means at its disposal to locate and travel to a worshipper of Hastur to seek guidance, and then follow that creature's commands for the duration of the effect.

Optional: There is a chance when a creature critically fails its save that Hastur himself takes note and, for reasons of his own, decides to control the target personally. In this case, the actions taken by the *dominated* creature are left to the GM to determine, but the effects of this spell's *Yellow Sign* cannot be countermanded by any other creature, even if they are Hastur worshippers. This option provides a way for the GM to balance the combat with the Fat Man in the case of most of the party failing the save against the *Yellow Sign*, while still providing consequences and setting the stage for future adventures.

Regardless of the results of the save or whether Hastur directly controls a victim, an affected creature's dreams are plagued by visions of Hastur and of cities laid low by the *Yellow Sign*. Details of such effects is left to the GM to determine.

APPENDIX B: PLAYER HANDOUTS

HANDOUT 6A

Kia Dingin appa Kia Laappa

The rubble path is marked with broken glass. Don't stray - there are many snakes!

Two alarms in entry - Bannor & Flail to bypass (in that order)

Three traps on stair - Delf - Cordova - Crane to bypass (same)

Vault door is triple arcane locked and glyphed - to open recite, "Only Ernest could guess this password"

Two automatons in main vault - Ereg Tal to bypass

The Missing Nine

Sir Nymulus Cantarthy of Courghais - half-elf male, magic robe covered in living eyes, powerful staff

Sir Aix de Flomme of Troye - aasimar male, paladin of Mitra, left eye is a silver orb and left cheek badly scarred, long, silver-white hair

Barionor of Troye, squire of Sir Aix - Erskaelosi male, renowned street brawler, boisterous and crude but truly fearless, red hair, dark, freckled skin

Sir Egregor Dantalus of Apothasalos - Foerdewaith male, thick sideburns, short moustache, Order of the Lion tabard, dragonne companion - Malcolm

Lady Egierlid Daltroix of Cantelburgh - Foerdewaith female, spellcaster and puissant warrior, distinctive red hair with silver streak, adamantine breastplate bearing the Swan of Daltroix, dancing sword

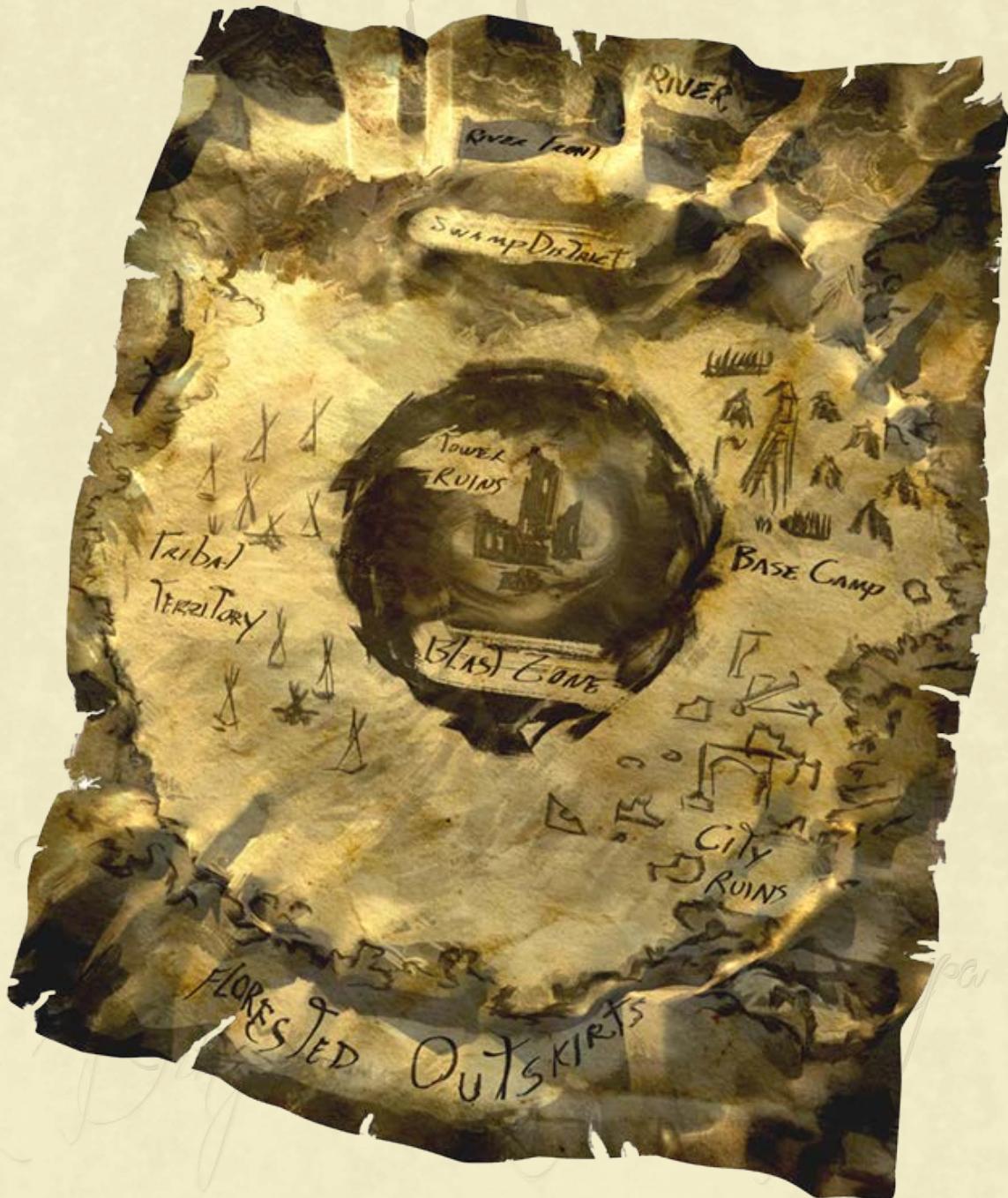
Sir Ernst Braanak of Vermis - Heldring male, heavily scarred, blond hair and beard

Sir Urvitus Voren of Tourne - Foerdewaith male, short dark hair, breastplate with red griffon sigil, two swords

Sir Frankus Delerron of Sion - Foerdewaith male, brown moustache, electricity axe, special armor vs. undead

Lady Margaret Delerron of Sion - Foerdewaith female, short-cropped brown hair, blue tabard with Throne of Quell, electricity sea-fork

HANDOUT 6B



HANDOUT 6C

In the Year of the Imperator 681 did the Huns of the Great Steppes enter into civil war amongst their own numberless clans.

Seven Legions had made fortified holds at the Dwarf Passes of the Stoneheart, one hold to a Legion, and did push the Huns back by use of Equestria and Phalanx in concert with the secret dwarf iron learned from the Hill Folk of Irkaina against the horse warriors of the plains. The Legions did make successful raids deep into the homeland of the Khan's people for the first time and deliver back blood for blood the wounds of Apothasalos and Occibolos and a thousand thousand raids on villages and farms. The Legions did show no mercy and iron pike and sword hewed warrior and herdsman, soldier and farmer alike. And such was the outcry among the Hun that many clans did pack their belongings upon their Yurt Huses and relocate to the farthest corners of the plains at the Nam-i-Budhani that are called Lost Mountains in the civilized tongue.

The laws of the savage held that none could step foot on the Lost Mountains or the shores of the dark lake at their feet, yet now many clans did settle there and make as if to live far from the Legions among ruins older than Boros. Then the Great Khan Ogedane did order the knights of his court to make war upon the clans that did break the taboo and spill their blood for the good of all lest the darkness return. And war did engulf the whole of the Hun people for two years until when next the Legions of made foray into the plains they found only scattered peoples remained who fled their sight as fast as they could. Polemarch Corbillius did write then that the skulls of the Horse People did floor the plains so thick that his horse could walk from the mountains to the Great Sea and never touch earth.

Such was the fate of the Hun that forevermore should their empire of old be called the Haunted Steppe, fit for no man to live save the few Shattered Folk who still ride its cursed grasses.

APPENDIX C: NEW MONSTERS

APPARITION

CREATURE 7

UNCOMMON CE INCORPOREAL UNDEAD

Perception +18, **lifesense** 60 feet

Skills Intimidation +12, Stealth +15

Str -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

Lifesense (divination, divine) Apparitions sense the vital essence of living and undead creatures within the listed range.

AC 24; **Fort** +15, **Ref** +15, **Will** +8

HP 110 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed fly 40 feet

Spectral Strangulation  (traits) An apparition attacks by implanting a suggestion in the victim's mind, convincing it that it is being strangled by the apparition's bony claws. The apparition must be on the same plane as the target creature to use this ability. The target of the spectral strangulation feels the bony, claw-like fingers of the apparition at its throat—even through armor. The target must succeed on a DC 22 Will save to disbelieve the suggestion. A creature that successfully saves cannot be affected again by the same apparition's suggestion for one day. On a failed save, the victim must immediately attempt a DC 22 Fortitude save, with effects based on the result of the save.

Critical Success: no effect

Success: frightened 2

Failure: frightened 4 and paralyzed

Critical Failure: reduced to 0 hit points and dying 1 from fright due to heart failure

A creature protected by a circle of protection (evil) spell cannot be affected by an apparition's spectral strangulation.

Apparition Spawn (Su) Any humanoids slain by an

apparition become an apparition themselves in 1d4 rounds. It doesn't have Apparition Spawn and becomes clumsy 2 for as long as it is an apparition spawn. If the creator of the apparition spawn dies, the apparition spawn becomes a full-fledged, autonomous apparition; it regains its free will, gains Apparition Spawn, and is no longer clumsy.

BRUME

CREATURE 10

NE LARGE ABERRATION EVIL

Perception +24, **lifesense** 120 feet

Languages Abyssal, Common, Infernal (cannot speak)

Skills Survival +22

Str +1, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +6

Lifesense (divination, divine) Apparitions sense the vital essence of living and undead creatures within the listed range.

Natural Invisibility A brume is invisible in areas of smoke, fog, or cloud.

AC 30; **Fort** +17, **Ref** +16, **Will** +19

HP 185; **Immunities** poison, precision; **Resistances** piercing 10, slashing 10

Insubstantial Form A brume's body is insubstantial. It cannot run, wear armor, or enter water or other liquids. It can pass through holes and small openings—even cracks. It can also occupy spaces occupied by its enemies.

Speed 20 feet, fly 40 feet

Melee  claw +24 (reach 10 feet), **Damage** 2d12+6 negative plus brain drain

Arcane Innate Spells DC 20; **2nd** obscuring mist (x3)

Brain Drain (divination, mental) A creature hit by a brume's claw attacks must attempt a DC 20 Will save. The effects are based on the results of the save.

Critical Success: No effect

Success: forget everything that has occurred in the last 1d6 hours. (Treat this as if modify memory had been cast upon a willing target.)

Failure: As success, and become stupefied 1.

Critical Failure: As success, and become stupefied 2 and drained 1.

CEPHALOPHORE**CREATURE 9****N LARGE CONSTRUCT**

Initiative Perception +15; low-light vision
Skills Athletics +19
Str +6, Dex -1, Con +6, Int -5, Wis +0, Cha -5
AC 28; **Fort +19, Ref +12, Will +11; +1 to all saves vs. magic**

HP 120; **Hardness** 10; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** bludgeoning 5, piercing 10, slashing 10

Adamant Hardness A cephalophore is immune to critical hits from magical effects and any magical effect that would alter its physical form. It also is immune to critical hits from physical weapons that are not adamantine. Whenever a character strikes a cephalophore with a manufactured weapon, the weapon takes 3d6 damage. If this damage exceeds its Hardness, it automatically gains the broken condition, even if it is not below the item's normal broken threshold.

Speed 30 feet

Melee ♦ stone fist +21 (agile, magical, reach 10 feet), **Damage** 2d12+8 bludgeoning plus Fearful Strike

Dazing Decapitation ♦ (arcane, aura, enchantment, visual) 60 feet. When the cephalophore raises its severed head, all living creatures in the area that can see it must attempt a DC 27 Will save or be affected as the cephalophore's fearful strike.

Fearful Strike (mental) A creature struck by the cephalophore's stone fist must attempt a DC 27 Will save.

Critical Success no additional effect

Success frightened 1

Failure frightened 1 and stunned 2

Critical Failure frightened 2 and stunned 4

Statue ♦ (concentrate) Until the next time it acts, the cephalophore appears to be a statue. It has an automatic result of 35 on Deception checks and DCs to pass as a statue.

CHAR SHAMBLER**CREATURE 11****UNCOMMON CE BEAST FIRE**

Perception +22, darkvision, low-light vision, smoke vision

Languages Undercommon (cannot speak)

Skills Stealth +10

Str +7, Dex +3, Con +8, Int -2, Wis +3, Cha +0

Smokesight (vision) A char shambler can see through smoke without penalty.

AC 29; **Fort +24, Ref +21, Will +18**

HP 220; **Immunities** fire, sickened; **Weaknesses** cold

Stench (aura, olfactory) 10 feet. A creature that enters the area must attempt a DC 22 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all char shamblers' stenches for 1 minute.

Smoke Cloud (aura) 10 feet. A char shambler continually gives off a cloud of acrid smoke from its scorched flesh that grants the Concealed condition to all creatures within the aura. Creatures within the cloud must attempt a Fortitude save each round (DC 24, +1 per previous check) or become stunned for 1 round while coughing and choking. A character who is stunned for 2 consecutive rounds also takes 1d6 points of nonlethal damage from the coughing fit.

Desecrating Aura ♦ (aura, necromancy) **Trigger**

A spell with the Good trait is cast within 20 feet of the char shambler. **Effect** The char shambler attempts to Counteract the spell as a free action.

Speed 20 feet

Melee ♦ jaws +22, **Damage** 2d10+9 piercing plus 1d6 fire

Melee ♦ claw +22, **Damage** 2d10+9 piercing plus 1d6 fire plus grab

Burning Grapple ♦ (attack, fire) **Requirements** the char shambler has successfully grappled a

creature. **Effect** The char shambler latches onto the creature with both arms and automatically does damage from a bite Strike. The fire damage from the bite Strike increases to $2d6$ on the second consecutive round of grappling, and to $3d6$ on the third or subsequent consecutive rounds of grappling. While grappling, the char shambler cannot make Strikes. If the char shambler kills an opponent in this manner, the victim's flesh and tissues are completely charred away. The char shambler inhales the resulting smoke for its sustenance as a free action, and then devours the scorched and crumbling bones in $1d4$ rounds. During this time it cannot attack or move, and must complete devouring the bones before taking any other action.

FYE	CREATURE 4
UNCOMMON NE INCORPOREAL MINDLESS UNDEAD	
Perception +14, darkvision	
Str -5, Dex +3, Con +0, Int -5, Wis +2, Cha +4	
AC 21; Fort +6, Ref +8, Will +11	
HP 60 (negative healing); Immunities death effects, disease, paralyzed, poison, precision, unconscious; Resistances all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)	
Aura of Despair (aura) 10 feet. A fye continually emanates an aura of despair in a 10-foot radius. Any creature within or entering this area must succeed on a DC 15 Will save or fatigued and slowed 1 for as long as they remain within the area. A creature that successfully saves is immune to the aura of despair of that fye for one day.	
Speed fly 40 feet	
Melee \blacktriangleleft spectral hand +16, Damage $2d4$ negative plus possession	
Occult Innate Spells DC 16; 6th <i>feeblemind</i> ; 1st <i>fear</i> (x3); At Will <i>detect thoughts</i>	
Possession \blacktriangleright (Uncommon, Incapacitation, Necromancy, Mental, Possession) Requirements The fye's last action was a successful spectral hand Strike against a living creature. Effect The fye casts possession (Pathfinder Core Rulebook	

(Second Edition)) on the target creature. If the possession is successful, the fye completely disappears inside the target's body, leaving no body behind.

GIANT ARCHERFISH	CREATURE 1
N MEDIUM ANIMAL AQUATIC	
Perception +6, low-light vision, scent (imprecise) 50 feet	
Str +0, Dex +3, Con +1, Int -5, Wis +1, Cha -4	
AC 14; Fort +4, Ref +7, Will +4	
HP 16	
Speed swim 30 feet	
Melee \blacktriangleleft jaws +5, Damage $1d6+2$ piercing	
Ranged \blacktriangleleft water spray +5 (range increment 30 feet), Damage $1d4+2$ bludgeoning plus prone	
GIANT WATER BEETLE	CREATURE 3
N MEDIUM ANIMAL AQUATIC	
Perception +9, darkvision, watersense (imprecise) 50 feet	
Str +3, Dex +2, Con +3, Int -5, Wis +0, Cha -1	
AC 22; Fort +13, Ref +10, Will +10	
HP 40	
Speed 10 feet, swim 40 feet	
Melee \blacktriangleleft jaws +10, Damage $1d8+5$ piercing	
Melee \blacktriangleleft claw +13 (agile), Damage $2d6+3$ slashing	
Ink Cloud \blacktriangleright Once per minute a giant water beetle can emit a cloud of jet-black ink that extends 10 feet in all directions. The ink provides total concealment and blocks all vision. The beetle usually uses this to escape	
Water Dependent The crayfish can survive out of water for a number of hours equal to its Con bonus. After that time, it begins drowning (Chapter 10, <i>Pathfinder Core Rulebook (Second Edition)</i>).	
HUNGRY FOG	CREATURE 6
N HUGE MINDLESS OOZE	
Perception +8	
Str -5, Dex -5, Con +4, Int -5, Wis +0, Cha -5	
AC 10; Fort +14, Ref +4, Will +5	

HP 95 (negative healing); **Immunities** acid, electricity, mental, precision, sonic, unconscious, visual; **Resistances** all physical 10 (except magical), cold 10; **Weaknesses** positive 10

Bewitching Brume (aura, emotion, fear, mental, necromancy) 10 feet. Any creature within 10 feet of a hungry fog or currently being affected by its Enveloping Mists must succeed on a DC 16 Will save at the start of that creature's turn or become frightened 1 at the half-glimpsed shapes of phantoms floating within the fog. On a successful save the creature is temporarily immune for 1 minute to all hungry fogs' Bewitching Brume abilities.

Gaseous A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid.

Speed fly 15 feet

Enveloping Mists ♦ (traits) Any creature in the hungry fog's space takes 2d6+8 negative damage and becomes staggered.

Vulnerable to Wind A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

MONSTROUS CRAYFISH

CREATURE 3

N **LARGE** **ANIMAL** **AQUATIC**

Perception +10, darkvision

Str +3, **Dex** +2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -1

AC 22; **Fort** +13, **Ref** +10, **Will** +10

HP 40

Speed 10 feet, swim 40 feet

Melee ♦ pincer +10 (deadly d10, reach 10 feet), **Damage** 1d8+3 slashing plus grab

Constrict ♦ (attack) **Requirement** The crayfish has a creature grabbed in one of its pincers. **Effect** The target takes 1d8+3 slashing damage and remains grabbed.

Water Dependent The crayfish can survive out of water for a number of hours equal to its Con bonus. After that time, it begins drowning (Chapter 10, *Pathfinder Core Rulebook (Second Edition)*).

MURDER CROW

CREATURE 5

UNCOMMON **NE** **MINDLESS** **SKELETON** **UNDEAD**

Perception +13, darkvision

Str +0, **Dex** +5, **Con** +0, **Int** -5, **Wis** +3, **Cha** +4
AC 22; **Fort** +9, **Ref** +9, **Will** +12

HP 55 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Death Throes ♦ **Trigger** The murder crow is reduced to 0 hit points or less **Effect** The murder crow explodes into fragments which become a swarm of undead crows (use the statistics for a raven swarm in *Pathfinder Bestiary 2 (Second Edition)*, but the ravens are undead and have the following **Resistances** cold 5, electricity 5, fire 5, piercing 10, slashing 10). The swarm continues to relentlessly attack all living creatures within sight.

Speed 10 feet, fly 40 feet

Melee ♦ beak +13, **Damage** 2d6+6 piercing

Melee ♦ talons +13, **Damage** 1d8+6 piercing

Eye Rake ♦ **Trigger** The murder crow makes a second consecutive successful talons Strike against the same target. **Effect** The target is blinded as the murder crow scratches and tears at the victim's eyes. The effect is determined by the target's Reflex save.

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

NIGHTMARE CLOAKER

CREATURE 6

RARE **CN** **LARGE** **ABERRATION** **MUTANT**

Perception +12, darkvision

Languages Aklo, undercommon

Skills Deception +14 (+16 to Impersonate a cloak, sheet, or ray), Religion +12, Stealth +14

Str +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

Shadow Shift Cloakers are concealed in dim light even to creatures with low-light vision and darkvision.

AC 22; **Fort** +13, **Ref** +12, **Will** +12, +4 versus illusions

HP 80, regeneration 5 (suppressed by good or silver); **Resistances** physical 5 (except good or silver)

Fear Aura (aura, emotion, fear, mental) 30 feet. Any creature who begins their turn or enters the affected area must succeed on a DC 19 Will save or become frightened 2 (plus stunned 3 on a critical failure).

Frightful Presence (aura, emotion, fear, mental)

Trigger the cloaker attacks during a surprise round or charges. **Effect** All creatures within 30 feet must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Speed 10 feet, fly 30 feet

Melee ♦ jaws +14 (reach 5 feet), **Damage** 1d10+7 piercing

Melee ♦ tail +17 (agile, reach 10 feet), **Damage** 2d6+7 slashing

Envelop ♦ (attack, incapacitation) The cloaker makes an attack roll with a +14 bonus against an adjacent creature's Reflex DC. If it succeeds, it envelops the target, who is restrained. Attacks that hit an enveloping cloaker deal half their damage to the cloaker and half to the trapped victim. The cloaker can't Fly, and when it moves using its land Speed it moves the enveloped creature with it. The cloaker can make only jaws Strikes against the restrained creature but can make tail Strikes against other creatures.

A creature that voluntarily puts on the cloaker becomes enveloped automatically. A cloaker can envelope only Large or smaller creatures, and no more than one creature at a time.

Infrasonic Moan ♦♦ (auditory, emotion, mental)

The cloaker lets out an infrasonic moan that has one of the effects below. A creature that succeeds at a DC 22 Will save is unaffected. Any creature

that attempts this save becomes temporarily immune for 1 hour. Because the moan is infrasonic, most humanoids don't detect the source of their plight if they aren't already aware of the cloaker.

Fear (fear, incapacitation) Each creature within a 30-foot emanation becomes frightened 1 (or, on a critical failure, frightened 2 and fleeing until the end of its next turn).

Nausea Each creature within a 30-foot emanation falls prone and becomes sickened 2.

Stupor The cloaker targets a single creature within 30 feet. The creature becomes clumsy 1 and stupefied 1 for 1 minute.

Arcane Innate Spells DC 18; Constant *protection from good*; 4th *nightmare* (x3), *suggestion* (x3); 3rd *dream message* (x3), *mind reading* (x3)

NIGHTMARE MASTIFF

CREATURE 6

RARE NE FIEND

Perception +16, darkvision

Languages Aklo (can't speak)

Skills Acrobatics +14, Athletics +18, Intimidation +12, Stealth +14, Survival +12

Str +4, **Dex** +2, **Con** +3, **Int** -3, **Wis** +2, **Cha** +2
AC 24; **Fort** +15, **Ref** +14, **Will** +11

HP 100, regeneration 5 (suppressed by good or silver); **Resistances** physical 5 (except good or silver)

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 22

Fear Aura (aura, emotion, fear, mental) 30 feet. Whenever a creature ends its turn within the aura, it must succeed at a DC 22 Will save or become frightened 1. A creature's frightened condition does not reduce as long as the creature remains in the aura. If the creature succeeds at its saving throw, it becomes temporarily immune to the aura for 24 hours.

Shadow Blend (magical) In any condition of illumination other than full daylight, a nightmare mastiff is under a constant cloak of shadow effect.

Speed 50 feet, fly 10 feet

Melee ♦ bite +16, **Damage** 2d8+4 piercing
Occult Innate Spells DC 22, attack +15; Constant cloak of shadow; 5th shadow walk; 4th nightmare; 3rd mind reading
Bay ♦ (emotion, fear, mental) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except fiends must attempt a DC 22 Will save, with effects based on the result of the save. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours.
Critical Success: no effect
Success: Creature becomes frightened 1
Failure: Creature becomes frightened 3.
Critical Failure: Creature becomes frightened 3 and Stunned for 1 round. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours.

PRECENTOR

CREATURE 16

UNCOMMON LE FIEND VELSTRAC

Perception +32; darkvision, detect magic, painsight, true seeing
Languages Common, Infernal, Shadowtongue
Skills Acrobatics +27, Athletics +28, Deception +32, Diplomacy +34, Intimidation +32, Performance +34, Religion +30, Stealth +29, Torture Lore +26
Str +6, **Dex** +7, **Con** +3, **Int** +6, **Wis** +6, **Cha** +8
Painsight (divination, divine) A precentor automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.
AC 39, **Fort** +25, **Ref** +29, **Will** +30; +1 status to all saves vs. magic
HP 295, regeneration 25 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 20, silver 20
Unnerving Gaze (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it must succeed at a DC 38 Will save or become doomed 1.
Speed 30 feet, fly 30 feet (from fly)
Melee ♦ claw +31 (agile, finesse, reach 10 feet), **Damage** 4d10+6 slashing plus 1d6 persistent bleed

Divine Innate Spells DC 38; 9th wail of the banshee; 8th harm, plane shift (at will, self only, to the Material or Shadow Plane only); 5th sound burst (at will), synesthesia (at will); **Cantrips** (8th) daze, sigil; **Constant** (8th) detect magic, mind blank; (6th) fly, true seeing

Assemble Choir ♦ The precentor adds a creature that is affected by its Tormenting Touch and is within 100 feet to its choir of screams. A precentor can have any number of creatures in its choir, although a creature no longer affected by Tormenting Touch leaves the choir immediately. Creatures in a precentor's choir of screams are fascinated by each other and the precentor, and they can't use hostile actions toward each other or the precentor. When the precentor casts an innate divine spell, it can cause the effect to originate from any member of its choir instead of itself, using the precentor's saving throw DC and attack bonus.

Focus Gaze ♦ (concentrate, divine, enchantment, mental, visual) The precentor stares at a creature it can see within 30 feet. The target must immediately attempt a Will save against the precentor's unnerving gaze. In addition, if the creature was already doomed, on a failed save, it sees the skin of its own body peel back, making it confused for as long as it remains doomed. After attempting this save, the creature is then temporarily immune until the start of the precentor's next turn.

Tormenting Touch ♦ (divine, emotion, enchantment, mental) The precentor touches a creature within 10 feet, causing it to constantly scream in agony. The target must attempt a DC 38 Will save. While the target is stupefied by this effect, its continual screams cause it to automatically fail Stealth checks.

Critical Success The target is unaffected.
Success The target is stupefied 1.
Failure The target is stupefied 3.
Critical Failure The target is stupefied 4. The target can attempt a new Will save at the start of each of its turns, reducing the stupefied condition by 1 on each successful save. If the target reduces its stupefied condition to 0 in this way, the target is no longer affected.

SHADOW WORM

CREATURE 15

N GARGANTUAN ANIMAL

Perception +20, darkvision, tremorsense (imprecise) 100 feet

Skills Athletics +30

Str +10, **Dex** -1, **Con** +9, **Int** -5, **Wis** -1, **Cha** +0
AC 37, **Fort** +31, **Ref** +24, **Will** +24

HP 270

Inexorable The purple worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Shake It Off  **Frequency** once per day; **Trigger**

The purple worm would be affected by a condition or adverse effect (such as baleful polymorph). **Effect** The purple worm negates the triggering condition or effect. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee  jaws +28 (deadly 2d10, reach 15 feet), **Damage** 3d10+15 piercing plus 2d8 acid **Improved Grab**

Melee  stinger +28 (agile, poison, reach 15 feet), **Damage** 2d12+15 piercing plus purple worm venom

Melee  body +26 (reach 15 feet), **Damage** 1d10+13 bludgeoning

Ranged  regurgitate +26 (brutal, range increment 60 feet), **Effect** varies (see ability)

Fast Swallow  **Trigger** The purple worm Grabs a creature. **Effect** The worm uses Swallow Whole.

Purple Worm Venom (poison) **Saving Throw** DC 32 **Fortitude**, **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round), **Stage 2** 6d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 8d6 poison damage and enfeebled 2 (1 round).

Regurgitate The purple worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of

the projectile: Tiny deals 2d6+13, Small 3d6+13, Medium 4d6+13, Large 5d6+13, and Huge 6d6+13. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm's stomach as a creature of equivalent size, and purple worms often have several boulders swallowed. A purple worm can use a single action to swallow a new boulder.

Rock Tunneler A purple worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole  Huge, 3d6+9 bludgeoning, **Rupture** 24

Thrash  The worm makes a Strike once against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

VIPER SWARM

CREATURE 4

N LARGE ANIMAL SWARM

Perception +20, darkvision

Skills Athletics +12 (+16 to Climb), Stealth +12 **Str** -1, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** -4 **AC** 18; **Fort** +10, **Ref** +14, **Will** +6

HP 45

Speed 20 feet, climb 20 feet, swim 10 feet

Swarming Bites  Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus viper swarm venom.

Viper Swarm Venom (poison) **Saving Throw** DC 16 **Fortitude**; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round).

WATER MAULER

CREATURE 8

CN LARGE AMPHIBIOUS BEAST

Perception +16

Languages Aquan

Str +6, **Dex** +2, **Con** +5, **Int** -2, **Wis** +2, **Cha** +1

AC 26; **Fort** +19, **Ref** +13, **Will** +11

HP 160

Speed 20 feet, swim 30 feet

Melee ♦ jaws +18 (reach 5 feet), **Damage** 2d8+9 piercing

Melee ♦ claw +18, (reach 10 feet), **Damage** 2d6+8 slashing

Melee ♦ sting +16 (reach 10 feet) (deadly d8), **Damage** 2d6+9 piercing plus Jagged Sting

Pounce ♦ (attack, move) The water mauler

Moves up to twice its Speed and then targets a single creature within reach with 2 claw Strikes and a sting Strike.

Jagged Sting (attack) **Requirements** The water mauler's last action was a successful sting Strike.

Effect The Strike's target takes 1d4 persistent bleed damage, as tiny shards of chitin break off in the wound. This bleed damage can be removed with a successful DC15 Medicine check. However, magical healing of any kind doesn't stop the bleeding and instead seals the fragments within the wound, increasing the persistent bleed damage to 2d4 points and the Medicine DC to stop the bleed damage to 20. Further magical healing still doesn't stop the bleed effect, but also doesn't increase the damage or Heal DC further.

Amphibious The water mauler can survive out of water indefinitely.

ELEMENTALS OF OLD CURGANTIUM

The potent fiery cataclysm that wiped out this immense city has spawned more than its share of scorched and burning undead, but the fiery energies unleashed also have attracted a number of elemental creatures to live in the vicinity. Common fire elementals are a familiar sight, but the ruined city also is home to seething heat swarms that flow around like flying cinder clouds, as well as rare obsidian elementals merged of equal parts earth and fire. These creatures are native to the vast felsic fields that flow and melt in burning oceans along the verges where the Elemental Planes of Earth and Fire intersect. They are hulking piles of faceted black stone, streaked with white striations, spiderwebbed cracks, razor-sharp shards, and a seething molten core within.

FELSIC BRUTE

CREATURE 7

UNCOMMON N **HUGE** EARTH ELEMENTAL

Perception +7, darkvision

Languages Terran

AC 22; **Fort** +15, **Ref** +12, **Will** +12

HP 145; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** cold 10, fire 10; **Weaknesses** sonic 5

Death Throes ♦ (area) **Trigger** the quasi-elemental

reaches 0 hit points or less **Effect** The quasi-elemental explodes in a cloud of razor-sharp shards. All creatures within 30 feet take 8d6 slashing and piercing damage (DC 18 basic Reflex).

Molten Glass Spray ♦ (fire, splash) **Trigger** the quasi-elemental takes 5 or more slashing or piercing damage **Effect** The wound sprays molten glass, doing 2d8 fire damage to any creature within 5 feet (DC 18 basic Reflex save)

Speed 20 feet

Melee ♦ claw +18 (reach 15 feet), **Damage** 2d12+8 bludgeoning

Great Cleave ♦ **Trigger** Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature. **Effect** You swing clear through one foe and into another. Make a melee Strike against the second foe. You can continue to cleave through opponents as long as the Trigger condition is met.

HEAT SWARM

CREATURE 9

UNCOMMON N **LARGE** ELEMENTAL FIRE SWARM

Perception +18, darkvision, smoke vision

Languages Ignan

Str +0, **Dex** +6, **Con** +4, **Int** -3, **Wis** +1, **Cha** +1

AC 25; **Fort** +15, **Ref** +18, **Will** +12

HP 190; **Immunities** bleed, fire, paralyzed, poison, precision, sleep, swarm mind; **Resistances** bludgeoning 5, piercing 10, slashing 2; **Weaknesses** area damage 5, cold 10, splash damage 5

Fiery Aura (aura, fire) 5 feet, 2d6 fire, DC20 basic Reflex

Speed 25 feet, fly 30 feet

Swarming Slams ♦ (fire, swarm) One creature in the swarm's space takes 2d8+11 bludgeoning plus 2d10 persistent fire damage.

OBSIDIAN ROOK

CREATURE 5

UNCOMMON N HUGE EARTH ELEMENTAL

Perception +7, darkvision

Languages Terran

AC 19; **Fort** +12, **Ref** +10, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep;

Resistances cold 10, fire 10; **Weaknesses** sonic 5

Death Throes \triangleright (area) **Trigger** the quasi-elemental reaches 0 hit points or less **Effect** The quasi-elemental explodes in a cloud of razor-sharp shards. All creatures within 30 feet take 6d6 slashing and piercing damage (DC 16 basic Reflex).

Molten Glass Spray \triangleright (fire, splash) **Trigger** the quasi-elemental takes 5 or more slashing or piercing damage **Effect** The wound sprays molten glass, doing 2d8 fire damage to any creature within 5 feet (DC 16 basic Reflex save)

Speed 20 feet

Melee \blacktriangleleft claw +15 (reach 15 feet), **Damage** 2d6+6 bludgeoning

Great Cleave \triangleright **Trigger** Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature. **Effect** You swing clear through one foe and into another. Make a melee Strike against the second foe. You can continue to cleave through opponents as long as the Trigger condition is met.

PYROCLASTIC TITAN

CREATURE 9

UNCOMMON N HUGE EARTH ELEMENTAL

Perception +7, darkvision

Languages Terran

AC 25; **Fort** +18, **Ref** +15, **Will** +15

HP 145; **Immunities** bleed, paralyzed, poison, sleep;

Resistances cold 10, fire 10; **Weaknesses** sonic 5

Death Throes \triangleright (area) **Trigger** the quasi-elemental reaches 0 hit points or less **Effect** The quasi-elemental explodes in a cloud of razor-sharp shards. All creatures within 30 feet take 10d6 slashing and piercing damage (DC 20 basic Reflex).

Molten Glass Spray \triangleright (fire, splash) **Trigger** the quasi-elemental takes 5 or more slashing or piercing damage **Effect** The wound sprays molten glass, doing 2d8 fire damage to any creature

within 5 feet (DC 20 basic Reflex save)

Speed 20 feet

Melee \blacktriangleleft claw +18 (reach 15 feet), **Damage** 4d12+8 bludgeoning

Great Cleave \triangleright **Trigger** Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature. **Effect** You swing clear through one foe and into another. Make a melee Strike against the second foe. You can continue to cleave through opponents as long as the Trigger condition is met.

GARGOYLES OF OLD CURGANTIUM

The ruins of Old Curgantium are infested with gargoyles, including the common variety as well as a number of rare types almost never seen elsewhere. Like all gargoyles, these variants resemble hideously ugly humanoids chiseled from stone. Two large horns protrude from their heads, just above their eyes. Four large, stony spikes jut from their shoulder blades and their hands and feet end in sharpened claws.

Four-Armed Gargoyle. Four-armed gargoyles, like their brethren, often stand perched indefinitely without moving in an attempt to surprise their opponents. They have a great fondness for inflicting pain on their foes. When a four-armed gargoyle has the upper hand in battle, it often draws out the conflict as long as it can in order to deal as much pain and suffering as it can on its foes.

Green Guardian. These winged humanoids are carved of a strange green stone with eyes rich black in color. They prefer to remain still and then suddenly attack or dive into their prey. Green guardians attempt to hold their victims and then fly off with them.

Margoyle. A margoyle is a slightly larger version of the standard gargoyle. It is meaner, eviler, and deadlier than the normal gargoyle. Margoyles are most often encountered in subterranean regions and often have a pack of gargoyles with them. In such cases, the margoyle is looked upon as the master or leader of the group.

FOUR-ARMED GARGOYLE

CREATURE 5

RARE CE BEAST EARTH

Perception +12, darkvision

Languages Common, Terran

Skills Acrobatics +12 Athletics +11, Stealth +12 (+18 in stony terrain)

Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2

AC 22; **Fort** +14, **Ref** +11, **Will** +11

HP 55; **Resistances** physical 5 (except adamantine)
Clawed Feet ♦ (attack); **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it. **Effect** The gargoyle makes a claw Strike against the triggering creature.
Speed 25 feet, fly 40 feet
Melee ♦ jaws +13, **Damage** 2d8+3 piercing
Melee ♦ claw +13 (agile), **Damage** 2d6+3 slashing
Clawed Grapple ♦ (attack) The four-armed gargoyle makes an Athletics check against the target's AC. If the attack hits, the target takes 2d8+3 piercing damage and is grabbed. This counts as two attacks for purposes of the multi-attack penalty.
Statue ♦ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

GREEN GUARDIAN GARGOYLE **CREATURE 4**
RARE CE BEAST EARTH
Perception +12, darkvision
Languages Common, Terran
Skills Acrobatics +12 Athletics +11, Stealth +12 (+18 in stony terrain)
Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2
AC 22; **Fort** +13, **Ref** +10, **Will** +10
HP 45; **Resistances** physical 5 (except adamantine)
Clawed Feet ♦ (attack); **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it. **Effect** The gargoyle makes a claw Strike against the triggering creature.
Speed 25 feet, fly 40 feet
Melee ♦ jaws +13, **Damage** 2d8+3 piercing
Melee ♦ claw +13 (agile), **Damage** 2d6+3 slashing
Reanimation (necromancy) The eyes of a green guardian gargoyle are made of two pieces of jet (500 gp each). After being destroyed, a green guardian automatically reanimates in 1d8+2 days unless the eye gems are crushed and disenchanted with dispel magic (DC 15).
Statue ♦ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

MARGOYLE **CREATURE 5**
RARE CE BEAST EARTH
Perception +12, darkvision
Languages Common, Terran
Skills Acrobatics +12 Athletics +11, Stealth +12 (+18 in stony terrain)
Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2
AC 22; **Fort** +14, **Ref** +11, **Will** +11
HP 65 **Resistances** physical 8 (except adamantine)
Clawed Feet ♦ (attack); **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it. **Effect** The gargoyle makes a claw Strike against the triggering creature.
Speed 25 feet, fly 40 feet
Melee ♦ jaws +13 (magical), **Damage** 2d8+3 piercing
Melee ♦ claw +13 (agile, finesse, magical), **Damage** 2d6+3 slashing
Melee ♦ gore +13 (magical), **Damage** 2d6+3 piercing
Statue ♦ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

GIANTS OF OLD CURGANTUM

Whether because of disruptive magic, unearthed deep elements, or alien technology that fell calamitously from the sky, ash giants are victims of their barren terrains. Towering above a typical human, their misshapen bodies and pale flesh are covered in purulent sores and bulbous tumors. Yet they somehow survive and even thrive in these desperate lands. Ash giants have an uncanny ability to bond with the enormous and often mutated vermin they share the landscape with, and sometimes use the largest of these creatures as mounts. Ash giants are 10 feet tall and weigh 1,200 pounds.

Dark Thoughts. Ash giants are brash and violent, and their humor is incredibly dark. Killing someone through a prank is just as funny as tripping a friend while on a hunt. While not inherently evil, lifetimes of being antagonized by other tribes have practically bred violence into their minds. Some ash giants take their bleakness to extremes, seeing it as a nihilistic epiphany that opens up the entropic secrets of the universe and its ultimate annihilation, becoming deranged prophets of a coming apocalypse.

Vermin Empathy. Ash giants can communicate freely with vermin in a manner identical to speak with animals, and they can train such creatures to serve them.

Aberrant Giants: Ash giants and hill giants that settled too near the cataclysmic ruins of Old Curgantium have had their flesh warped and distorted by the strange eldritch energies that still linger there. These hideous mutants are sometimes treated with fear and at other times with awe by their ash giant cousins.

ABERRANT GIANT

CREATURE 5

NE LARGE EARTH GIANT HUMANOID

Perception +16; darkvision, low-light vision

Languages Common, Jotun

Items greatclub

ABERRANT GIANT DEFORMITIES

To determine aberrant giant deformities, roll 1d20 and consult the following table.

d20	Deformity	Effect
1	Toughened hide	+2 bonus to AC
2	Extra arm	May make one extra Strike action per round
3	Additional eyes	+4 bonus on Perception checks
4	Unusually located eyes	Immune to flanking
5	Hunched back	+4 bonus on checks to avoid being tripped, bull rushed, or overrun
6	Strangely deformed head	Can't wear helmets or headgear unless magical or specifically designed for their head shape
7	Oversized ears	+4 bonus on Perception checks to hear noise
8	Oversized nose	Gains scent (imprecise) 100 feet
9	Huge feet or short legs	Gains the Trample action (2d10+9, DC 19)
10	Elongated nails or claws	Gains Melee claw +18, Damage 2d8+7 piercing
11	Fangs or large mouth	Gains Melee jaws +18, Damage 2d6+7 piercing
12	Tail	Gains Melee tail +18, Damage 2d10+7 bludgeoning
13	One or more pointed horns	Gains Melee horns +18, Damage 2d8+7 piercing
14	Large curled horns	Gains Melee horns +18, Damage 2d12+7 bludgeoning plus knock prone
15	Long, gangly arms	Gains +5 feet reach with Strikes using its arms
16	Long, muscular legs	Gain +10 feet to Speed
17	Gills	Can breathe underwater; gains Swim speed equal to base land speed
18	Exudes foul odor	Gains Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute. Other aberrant giants are immune to this effect.
19	Venomous	One of the aberrant giant's natural attacks becomes venomous. Aberrant Giant Venom (poison) Saving Throw DC 19 Fortitude; Maximum Duration 6 rounds; Stage 1 1d8 poison damage and enfeebled 1 (1 round); Stage 2 2d8 poison damage and enfeebled 1 (1 round); Stage 3 3d8 poison damage and enfeebled 2 (1 round)
20	Advanced deformity	One of the aberrant giant's other deformities is especially pronounced, gaining one of the following: an increase in base damage by one die type; +2 on the DC of the ability; or double the usual bonus the deformity provides

Str +5, Dex +2, Con +5, Int +0, Wis +2, Cha +0
AC 22; Fort +15, Ref +9, Will +7

HP 110

Speed 20 feet

Melee ♦ greatclub +18 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Power Attack ♦♦ greatclub +18 (reach 10 feet), **Damage** 3d10+8 bludgeoning

Deformities Aberrant giants possess an assortment of terrible deformities unique to each individual creature. When determining the deformities of a typical aberrant giant, roll randomly or choose 1d4-1 deformities from the Aberrant Giant Deformities table. If two deformities are contradictory, reroll or select another. Bonuses and penalties gained from different deformities are cumulative.

ASH GIANT

CREATURE 11

UNCOMMON CE LARGE GIANT

Perception +23, low-light vision

Languages Common, Jotun

Str +7, Dex +2, Con +5, Int -1, Wis +2, Cha +2

Items +1 greataxe, sack with 5 rocks

AC 36; Fort +28, Ref +22, Will +19

HP 240; Immunities disease, poison

Attack of Opportunity ↗

Catch Rock ↗

Speed 30 feet

Melee ♦ greataxe +26 (magical, sweep, reach 10 feet), **Damage** 2d12+11 slashing plus ash leprosy

Melee ♦ fist +25 (agile, reach 10 feet), **Damage** 1d8+10 bludgeoning plus ash leprosy

Ranged ♦ rock +24 (brutal, range increment 120 feet), **Damage** 2d10+10 bludgeoning plus ash leprosy

Throw Rock ♦

Swipe ♦♦ Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty. If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

Ash Leprosy (disease) Ash giants are carriers for this contagious form of leprosy. Any creature hit by an ash giant's weapons is exposed to the affliction. If you have ash leprosy, you can't remove the sickened condition. Damage taken from ash leprosy can't be healed until the disease is cured.

Saving Throw DC 22 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and 2d6 bludgeoning damage (1 day); **Stage 2** 2d6 bludgeoning damage, and whenever you gain the wounded condition, increase the condition value by 1 (1 day); **Stage 3** sickened 2 and 4d6 bludgeoning damage, and can't heal any Hit Point damage (1 day).

APPENDIX D: BEHIND THE CURTAIN

A WORLD-SHATTERING TRUTH

The Lost Lands is no slapped-together campaign setting. It is an amalgamation of the home campaigns of Bill Webb and Clark Peterson from their college days, of the numerous authors of books by Necromancer Games and Frog God Games, and my own quilting work and home game developments. From many disparate ideas and intents was the Lost Lands created into a whole much greater than the sum of its parts.

When Bill asked me to create the cohesive Lost Lands campaign setting in 2010, we had only begun producing the installments of the *Slumbering Tsar* series, and the setting didn't even have a name yet. Lost Lands was a moniker that I came up with later, but the work had already begun because I had started to create the idea for that world from spitballing the idea for *Slumbering Tsar* after having read *R1: Rappan Athuk—The Dungeon of Graves: The Upper Levels* in 2000.

Long before founding Frog God Games with Bill, I had originally envisioned using the Necromancer Games adventures for my home game as being the western portion of the greater continent of Oerik from the Greyhawk setting of classic D&D fame, and these roots can still be seen in the useage of the “oe” letter combination in the names of the emperors of Hyperborea — beginning, of course, with Polemarch Oerson of “Tower of Oerson” fame. But as the multitude of Necromancer Games books continued to be released and I tinkered with my ideas for what exactly the temple-city of Tsar was all about and how it fit into its larger world, I realized that I wanted to actually write the Tsar adventure for Necromancer Games and, as much as I loved Greyhawk, this was a much larger world than could be encompassed in Gary's beloved Oerth. So, what would become Lloegyr (Boros to the ancient Hyperboreans) began to take shape. The formation of Frog God Games and the purchase of the Necromancer Games IP allowed it to actually happen.

Early on as I considered questions of things like, “What lay beyond the Stoneheart Mountains?” and, “Where had the ancient Hyperboreans* gone?” I realized I wanted a desolate, abandoned, and haunted land that isolated a portion of my newly forming continent of Akados. And why would I need such a land feature? Well, for one to account for the need for the Wizard’s Wall whose existence had been introduced in *D1: The Tomb of Abysthor*, but also because I wanted a dark secret to lie on the other side of that land: Lake Hali. And on the shores of the desolate, remote, forbidden lake lie the unnamed ruins of three prehistoric cities, though by now you’ve undoubtedly guessed their names: Yhtill, Alar, and Carcosa.

Yes, it’s true. The world of the Lost Lands, the planet known by Lloegyr, Boros, and other names is intended as none other than the home of Hastur the Unspeakable. The star that shines down upon it and called Rana the Sun, by the Foerdewaith, Solanus by the Hyperboreans, and Mitra by the Jaata is known by inhabitants of other worlds across the galaxy as Aldebaran or Alpha Tauri. And the winking Pole Star of Lloegyr, Oliarus, is none other than Alpha Tauri B, the binary twin of Aldebaran.

This dark truth has been hinted at ever since I began working on the formation of the Lost Lands as a comprehensive campaign setting with hints appearing in such places as the background of the 2015 update of “The Sorcerer’s Citadel” appearing in *Quests of Doom*, the adventure “Shades of Yellow” from *LL4: Cults of the Sundered Kingdoms*, and the official tie-in between *Razor Coast* and Green Ronin Publishing’s own Hastur-ridden Freeport setting**, as well as drawing upon cryptic clues found in older Necromancer Games products such as the appearance of the Cult of the Unspeakable in 2004’s *Trouble at Durbenford*. Many more references to his sordid history of the Lost Lands remain embedded deeply in the hidden lore of the world to be found at your players’ peril, but at long last this initial reveal can be made for your game to enjoy and make your own.

Greg A. Vaughan

July 2019

* “Numenoreans” in an editorial slip on page 36 in the original 2000 release of *R1*, giving an insider look at Bill’s and Clark’s home game from all those years before.

** See pages 63–64 of *Razor Coast* by Frog God Games.

OLD CURGANTIUM



B. BASE CAMP



1 SQ. = 5 FT.

C. LOST LIBRARY



D. ANCIENT CATACOMBS
(GROUND LEVEL)

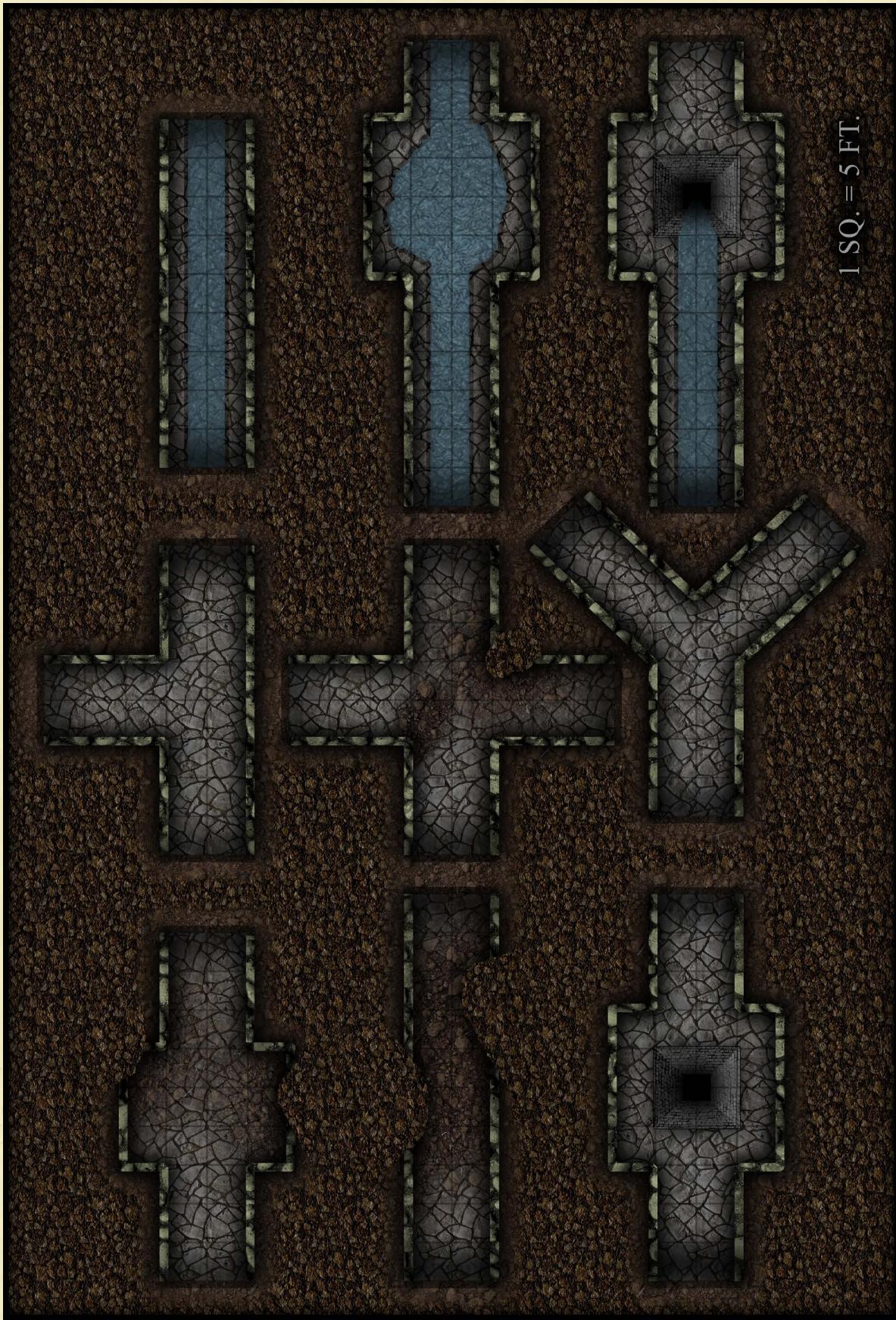


1 SQ. = 10 FT.



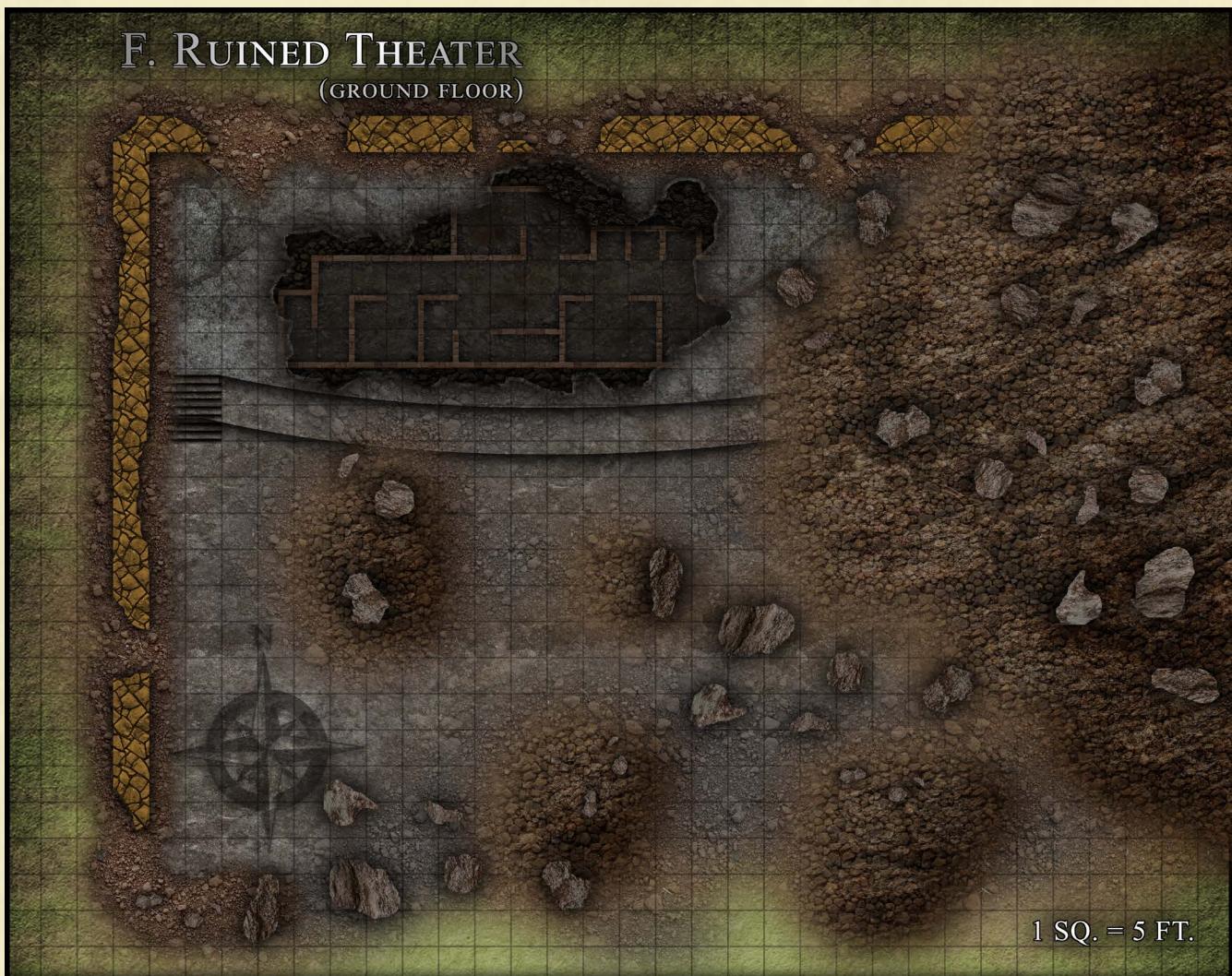
D. ANCIENT CATACOMBS
(LOWER LEVEL)

1 SQ. = 10 FT.



1 SQ. = 5 FT.

F. RUINED THEATER (GROUND FLOOR)



(SUBFLOOR)



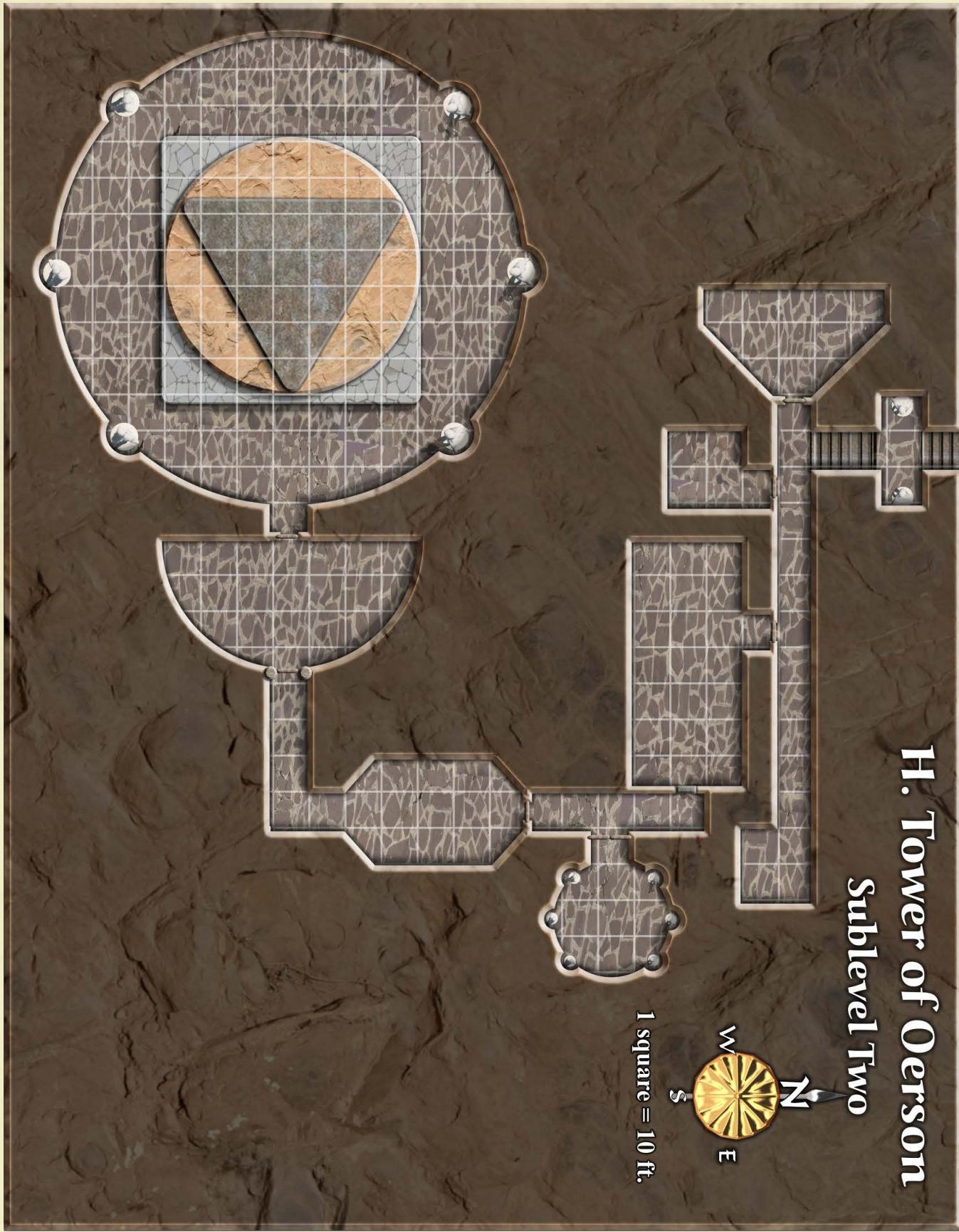
G. Tower of Oerson

Sublevel One



H. Tower of Oerson

Sublevel Two



I. TUNNELS OF THE UNDERGUILD

1 SQ. = 5 FT.



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