

PATHFINDER® MODULE™



The

EMERALD SPIRE Superdungeon

PATHFINDER MODULE

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REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM
<i>Mythic Adventures</i>	MA		

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Introduction

One of the coolest things about working in the adventure game industry for 27 years is the collection of friends and colleagues that I've formed bonds with over that time. So when we decided to help out the Goblinworks Kickstarter for Pathfinder Online by creating a pen-and-paper project based around a superdungeon called the Emerald Spire, I opened up my Rolodex and reached out to some of the best designers around. All of these amazing people brought different design aesthetics to their levels—some old-school and some new—with the result being one of the best superdungeons in the history of tabletop RPGs. The idea of an all-star superdungeon has been kicking around in my head for years, and I'm excited that it has finally seen the light of day!

On a personal note, The Emerald Spire Superdungeon allowed me to dust off my keyboard and design the first level myself, something I haven't done for years as my career took on more of a management angle. I thoroughly enjoyed getting to work with Pathfinder's goblins and kick off a book that helped to Kickstart the first Pathfinder MMO. So take a delve through a treasure trove of dungeon design. Make sure to have your trusty dice warmed up, and keep a spare character or two ready to jump into the fray for if the first one falls in action. When you've gathered the magnitude of talent that we have here, the end result could get deadly! Enjoy!



Lisa Stevens, CEO
Paizo Inc.

Emerald Spire Quests

Interacting with the people and environments around the Spire and in Fort Inevitable can lead the PCs on special quests. Details for these quests appear in the adventure's text, and are summarized below. You can pass out quest cards from *Pathfinder Cards: Emerald Spire Campaign Cards* to players as they learn of quests, so they can keep track of their accomplishments.

Quests marked with an asterisk (*) are bonus quests not directly tied to the adventure's story. Inform the PCs of those quests when indicated—no NPC assigns these quests to them, but the players should still be aware of these goals.

1. **Friends in the Fort***: Acquired: Adventure's start. Quest: Form an alliance with either the Hellknights of Fort Inevitable or the Seven Foxes resistance that opposes them. Reward: 800 XP.
2. **Reaching the Spire Dungeons***: Acquired: Adventure's start. Quest: Find the path to reach the subterranean dungeons. Reward: 500 XP.
3. **Missing Wizards**: Acquired: The Goldenfire Order in area 13 of Fort Inevitable. Quest: Find the missing wizards Jharun and Tiawask. Reward: 1,500 XP and 2,000 gp for Jharun, and 5,000–6,000 XP and 2,000 gp for Tiawask.
4. **Portal Research**: Acquired: The Goldenfire Order in area 13 of Fort Inevitable. Quest: Find three pieces of research about the dungeon's portals and return them to the Goldenfire Order. Reward: 1,000 XP and 800 gp.
5. **Sage's Expedition**: Acquired: Abernard Royst in area 41 of Fort Inevitable. Quest: Catalog the underground dungeon levels for the sage's records. Reward: Each time PCs explore an underground level (or most of it) and return the information to Abernard Royst, they gain the amount of gp described under the Descent to the Next Level section.
6. **Noqual Relic**: Acquired: Abernard Royst in area 41 of Fort Inevitable. Quest: Find the noqual relic and return it to Abernard Royst. Reward: 6,000 XP and 1,500 gp.
7. **Crowned Skull**: Acquired: Lady Commander Drovust or High Mother Dremagne in area 32 or 33 of Fort Inevitable. Quest: Discover and destroy the evil force represented by the symbol of a crowned skull. Reward: 20,000 XP and 15,000 gp.
8. **Clockwork Scourge**: Acquired: Area A15, B10, C16, or E11. Quest: Defeat Klarkosh, the clockwork crafter. Reward: 1,500 XP.
9. **Deactivating the Godbox**: Acquired: Area D4. Quest: Shut down the Godbox without destroying it. Reward: 800 XP.
10. **Transport Tools***: Acquired: Area A14. Quest: Collect the tools needed to teleport using the Spire. Reward: 500 XP.
11. **Gray Shroud**: Acquired: Area C3. Quest: Find out what secret lore Tarrin Dars has been collecting and how she uses it. Reward: 600 XP.
12. **Den of Serpents**: Acquired: Area G7 or G8. Quest: Bring ruin to the serpentfolk factions by destroying them or getting them to destroy each other. Reward: 2,000 XP.
13. **Green Gem**: Acquired: Area H9. Quest: Retrieve the giant emerald. Reward: 1,500 XP, plus the 5,000 gp gem.
14. **DiViri's Fate**: Acquired: DiViri's journal in area J2. Quest: Find Chaid DiViri and return her to the surface—dead or alive. Reward: 3,000 XP.
15. **Law or Chaos**: Acquired: Area J11 or Level 15. Quest: Choose a side in the conflict between the inevitables and proteans. Reward: 10,000 XP.
16. **Prisoners of the Tomb**: Acquired: Area K2. Quest: Escape from the ancient, warded tomb. Reward: 5,000 XP.
17. **Restoring Power**: Acquired: Area L5. Quest: Restore the servant automatons. Reward: 4,800 XP.
18. **Deepest Menace**: Acquired: Area O13. Quest: Prevent the ancient Vault Keeper from carrying out its plans. Reward: 19,000 XP.





Fort Inevitable

Between the Echo Wood and the broad expanse of the West Sellen River stands a resolute stronghold of law and order: the walled town of Fort Inevitable. From its stern keep, companies of Hellknights ride forth to enforce the strict laws of their commander and bring authority to the unclaimed lands of the Crusader Road. While the taxes imposed by the town's rulers are heavy and the laws inflexible, no one can deny that prosperity has followed the Hellknights' establishment of hard justice in this small corner of the River Kingdoms. Merchants, travelers, and adventurers journeying on the Crusader Road find that Fort Inevitable provides a rare island of safety in an otherwise lawless land—so long as one is careful not to run afoul of the Hellknights' laws.

Fort Inevitable stands on the rolling plains near the West Sellen River, close to the forest. This is a rich and gentle land; the town is surrounded by green pastures and wide, golden fields of grain. A strong stone wall with battlements and gatehouses protects Fort Inevitable, and within this formidable defense, the town is an orderly collection of two- and three-story stone houses and workshops with roofs of red tile or blue slate. If the streets seem a little cheerless and drab, at least they're paved with good cobblestones and cleared regularly.

Nothing epitomizes the essential nature of Fort Inevitable as aptly as the stone citadel of the Hellknights, which looms over the town. There is no difference between martial law and civil authority in Fort Inevitable. The senior officer of the garrison rules as the lord or lady commander, directly overseeing civic administration as well as exercising military command. The current commander is a stern, middle-aged Chelish woman named Paralictor Audara Drovust. She is the commanding officer of the Order of the Pike's chapter in the Crusader Road region, ruler of the Citadel, high magistrate,

tax assessor, director of public works, keeper of the treasury, and chief regulator of business and commerce. No important aspect of the town's life and activity is left outside the lady commander's authority.

Fort Inevitable was a good-sized village with extensive trade and commerce before the Hellknights chose it as their base on the Crusader Road, and its people still work as farmers, herders, artisans, and merchants. Law-abiding citizens find the lady commander's rule to be firm but manageable. Those who don't find a respectable profession or who fall into debt see a different side of Fort Inevitable, as both slavery and indentured servitude are legal here.

While the lady commander seems to wield complete authority, appearances can be deceiving. Two other Hellknight orders—the Order of the Nail and the Order of the Gate—maintain presences on the Crusader Road, and while they defer to Drovust, each maintains its own chain of command and works toward its own purposes. Much of the town's wealth is concentrated in the hands of the Council of Prosperity, a group of wealthy merchants and industry owners that exerts a good deal of influence over the Hellknights' decisions. Finally, the lady commander is bound by her order's vows and regulations; the Hellknights don't break their own laws.

Fort Inevitable may be an oppressive place to live, but the Hellknights are not mindlessly brutal or vindictive. They crack down viciously on public disorder, enforce curfews, and tightly regulate commerce and transactions, but they don't harass honest travelers. But it's a good idea to guard your tongue and watch your step while inside its hard stone walls.

FORT INEVITABLE

LE small town

Corruption +3; Crime -3; Economy +1; Law +4; Lore +0; Society -2

Qualities insular, prosperous

Danger +0

DEMOGRAPHICS

Government overlord

Population 960 (878 humans, 25 half-orcs, 18 dwarves, 9 half-elves, 30 other)

Notable NPCs

High Mother Sarise Dremagne (LN female human cleric of Abadar 7)

Lady Commander Audara Drovust (LE middle-aged female human fighter 5/Hellknight^{ISWG} 6)

Maralictor Dandru Wolfhelm (LE male human fighter 5)

Seven Foxes Leader Kallon Poldmar (NG male human rogue 4/fighter 4)

Signifer Oritian Hast (LE male human cleric of Mephistopheles 3/wizard 3/mystic theurge 4)

MARKEPLACE

Base Value 1,300 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

History of Fort Inevitable

The story of Fort Inevitable begins 400 years ago, when the Kingdom of Zog—a goblin realm in the depths of the Echo Wood that troubled the neighboring human lands—was crushed by a River Kingdoms army led by the hero Tarwynna. Zog's defeat opened the lands of the Echo Wood and the area near the West Sellen River to human settlement for the first time in centuries. One of the earliest settlements was the small village of Southwood, on the very southwest corner of the Echo Wood.

Southwood grew swiftly, but it was plagued by bandit gangs. Because the village lay more or less between Daggermark, Ambreth, and Ustalav, it simply wasn't in the interest of any of Southwood's neighbors to keep its surrounding roads clear or chase out the bandits. The problem only worsened with the beginning of the Mendevian Crusades in 4622 AR. Bandits, brigands, and pirates flocked to the area to waylay crusaders and pilgrims traveling north along the river road.

In the spring of 4681, a Hellknight named Emos Varden passed through Southwood shortly after a gang of brigands had set fire to several farmhouses on the outskirts of town and carried off the hapless families living there. Varden belonged to the Order of the Pike; he was bound for the Worldwound to battle against demonic hordes and wasn't particularly interested in troubles with outlaws. But the people of Southwood scraped together enough gold to hire him as their protector, and Varden decided his crusade could begin here.

Varden and his 30 seasoned troops embarked on a months-long campaign of viciously eradicating banditry wherever they found it. Any brigands his forces found on the road were killed and nailed to trees as a warning to others. By the beginning of summer, no outlaw dared show his face within 20 miles of Southwood.

When the town council approached Varden to offer their gratitude and payment, the Hellknight announced that he would not be continuing to Mendev. During his campaign, he had realized the need to secure the region for other pilgrims and crusaders on their way to the northern battles. He announced the establishment of a Hellknight stronghold and informed Southwood's council that he was placing the town under martial law. Taking the title "lord commander" to signify his command of the Hellknight garrison and his obligation to protect the town, Varden dissolved the town council and began construction of a permanent citadel—Fort Inevitable, named for the inevitability of order's triumph.

Lord Varden ruled with a heavy hand, but the town flourished in many ways. He and his Hellknights constructed a city wall and a stone keep, making Fort Inevitable the best-defended town on the Crusader Road. The town's provisioners and armorers made a hefty profit from equipping Hellknight contingents bound for Mendev. Members of allied Hellknight orders came to serve at Fort Inevitable, establishing themselves alongside the Order

of the Pike. Varden participated in several expeditions to Mendev, but always returned to Fort Inevitable.

Five years ago, Varden's reign ended when an assassin struck him down with a crossbow bolt. His second-in-command at the time was a senior maralictor named Audara Drovust. She had accompanied Varden as a young armiger when he first came to Southwood, and worked her way up through the ranks with cold efficiency over the years.

Lady Drovust took command and investigated the assassination. Within a month, she rounded up 11 suspected conspirators who were supposedly plotting to overthrow the Hellknight regime. Some of the conspirators went to the gallows still protesting their innocence, but the lady commander informed them they would receive the exact same clemency they had shown to Lord Varden, and hanged them anyway.

Lady Commander Drovust has proven herself to be meticulous and efficient. Since her accession in the aftermath of Lord Varden's assassination, her rule has been relatively

untroubled. She works steadily to counter the return of widespread banditry in the area and guide Fort Inevitable's continued growth.

Law and Order

The Hellknights forcefully patrol Fort Inevitable and the surrounding lands, enforcing Drovust's strict laws. At any given time, two to four squads of Hellknight soldiers patrol the town on foot, while the gates are constantly manned by larger contingents. They swiftly intervene to break up brawls and prevent crimes. If they fail to catch a perpetrator on the scene, the Hellknights thoroughly investigate the situation. They maintain a long "wanted" list of known or suspected criminals, and regularly circulate sketches or descriptions of suspects. Bandits and other criminals from nearby towns have a saying: "The Hellknights never forget."

For town defense, the lady commander oversees a force of 60 Hellknight riders—well-equipped, fanatically loyal, and easily some of the best to be found on the Crusader Road. In a desperate situation, the Hellknights can call up a well-trained militia of 130 pikemen from the Fort's common citizens.

Slavery

The Hellknights believe that freedom is a privilege, not a right. Those who fail to contribute to the community's prosperity can and should be put to work by their betters. Debtors, criminals, and vagrants are all subject to enslavement under Hellknight law. Debtors normally become indentured to the holders of their debt after a hearing in the Citadel. Monthly auctions allow the purchase of criminals and vagrants sentenced to slavery.

Many people, especially the poor, wind up as the property of rich merchants and landowners. Attempts to escape or resist one's lawful master are considered serious crimes, and often extend the term of servitude.

The Hellknights are as rigorous about the legalities of slavery as they are everything else. It's unlawful to abduct a stranger and drag him back in chains. Slaveowners who come by their property illegally are in danger of being charged themselves. The Hellknights also forbid slaveholders from engaging in wanton acts of cruelty or mistreatment—a slaveholder who allows one of his slaves to starve or who beats a slave to death is subject to arrest and trial.

Adventurers and the Law

While obvious monsters are fair game to all, the Hellknights do not recognize the right of any self-declared adventurer to kill "villains" and seize their belongings. That's common banditry, and those who ride back to Fort Inevitable after committing such vigilantism can expect to be arrested—unless they've first secured a letter of warrant.

A letter of warrant is a license from the lord commander authorizing the bearer and her company to "act in the interest of good order and keep the lady commander's laws." That is



LADY AUDARA DROVUST

generally construed as doing most of the things adventuring parties typically do—attacking outlaws, hunting monsters, surveying dangerous ruins, and investigating mysteries.

Adventurers operating from Fort Inevitable purchase a letter of warrant for 50 gp per year, and agree to turn over 30 percent of the coin, goods, and property they confiscate to the Citadel. The lady commander's agents also require reports of just what actions were taken with a letter of warrant.

Powers and Personalities

Most visitors assume that there is only one power group in Fort Inevitable—the Hellknights. However, some citizens of the town still hold influence, and even the Hellknights have personal rivalries and power struggles.

Lady Commander Audara Drovust

A tall, athletic woman of 45 years, Audara Drovust spent close to 30 years as an armiger, Hellknight, and field officer before ascending to command of the fort. She holds the rank of maralictor in the Order of the Pike, a Hellknight order dedicated to defeating monsters threatening human lands. The Order of the Pike makes up the majority of Fort Inevitable's garrison, and its members patrol the western reaches of the Echo Wood and the outskirts of the ruins of Mosswater while sponsoring expeditions to join the Mendevian Crusade.

Lady Drovust rarely draws a sword herself these days, but is an experienced general with a gift for engineering and logistics. She personally designed the town's defenses and oversaw their construction for her predecessor, Lord Commander Varden. Lady Drovust also heads up the bureaucracy of the Citadel. Tax assessments, public works, justice, licenses—everything eventually crosses her desk and receives her personal attention.

Lady Drovust doesn't indulge in malice for its own sake, but she firmly believes it is the right and duty of the strong to govern the weak and order their lives efficiently. Having finally succeeded in getting Fort Inevitable running more or less as she thinks it should, she is actively planning her next move to bring more of the Crusader Road under her efficient administration, all in the interest of supporting the crusade in Mendev.

The Order of the Nail

The second most numerous group of Hellknights residing in Fort Inevitable is the Order of the Nail, under the command of Maralictor Dandru Wolfhelm. While the Order of the Pike is mostly concerned with maintaining Fort Inevitable as a base for supporting the crusade in Mendev, the Order of the Nail is sworn to bring law to lawless areas—and this corner of the River Kingdoms is overrun with pirates, bandits, and outlaws. Maralictor Wolfhelm chafes under the lady commander's tight leash, and constantly argues for turning Fort Inevitable's full strength against Thornkeep and the other bandit nests in the area.

STARTING QUESTS

By getting through the aboveground portion of the Emerald Spire, and by interacting with the people and factions in Fort Inevitable, the PCs can gain additional XP. This comes in the form of quest awards. You have some flexibility with regard to when they gain these quests, though it's simplest just to give them both at the start of the adventure. If you choose to stagger them, they might gain the Friends in the Fort quest when they first enter the fort or when they learn about both the Hellknight and Seven Foxes factions. Likewise, they could gain the Reaching the Spire Dungeons quest when they first learn there's a level below the obvious aboveground structure.

Quests: At the start of the adventure, the PCs gain the Friends in the Fort and Reaching the Spire Dungeons quests. Once they make an alliance with one of the two factions in Fort Inevitable, award them 800 XP for completing the Friends in the Fort quest.

Wolfhelm grudgingly accepts the lady commander's orders, but he and his fellow Nails frequently test the limits of their mandate. The maralictor provokes retaliation from Thornkeep or other bandit dens, in the hope that the lady commander will be forced to recognize the threat. Lady Drovust is waiting for the maralictor to step far enough over the line that she can remove him from his command and reassert her control.

Signifer Oritian Hast

A high-ranking member of the Order of the Gate, Signifer Oritian Hast presents himself as a loyal cleric of Mephistopheles as well as a scholar of arcane lore. He is intensely interested in the Emerald Spire, recognizing the artifact as a potential source of unimaginable power in the proper hands (his own, of course). While the lady commander leans toward making the site off-limits, Signifer Hast argues for a thorough investigation.

As the ranking officer of the Order of the Gate, Signifer Hast commands their small chapter here: three lesser signifers and two Hellknights of the order. They work side by side with the Order of the Pike. However, while Signifer Hast publicly supports the lady commander, he is subtly working to undermine her authority by subverting the loyalties of key Hellknights.

Council of Prosperity

The Hellknights abolished the city government when they took over 30 years ago, assuming civil authority as well as military command. The nearest equivalent that still exists is the Council of Prosperity. The council has no statutory authority, and simply serves as an advisory board for the lady commander. Staffed by the wealthiest merchants and business owners of Fort Inevitable, the Council of Prosperity

seeks to persuade the lady commander to moderate onerous taxes and rulings while ensuring that the Hellknights' laws protect wealth and property.

The leaders on the Council include foundry owner **Durston Goldbeard** (N male dwarf expert 5), landowner **Nimad Teravon** (LE male old human commoner 4), and merchant **Estha Walthomar** (NG female middle-aged human expert 6). Durston is a more or less honest businessman; Nimad is a heartless old miser who ruins people unfortunate enough to be stuck renting from him; and Estha is a generous woman who does what she can to help out the less fortunate.

High Mother Sarise Dremagne

A matronly woman of 60 years, High Mother Sarise Dremagne is a cleric of Abadar who leads Fort Inevitable's largest congregation, the Temple of the Golden Key. Stern and proper, High Mother Sarise dislikes the Hellknights' support for slavery and their veneration of Asmodeus, but generally approves of their vigorous enforcement of the law. In her eyes, as long as one isn't a lawbreaker, then it isn't a problem that the laws of the town are sternly enforced.

The High Mother is the most influential non-Hellknight in the town, and the Temple's ecclesiastical calendar is the framework around which most of the townsfolk arrange their lives. While High Mother Sarise does not challenge the lady commander's rule, she serves as an important voice against excessive brutality and persecution.

The Seven Foxes

Difficult as it is to believe, Fort Inevitable is home to a small resistance movement: the Seven Foxes. This secret society formed due to Lady Commander Drovust's brutal reaction to Lord Varden's assassination. The Foxes watch for impending Hellknight raids or crackdowns, and pass warnings to those likely to be affected. Occasionally, they help wanted criminals slip out of town, or hide fugitives. While they can't move openly to free the slaves in the area, the Seven Foxes sometimes help slaves in special danger to escape or punish particularly abusive slave owners and slave traders.

The Seven Foxes aren't actually seven; there are about a dozen core members, and three times as many sympathizers who know how to pass messages to members. The leader of the society is the owner of the livery stable (area 15), Kallon Poldmar.

Fort Inevitable Locations

The town of Fort Inevitable stands on a low, rounded hill amid the rolling landscape along the West Sellen. A strong, well-maintained city wall encloses the town's orderly streets,

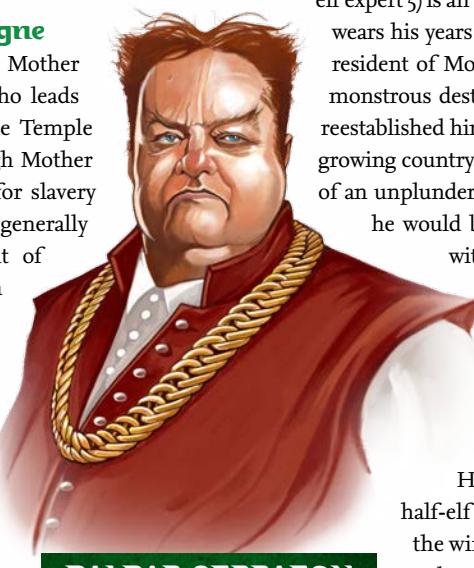
dominated by the Commander's Citadel—which most natives shorten to “the Citadel.” The town's impressive fortifications are everywhere one looks, as are patrols of Hellknight foot soldiers. The main gates are closed at sunset each night, and a strictly enforced curfew goes into effect 2 hours after sunset. The Hellknights have little patience for scofflaws, and are quick to arrest and imprison anyone defying their rules.

1. Caerlin's Vineyard

Few people with elven blood wind up spending much time in Fort Inevitable, but the old vintner **Caerlin** (LG male old half-elf expert 5) is an exception. Now over a century old, he wears his years well, as most half-elves do. A former resident of Mosswater, he escaped from the town's monstrous destruction more than 50 years ago and reestablished himself in Southwood—the best grape-growing country he could find nearby. Caerlin knows of an unplundered wizard's tower in Mosswater, and he would be willing to share that information with heroes likely to use it for good.

Caerlin strongly dislikes the Hellknights, and refuses to use slaves. He does make use of indentured servants, but treats them fairly and pays them well when they complete their terms.

His daughter **Taeserle** (NG female half-elf rogue 4) currently manages most of the winery's production. She also happens to be one of the Seven Foxes, although she is a planner and spy, not a street fighter.



DALDAR SERRAGON

2. The Stonde Homestead

Giles Stonde was swept up in Lady Commander Drovust's investigation of Lord Varden's assassination and hanged by the Hellknights, leaving his wife **Ilyana Stonde** (N female human commoner 1) and their young children without a means of support. Ilyana and her children are scraping by, earning a little money by gathering mushrooms and herbs in the nearby woods, tending a vegetable garden, and keeping a number of chickens and goats. Recently, Ilyana's son **Davon** (LG male young human commoner 1) discovered a long-buried ruin in the nearby woods—the remnant of an old goblin outpost from the days of Zog. The boy is convinced there is treasure in the “goblin fort,” but it's more dangerous than he realizes.

3. Drurn's Tannery

The burly half-orc **Drurn** (NE male half-orc fighter 2/expert 2), a retired sellsword, owns this tannery and the adjoining pasture lands. His work is not especially good, but it's cheap and convenient for the crafters and tailors in Fort Inevitable. Drurn keeps a dozen slaves in dismal conditions, and is routinely in trouble with the Hellknights for his excessively

brutal treatment of them. In fact, he recently beat a slave to death. Drurn told the Hellknights that the fellow ran off, but in truth the tanner is looking for a place to dispose of the body.

4. Naldred's Farm

Expansive fields of golden wheat surround the fine stone farmhouse of **Naldred Tillman** (LE male human commoner 4). Naldred is the largest private slave owner in the Hellknights' domain, with a half-dozen hired overseers keeping watch over almost 30 field slaves, who are housed in a secure barracks building across the lane from Naldred's home. Naldred's fields stretch for almost a mile south and east of Fort Inevitable, and this huge farm produces a vast quantity of grain in most years.

Blunt and opinionated, Naldred is a staunch supporter of the Hellknights' rule; in fact, two of his sons are currently training as armigers. He is a hard taskmaster, working his slaves to exhaustion, but he is rarely capricious or cruel for the sake of cruelty. However, over the last few weeks, several of his slaves have suddenly died of exhaustion. What Naldred doesn't know is that a night hag lairing in the outskirts of the Echo Wood has begun preying on his workers—and intends to come for him next.

5. Holworth Dairy

The green hillside overlooking Misty Lake is home to the Holworths, a large and rambunctious clan of native Southwooders who have lived in this spot for the better part of 2 centuries. The current matriarch of the clan is Nilsa, usually referred to simply as **Mother Holworth** (N female venerable human commoner 2). She is a stern, sharp-tongued woman halfway through her seventh decade who has outlived two husbands and now has a house full of children, grandchildren, and even a couple of very young great-grandchildren. The Holworths are noted for producing a variety of excellent cheeses, although they've had an increasingly hard time paying the Hellknight taxes over the last couple of years.

6. Serragon Ironworks

Just downhill (and downwind) from the Holworths' dairy farm is the largest foundry in Fort Inevitable, the Serragon Ironworks. The ironworks' proprietor is **Daldar Serragon** (LE male human aristocrat 4), a former nobleman of Galt who fled to the River Kingdoms 20 years ago to escape the gallows. He bought out a local smelter from its previous owner, and expanded the workshop over the years. Daldar is not much of an artisan, but he has the loyalty of an excellent ironmaster, the dwarven smith **Hurmarsk Firehammer** (LN male dwarf expert 5). Most of the Ironworks' stokers and cinder haulers are slaves, while the actual metalworkers are employees.

7. Misty Lake

The original settlement of Southwood was established here because the site combined good farmland with easy access

"THE CITADEL"

The people of Fort Inevitable use the term "the Citadel" to refer to the Hellknights' civil administration. For example, someone might say, "Have you heard that the Citadel intends to raise taxes next season?" or "You'll need to get a license from the Citadel before you can open a shop here." Most of the town's civil servants work in the middle floors of the commander's tower, so "the Citadel" has come to mean more or less the same thing as "the government"—and its power is completely in the hands of the lady commander.

to water. Misty Lake is fed by both a small, unnamed stream that flows out of the southern Echo Wood and springs under the low hill on which Fort Inevitable stands. The lake is deep, reaching 50 feet in its middle. There are rumors that an old lord of Southwood concealed a treasure chest in the lake more than 100 years ago. People have tried various schemes for searching the lake bottom, but no one has found any treasure yet.

8. Kettlefoot Mill

The well-established halfling miller **Anden Kettlefoot** (LG male halfling expert 3) is the owner of this large and prosperous mill. Anden is a man of 40, and lives in the attached house with his wife Seela and several small children. He is one of the Seven Foxes, and quietly sets aside flour and money to help anyone in need. More than once he has stepped in to save an unfortunate citizen from going into debt and losing everything to the lady commander's court—a dangerous habit that hasn't won him many friends among the Hellknights.

9. Mosswater Gate

Fort Inevitable's impressive defenses begin with two main gatehouses; the western gatehouse is known as the Mosswater Gate. This gate consists of a large timber door sheathed in iron plate, plus a portcullis on the inner side. Numerous arrow slits overlook both the approach to the gates and the interior passage, which is also covered by murder holes set in its ceiling. The upper floor of the gatehouse serves as extra barracks space and storage for the Hellknight garrison.

The Mosswater gate is under the command of **Maralictor Kiera Wirt** (LN female human fighter 5). She leads a detail of five Hellknights who question everyone entering or leaving town. Maralictor Wirt is a decent person for a Hellknight, and applies a good deal of common sense and compassion as she executes her duties.

10. City Wall

A strong city wall protects Fort Inevitable. The walls average 30 feet in height and are a little more than 10 feet thick at the base. A battlement at the top faces outward, with an 8-foot-wide walk running the length of the wall. Towers every 100 to 200

FORT INEVITABLE



feet provide good arcs of fire against approaching attackers, and serve as extra storage for food and arms. The towers also provide extra barracks space when the lady commander needs to house more Hellknights than can easily fit in her own keep, the gatehouses, and the Mardyl Barracks.

Hellknight sentries regularly patrol the wall tops and the towers. This is normally quiet duty, but from time to time a frightening apparition—some sort of ghost or spectre—roams the northern section of the wall and the towers there.

11. Gate Market

Fort Inevitable's market square, which lies just inside the Mosswater Gate, is quiet, orderly, and very tightly regulated. Local farmers and livestock-keepers apply to the Citadel for licenses to bring their produce, dairy goods, and meat to market on a regular rotation. The townsfolk often meet and gossip in the market square while stocking up on household provisions; "I heard it by the gate" is a local expression for the rumor mill.

Rumors: Current rumors claim that adventurers are in demand by the Goldenfire Order of Thornkeep (taking up residence at area 13, the Juliver Arms), strange attacks by new types of undead monsters have High Mother Sarise Dremagne (from area 33) concerned, and Abernard Royst (who lives in area 41) keeps trying to find out more about the Spire—and even claims there's dangerous chambers beneath it. If the PCs pursue any of these leads, see page 21 for more information on them.

12. Zoldor's Masonry

This large work yard on the south side of the Gate Market is the establishment of the stonemason and builder **Zoldor Maril** (LE male old human expert 3). A bitter, miserly man of 60 years, Zoldor owns eight slaves, who handle much of the drudgework of moving and shaping heavy stones. He sorely resents the Hellknights' heavy taxes and their insistence on fair dealing, but his work is safe and solid, and many of the buildings in and around town were built under his supervision. Zoldor is not above bribing civilian bureaucrats (though not Hellknights) to delay approval of building plans until he is hired to erect the structure in question.

13. The Juliver Arms

Large and comfortable by anyone's standards, the Juliver Arms is the best inn to be found in Fort Inevitable. It's under the management of a bustling clan of halflings named the Reedbanks, who pride themselves on setting a lavish table. The accommodations are not cheap: the Reedbanks cater to wealthy merchants and adventurers with loose pockets.

The clan patriarch is **Doliver Reedbank** (LG male middle-aged halfling commoner 2). Doliver doesn't like the Hellknights at all, but he's no revolutionary—he sympathizes with the Seven Foxes, but lacks the courage or ability to take up active resistance. That's fortunate, since the stableboy **Ferdin** (NE male human rogue 1) is a spy for

Lady Commander Drovust, and reports all the comings and goings of the Reedbanks' guests to the Citadel.

Iliara Starcloak, leader of the Goldenfire Order of Thornkeep, is currently here searching for missing wizards from her order. She needs to depart Fort Inevitable soon, and wants to hire adventurers to take over the search and extend it to the Spire. The circumstances of this adventure hook are detailed on page 21. The missing spellcasters had come to study portals, so the Goldenfire Order is still interested in detailed research about any extraplanar portals the PCs find.

The rumors detailed under Gate Market (area 11) can also be heard here.

Quests: If the PCs converse with Iliara Starcloak, they gain the Missing Wizards and Portal Research quests.

14. The Red Shield Tavern

Named for the striking coat of arms hanging in the common room, the Red Shield is a busy taphouse that is especially popular with the Hellknights. On any given evening, a dozen or more of the town's off-duty garrison guards can be found here, enjoying drafts of bitter or stout. The proprietor is **Embra Morsk** (N female middle-aged wizard 2/expert 2), a retired adventurer. She is a no-nonsense businesswoman, and fearless when it comes to defending her property.

The old shield with its red device once belonged to a noted local hero named Dinwood, who made a name for himself as a monster hunter. Nobody realizes that a treasure map is hidden underneath its surface paint.

The rumors detailed under Gate Market (area 11) can be heard here as well.

15. Poldmar Stables

This large livery store, carriage shop, and stable is under the management of Kallon Poldmar, a respected member of the Council of Prosperity. His stable boards visitors' mounts, buys and sells horses and mules, and carries leather goods such as saddles, saddlebags, and reins. He and his wife, Pola, reside in one of the townhouses just a few doors over.

For all his position as a leading citizen of Fort Inevitable, Kallon harbors a secret: he is also effectively the leader of the Seven Foxes, coordinating its activities and helping to keep its members one step ahead of the Hellknights.

16. Gertrand Yeldun

A comfortable townhome on Juliver Way, this house belongs to the human moneychanger Gertrand Yeldun—or so most people in Fort Inevitable believe. In actuality, Gertrand Yeldun is one of many identities for **Naxan** (NE male doppelganger rogue 3), a clever doppelganger thief and assassin. Naxan murdered the real Gertrand 2 years ago, and insinuated itself into human society using the victim's identity. As "Gertrand," Naxan sits on the Council of Prosperity, but it also indulges in its tastes for stolen goods and manipulating events in town.

17. Mirelinda the Clothier

The flamboyant Varisian **Mirelinda Doumaz** (NE female human expert 3) owns a workshop that produces all sorts of cotton, linen, wool, and felt cloth. She is a weaver, not a seamstress, and sells cloth by the bolt to merchants throughout the region. She drives more profits by buying the contracts of indentured servants and setting them to work at her looms. She doesn't hesitate to punish workers who aren't keeping up with demand.

To her customers and neighbors, Mirelinda presents a very different face. She hosts lavish entertainments at her home, and often scandalizes the town with her affairs. There are many dark rumors about where she found the coin she needed to establish herself in Fort Inevitable.

18. North Gate Cemetery

The grounds of the Temple of Silence are home to the largest cemetery in town. It is well tended, and there have been no problems with undead in living memory. The vault of the Thander family includes secret chambers equipped to serve as a safehouse for the Seven Foxes. Only the Foxes know of this, but the Pharasmin clergy and lay workers suspect something.

19. Temple of Silence

The Temple of Silence has stood here for almost 200 years, founded after a priestess of Pharamsa passing through was struck by a powerful vision on this spot. Her fellow Pharasmins raised a small shrine, and by the time the Hellknights seized control of the town, the Temple of Silence was well established as the second most popular church in town. The presiding priest of the Temple of Silence is an Ustalav named **Dimeru Faldindor** (N male human cleric 4).

20. The North Gate

Smaller and less busy than the gates on Juliver Way, the North Gate is intended for foot traffic only. The guard detail here is smaller than at the other gates, consisting of three Hellknights plus a gate-sergeant.

21. Garrison Stable

The Hellknights maintain a good-sized stable close by the town's north gate. It can mount and equip 30 riders at one time. Most of the mounts are trained warhorses.

The Hellknight in charge of the stable is **Hielon Keenlance** (LE male old human fighter 4). A battered and scarred old veteran, Hielon rarely leads patrols in person these days, instead training (and frequently beating or haranguing) younger troops.

22. Nolm Bindery

Trading in papermaking, bookbinding, inks, and books of all kinds, Falandra's Bindery is a cluttered and friendly place that is part workshop and part used bookstore. The owner is **Falandra Nolm** (LG female human expert 1/wizard 3), a woman

still in her twenties. She inherited the store from her father, Presdar Nolm, who was one of the accused conspirators arrested and executed after Lord Varden's death. Falandra has no love for the Hellknights or the lady commander, but she has several younger siblings to support, so she has refrained from joining the Seven Foxes and seeking revenge.

23. The Stalwart Priory

A small number of monks from the Taldan Order of the Stalwart Fist answered the call of the Mendevian Crusade. Three years ago, a master of the order named **Sister Khedra** (LN female dwarf monk 6) established a small priory in the Crusader Road region to aid and support pilgrims and Stalwart Fist members on their way to Mendev.

The Stalwart Priory includes a small shrine dedicated to Irori, living quarters for up to a dozen monks and students, and a large dojo. Sister Khedra maintains a firm policy of non-involvement with politics and civic affairs.

24. Sefurd's Potions and Reagents

Located between North Way and the Fountain Square, this is the shop of the apothecary **Londor Sefurd** (NE male human alchemist 4). Sefurd is an unpleasant character with an oily, wheedling manner and an unhealthy interest in exotic toxins. He deals in potions, spell components, alchemical mixtures, and, of course, a wide array of poisons.

Master Sefurd is disliked by most who know him, and his trade is regarded as suspicious by the Hellknights. Many people wonder why the lady commander hasn't shut down his business and run him out of town. The answer is simple: Master Sefurd is Lady Commander Drovust's informant on the Council of Prosperity.

25. Rillin's Armory

Master armorer **Rillin Nadinhad** (LN female old human expert 6) is widely acknowledged as the best crafter of plate armor for a hundred miles around Fort Inevitable. Her workshop and store have stood in Fountain Square for decades. She and her team of armorers—mostly her own grown children, aided by a handful of indentured servants who work the bellows and stoke the furnaces—create and sell most forms of armor with significant metalwork.

26. Braddon's General Store

Owned and operated by the affable merchant **Thom Braddon** (N male human rogue 5), this shop sells provisions, tools, cookware, tack and harness, and a hundred other useful things. Braddon set up shop shortly after Lady Commander Drovust's witch hunts following Lord Varden's death. The store's previous owner was one of the people executed, and Braddon bought the place in a public auction. Some of Fort Inevitable's populace still harbor resentment toward him for the manner in which he came to own his business.

Thom Braddon is a secret agent of Daggermark. Many travelers stop at his store to resupply, providing him with ample opportunity to smuggle reports back to his masters. He's been ordered to infiltrate the Seven Foxes, but so far he's having a hard time earning the trust of anyone who could introduce him to the organization.

27. Victory Fountain

This fountain consists of a stone plinth within a pool, crowned by a statue of the half-elf heroine Tarwynna, leader of the army that crushed the goblin kingdom of Zog. The fountain and its statue date back to before the Mendevian Crusades brought a plague of bandits down on Southwood. The Fountain Square is a common meeting place in town, and notices are tacked up on a message board nearby.

28. Hall of Rectitude

Cases of criminal and civil justice in Fort Inevitable are heard in this imposing courthouse. The Hall of Rectitude is home to a pair of spacious courtrooms, the offices of the town's magistrates, and an extensive jail that's usually quite full of prisoners, most serving short sentences for minor offenses. The officer in charge is **Maralictor**

Tisserle Ilomna (LN female human fighter 5/

Hellknight^{LISWG 2}), the town's chief magistrate and overseer of the police functions of the garrison. Lady Commander Drovust retains the power to review Maralictor Ilomna's rulings and commute or increase sentences as she deems necessary, but for the most part Maralictor Ilomna's judgments stand—she is a stickler for applying the letter of the law.

Maralictor Ilomna's ambitious subordinate, **Gregan Hadurnosk** (LE male human fighter 2/cleric 2), is convinced she is too soft on wrongdoers. The young Hellknight is scheming to bring down the chief magistrate and replace her.

29. Mardyl Barracks

The original stronghold of Southwood, this old stone building served as Lord Commander Varden's headquarters until the new Commander's Citadel was completed. It is now used as an auxiliary barracks by the Hellknights. Lady Drovust assigned the Mardyl Barracks to the Order of the Nail, and allows them to use it as their local headquarters.

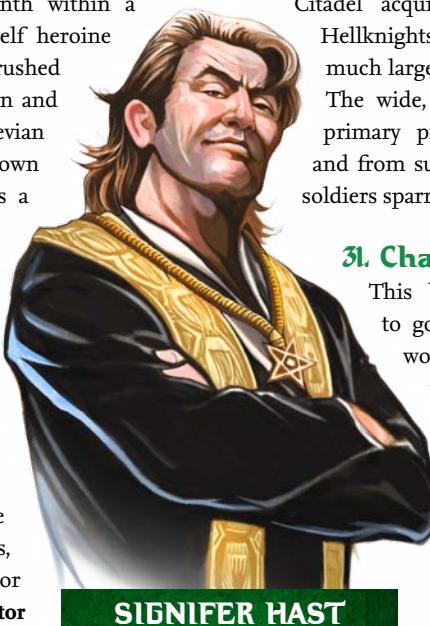
About 20 of Fort Inevitable's Hellknights count themselves as members of the Order of the Nail, and are under the command of Maralictor Dandru Wolfhelm. The Nail knights muster with the larger Pike contingent when the lady commander calls out the whole garrison, but they do not otherwise share in guard duties. Instead, they vigorously

patrol the roads and byways of the area surrounding Fort Inevitable, following their order's mandate to suppress banditry. Maralictor Wolfhelm often hires adventurers with letters of warrant to supplement his order's patrols.

30. The Bailey

Strictly speaking, a bailey is a courtyard enclosed between walls. However, this open ground in front of the Commander's

Citadel acquired the name years ago when the Hellknights were considering the construction of a much larger keep on this spot, and the name stuck. The wide, green field serves as the Hellknights' primary practice ground inside Fort Inevitable, and from sunup to sundown one can find garrison soldiers sparring, shooting, or exercising in this area.



SIGNIFER HAST

31. Chancery

This building includes a chapel dedicated to gods of law, a good-sized library, arcane workrooms, and the Fort Inevitable offices of the Order of the Gate. This is the domain of Signifer Oritian Hast, a brilliant and articulate man who makes a great show of providing wise counsel to the lady commander on all magical matters. However, he is secretly suborning key Hellknights with an eye toward replacing her.

As the most extensive library in Fort Inevitable and a center of magical knowledge, the Chancery serves as something of a Hellknight-sponsored wizards' guild. The licensing and charter processes are expensive and time-consuming, but a mage with the coin and the patience can become a patron of the Chancery, with special privileges for library access and workroom usage—the Order of the Gate is always on the lookout for potential recruits, after all.

32. Commander's Citadel

The single strongest fortification in the Crusader Road region, the Commander's Citadel is a roomy, octagonal tower more than 90 feet tall. Round turrets at the corners of the main structure provide excellent fields of fire both inside and outside the city wall. The main door opens on the bailey inside the walls, but there is also a small postern (usually locked) that leads outside the city wall to the shore of Misty Lake.

The Citadel is home to Lady Commander Audara Drovust, as well as 40 Hellknights of the Order of the Pike and a number of servants. In addition to living quarters, it houses kitchens, a banquet hall, offices for town officials, a small chapel, extensive cellars for food storage, a well, and dungeons for holding prisoners of special interest to the lady commander. The Citadel's routine business is in the hands of

the castellan, a Hellknight named **Karn Kerromick** (LE male half-orc fighter 4/expert 3), while the lady commander's personal schedule and appointments are managed by the chamberlain, **Erron Nythist** (LN male human aristocrat 2). Those who wish to speak to Lady Drovust finds that they'll need to explain their business to the castellan or the chamberlain first.

Quest: If they talk with Lady Commander Drovust, the PCs learn about the strange symbol of the crowned skull (see page 21), and gain the Crowned Skull quest.

33. Temple of the Golden Key

One of the largest and most ornate buildings in town, the Temple of the Golden Key is dedicated to the worship of Abadar, god of law and commerce. Hellknights under arms do not set foot in the temple without asking permission from the ranking priest present, and the lady commander does not involve herself in ecclesiastical matters.

The current leader of the temple is High Mother Sarise Dremagne, who oversees a small staff of three junior acolytes, a handful of servants, and a number of laypeople who serve as deacons and attendants. The temple is routinely packed on days of worship, and a fair number of Hellknights (mostly from the Order of the Nail) are usually in attendance.

The High Mother can relay information about the crowned skull symbol, and can give the PCs a quest in the name of Lady Commander Drovust.

Quest: By talking with High Mother Dremagne, the PCs gain the Crowned Skull quest.

34. Goldfoot's Mercantile

At the east end of North Way stand two large warehouses, just across the street from a bustling counting-house and workshop. These buildings are the headquarters of the prosperous trading house Goldfoot's Mercantile, under the proprietorship of **Mormuk Goldfoot** (LG male dwarf expert 3). The business deals in commodities, buying up large quantities of refined materials such as cured leather, bolts of cloth, metal ingots, furs, spices, and wines, and shipping them to where they'll command the highest prices. Goldfoot's employs a dozen clerks and laborers, none of them slaves.

Mormuk is a fat, good-natured dwarf, and takes pride in being good company. He dislikes the Hellknights' regime, but believes that prosperity is the best response to oppression.

35. Juliver Leather Goods

This store sells armor, clothing, saddles, tack and harness, and other goods made from leather. The proprietor is a competent leatherworker named **Salle Ulmander** (N female human expert 2). The rear of the building is the workshop, while the front is the store. Salle supervises two younger brothers and a cousin, teaching them leatherworking as she

manages the business and the household. The Ulmanders are newcomers, having emigrated from Tymon in search of a new place to set up their family trade.

36. The Salamander Company

The Salamander Company is the largest and most successful mercenary band in the area. The Salamanders march under a black banner featuring the emblem of a scarlet salamander; they number almost 200, scattered all over the River Kingdoms in small bands on different contracts. Currently, around 30 mercenaries are available for hire in Fort Inevitable.

The leader of the Salamanders is a battle-tested wizard named **Red Shireena** (N female human fighter 2/wizard 7). She is fairly selective about recruits, and usually requires prospective Salamanders to prove their worth by sparring on the training grounds. Salamander Company mercenaries are generally paid 1 to 10 gp per day based on experience and talents, plus whatever they can pick up on the side during their assignments. If the PCs take up with the company, Red Shireena suggests potential jobs that are also detailed as rumors under the Gate Market section (area 11).

37. Tsador's Arms

The best weapon shop in Fort Inevitable is Tsador's Arms, owned and operated by the half-orc weaponsmith **Tsador Ironmaker** (LE male half-orc fighter 3/expert 4). Tsador is a surly, sour-tempered fellow with a greedy streak a mile wide; he runs his forges with slaves toiling at the bellows and poorly paid apprentice smiths hammering at the hot iron, and barely remembers to feed and clothe the lot of them.

Tsador sells a good deal of cheaply made work, but he is actually a talented weaponsmith when motivated by the promise of a big payday. For custom orders (such as masterwork blades), he typically charges 20 to 50 percent more than the listed price, but the work is quite good.

38. The Helmed Lady

The second taphouse in Fort Inevitable is the Helmed Lady, located between Fountain Square and the North Way. The tavern takes its name from the statue of Tarwynna in the nearby fountain. The proprietor is an aged dwarf named **Kagnin Alemaster** (LN female dwarf commoner 2). Kagnin's sons are adventurers of note, and she proudly displays mementos of their journeys around the taproom. They are rarely at home, so she employs a sizable staff of serving maids and brewer's assistants to create her excellent beer. The Helmed Lady is popular with the average citizens, but Hellknights do most of their drinking at the Red Shield.

39. Lord Commander's Granary

These four large silos hold a huge reserve of grain. The Hellknights buy up the first quarter of each local farmer's harvest and set it aside. Unfortunately, the lady commander

sets the rates at which the town buys its reserve from the farmers, so the grain-growers don't make much money on what they sell to the granary. However, in times of plenty they come out ahead, since even if the granary hasn't been drawn down in a given season, a certain amount of stored grain must be replaced each year. Strangely, large amounts of grain have been disappearing from the third silo with no apparent explanation.

40. Dilapidated House

This house has stood vacant for several years. The Hellknights are preparing to take possession of the place and auction it off, but there is a complication they don't know about—a band of skulks have secretly made it their home. Their leader is a talented illusionist named **Neena** (CE female skulk illusionist 5). Neena's band is the closest thing to an active thieves' guild operating in Fort Inevitable, engaging in petty theft throughout the town. The skulks can get into and out of the city sewers through a secret door in the house's basement, and are quick to retreat there if discovery seems imminent.

41. Abernard Royst's House

A white-haired sage of 55 years, **Abernard Royst** (LG male old human transmuter 8) is one of the most notable adventurers permanently residing in Fort Inevitable. Abernard is a cantankerous fellow who spends most of his time engaged in research and experimentation. He rarely risks life and limb in dungeons anymore, but always has a long list of unusual materials or difficult tasks he's willing to hire adventuring parties to acquire or perform for him. He often takes in apprentices, and proves to be a much more considerate master than his gruff personality would suggest. Abernard is careful to observe the laws of Fort Inevitable, but underneath his apparent lack of interest in civic matters, he is secretly a supporter of the Seven Foxes, and often uses his magic to help them avoid identification and capture.

Abernard owns a precious keepsake that made its way from the dungeon decades ago. It's a sliver of what he claims is the skymetal noqual, a substance with inherent resistance to magic. The piece he possesses is no bigger than a finger joint, and looks like a chip from a sculpted item with a serrated edge. If anyone can find the rest of the

work it came from, Abernard promises a 1,500 gp reward—but he expects it won't be easy to locate.

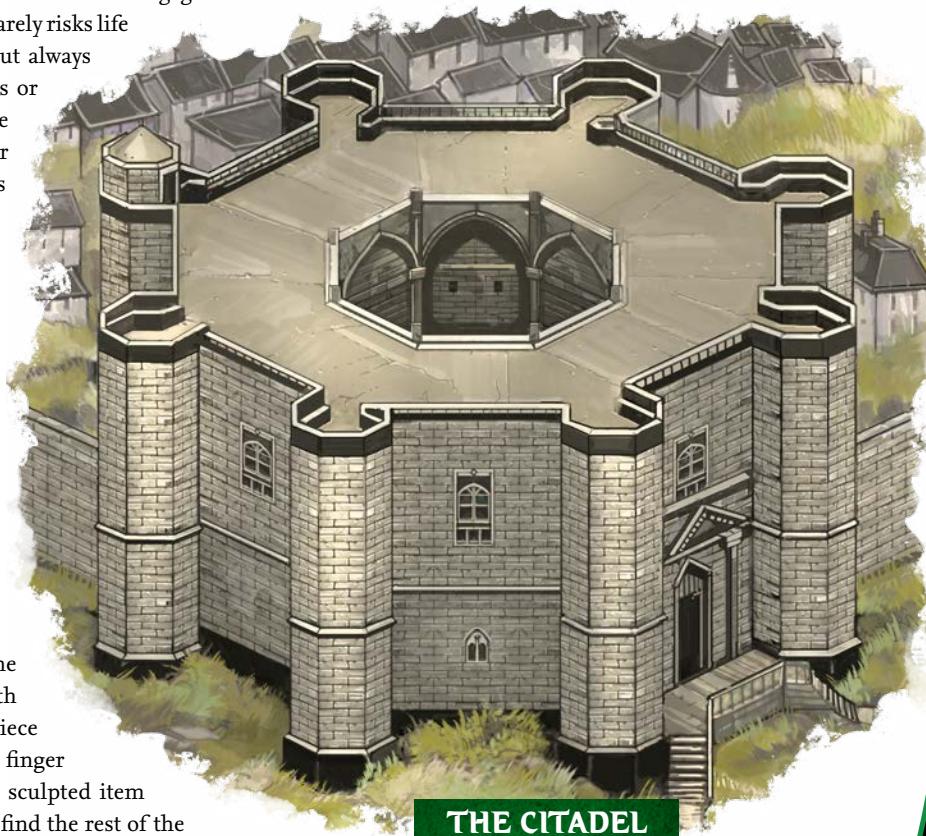
Quest: By talking with Royst, the PCs gain the Sage's Expedition and Noqual Relic quests.

42. Juliver Gate

Identical in construction to the Mosswater Gate (area 9), the Juliver Gate is home to another dozen Hellknight guards, led by an officer name **Bolgur** (LE male half-orc fighter 4). The Juliver Road continues southeast for about 70 miles until it reaches the town of Sezgin in the realm of Lambreth.

43. Town Sewers

Fort Inevitable's streets are drained by a well-built sewer system that empties into a small creek on the north side of the city wall. The discharge is covered by a locked grate, but anyone with a little determination can enter the city's sewers here. The sewer network has several other access points in town, including locked staircases near the Mosswater Gate and the Mardyl Barracks, plus a handful of secret entrances in the cellars of various homes and businesses. In the sewers, vermin such as rats, centipedes, and cockroaches sometimes gather in dangerous numbers. Worse yet, bands of gremlins haunt the disused tunnels, though the lady commander attributes their mischief to "criminals and malcontents."





The Emerald Spire

Six miles northeast of Fort Inevitable lies one of the deepest and strangest dungeons to be found anywhere in the lands of the Inner Sea—the Emerald Spire. Like an iceberg, this weird structure shows only a small portion of itself above the surface; level upon level of hidden vaults and mysterious crypts lie buried deep below the ground. Few of the people living in Fort Inevitable or the surrounding lands have even the slightest inkling of the dungeon's true extent, let alone its astounding age.

Standing in a wide clearing within the Echo Wood, the Emerald Spire is the ruin of a large Azlanti tower that appears to be made of green glass harder than stone. The upper portions of the tower were destroyed long ago, leaving broken, half-melted glass blocks lying jumbled around the tower's perimeter and the ground nearby. The site is well known to locals from both Fort Inevitable and Thornkeep, and many travelers passing through the Crusader Road area make the trek into the forest to look on the ruins—from a safe distance. The Spire's ruins are known to be infested with dangerous monsters, and the surroundings attract an unhealthy number of bandits, raiders, and hungry predators.

Most travelers naturally assume that this old ruin of greenish glass is the Emerald Spire. As with many places of legend, the truth is more complex. When the Azlanti mages came to this area thousands of years ago, they built the tower around a preexisting emerald spire of unknown origin. The tower mimicked the far older structure in color and shape, thus leading to it being named

the Emerald Spire. Like a titanic needle driven deep into the ground, the true Spire is a slender column of magical crystal embedded in the earth below the Azlanti ruin with only a small bit peaking above the surface. All levels of the strange and terrible dungeons are pierced by this incredible artifact, which joins the deepest Darklands to the surface and fantastic planes of existence to the Material Plane.

THE STORY OF THE SPIRE

In the unthinkable depths of time, the mysterious Vault Builders carved vast homes in the subterranean recesses of the world. They left their fingerprints in many places in the Darklands beneath Golarion, delving colossal cavern-worlds and sculpting titanic magical constructs that strengthened these vaults against collapse, supplied them with air and water, and filled them with whatever specimens and artifacts the Vault Builders saw fit to preserve. Most of the Vault Builders' works were entirely buried miles below the surface—but not the Emerald Spire.

Why the Vault Builders created the Spire or when they abandoned it, no one can say. Like many other strange wonders in the world's depths, the Emerald Spire was forged with mighty magic, served its purpose for untold centuries, and in time was forgotten by its makers. What remains today is the titanic splinter of strange green crystal embedded in the earth, almost 2 miles long from its bottommost point to its broken crown. Only a tiny fraction of its uppermost end pierces the surface, rising a few dozen feet above the ground.

The Coming of the Azlanti

Sometime around 10,000 years ago, an Azlanti wizard-prince named Nhur Athemon—a devotee of the demon lord Abraxas—was discovered plotting against the royal family and forced to flee into exile across the sea in the untamed continent of Avistan. Nhur Athemon and his followers chose a remote woodland for their home in exile. Not only was the Echo Wood thousands of miles from Azlanti justice; it was also home to the mysterious Emerald Spire, which Nhur Athemon had discovered after hearing tales of the fantastic crystal from natives he subjugated in his exile.

The exiled prince was fascinated by the arcane power slumbering in the Spire. Among other unusual properties, the substance of the Emerald Spire proved physically nigh indestructible but magically malleable and capable of serving as an arcane battery for powering long-lasting spells or creating constructs. Most importantly, the device served as a powerful locus for planar energy, tapping the subtle magical currents miles beneath the world's surface to create potent resonances with every known plane of existence.

Nhur Athemon realized that the Spire held secrets to vast power—perhaps power enough to overthrow the enemies who had forced him to flee Azlant. He raised the green glass tower that remains today over the Spire's uppermost point. Below ground, they sculpted strange dungeons to access different points along the Emerald Spire and built laboratories to experiment with the Spire's planar properties.

However, Nhur Athemon and his followers didn't escape Azlanti justice forever. A few decades after the evil archmage fled his homeland, the Azlanti authorities successfully divined his location and launched a powerful attack to eradicate the vile cultists. The attackers wiped Nhur Athemon's palace off

the crown of Brokenhelm Hill (the modern site of Thornkeep) and shattered the upper reaches of the Emerald Spire. The Azlanti warriors raided Nhur Athemon's secret dungeons and hidden vaults, slaying the wizard in his lair. But while Nhur Athemon was seemingly destroyed, his attackers didn't realize that he had already become a lich, and his phylactery was hidden deep in the Spire vaults. Although his body was blasted from existence, his spirit survived.

Down Through the Ages

When Nhur Athemon reincorporated, he found his lair a ruin, and slowly took to rebuilding the lower portions of it. He fell into dormancy as the centuries crept by, awakening occasionally to continue his studies before sinking again into slumber. Over that time, others occasionally discovered the Spire from outside—powerful wizards, deadly cults, or insidious monsters—believing it to be an Azlanti ruin. In other ages, the ever-changing alignments of the planes made the Spire's depths truly perilous, deterring all but the boldest and most powerful explorers.

Serpentfolk scholars hailing from the buried Darklands refuges discovered the Emerald Spire's subterranean levels, and established retreats of their own in its deep reaches. Humans came to the region, but the primitive tribes of the Echo Wood and the early settlers of the River Kingdoms avoided the Spire, spooked by the eerie otherness of the place and stories of the various monsters from other worlds that frequently plagued it. The goblins of Zog, which occupied the Echo Wood roughly 500 years ago, used the Emerald Spire as a creative form of execution, driving those sentenced to death into the dungeon to meet grisly ends in the monster-infested depths.

After Zog was defeated by the neighboring realms, human settlers slowly moved back into the northwest corner of the River Kingdoms. Towns such as Thornkeep, Southwood, and Mosswater were founded near the Emerald Spire. More people and more commerce meant that the news of the Spire's existence began to spread. New parties of adventurers came to the area to try their luck in the Spire's dungeons. At the same time, the deeper levels of the Emerald Spire attracted the attention of new waves of subterranean dwellers. Bands of derros, morlocks, troglodytes, and stranger creatures infiltrated the Spire's lower reaches from the Darklands, establishing lairs and performing horrid experiments.

The Emerald Spire Today

The Spire endures to this day, protected by the vast magical prowess of its original builders. Its levels are occupied by several different factions and races; some fight for territory, some seek to harness the great artifact's powers, and others simply wish to be left alone. On other levels, the secrets of the Azlanti or even the ancient Vault Builders lie undisturbed, awaiting explorers intrepid enough to reach them.

GARBLED MYTHS

The history of the Emerald Spire is largely unknown in this day and age. Few scholars have ever studied the place—as far as the local people of the River Kingdoms are concerned, it's enough to know that the Spire is old, strange, and dangerous. Even learned folk generally mistake the tower of green glass raised by Nhur Athemon for the Spire's original structure. This is why the Emerald Spire is widely reported to be an Azlanti ruin or thought to be some kind of retreat or workshop for the Azlanti who once lived in the Echo Wood.

The best known of the Spire's current residents is the Numerian wizard Klarkosh (see page 63). Several years ago, he embarked on an ambitious program of exploration and study in the Spire's upper levels. At first, he seemed like just one more would-be looter of forgotten Azlanti lore, but unlike many other adventurers, Klarkosh stayed. He found a region of the upper dungeon that suited his purposes and established a well-protected lair. In the last year or so, Klarkosh has actively defended his new home against all intruders, including parties of adventurers pursuing their own investigations of the Spire. The Numerian wizard holds the allegiance of a number of the dungeon's monstrous denizens (at least in the upper levels) and fashions deadly automatons to guard his home.

Klarkosh isn't, however, the master of the Emerald Spire. Even with his automatons and monstrous servants, he controls only a few of the uppermost levels. Despite many attempts, the Numerian has been unable to penetrate any deeper than Level 7 before a circle of serpentfolk priests—who are likewise fascinated by the Emerald Spire and seek to understand its secrets—checks his advances. Darker and more dangerous creatures rule over the deeper levels of the Emerald Spire... and no one from the surface world has returned to reveal what lies at the bottom.

THE SPIRE GLEN

The Emerald Spire stands in a broad, raised clearing in the southwest reaches of the Echo Wood. This open area is known locally as the Spire Glen. The glen is almost perfectly circular and centered on the Emerald Spire, as if some unseen hand had long ago drawn a border around the old tower with a compass more than 500 yards wide. The trees of the Echo Wood crowd up against this unseen border and suddenly halt—nothing larger than a sapling grows in the Glen.

Few indeed have ever seen it happen, but the Emerald Spire occasionally generates invisible gates or portals that drift through the Glen, briefly linking its deeper levels to the surrounding countryside. This means that once in a while, some fearsome denizen of the deep dungeon is gated out into the Glen to wander or rampage. Likewise, hapless travelers

have just disappeared while in the Glen, inadvertently stepping into an unseen gate and finding themselves in some deep level of the Spire. These mysterious gate openings seem to be more common at night, and some claim they vary in frequency with obscure planar alignments.

DUNGEON OVERVIEW

The Emerald Spire is, to put it simply, a “dungeon shish kebab.” The Spire itself is like a skewer almost 2 miles tall, lying embedded in the earth. Its width slowly tapers from 50 feet or more in its thicker sections at the bottom to a fluted column 10 to 30 feet wide through much of its middle sections, and eventually to a sharp point at its upper end.

This green crystal pierces through 16 known dungeon levels. These levels aren't necessarily centered on the Spire—each level sprawls out in its own direction from the column, so that the levels aren't directly above one another. In addition, some of the levels are very far above or below their neighbors; in many cases stairwells or vertical shafts hundreds or even thousands of feet high link levels that are widely separated. These “grand stairs” are formidable obstacles to exploration, since they are not always safe or clear, and defeating menaces in these spaces between levels doesn't make them safe for the return trip to the surface.

The levels (and their authors) are the following:

1. The Tower Ruins: The surface structure of the Spire consists of the ruins of the old Azlanti tower. A band of bloodthirsty goblins under the leadership of the bugbear chieftain Grulk lurks in the ruined tower. (Lisa Stevens)

2. The Cellars: The foundations of the tower are a confusing maze of vermin-infested chambers and clever pit traps. A dangerous undead spellcaster known as Gorloth, the Bone Priest, ambushes adventurers who blunder into the pits and spiderwebs. (Ed Greenwood)

3. Splinterden: A ruthless band of outlaws discovered the Spire's strange properties months ago and decided to build a secret refuge in the dungeons. (Michael A. Stackpole)

4. Godhome: This level is home to a peaceful tribe of troglodytes who worship a mysterious arcane device. The heroes must placate or deactivate the strange machine in order to pass. (Frank Mentzer)

5. The Drowned Level: Planar portals fed from the Elemental Plane of Water fill most of the chambers in this level with water. The heroes will have to find their way through surging currents and long, lightless swims to continue their exploration of the Spire. (Sean K Reynolds)

6. The Clockwork Maze: This is the lair of the evil wizard Klarkosh, who uses the Spire's magical properties to build ever more capable automaton servitors. (Richard Baker)

7. Shrine of the Awakener: An ancient shrine of the serpentfolk, this temple has now fallen into the hands of a heretical serpentfolk cultist who has reconsecrated it to a terrible demon lord. (Chris Pramas)

8. The Circle of Vissk-Thar: Close beneath the shrine of Kro'akoth lies a serpentfolk stronghold currently in the clutches of a mutant serpentfolk priest. A three-way struggle for dominance is developing between the rival sects in this level and the level above. (Jason Bulmahn)

9. The Spire Axis: In this chamber, the Spire's first explorers shaped its mystic energies into permanent teleportation magic, creating the Spire transport system. From this level, adventurers can instantly reach all other levels—but a savage tribe of morlocks and their infernal mistress stand in the way. (Tim Hitchcock)

10. The Magma Vault: Intrusions from the Elemental Plane of Fire fill this level with rivers of molten rock. Here, an expedition of Hellknights from Fort Inevitable reached the end of their strength, and could push on no farther. (F. Wesley Schneider)

11. The Tomb of Yarrix: This deep cyst entombed a hideous creature known as Yarrix, the high priestess of an ancient elemental cult. Eldritch and alien horrors stalk this terrible place (Wolfgang Baur).

12. The Automaton Forge: Here the followers of Nhur Athemon established a forge and workshop to build terrible new constructs from the Emerald Spire's potent material. The Azlanti are long gone, but their creations remain—and some have awoken to true sentience. (Keith Baker)

13. The Pleasure Gardens: A magical terrarium supplied with light, water, air, and nutrients from planar portals, this carefully constructed garden supports its own bizarre ecology. For centuries uncounted, this place has served as Nhur Athemon's menagerie and laboratory. (Nicolas Logue)

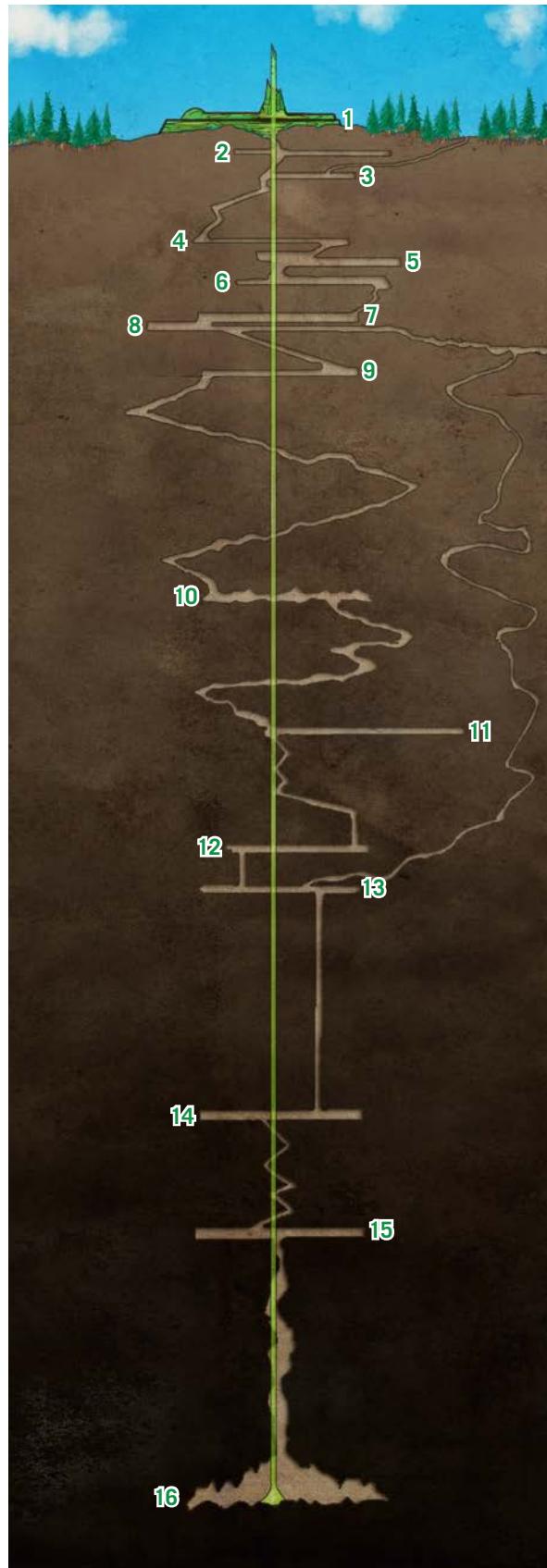
14. The Throne of Azlant: The Azlanti soldiers and mages who destroyed Nhur Athemon's cult in the Echo Wood 10,000 years ago believed they had destroyed the exiled lord—but in fact, Nhur Athemon survived in undeath, dwelling and plotting in the depths of the Spire. (Erik Mona)

15. Order and Chaos: Below Nhur Athemon's lair lies a region where the warped energies created by the Spire can be drawn and harnessed. Proteans and inevitables battle for control of this strange planar nexus. (James L. Sutter)

16. The Emerald Root: The roots of the Emerald Spire are found in the unthinkable depths of Orv, many thousands of feet beneath the surface. An amazing secret is hidden in this terrible place: the Vault Builders still exist, and they are not yet finished with the Spire. (James Jacobs)

SPIRE TRANSPORT

One of the curious properties of the Emerald Spire is that the crystal needle itself can serve as a lightning-swift magical elevator. Those who know the secret of this function can easily move to any level of the Spire by simply touching the crystal column and speaking aloud (or even subvocalizing) the name of the unique rune or identifying the specific level the transporting character wishes to move to. The character



is then teleported to a square adjacent to the Spire column on the desired level.

To use Spire transport, a character must do the following:

- Wear or carry a special transport token.
- Know the identifying rune or mark for the level he or she wishes to transport to.
- Use a free action to speak the name of the rune.
- Bring no more than one other creature along (this is the only way a nonsentient or unconscious character can use Spire transport).

Along with doing all of the above, after using the Spire transport, a character cannot use it again for 1 hour.

Once the PCs discover the Spire column on each level and make a note of the identifying rune there, they can always return to that level by simply touching the Spire at any other point (say, at the surface) and teleporting directly there. However, the PCs typically can't Spire transport to a level they haven't explored yet, because they don't yet know the destination rune until they reach it physically first.

The other component needed for a Spire transport is a transport token. These were created long ago by the Azlanti who first explored the place, and a few dozen are scattered around in different levels of the dungeon.

SPIRE TRANSPORT TOKEN		PRICE 600 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration		
	This small token is a thumb-sized cylinder of unbreakable greenish glass. A <i>Spire transport token</i> allows the bearer to use the Emerald Spire's transport function. The bearer can teleport to a level only if she knows and speaks its identifying rune.	
CONSTRUCTION REQUIREMENTS		COST 300 GP
Craft Wondrous Item, <i>dimension door</i> , a small shard chipped from the Emerald Spire		

Bypassing Levels: While most adventurers will naturally seek to explore each level in turn, this isn't strictly necessary. *Spire transport tokens* are scattered throughout the dungeon, and many monsters or villains possess diagrams of Spire level runes for deeper levels—the “address” needed to teleport directly to a deeper level. For example, items and information found in the Tower Ruins, the Cellars, and the Splinterden make it possible for an ambitious party to teleport past Levels 4 and 5 and confront Klarkosh in his clockwork maze.

When a party uses Spire transport to go to a new level, its members appear adjacent to the Spire in the room or space where the Spire passes through that level. If more than one room in a level is adjacent to the Spire, then the room the transporting group arrives in is determined randomly.

For example, a party Spire transporting down to the Clockwork Maze might appear in areas F8, F13, or F14—roll a d6 to decide. It takes a few moments to fade in on arrival, so a party transporting into an occupied room neither surprise nor are surprised by any monsters in the room.

Bypassing levels is a risky strategy—like most dungeons, the Emerald Spire grows more dangerous as explorers descend. A party could easily meet foes too difficult for them to defeat by jumping too ambitiously, but the rewards are correspondingly higher.

FACCTIONS AND ADVERSARIES

Large parts of the Emerald Spire are unclaimed by anyone, or inhabited only by their own strange denizens. However, several distinct factions seek to exert influence over as much of the dungeon as they can bring under their control. Some of these factions are aware of each other, and are in fact bitter enemies or unreliable allies; others have yet to make their presence known.

Klarkosh and Minions

The wizard Klarkosh controls several of the uppermost levels of the Emerald Spire. An initiate of Numeria's Technic League, Klarkosh is equal parts artificer, engineer, and mage. In his early explorations of the Spire, he discovered that small shards or fragments removed from the crystal column serve as efficient power sources for automatons, and he constantly experiments with new and improved models. Klarkosh has successfully subjugated several of the monstrous groups inhabiting the upper levels of the dungeon, enthroning himself as the master of the Emerald Spire—or the first few levels of it, anyway.

Circle of Vissk-Thar

Over the years, many different Darklands civilizations and explorers have discovered one level or another of the Emerald Spire. A group of serpentfolk adepts known as the Circle of Vissk-Thar are the most well-established incursion from the Darklands present in the Emerald Spire, and are the principal reason that Klarkosh has been unable to penetrate the deeper levels of the dungeon. Fortunately for the other denizens of the dungeon, the serpentfolk are currently divided by vile heresies and power struggles, which drastically curtail their efforts to bring the rest of the dungeon under their control.

Nhur Athemon

The guardian of the Emerald Spire for almost a hundred centuries, Nhur Athemon has been a lich for thousands of years. He has chosen to pass vast stretches of time in undead slumber, stirring every few centuries to renew his studies of the Emerald Spire and seek news of the world outside. He awoke several years ago and has been deliberately gathering his strength, stealthily observing levels near his own lair.

Nhur Athemon despises the serpentfolk of Vissk-Thar, and regards Klarkosh as a drooling barbarian blindly vandalizing things he doesn't understand.

Servants of Iluchewhar

The deepest levels of the Emerald Spire conceal an astonishing secret: the Vault Builders yet live, and a survivor of their ancient race—Iluchewhar, the Spire's maker—is imprisoned in its depths. The Vault Builders possess the ability to create elemental beings to suit their purposes, giving rise to many of the elementals and elemental creatures known to haunt the Emerald Spire—such as the caustic stalkers, the mudlords, and the shadowfire elementals. Roused by the reckless experiments of the Spire's younger denizens, Iluchewhar is preparing to unleash a terrible doom upon everyone and everything nearby.

The Trail of Tiawask

There is one more presence in the Emerald Spire worthy of mention: the wizard Tiawask. Several weeks ago, she and her colleague Jharun came to the Spire to explore its secrets, and fell into Klarkosh's hands. Tiawask managed to escape, but was forced to flee deeper into the dungeon. She has marked out a trail of sorts, leaving mysterious clues and warnings for anyone following after her.

ADVENTURE HOOKS

As far as dungeons go, the Emerald Spire is easy to find, highly accessible, and popular with the adventurers passing through the Crusader Road these days. Many make the short hike from Thornkeep or Fort Inevitable to at least poke around the surface ruins and admire the old Azlanti structure. A good number venture into the first level or so, and beat a hasty retreat when they discover that dungeoneering is not a lark. In fact, more than a few bandits have taken to watching the Spire Glen, so they can rob easy targets who escape the dungeon: bands of neophytes, sightseers, or exhausted parties of veterans in no condition for another fight.

The Missing Wizards

Several weeks ago, the wizards Tiawask and Jharun of Thornkeep set out to explore the ruins of the Emerald Spire and research the portals underground. They have not returned. Both are members of the Goldenfire Order, and Iliara Starcloak—the leader of the order—is now seriously concerned about her missing colleagues. She's actively seeking a reliable party of adventurers to search the Emerald Spire and its dungeon levels for any clue as to the disappearance of Jharun and Tiawask, and rescue them if they are in danger.

The two wizards are indeed lost in the Emerald Spire, and in need of help. They fell into the clutches of Klarkosh

THE EMERALD SPIRE CAMPAIGN

If you begin in the Tower Ruins with a 1st-level party of PCs, the characters should reach 12th level by the time they reach the Emerald Root. This adventure assumes you are using the fast XP track and a party of four characters. If your group consists of five PCs, they will often be a level behind where they're expected to be in their progression, but the extra member compensates for that in most encounters. For six or more PCs, increase the number of monsters encountered to keep the expected advancement on track.

and his minions early in their explorations, and Jharun is still held captive by the Numerian mage. However, Tiawask escaped from Klarkosh and fled deeper into the Spire to avoid pursuit. She's now caught in a desperate battle for survival deep in the dungeon. If the PCs don't learn of it from some other way, they can find out about this quest in area 13 of Fort Inevitable (see page 11).

The Sage's Expedition

The sage Abernard Royst (see page 15) of Fort Inevitable has spent years collecting scraps of information about the Emerald Spire. He suspects that the Spire itself has little to do with the Azlanti who once lived in the Echo Wood, but that it's instead associated with mysterious powers from the dawn of the world. To confirm his hypothesis, Abernard is anxious to commission a careful and deliberate survey of the Spire and all its levels. He fully understands that this is a highly dangerous undertaking, and that an old, clumsy sage has no business wandering around in the depths of the Emerald Spire. However, he has arranged for a rich reward to the party that reaches the bottom of the Spire and brings him back maps and descriptions of the whole structure.

The Crowned Skull

It's becoming increasingly clear that some powerful and malevolent presence is stirring in the dungeons below the Emerald Spire. Strange new forms of undead monsters have begun to plague both Thornkeep and Fort Inevitable in recent months, and powerful spellcasters throughout the Crusader Road area have reported scrying efforts from an unknown source able to brush aside their normal screens and defenses. Worse yet, whatever power is stirring seems to be able to exercise conscious control over the mysterious portals of the Spire Glen, using them to disgorge monsters or capture travelers far from the Emerald Spire. High Mother Sarise Dremagne of Fort Inevitable has successfully divined one small clue about this strange new threat: the emblem of a crown above a skull. Lady Commander Drovust seeks a bold party of adventurers to search out the "crowned skull" and destroy it before this menace grows any stronger.

LEVEL 1: THE TOWER RUINS





LEVEL 1

The Tower Ruins

By Lisa Stevens

As travelers emerge from the Echo Wood underbrush, they find themselves staring up at a ruined keep guarding a broken central tower, all made of smooth, green glass. It's obvious that a grand battle took place here many years ago, and the clearing around the ruin lies barren, with sickly weeds struggling to rise from the magic-blasted earth. Melted chunks of twisted glass pepper the ground, lending a green hue to the clearing's light. Despite the damage, however, the glass of the keep itself seems to have avoided the ravages of time, with those pieces that survived the initial cataclysm unmarred by pitting or cracking, clean of moss and other clinging debris.

At the top of a steep dirt path winding up through the rubble, a doorway opens onto darkness, its entrance seeming to steal light into its inky depths.

The first level of the Spire dungeons consists of the Tower Ruins, a crumbling Azlanti edifice that surrounds the tip of the Spire. The last residents of the ruins were the goblins of Zog, around 500 years ago. It was the legend of this goblin kingdom that led the bugbear Grulk to explore the ruin 5 years ago and find a place to establish his own domain. Using the legends of Zog, he lured a number of the young warriors from the nearby Bloodbriar goblin tribe, filling their heads with tales of glory.

Everything was proceeding according to the bugbear's plans when Klarkosh and his retinue showed up to explore the Emerald Spire. The goblins put up a valiant effort to defend their home, but Klarkosh was just too powerful. In the end, Grulk made a deal with the Numerian to secure a truce—the goblins would protect the entrance to the lower levels for Klarkosh. As a reminder of their bargain, Klarkosh animated two of the goblin dead and posted them on the stairs leading into the Spire's depths (see area A14).

FEATURES OF THE LEVEL



The environment within the Tower Ruins is strange in ways both physical and magical.

Light Consumption: Inside the structure, a magical effect swallows up light. Any light source, no matter how strong, illuminates only a 5-foot radius. The Azlanti builders created this magical effect to activate once

night had fallen, but it is permanently stuck in its night setting.

Anything beyond the 5-foot area is darkness. Ranged combat and melee attacks with reach have a 50% miss chance unless the attacker has darkvision. Creatures without darkvision take a -4 penalty on Perception checks that rely on sight.

The descriptions of rooms talk about all the features of each room, but because of the lighting the PCs might not learn all this information at once. Adjust the read-aloud text to match what the PCs can see.

Rubble: The tower around the Spire is one big ruin, with debris strewn across the floors. This is difficult terrain (*Pathfinder RPG Core Rulebook* 193) but Grulk's goblins aren't affected by it.

Ceilings: In hallways, the ceilings are 10 feet high. In rooms, they extend 20 feet high.

A1. The Path Up

The stone staircase that led up to the tower's door is now nothing more than a rubble-strewn cliff. On the tower's south side, a dirt path winds up the steep embankment to a pitch-black doorway.

When the ancient Azlanti Knights of the Ioun Star destroyed the tower around the Spire, the grand staircase leading up to the front door was obliterated, leaving a 30-foot-tall escarpment in its place. The goblins created this serpentine alternative path so they could more easily traverse the hillside into their home.

A goblin sentinel and his goblin dog are on guard in area A2, watching over this path. The sentinel is not very attentive (-2 penalty on Perception checks), so it's possible to sneak up the path without being noticed, but if the party approaches in the open, he automatically spots them and raises the alarm, then begins shooting with his shortbow at anyone climbing up the path (see area A2).

A2. Entryway (CR 2)

The footpath climbs up to a jagged hole in the side of the green glass tower. The light outside the tower does not penetrate into the building more than a few feet. Beyond that, it's pitch black.

When the PCs proceed farther in, add the following.

Half-melted blocks of green glass lie thick on the floor. A crumbling archway to the north leads into another chamber, while a door to the west leads into the round tower at the southwest corner of the building. To the east, a barricade of rubble and wooden stakes blocks a passage leading into the tower.

The barricade to the east is designed to be just passable to a goblin. A Small creature can squeeze to move through. A Medium creature must succeed at a DC 30 Escape Artist check to wriggle through. A very strong creature can shove through the barricade by making a successful DC 25 Strength check.

Creatures: A goblin commando and her goblin dog mount always guard the entrance to the goblin lair. A second commando and mount rest in area A3. Goblins being the lazy creatures that they are, the guard takes a -2 penalty on her Perception check to notice approaching creatures making any effort to avoid detection.

GOBLIN COMMANDO

CR 1/2

XP 200

Goblin ranger 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee horsechopper +3 (1d8+1/x3)

Ranged shortbow +5 (1d4/x3)

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

Special Attacks favored enemy (humans +2)

TACTICS

Before Combat If the commando spots intruders, she takes a round to warn the commando in area A3. That commando and goblin dog arrive in 3 rounds, after spreading the general alarm.

During Combat The commandos use their superior mobility and the darkness in the entryway as they shoot at the PCs.

Morale If one commando is killed, the other retreats into area A6.

STATISTICS

Str 12, **Dex** 17, **Con** 15, **Int** 8, **Wis** 12, **Cha** 8

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

Feats Mounted Combat

Skills Handle Animal +3, Perception +5, Ride +10, Stealth +14, Survival +5

Languages Common, Goblin

SQ track +1, wild empathy +0

Combat Gear potion of cure moderate wounds; **Other Gear** studded leather armor, horsechopper, shortbow with 20 arrows

GOBLIN DOG**CR 1****XP 400****hp 9 (*Pathfinder RPG Bestiary* 157)****A3. The Kennel (CR 2)**

Piles of rags and bones are piled up into nest-like beds around this circular room. A door to the northeast leads to other rooms.

Creatures: If the PCs get by the goblin commando in area **A2** without being noticed, another goblin commando and goblin dog are resting here. If the commando in area **A2** noticed the PCs and warned the goblin in this room, this goblin warns his allies in area **A6**, then returns to area **A2** and joins the fight 3 rounds after the first sentry raises the alarm.

GOBLIN COMMANDO**CR 1/2****XP 200****hp 12 (see page 24)****GOBLIN DOG****CR 1****XP 400****hp 9 (*Pathfinder RPG Bestiary* 157)****A4. Ruined Hall (CR 1)**

This large foyer seems to have been the main tower entrance, but the grand doorway leading outside is now a broken mass of glass rubble. Crumbling archways lead to the north and south.

When the Azlanti knights razed the tower, they started by blowing their way in through the front door. The hall is badly battered, with rubble strewn everywhere.

Creatures: This encounter presumes that the sentries in areas **A2** and **A3** raised the alarm, and that these three goblins have been stationed here to lure intruders into area **A5** by feigning retreat after a round or 2 of combat here, then trigger the trap in that room. If the alarm was not raised, these goblins are still relaxing in area **A8**.

GOBLINS (3)**CR 1/3****XP 135 each****hp 6 each (*Pathfinder RPG Bestiary* 156)****A5. The Dead End**

This round tower is badly damaged, its floor strewn with rubble.

In case more “longshanks” like Klarkosh invade his domain, Grulk crafted this trap room to imprison enemies.

If a goblin successfully triggers the collapse, falling rocks crash down on the squares marked on the map. Anybody standing in those squares must succeed at a DC 12 Reflex

OTHER WAYS IN

While the path is the obvious way to gain access to the Spire, there are two other ways to get inside. First, the PCs might scramble up the ruined stairway and steep embankment leading to area **A4**, which requires a successful DC 10 Climb check because of the loose rubble that covers the slope. The sentries in area **A2** have trained with their goblin dog mounts, and gain a +4 circumstance bonus on these Climb checks.

Second, PCs who carefully scout may discover the concealed doorway leading to area **A11** (a DC 15 Perception check). Grulk and his goblins only expect attackers to come from area **A1**.

save or become trapped under the stone, taking 1d6 points of damage in the process (see page 415 of the *Core Rulebook* for burial rules). After the rockfall, the entrance between areas **A4** and **A5** is blocked. It takes 20 hours of work to completely clear the passage of rubble.

A simple screen of dusty canvas covers the entrance to a cramped tunnel leading east (Perception DC 12). Just inside the western end of the tunnel is a pull-rope that triggers a collapse in the doorway of this tower. Pulling the rope is a standard action for any creature in the tunnel mouth.

The goblins attempt to get any surviving PCs to chase them down the hidden tunnel to **A6**. The tunnel is 4 feet tall. Medium creatures walking upright can navigate the tunnel by squeezing to move and thus taking a -4 penalty on attack rolls and a -4 penalty to AC. Small and smaller creatures can move about normally, as can most quadrupedal Medium creatures (including goblin dogs).

The tunnel leads to a concealed exit in area **A6**. The goblins fight ferociously in the tunnel, with a fallen goblin being replaced immediately by another of its kin.

A6. Guardroom (CR 1/2)

This room is divided into two sections by a 20-foot-long, rubble-free passageway. The following description applies to the northern section.

From this curving room, doors lead east and west, and a passage leads south. A small table with four rickety chairs sits in the middle of the room. A pair of dice lies on the table amid cups and plates.

The tunnel to the north is covered by a canvas screen, painted to blend in with the walls (Perception DC 12). See area **A5** for a description of this tunnel.

The southern section of the room is described below.

Rubble and sharpened sticks barricade the western entrance to this curved room, and a thin wall runs down the room’s middle. To the north, a short passageway leads to a similar room. Doors are set in the eastern wall of the room and both walls of the passageway.

The door to area A7 is locked.

Creatures: This is the main guardroom for the inner portion of the complex. The two guards stationed here have been ordered to patrol both sections of the room.

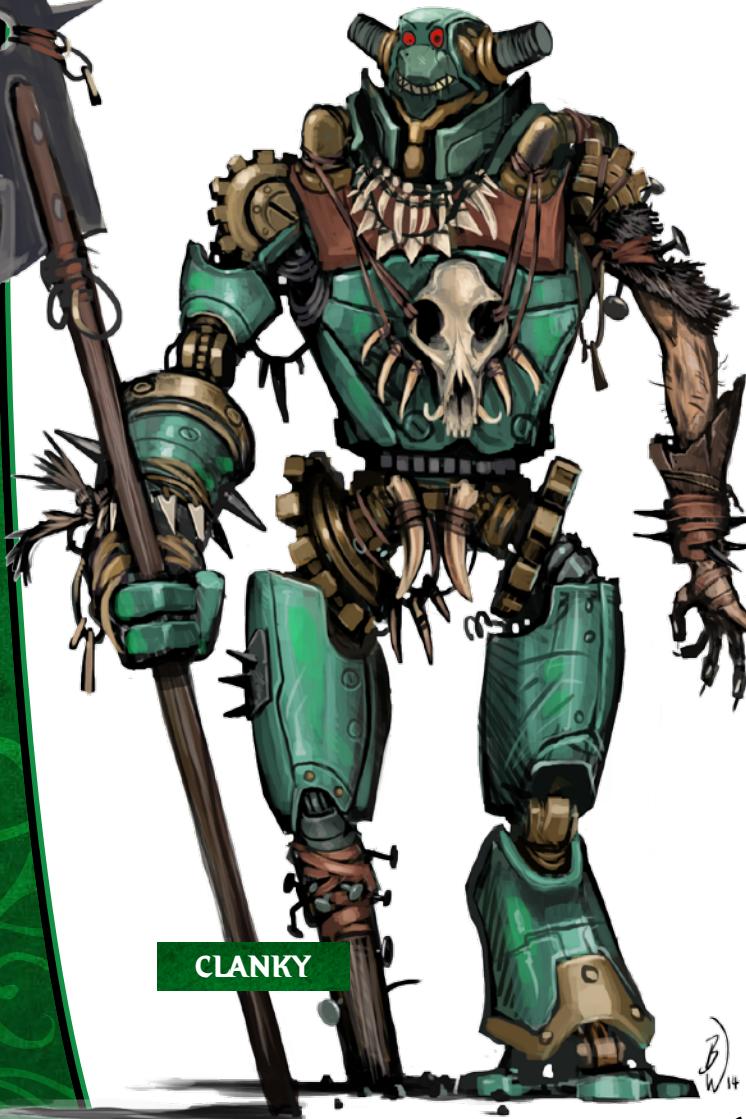
One of the two goblins stationed here has fallen asleep on his half-eaten plate of food. The other goblin passes the time by putting small pieces of food in her slumbering mate's ears, creating a culinary work of art (by goblin standards). She is so engrossed in the process that she takes a -4 penalty on Perception checks to notice intruders unless the general alarm is raised. Even if the whole complex is on alert, she lets her comrade continue to sleep—there's no sense in disturbing her masterpiece by waking him up!

GOBLINS (2)

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary 156*)

CR 1/3



A7. Armory

The door to this room is locked with a poor-quality lock (Disable Device DC 15 to unlock the door, or Strength DC 20 to force it open).

Rows of wooden racks on the walls of this room hold a ramshackle collection of rusty blades, scraps of armor, and warped arrows.

This chamber is Grulk's armory, because every great kingdom needs an armory. Unfortunately, goblins aren't very good weaponsmiths. Six Small dogslicers and six Small horsechoppers are piled haphazardly around the room. The other items are unusable and worthless.

A8. Barracks (CR 1)

This room is full to bursting with a motley collection of cots and other furniture cobbled from scraps of wood and cloth. The stench of rotting food is overpowering. Doors lead to the west and the north.

This room serves as the main barracks for Grulk's goblin tribe. A riot of broken bits of metal, glass, stone, and other things scavenged by the goblins from the ruins of the keep and the surrounding woods clutter the room. Goblins find value in practically everything, so this chamber looks as much like a trash heap as it does a living area.

Grulk forbade eating in this room, and has ordered his goblins to eat in the mess hall (area A9). Of course, little parcels of soured food can be found hidden throughout the room. One particularly stinky piece of cheese smells so bad that it is currently making the rounds in various goblin's beds in a game of "hot potato"—no goblin wants to be the one to have the cheese when Grulk finds it, but nobody is willing to throw the rancid cheese away!

Creatures: On a normal day, six goblins are here whiling away the time admiring their collections of junk or playing games with rules that change moment by moment, many times ending in bloodshed of some sort. The other six goblins that live in these quarters can be found throughout the rest of the tower—two in area A6, two in area A9, and two in area A13.

This encounter presumes that the alarm has been raised, and that three of the goblins normally here moved to area A4, and three remain here to defend the barracks (although one of the goblins remaining here goes to area A13 to warn the goblins there, returning 3 rounds later). If the alarm was avoided, the three goblins listed in the Creatures section of area A4 are here instead.

GOBLINS (3)

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary 156*)

CR 1/3

Treasure: Under one of the goblin beds, wrapped in a tattered and dirty piece of cloth, is an arm from an emerald automaton (it used to belong to Clanky; see area A10 for more information). This curio might fetch as much as 20 gp in a larger city market.

A9. Mess Hall (CR 1/2)

Two tables with benches lie scattered around this mess hall. Decaying food of an indescribable nature sits on the tables. At the southern end of the chamber, doors exit to the east and the west.

Ever since Grulk outlawed eating in the barracks, this room has seen a lot more usage than it did in the first few years of occupancy. It is rare for the entire tribe to eat at one time—only when the tribe scores a horse or some similarly large prey does Grulk allow the entire tribe to eat at once.

Creatures: Currently, two Bloodbriar goblins are fighting over the hindquarters of a mangy coyote Grulk killed the previous day. Their argument can be heard for quite a distance outside the room, and prevents them from hearing the general alarm if it has been raised.

GOBLINS (2)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 156)

A10. Kitchen Laboratory (CR 3)

This curving room is a good-sized kitchen, complete with decaying tables, cupboards, and bins. One newer table has what seems like a child's laboratory set up, with broken cups standing in for beakers.

The goblin cleric Skizzertz has taken over what is left of the tower's kitchen and has converted it into his own laboratory. In it, he perfects his creation, his magnum opus: Clanky. Skizzertz found the damaged and discarded automaton 3 months ago and has managed to keep it a secret from Grulk and the rest of the goblin tribe by forbidding them entry. With a lot of luck, Skizzertz managed to reanimate the automaton by rummaging around in its damaged insides. The automaton perceives the shaman as its new master, and though it is but a shadow of its former self, Skizzertz has managed to fix many of Clanky's problems, even going so far as to attach a bony human arm in place of one that was missing from the discarded automaton. The shaman is about ready to use Clanky to depose Grulk when the characters arrive at the complex.

Creatures: The shaman spends almost all his time here, working on his automaton. Skizzertz is anxious to test his handiwork, and the PCs are just the test subjects he needs.

SKIZZERTZ

CR 1

XP 400

Male goblin cleric of Lamashtu 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 16 (2d8+4)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk falchion +3 (1d6/18–20)

Special Attacks channel negative energy 3/day (DC 9, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day—copycat (2 rounds), strength surge (+1)

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—*bless*, *cause fear* (DC 13), *command* (DC 13), *enlarge person* (DC 13)

0 (at will)—*bleed* (DC 12), *detect magic*, *detect poison*, *resistance*

D domain spell; **Domains** Strength, Trickery

TACTICS

Before Combat If Skizzertz hears combat in area A9 or A11, he casts *resistance* on himself and hides behind Clanky.

During Combat Skizzertz casts *bless* on himself and Clanky. He then uses his offensive spells to support Clanky in combat.

Morale If Skizzertz is losing, he uses copycat and flees.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 14

Feats Extra Channel

Skills Heal +6, Perception +3, Ride +8, Spellcraft +4, Stealth +16

Languages Goblin

Combat Gear wand of *cure light wounds* (20 charges); **Other**

Gear leather armor, mwk falchion, 95 gp

CLANKY

CR 2

XP 600

Variant emerald automaton (see page 154)

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -2

DEFENSE

AC 13, touch 9, flat-footed 13 (-1 Dex, +4 natural)

hp 36 (3d10+20)

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

DR 2/adamantine; **Immune** construct traits

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+4)

Special Attacks electric explosion

TACTICS

Before Combat If Skizzertz hears fighting in area A9 or A11, he directs Clanky to interpose itself between Skizzertz and danger.

During Combat Once combat ensues, Clanky positions itself in whatever way best protects Skizzertz.

Morale Clanky fights until destroyed.

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 7, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 15

Feats Power Attack^B

SQ proficient

SPECIAL ABILITIES

Electric Explosion (Su) Once Clanky is reduced to half its hit points or fewer, it crackles and fizzles for 1 round (while continuing to fight) before exploding. Each non-construct creature within 10 feet takes 1d10 points of electricity damage (Reflex DC 11 negates). The save DC is Constitution-based.

Treasure: The pieces of Clanky could be sold in a larger city to an interested buyer for 75 gp.

A11. Back Door

This curving hall has been badly damaged, but there are intact doors to the north, east, and south, as well as a large double-door leading west to the core of the tower. The southeast corner of the room has collapsed in a mound of green glass rubble, but a tunnel runs through the debris, shored up with rough timbers.

The tunnel leads to a little-used path on the southeast side of the tower. From the outside, this entrance is covered by a screen of canvas and wood painted to blend into the rubble (Perception DC 12).

A12. Skizzertz's Chambers

A plush, human-sized bed stands in this chamber, along with a table holding a bone scroll tube and jars filled with eyeballs, claws, and teeth. Various automaton parts lie scattered around.

This is the bedchamber of the goblin cleric, Skizzertz. After Grulk blamed him for the defeat at the hands of Klarkosh and his automatons, Skizzertz has dreamed of deposing the bugbear chieftain and taking over rulership of the tribe.

Skizzertz found a damaged emerald automaton 3 months ago. Since then, he has spent almost all of his time in area A10 working on his creation, which he has dubbed “Clanky.”

Treasure: The scroll tube on the table contains a sheet of parchment on which is drawn a complicated magical sigil in iridescent green ink. A character who succeeds at a DC 15 Knowledge (arcana) or Linguistics skill check recognizes the sigil as an identifying mark similar to an *arcane mark*. The sigil is labeled “Six” in Azlanti. This is the runic symbol needed to travel directly to Level 6 via Spire transport (see Spire Transport on page 10), although the PCs have no way to use it until they find a *Spire transport token* (see page 20).

Klarkosh gave it to Skizzertz months ago with instructions to bring any transport tokens he found to the Numerian at once.

A13. Ascending Stairs

Stairs wind upward to the right, circling around a glowing wall of semi-translucent green stone. It seems the Azlanti tower was built around a core of some other material—a spire within a spire.

These stairs circle around the Spire, leading up to area A15. They circle around the Spire two and a half times, climbing through ruined and impassable levels to a large chamber at the top of the tower. The curving stairs end in a sturdy wooden door with a shuttered arrow slit in its middle.

A14. Descending Stairs (CR 1)

Stairs wind downward to the right, circling around a glowing wall of semi-translucent green stone. It seems the Azlanti tower was built around a core of some other material—a spire within a spire.

These stairs circle around the Spire, leading down to area B1. Just above the landing, the green crystal Spire is marked with a complex sigil the size of a human hand. This sigil is this level’s identifying rune, and is useful for Spire transport when the PCs later find *Spire transport tokens*. It’s noticeably different from the sigil recorded on the scroll in Skizzertz’s chambers, although they are stylistically similar. A character who succeeds at a DC 15 Knowledge (arcana) or Linguistics skill check recognizes the sigil as an identifying mark similar to an *arcane mark*.

Creatures: Grulk has stationed two goblins on the landing. Goblins dread this duty for two reasons—if Grulk catches you catnapping while guarding his stairs, your life will be very short, but that may or may not be worse than what lies below down the dark stairs. The sounds of moaning and slow, shuffling footsteps below are enough to conjure up all sorts of horrors in the minds of the unfortunate goblins.

GOBLINS (2)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 156)

Directly beneath the landing where Grulk’s sentries are stationed is an identical landing (not pictured on the map). Klarkosh created these two zombie goblins and stationed them here as a deterrent to curious goblins. The Numerian wizard also uses this access point to the Emerald Spire’s transport mechanism to move directly to his lair. The goblins are too afraid to come down here, so nobody has seen him use the Spire in this manner.

GOBLIN ZOMBIES (2)

CR 1/4

XP 100 each

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 each (2d8+3)

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

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

OFFENSE

Speed 30 ft.

Melee slam +3 (1d4+1)

TACTICS

During Combat The zombies mindlessly attack the nearest target.

Morale The zombies fight until destroyed.

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10,

Cha 10

Base Atk +1; **CMB** +1; **CMD** 12

Feats Toughness

Skills Ride +5, Stealth +9

SQ staggered

Quest: Once they discover the sigil on the Spire, the PCs gain the Transport Tools quest. They complete it as soon as they collect a *Spire transport token*, gaining 500 XP. (They don't need to actually use Spire transport.)

Story Award: For finding stairs that lead down, the PCs gain 500 XP.

A15. Grulk's Lair (CR 4)

The door to this room is locked (Disable Device DC 20, or Strength DC 20 to burst open). When the PCs enter Grulk's lair, read the following.

This strange chamber pulses with the green glow of the column of glass-like crystal that forms the core of the tower. The walls of the room are damaged, and the roof is cracked. The spire in the center juts up, just peaking above the crude ceiling. A bed and a side table sit in the northern half of the room, and archery targets line the southern section of wall.

In the western wall of Grulk's lair is a secret passage that ends abruptly at an opening 60 feet above the ground. The original passageway was blasted away millennia ago. Climbing down the tower exterior from here requires a successful DC 25 Climb check.

Creature: Grulk is paranoid, keeping the door to his lair locked at all times. The arrival of Klarkosh has made him even worse. He knows he can't defeat the wizard, so he secretly hopes some other enemy will do so. Grulk might parley with

powerful PCs in hopes that they might defeat Klarkosh. He is willing to offer free passage to the levels below the tower ruins and share what he knows about Klarkosh (not much).

GRULK

CR 4

XP 1,200

Male bugbear ranger 2

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

hp 26 (5 HD; 3d8+2d10+2)

Fort +4, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.

Melee morningstar +8 (1d8+4)

Ranged composite longbow +8 (1d8+2/x3)

Special Attacks favored enemy (humans +2)

TACTICS

Before Combat If Grulk hears enemies approaching, he readies an action to fire at the first enemy he sees.

During Combat Once combat begins, Grulk uses the arrow slit to give himself improved cover.

Morale If reduced to 13 hit points or fewer, Grulk flees out the secret passage and uses his *ring of feather falling* to escape.

STATISTICS

Str 18, **Dex** 17, **Con** 11, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +4; **CMB** +8; **CMD** 21

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Climb +8, Handle Animal +5, Intimidate +12, Perception +9, Ride +8, Stealth +12, Survival +6, Swim +8

Languages Common, Goblin

SQ stalker, track +1, wild empathy +2

Gear leather armor, composite longbow (+2 Str), morningstar, *ring of feather falling*, 3 garnets worth 50 gp each, 124 gp

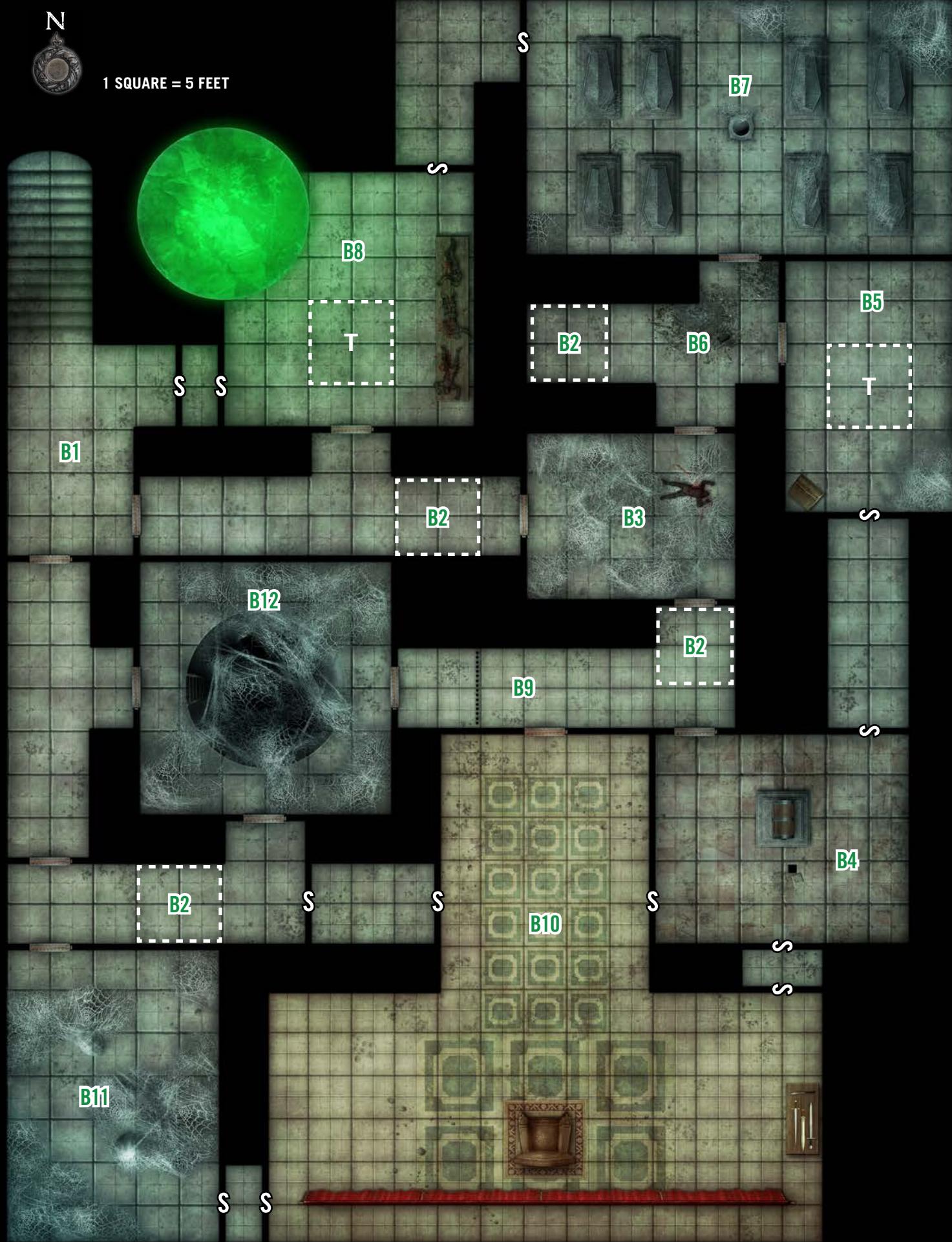
Development: If both Grulk and Skizzertz are killed, any surviving goblins quickly abandon the ruin. It remains unoccupied, although if PCs spend months plumbing the deeper levels, they may emerge to find new denizens here.

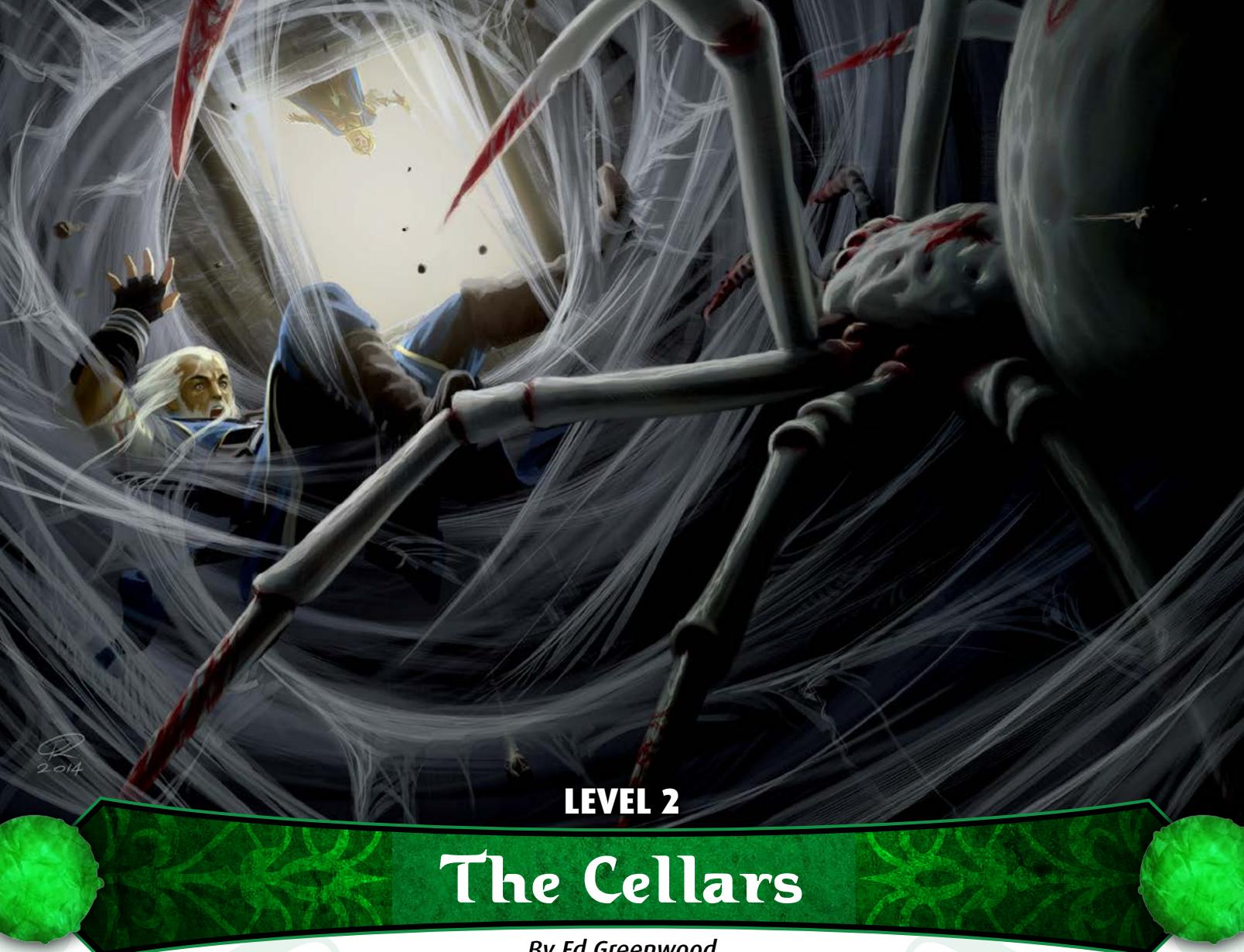
Quest: If they parley with Grulk, the PCs might learn about Klarkosh and gain the Clockwork Scourge quest.

Descent to the Next Level

The stairs leading downward in area A13 wind around the Spire twice before the light consumption effect ends and the stairs turn into a passage that leads down 50 feet below the ruins to the first subterranean level, the Cellars.

LEVEL 2: THE CELLARS





LEVEL 2

The Cellars

By Ed Greenwood

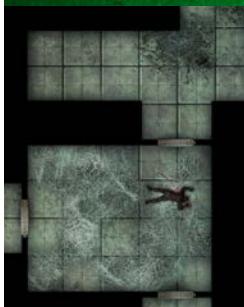
The uppermost underground level of the Emerald Spire's dungeon is the abode of Gorloth, a bone priest who is magically compelled to serve the ruthless wizard Klarkosh, master of the Spire's first six levels. Gorloth cooperates with the moon spiders that now infest his "Cellars" and is under orders to isolate and capture intruding wizards or other spellcasters. Klarkosh has little interest in other trespassers, so Gorloth is free to destroy them, feed them to his arachnid allies, or use them in his own experiments to populate the Cellars with new undead defenders.

The Cellars were originally an outpost for Azlanti exiles examining the Spire, but many occupants have come and gone. The most recent were smugglers killed by moon spider invaders from the Echo Wood. When the wizard Klarkosh explored the Cellars, he repaired the smugglers' pit traps and left the moon spiders. He used *command undead* to compel a bone priest named Gorloth to guard the Cellars and control the spiders. Gorloth seeks to detain arcane spellcasters, and to prevent other intruders from descending into the Spire's deeper levels. Klarkosh must refresh his command over Gorloth once per week, at which point he also gathers a full report from the bone priest.

Gorloth and the moon spiders are familiar with the layout of the Cellars and its secret doors, and can operate all the unlocked doors on this level. Gorloth has keys to the locked doors and knows where spare keys are located. The moon spiders obey the bone priest and never attack him, and he opens doors to let them move around the level.

The moment any moon spider discovers intruders, it uses its *obscuring mist* power and communicates a warning to any nearby spiders, which do likewise. These mists don't confuse or blind the moon spiders due to their tremorsense. Gorloth knows the layout of the Cellars so well that he can find his way around even when surrounded by impenetrable mist.

FEATURES OF THE LEVEL



The rooms and passages of the Cellars are stone-lined, with earth behind the blocks and bedrock behind the earth.

Illumination: The area is dimly lit by irregular, luminescent patches of greenish-white, furry mold that feeds on the dustlike moon spider dung scattered about. However, both the bone

priest and the moon spiders possess darkvision and have no need for light.

Webs: Many parts of this level are choked with moon spider webbing. A square of moon spider webbing has 10 hit points and DR 5/slashing. A web that's set on fire takes 1d6 points of fire damage per round until it burns away.

Doors: Regular doors are featureless stone slabs and unlocked unless otherwise stated. All secret doors are unlocked and can be found with a successful DC 20 Perception check. Ceilings in the hallways are 10 feet high; ceilings in rooms are 20 feet high.

B1. Cellar Stair

The steep stair descends through solid bedrock for fifty feet before ending in a stone-lined room. A large stone door stands directly south of the stair, a small alcove lies to the east, and another door to the southeast is slightly ajar. An extinguished torch rests on the floor of the alcove.

The door to the south is locked from the southern side (Disable Device DC 25), and there is no sign of a key. Gorlosh carries one key that opens this door, and identical keys are hidden under the bucket of blood in area **B8**, and in area **C3** of the level below. The door to the southeast is ajar.

The extinguished torch is lying on the floor in the eastern alcove, right outside the secret door. It's been there for some time. If the PCs locate and open the secret door (see the sidebar), the second door to area **B8** inside the small secret passage is obvious.

B2. Spider Pit Trap (CR 4)

Four spider pit traps are positioned throughout the level. They match the surrounding flagstones quite well and are triggered by the weight of any Small or larger creature stepping on the trap door.

Creature: A moon spider is stationed in an alcove within each trap to seal the trap shut if it's triggered. After the moon spider reseals the trap, it attacks the victim who fell into the pit.

MOON SPIDER

XP 600

hp 22 (page 156)

CR 2

Trap: These pit traps consist of well-oiled, hinged floor slabs held in place on the underside by moon spider webbing. Each opens into a 10-foot-square and 10-foot-deep spiked pit that has a 10-foot-deep alcove at the bottom, in which a moon spider lurks.

When a pit trap is triggered, the moon spider rushes out of its alcove, pushes the pit trap door into the closed position, and webs the trap shut again. This is a full-round action for the spider, and because it's underneath the door, it has cover from any PCs in the hallway above. The webbing won't hold the pit trap shut against a determined attack. A single creature can force the trap door open with a successful DC 15 Strength check. Of course, if a character stands on the trap door to force it open, she falls into the pit when she succeeds. Once the doors are open, quick-thinking PCs can wedge them in that position with a successful DC 10 Disable Device check.

SPIKED PIT TRAP

XP 600

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

EFFECTS

Trigger location; **Reset** moon spider webbing

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area)

B3. Moon Spider Lair (CR 2)

The walls and ceiling of this room are hidden behind a thick, gray-white forest of spider webs that blocks all vision beyond ten feet. Webs are everywhere, creating a maze of vertical sheets. Gray, furry dust clings to the sticky, white webs. The desiccated, shriveled corpse of a long-dead man hangs spread-eagle across one of these layers of webbing, and rusty swords, daggers, and axes hang securely from others.

The western door of this room stands ajar, held open by chunks of masonry serving as doorstops. PCs who successfully listen at a door (Perception DC 15) before entering hear a faint, intermittent clinking sound, as if two small pieces of metal are striking each other softly.

The clinking is coming from a web festooned with a scattering of copper coins, the silk rippling and jangling the currency as an unseen force repeatedly tugs it from behind. The invisible force is actually a moon spider tugging the sheet as it mends a hole torn in its web by a block of stone that fell from the ceiling. The block shattered upon landing and is now a small pile of rubble on the floor.

Most squares of the room have moon spider webs in them, so incautious PCs can easily become entangled. See Webs section in the sidebar on page 32.

Creature: A single moon spider lairs in this chamber. It initially retreats silently from intruders, remaining hidden by its webs as long as possible while seeking to get between the PCs and the door. At that point, the moon spider attacks, trying to bite each foe once before moving to unbiten foes. The spider pursues foes that escape its lair, stalking and awaiting a good chance to strike wounded or distracted PCs.

MOON SPIDER

CR 2

XP 600

hp 22 (page 156)

Treasure: The corpse has no treasure. The webs in this chamber hold two longswords, five daggers, and one hand axe, all rusty but still usable. A purse containing 42 copper pieces is also caught in the web.

B4. The Table (CR 2)

The door to this room is locked (Disable Device DC 25). The bone priest Gorlosh carries one key; another is lost amid the rubble on the floor of area **B6**. The same key also opens the doors to areas **B1** and **B5**.

A few wisps of decayed webbing hang from the walls of this room, but there's none on the stone ceiling and no sign of spiders in the room. The ceiling is blank save for four 1-foot-wide, round steel medallions, one set into each corner. The floor is equally bare except for a pedestal in the center of the floor made of a single five-foot-square block of stone, about two feet high. On the pedestal sits a metal-framed wooden chest, and to the side of the pedestal rests a shallow hole in the floor housing what looks like a brass door handle set into the stone. A stone tile lying loose nearby is clearly designed to fit over the hole, concealing the handle.

Allow any character inspecting the room to attempt a DC 25 Perception check. On a successful check, the PC notices the ceiling doesn't quite touch the walls—there's an inch-wide seam or crack surrounding it. (The same check reveals the three secret doors in this room on a result of 20 or higher.)

A 1-foot-square hole is cut into the stone floor immediately south of the pedestal. Lying beside the opening is a stone lid that fits into this hole, resting on a lip running around the inside of the opening. The hole is about 1 foot deep, and a

brass handle fastens into the stone at the bottom. If the stone lid is replaced, it covers up the brass handle.

Trap: The entire ceiling is one huge stone slab, pierced in its corners by massive bolts. The four medallions, which are the ends of these bolts, are fastened to oiled chains on pulleys in the space between the suspended ceiling and the real ceiling. If either the brass handle in the floor is turned or the chest atop the plinth is opened or shattered, the falling ceiling is released.

The chest has a padlock, but the lock's Disable Device DC is only 10—it's only there to give the illusion of valuables inside. The chest is affixed to the plinth, which in turn is mortared to the floor, forming a solid unit; the chest itself can't be removed. The chest is empty of valuables—it's both bait and trigger for the trap—but does contain a cryptic message from

the trap's designer: a bleached cat skull and an aged, handwritten note reading, "Curiosity Kills: another ingenious demise, courtesy of Addington's Fine Traps and Defenses."

Once the trap is triggered, the slab smashes down quickly, but it stops 2 feet above the floor where it meets

the plinth; characters who succeed at their saves manage to throw themselves flat and avoid damage. The chest itself retracts into a cleverly concealed hollow inside the stone plinth to keep from being destroyed.

The trap is reset by the brass handle next to the pedestal. Resetting the trap causes the slab to slowly crank back up into position and the chest to rise out back out of the plinth.

The real ceiling is about 6 feet above the slab when it's raised. In this space, chain pulleys from which the false ceiling is suspended and the trigger rods that free the ceiling to fall are in plain sight. PCs atop the slab ceiling can't be trapped between the two ceilings because they can pull the trigger rods and drop the slab again.

CRUSHING STONE SLAB TRAP

CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Crushing ceiling (2d10 damage, Reflex DC 15 save avoids); multiple targets (all targets in room)

B5. The Live Trap (CR 3)

The door to this room is locked (Disable Device DC 25). The bone priest Gorlosh carries one key, and another key is lost amid the rubble on the floor of area **B6**. The same key opens this door and the doors to areas **B1** and **B4**.

Wisps of decayed and sagging spider webs droop from the walls of this room, which appears to be empty except for the long-dead, dismembered corpse of a giant spider and a stout, freestanding wooden closet in the southwestern corner. The ceiling is covered with dusty spider webs bulging down from a grid of wooden beams and plaster fifteen feet above the floor. Faint moans and plaintive sobbing come from the closet.

The sounds issuing from the armoire-style closet come from a *magic mouth* cast on it by Klarkosh. The moment the closet is touched, the voice ceases and the closet collapses, the heavy panels falling outward (the closet is held together only by loose wooden pegs). Then out rushes a fast zombie.

Creature: The fast zombie attacks until destroyed. It has been commanded to remain next to the walls and thus avoid entering the 4 trapped squares in the center of the room. The zombie circles the room to get at enemies rather than moving across the middle of the room, which might alert clever players about the danger of the net traps.

ADVANCED FAST ZOMBIE

CR 1

XP 400

Pathfinder RPG Bestiary 288–289, 294

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 16 (3d8+3)

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

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d6+4)

Special Attacks quick strikes

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus. This is already included in its stat block.

Trap: Four weighted net traps are hidden in the space above the plaster ceiling, each linked to a pressure-plate trigger in the chamber floor and the zombie closet. These are initially inactive, but once the closet is opened, the pressure plates are armed. Any creature stepping on one of the marked squares after that point releases a heavy weighted net, which falls through the thin plaster of the ceiling panel directly overhead. Gorlosh created this trap to immobilize intruders so he can capture any who are arcane spellcasters and slay non-arcane spellcasters at his leisure.

WEIGHTED NET TRAP

CR 1

XP 400

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

EFFECTS

Trigger location; **Reset** manual

Effect Weighted net (+10 ranged touch attack, 1d6 damage and grappled, DC 20 Escape Artist or combat maneuver check to escape)

B6. Rubble-Choked Hallway

The floor of this small hallway is partially blocked by heaps of stone rubble. A skeletal human hand protrudes from one pile of rubble. The debris looks old, and the few sagging strands of web draped over the rubble seem to have been here for some time.

The rubble is difficult terrain but is otherwise not dangerous. The PCs can easily step over the rubble to open the doors in the hall; none of it needs to be shifted to let the doors swing open. The debris fell from the ceiling above, where something violent blasted away solid stone to create a cavity. In the center of the cavity, about 15 feet above the floor, a 5-foot-diameter irregular hole or shaft rises up into the darkness.

Anyone who digs through the rubble finds that the human skeleton buried within has been shattered into many pieces. The skeleton's priestly robes are now mere moldering scraps, and the blade of a nearby sword has rusted away into uselessness. This skeleton was a guardian bone priest—Gorlosh's predecessor, who was destroyed here by earlier adventurers. Under the skeleton is a key to the doors of areas **B1**, **B4**, and **B5**.

The shaft ascends another 5 feet, then turns horizontal as a 5-foot-diameter tunnel that runs about 10 feet and ends. It's carved from solid rock and contains four leather waterskins (the water within is stale but safe to drink), four small wooden coffers of salted food (two with fish fillets, two with slabs of roast boar; this preserved food is far too salty to eat without being soaked or scrubbed), and 50 feet of stout rope knotted to a triple-hook steel grapnel.

B7. The Tomb (CR 3)

This large stone chamber contains two clusters of four stone caskets each. In the center of the room, between the two groupings, stands an empty, unlit iron brazier that is covered with soot and smells faintly of past fires. Drapes of dust-covered spider webs cling to the ceiling.

This large room is dark and silent, the only chamber in the Cellars with no luminescent moss. The first time a PC approaches any casket, read the following.

A chill breeze arises from nowhere with an eerie howl. The room seems to darken, and in the sudden gloom, scores of small spectral eyeballs appear, drifting with the breeze. They peer intensely before fading away.

This effect is a *programmed image* cast long ago to dissuade tomb robbers. It resets 24 hours after being triggered. When triggered, the same eerie effect occurs simultaneously in areas **B8** and **B10**, alerting Gorlosh to an intrusion into this chamber.

Creatures: Each casket contains a human skeleton, six of which are undead; the other two are too badly damaged to animate. The six undead skeletons won't animate or attack unless one of the caskets has been opened. As soon as a casket is opened, however, all six skeletons animate and attack any living creatures in this room. Skeletons in closed caskets use their first turn to push aside the lids and stand up.

HUMAN SKELETONS (6)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

Treasure: The southwesternmost casket contains the only treasure in any of the caskets: under its skeleton lies a *horn of fog*.

B8. Chamber of Undeath (CR 2)

A curving wall of glowing green crystal bulges out into this chamber from one corner. A stout wooden table stands along the wall opposite it. On the table lie three rotting human corpses and the remnants of a moon spider.

One of the human corpses has had all of its extremities severed, and its torso has been opened to reveal the internal organs. Another dismembered corpse has moon spider legs sewn onto the stumps in place of the removed limbs, all of which are neatly arranged near the rest of the moon spider.

A bucket full of reeking, old blood sits on the floor under the table, and needles with lengths of silken thread attached are stuck in a hand-sized block of bloodstained wax atop the table.

Here, where this level touches the Emerald Spire, Gorlosh has been unsuccessfully experimenting on rotting adventurer corpses, trying to make them undead. Although crafting undead is largely beyond his abilities, he has been heartened by apparent successes: the body parts occasionally quiver and twitch. Gorlosh doesn't realize this has nothing to do with his efforts—the effect is disconcerting, but it's not necromantic. The twitching is really due to energy from the Spire leaking into this chamber, which has an effect akin to shocking muscle tissue with a weak electrical current, producing small twitches several times an hour.

Trap: The area marked on the map is a large trigger plate for a cage trap that drops from the ceiling. When a Small or larger creature steps in the marked area, a ceiling panel falls open, and a rectangular steel cage plummets from the ceiling onto a 10-foot-square area of the floor. The cage contains a skeleton suspended in a leather harness that protects it against damage from the cage's fall, but that the skeleton can easily escape from.

FALLING CAGE TRAP

CR 1

XP 400

Type mechanical; Perception DC 15; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (2d6 damage from falling cage); multiple targets (all targets in marked area). Whether the falling cage hits or misses, all targets must also succeed at a DC 14 Reflex save or be caught inside the cage. A character could be injured by the falling cage but still manage to end up outside the bars, or might avoid being hit by the cage but still wind up inside the cage's area.

Escape A character can wriggle through the bars with a successful Escape Artist check (DC 30), bend the bars with a successful Strength check (DC 20), or lift the whole cage with a successful Strength check (DC 25).

Creature: The skeleton in the cage attacks any character trapped inside with it, usually gaining surprise. If the skeleton is destroyed, the nearby Spire energies cause it to collapse into its component bones, rattle out between the bars of the cage, and reassemble at full hit points outside the cage at the end of the round. It then attacks anew, and if destroyed a second time, it doesn't rise again.

If the PCs defeat the skeleton two separate times, they gain XP for it twice.

HUMAN SKELETON

CR 1/3

XP 135

hp 4 (*Pathfinder RPG Bestiary* 250)

Treasure: Two potions of *cure moderate wounds* are lost in the clutter atop the worktable. There are six long needles in the wax, and 3 feet of waxed silk is threaded through each of them.

A scroll tube on the table holds a *scroll of fireball*, a *scroll of fly*, and a parchment with another Emerald Spire level sigil inscribed on it. If the PCs compare it with the sigil engraved on the Spire in this room, they notice it is different, and that the parchment sigil is labeled "four" in Azlanti and Common. A character who succeeds at a DC 15 Knowledge (arcane) or Linguistics skill check recognizes the sigil on the parchment or the nearby Spire as identifying marks similar to an *arcane mark*.

A key on the floor under the bucket of blood opens the doors into area **B1**.

B9. Cold Gates (CR 2)

Massive black iron gates bar the corridor, fashioned out of twisted, angular vertical bars that have sharp edges and are about a handspan apart, linked by welded crossbars. The gates have massive hinges set deep into the walls, and a heavy lock inside a welded box secures sliding bars that run into sockets in the floor and ceiling at the center of the corridor. Moreover, a black iron chain with links as thick as a human thumb wraps around the gates where they meet above and below the lockbox. The chain's ends disappear into holes in the lockbox.

These gates weigh a ton and are triple locked: one lock for the lockbox, a second inside the box for the sliding bars that also joins the ends of the entwined chain together, and a third that surrounds the second lock and prohibits access to its keyhole. The keys have all been lost, which doesn't hamper Gorlosh or the moon spiders much because they know how to go around this spot.

Bending the bars or lifting the gate requires a successful DC 25 Strength check. The three locks are of Good quality (Disable Device DC 30 to open, three successes required to open all the locks). The bars have hardness 10 and 60 hit points; destroying two bars opens enough space for a Medium creature to squeeze through.

Trap: A previous inhabitant created an icy trap here to protect these gates. When a living creature approaches within 5 feet, incorporeal arms seem to emerge from the bars and clutch at the triggering creature.

CHILL TOUCH TRAP

CR 2

XP 600

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*chill touch*, Atk +5 melee touch, 1d6 damage and target must succeed at a DC 11 Fort save or take 1 point of Strength damage).

B10. Gorlosh's Sanctum (CR 5)

shabby, mold-covered tapestries hang from ceiling hooks, cloaking one wall of this chamber in faded forest hunting scenes. While probably of decent quality when new, they look sad now.

A plain wooden chair of massive construction stands centered before the tapestries, facing into the room. A large stone table stands against the eastern wall. Weapons and other items are neatly laid out on the table, as if displayed for sale in a shop.

This room is where Gorlosh spends much of his time when he isn't trying to create new undead. Here the bone priest broods over his enforced servitude, preserves items

gleaned from intruders that he knows Klarkosh will want, and prays for deliverance from his unlife. If the PCs made any amount of noise outside (for example, tampering with the Cold Gates), Gorlosh hears them coming and hides, positioning skeletons to greet them.

Creatures: Three skeletons stand motionless behind the tapestries, awaiting Gorlosh's command to advance and attack. If PCs make noise that forewarns Gorlosh, or he's alerted by the ghostly alarm in area B7, the bone priest sends one skeleton to sit in his chair and the other two to flank it, while he hides behind the tapestries directly behind the chair, peeking through a tiny hole in the fabric. When the PCs enter, he confronts them loudly about who they are and why they've come, attempting to make it seem like the skeleton on his throne is speaking. (PCs who succeed at a DC 15 Sense Motive check realize something is suspicious when none of the skeletons' mouths move.) After he's asked enough questions to satisfy his curiosity or if the PCs move to attack, he orders his skeletons to attack while casting spells from hiding. Even if PCs discover his hiding place, he attempts to remain behind the safety of his minions, casting spells such as *hold person*, *cause fear*, and *command*. He seeks to drive off or immobilize non-spellcaster PCs so the skeletons can overwhelm any spellcasters in the party.

Gorlosh doesn't stand and fight until destroyed. If the battle isn't going his way, he flees through the secret doors into area B4 and heads for area B8. He knows the Cellars' layout and secret doors well, and tries to lead PCs into moon spider encounters as he flees from room to room. He pounces only if PCs are weakened or trapped. Klarkosh has forbidden him to depart the Cellars, so Gorlosh is compelled to remain and defend this level to his last.

HUMAN SKELETONS (3)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

GORLOSH

CR 4

XP 1,200

Bone priest (see page 152)

hp 37

Treasure: On the table lie four longswords, a masterwork dagger, a buckler, a *belt of mighty constitution +2*, a *potion of cure moderate wounds*, a flask of acid, and four small leather belt pouches. One of the pouches contains 16 gp; another contains 25 gp and 12 sp. The third holds 77 gp and 8 sp, and the fourth contains a small emerald worth 50 gp and a pair of six-sided bone dice that have been weighted to always roll sixes.

The ugly, damaged tapestries are valueless. None of the skeletons has any treasure. In a pouch hung around his neck, Gorlosh carries a vial of *silversheen* and a *Spire transport token* (see page 20).

The bone priest also carries a key on a fine chain, worn around his bony neck; this key opens the doors into areas **B1**, **B4**, and **B5**.

Quest: If the PCs talk with Gorloth, they might learn about Klarkosh and gain the Clockwork Scourge quest.

B11. Moon Spider Nursery (CR 1)

Gray webbing fills this chamber. Huge cocoons of spider silk hang suspended in the webs, and the webs crawl with countless hundreds of pale little spiders.

The cocoons are huge egg sacs laid by moon spiders. Most have long been empty, but two were laid in the last month or so and have now hatched, filling this room with thousands of tiny moon spiders.

Creatures: The baby spiders in this room begin swarming as soon as they catch sight of living prey. Three rounds after the door is opened, the disorganized spiderlings become a spider swarm. There is enough room under the door for the swarm to move through even after the door is closed. The swarm relentlessly pursues any living prey throughout the dungeon once it catches the scent of blood. In fact, the bucket of blood in area **B8** would serve quite well for luring the spider swarm out of the room—a tactic Gorloth simply hasn't thought of yet.

SPIDER SWARM CR 1

XP 400

hp 9 (*Pathfinder RPG Bestiary* 258)

B12. Way of Webs (CR 4)

The doors leading into this room are all ajar, held open by jagged chunks of masonry placed as doorstops.

This large room has a wide hole in the center of its floor. A heavy, welded steel ladder descends straight down from the lip of this shaft. The extent and depth of the space below are concealed behind the many crisscrossing, whitish-gray spider webs filling the pit.

Many interwoven webs cross the upper room, making it difficult terrain. The steel ladder is set securely into the floor and ceiling but can't be used until the webs have been cleared away.

Creatures: Two moon spiders lurk in the webbing in this chamber. If the webs are ignited or disturbed, one of the spiders hastens away to warn Gorloth, then returns 10 rounds later to attack the intruders. The other spider attacks the moment intruders have either cleared the ladder of webs or cleared a way to another door.

These spiders have been taught to ignore humans who are accompanied by emerald automatons or who vigorously shake a simple noisemaker (see page 41) at an entrance to the room (including the bottom of the ladder in the well). Klarkosh developed this signal months ago so that he and his agents could pass through this level unharmed.

MOON SPIDERS (2)

CR 2

XP 600 each

hp 22 each (page 156)

Descent to the Next Level

The ladder's shaft ends in a wide staircase descending into darkness. On the floor at the top of the stairs, a dead moon spider lies on its back, its legs drawn up and frozen in a curled-in position. An unpleasant rotting reek emanates from a sunken hole in its belly.

The wide stone steps descend for 90 feet to Level 3 of the Emerald Spire—the Splinterden.

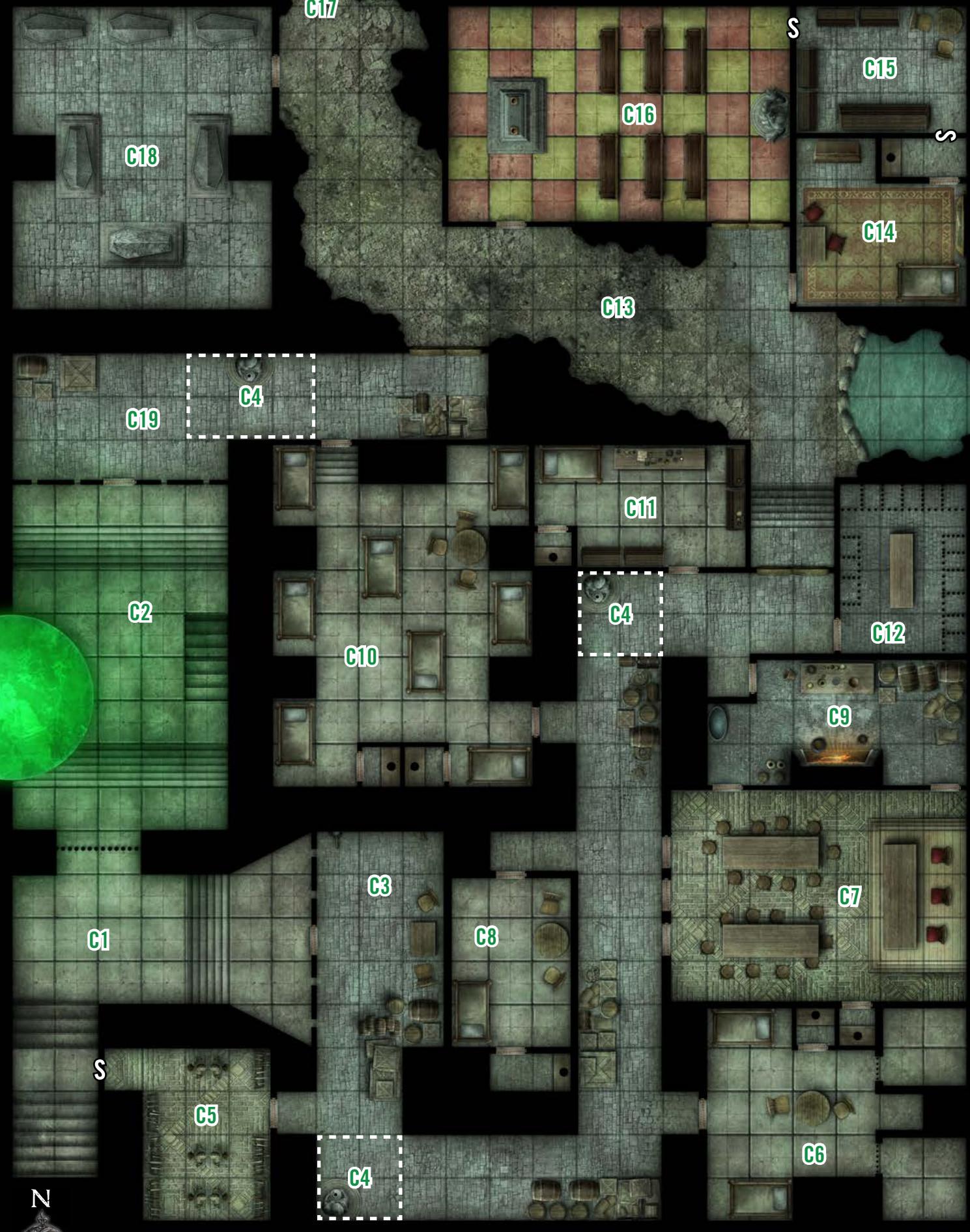
Treasure: This moon spider was killed some days ago. Intruders hacked at its underside with swords, trying to find treasure they knew the spider had swallowed, but they eventually abandoned the sticky, unpleasant task and moved on. Three bloodstones worth 50 gp each remain in the spider's innards.

Story Award: The PCs gain 150 XP for exploring all or most of this level. If they have acquired the Sage's Expedition quest, they also gain 150 gp.

GORLOTH



LEVEL 3: SPLINTERDEN





LEVEL 3

Splinterden

By Michael A. Stackpole

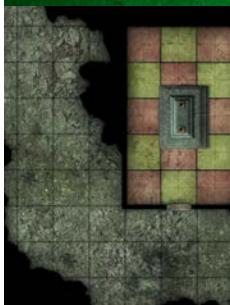
An ambitious servant of Norgorber, god of thieves and murder, the cleric Tarrin Dars offended her fellow priests and was declared a heretic. Hunted down by her former comrades, Tarrin was attacked as she fled through the Echo Wood—but she survived. Sorely wounded, she stumbled into an outlaw den not far from the Emerald Spire. Determined to prove herself in the eyes of the Gray Master, she quickly rose to become leader of the outlaws. She preached the virtues of secrecy, obedience, and loyalty to one another, and soon transformed the ragged band into a competent and dangerous guild—the Splinters of the Echo Wood. The Splinters discovered a convenient stream of victims—the beaten bands of adventurers returning from forays into the depths of the Emerald Spire. Tarrin Dars designed the secret stronghold within the Spire’s dungeons to keep the gang’s attacks away from the eyes of the Hellknights.

Long ago, the natural caves of Level 3 were fashioned into chambers and passageways to serve as the secret retreat of an evil noble dabbling in forbidden magic. The world forgot the long-dead necromancer, but his abandoned lair was the perfect place for Tarrin Dars to establish her secret stronghold.

With care and patience, Tarrin replaced older members of the outlaw band with newcomers loyal to her alone. Within a few months, every Splinter had been personally

selected and recruited by her. As far as the rank and file are concerned, the Splinters have been a thieves’ guild for many years, specially blessed and guided by Norgorber. Tarrin Dars has built a whole false history around her tale, even constructing fake tombs of past guildmasters and creating “time-honored” rituals and oaths handed down from the thieves of old.” The Splinters believe Tarrin’s myths, and are consequently as loyal a band of cutthroats as one might hope to find.

FEATURES OF THE LEVEL



Splinterden, or “our place” to most of the thieves, is a recently renovated area of the Emerald Spire. The northernmost parts of the complex are still being excavated.

Doors: The doors are unlocked good wooden doors, except where otherwise noted.

Walls: The walls are made of dressed stone blocks, covered in

plaster and painted. Some feature murals in an advanced state of decay, while others feature new (and somewhat amateurish) murals.

Floors: Except where noted, all corridor and room floors are covered with large tiles. At the intersections guarded by synesthesia gas traps (see page 41), a path of rough and smooth stones serves as a safe passage, but the tiles are unevenly spaced and not obvious.

Illumination: Small oil lamps illuminate all the corridors (including areas C1, C2, and C13) and occupied rooms. They are not very bright, providing only dim light.

C1. Upper Landing

Broad stone stairs open into a small, irregularly shaped chamber lit by oil lamps. To the east, a short flight of steps leads up to a sturdy door set in the middle of a wall and flanked by arrow slits. To the north, a wide gate of iron bars blocks an archway leading to a larger chamber filled with the eerie green glow of the Emerald Spire.

Through the arrow slits, guards in area C3 observe intruders for a round or 2, then open fire once they’re sure they’re facing adventurers. The PCs might be able to convince the brigands to open the gate to area C2 to let the PCs proceed to lower levels with an opposed Bluff check, a DC 20 Diplomacy check, or a bribe (50 gp or higher). Convincing the brigands to allow the PCs into Splinterden is much harder, and requires a plausible reason—like claiming to be envoys from Klarkosh, or persuading the Splinters that the PCs wish to join up.

The door leading to area C3 is wooden with iron bands (hardness 5, 20 hp, break DC 25). It is locked (Disable Device DC 30) and barred from the other side. Each arrow slit flanking the door is 6 inches wide and 3 feet high. Creatures in area C3 gain improved cover against attacks from area C1.

The gate is a 10-foot-wide section of bars that can be unlocked by a lever in area C3. The gate is quite strong (break DC 28, or DC 24 to bend the bars enough to squeeze through).

A secret door (Perception DC 20) opens from the landing just above area C1. This hidden sally port allows the Splinters to emerge from area C5 and slip around or ambush enemies.

C2. Lower Landing

The Emerald Spire protrudes from the western wall of this room. Stairs lead up from the central portion of the room to an iron gate to the south and a reinforced wooden door to the north. Four arrow slits to the north look out over the room. Next to the east wall, narrow stone steps descend deeper into the dungeon.

Like area C1, this room is fortified. See area C1 for details on the iron gate, reinforced door, and arrow slits. The scouts in area C19 watch this room. If enemies approach, they open fire through the arrow slits. The stairs descend to Level 4.

Development: The Emerald Spire is marked by a mystic sigil different from those on Levels 2 and 3. A character who succeeds at a DC 15 Knowledge (arcane) or Linguistics skill check recognizes it as being similar to an *arcane mark*.

C3. Upper Guard Room (CR 4)

The long, narrow guardroom has a heavy wooden door in the western wall, along with a row of arrow slits that look out over the landing of the stairs to the levels above. An iron lever is set in the northwest corner, and a pull rope hangs on the northeast corner.

The lever bolts and unbolts the iron gate between areas C1 and C2, while the pull rope rings an alarm bell in area C10. One pull warns the barracks to get ready, and two pulls are an immediate call for help. The guards don’t pull the rope until PCs get out of area C1 or wound one of the guards through the arrow slits. The Splinter scouts in area C10 arrive from the south passageway 3 rounds after the rope is pulled twice.

Creatures: Two Splinters defend this post. Award the PCs experience points for defeating a CR 4 encounter if they fight the guards through the arrow slits or make it through the reinforced door while under fire (1,200 XP instead of 800 XP).

ECHO WOOD OUTLAWS (2)

CR 1

XP 400 each

Human fighter 1/rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

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

hp 17 each (2 HD; 1d10+1d8+3)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2/19–20) or

dagger +4 (1d4+3/19–20)

Ranged mwk light crossbow +5 (1d8/19–20 plus poison)

Special Attacks sneak attack +1d6

TACTICS

Morale The outlaws retreat only if the PCs enter the guard post.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Improved Initiative, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +8, Appraise +5, Climb +7, Disable Device +8,

Perception +6, Stealth +8

Languages Common

SQ trapfinding +1

Combat Gear potion of cure light wounds, Small centipede poison (4); **Other Gear** leather armor, dagger, mwk light crossbow with 20 bolts, short sword

Treasure: Seven wooden noisemakers hang from pegs. The Splinters use these to warn off the moon spiders in area **B12**. A key to the door in area **B1** hangs on another peg.

C4. Synesthesia Trap (CR 1)

A statue of a woman with a water urn stands in the hallway.

The Splinters trapped some areas with a hallucinogenic gas. The agent creates synesthesia, crossing a victim's sensory input so she might "see" sounds or "taste" sights.

Trap: The statue conceals a gas dispenser activated when someone steps on one of several trigger plates hidden in the flagstones. The gas is invisible and odorless; characters in the area may not even realize that they set off a trap. The cloud lingers for 1 minute before dissipating.

SYNESTHESIA GAS TRAP

CR 1

XP 400

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

EFFECTS

Trigger location; **Reset** manual

Effect cloud of poison gas (*synesthesia gas*—inhaled; save Fort DC 18; onset 10 minutes; frequency 1/rd. for 4 rounds; effect 1 Wis and target is fascinated and sickened for 1d4 rounds; *cure* 1 save); multiple targets (all targets in a 10-ft. spread)

C5. The Armory

Weapon racks and wooden wardrobes line the walls of this room. The dummies in the center of the room wear suits of armor. Masks hang on the wall near the door; each consists of a brass nosepiece with cheek guards, from which a veil of red silk hangs.

A secret door in the western wall leads to area **C1**. The door is clearly visible from this side.

Treasure: The racks and arming dummies contain 10 short swords, 12 daggers, four light crossbows, three composite short bows (+2 Str), two suits of leather armor, and three suits of padded armor. The wardrobes contain 15 blood-red ceremonial robes, which the Splinters wear for initiations and services.

THE GRAY SHROUD

The Splinters know that Tarrin Dars is collecting various old books, since she has requested that they bring her works from old libraries and churches. They don't know where these books go after she gets her hands on them, nor do they know what she's using them for.

The PCs might overhear gossip from Splinters in various areas, especially if they sneak up on them. Examining the art pieces in areas **C7**, **C14**, and **C16** can also provide hints.

Quest: When they find out about Dars's interest in esoteric lore, the PCs gain the Gray Shroud quest.

There are 12 masks. A reservoir in each mask's nosepiece holds an antidote for the synesthesia gas, which drips into the cloth.

C6. Guardroom and Gaol (CR 5)

This chamber is a small barracks with a pair of double bunks and a small privy in the north wall. The eastern portion of the room is partitioned into a pair of cells with doors made from iron bars. Inside each is a shoddy bunk and a rusty bucket.

This room normally serves as a bunkroom and jail where any Splinter who gets too drunk can be tossed to sleep it off.

Creature: The Splinters recently captured a gibbering mouther that wandered into their escape tunnel. They used drugs provided by Jaris Phenogian to render it quiescent, then penned it up. They're unaware of its ability to squeeze through tight places—it can easily escape by flowing through the bars.

The monster is under the bunk in its cell and motionless, making it hard to detect (Perception DC 21). If the PCs make noise in the chamber—such as conversation or a loud and careless search—it begins gibbering and flows out to attack. To anyone under the effects of synesthesia gas, the crazy babbling of the monster produces spectacular colors and smells.

GIBBERING MOUTHER

CR 5

XP 1,600

hp 46 (*Pathfinder RPG Bestiary* 153)

C7. Mess Hall (CR 3)

If PCs approach from the west, describe this room's exterior.

Three matched doors stand on the corridor's east side. Each is carved with the images of lordly feasts, although a hooded gray figure appears in each image, silently watching.

Characters can attempt a DC 20 Knowledge (religion) check to recognize the image as the god Norgorber in his aspect as the Gray Master. If the PCs listen at the door (Perception DC 10), they detect several human voices conversing within.

Read the following when the PCs enter the room.

This mess hall's north and south walls are fitted with shelves containing mismatched goblets, platters, and bowls. A number are made of fine porcelain emblazoned with crests of noble families. A raised table with three lavish chairs stands at the east end.

The dishes on the walls of the mess hall were stolen from homes throughout the region—part of a Splinter's initiation is to steal her plate and cup.

Creatures: Four Splinters are dining here. If the PCs successfully listened at the door, they surprise the scouts.

ECHO WOOD SCOUTS (4)

CR 1/2

XP 200 each

Human rogue 1

NE Medium humanoid (human)

Init +3; Senses Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 10 each (1d8+6)

Fort +2, Ref +5, Will +0

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19-20) or dagger +3 (1d4+1/19-20)

Ranged light crossbow +3 (1d8/19-20 plus poison)

Special Attacks sneak attack +1d6

TACTICS

Morale If two scouts are defeated, the rest retreat to area C16.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 14

Feats Toughness, Weapon Finesse

Skills Acrobatics +7, Appraise +5, Climb +5, Craft (traps) +5, Disable Device +7, Escape Artist +7, Knowledge (local) +5, Perception +4, Ride +4, Stealth +7

Languages Common

SQ trapfinding +1

Combat Gear potion of cure light wounds, greenblood oil (2);

Other Gear padded armor, dagger, light crossbow with 10 bolts, short sword

Treasure: Among the dishes are 11 pieces worth 50 gp each.

C8. Hastenfar's Room

This chamber is someone's personal quarters. A comfortable bed stands in the southwest corner. Several small keepsakes, including a couple of small leather journals, clutter the wall shelves.

This chamber is the home of the senior lieutenant **Lenik Hastenfar** (CE male half-elf ranger 4), who is currently leading

a raid in the Echo Wood, but will return in a couple of days. If Tarrin Dars dies, Hastenfar takes over and plots revenge.

Treasure: The keepsakes on the shelves include a gold chess piece worth 25 gp, an ivory comb worth 40 gp, and a statuette of a woman with a lyre worth 15 gp.

C9. Kitchen

This room serves as a kitchen. A large hearth takes up most of the south wall, and there's a basin for washing up against the west wall. Dry goods, provisions, and cooking gear clutter the space.

Usually nobody is working here, but the Splinters in area C10 prepare a quick meal every 4 hours or so.

C10. Barracks (CR 3)

The double bunks and footlockers in the alcoves of this large room suggest it serves as a barracks. The walls are decorated with simple paintings and murals, which include sketches of building, temple, and ruin layouts with notations suggesting how to get past obstacles and traps. Two small privy chambers stand against the southern wall, and doors exit to the southeast and the northwest.

At any given time, about one-third of the guild's foot soldiers are here, one-third are working elsewhere, and one-third are on watch in areas C3, C16, and C19.

Creatures: Three Splinters are currently resting in here. If the rope in area C3 was pulled once, the guards are ready for trouble. Otherwise, they are taking their ease and may be surprised.

ECHO WOOD SCOUTS (2)

CR 1/2

XP 200 each

hp 10 each (see above)

ECHO WOOD OUTLAW

CR 1

XP 400

hp 17 (see page 40)

Treasure: The footlockers contain only spare clothes, bedding, and a few small keepsakes of no real value.

C11. Apothecary's Chamber

This room is choked with tables stacked with stills and alembics, flasks, bubbling vats, and crockery. The eastern wall is fitted with stout wine racks filled with bottles of various sizes and shapes.

The workshop is home to Jaris Phenogian, the Splinters' chemist, although he is currently in his menagerie (area C12).

Treasure: The potions and reagents in the racks are all labeled correctly in Jaris's hand, with one exception: two vials labeled "bull's strength" actually contain lich dust poison in an

oily suspension. (A successful DC 20 Perception check reveals that these labels are underlined, but no others are.) The other contents of the rack include 11 bottles of wine, five bottles of brandy, eight bottles of vinegar, 14 vials of synesthetic agent; eight vials of antidote for synesthetic agent, three vials of acid, four vials of Small centipede venom, and three *potions of cure light wounds*. The synesthetic agent functions as the synesthesia trap poison from area C4, but is an ingested poison. It must be specially prepared to work as an inhaled poison and function in the traps (Craft [alchemy] DC 15).

The antidote for the synesthetic agent can be ingested or dripped onto a cloth mask one breathes through (a dose lasts 12 hours if used this way). The reagents are worth 200 gp.

C12. Phenogian's Menagerie (CR 4)

This room is full of small cages containing rabbits, mice, rats, cats, and dogs. The din is deafening, and the room smells strongly of animal waste.

Jaris Phenogian, the Splinters' apothecary, tests his potions on these angry, malnourished animals. The strange side effects have given the animals exotically colored fur, altered sounds, different smells, or the ability to glow in the dark. The cages are latched, but not locked.

Creatures: Jaris Phenogian is here, working on new tests. He is accompanied by his prized possession—an iron cobra.

IRON COBRA

CR 2

XP 600

hp 15 (*Pathfinder RPG Bestiary* 182)

Poison (Ex) *Blue Whinnis*: Bite—*injury*; save Fort DC 14; frequency 1/round for 2 rounds; effect 1 Con and unconscious 1d3 hours; cure 1 save.

JARIS PHENOGIAN

CR 2

XP 600

Male human rogue 2/transmuter 1

NE Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

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

hp 23 (3 HD; 2d8+1d6+8)

Fort +4, **Ref** +5, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

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

Ranged acid flask +3 ranged touch (1d6 acid)

Special Attacks sneak attack +1d6

Arcane School Spell-Like Abilities (CL 1st; concentration +4)

6/day—telekinetic fist (1d4 bludgeoning)

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

1st—*animate rope*, *color spray* (DC 14), *mage armor* (already cast)

0 (at will)—*light*, *mage hand*, *prestidigitation* (DC 13)

Opposition Schools divination, necromancy

TACTICS

During Combat Jaris casts *color spray*, then uses ranged sneak attacks against blinded or stunned characters.

Morale If Jaris drops below 6 hit points and his cobra is destroyed, he offers to lead the PCs to Tarrin Dars in exchange for his life.

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 12

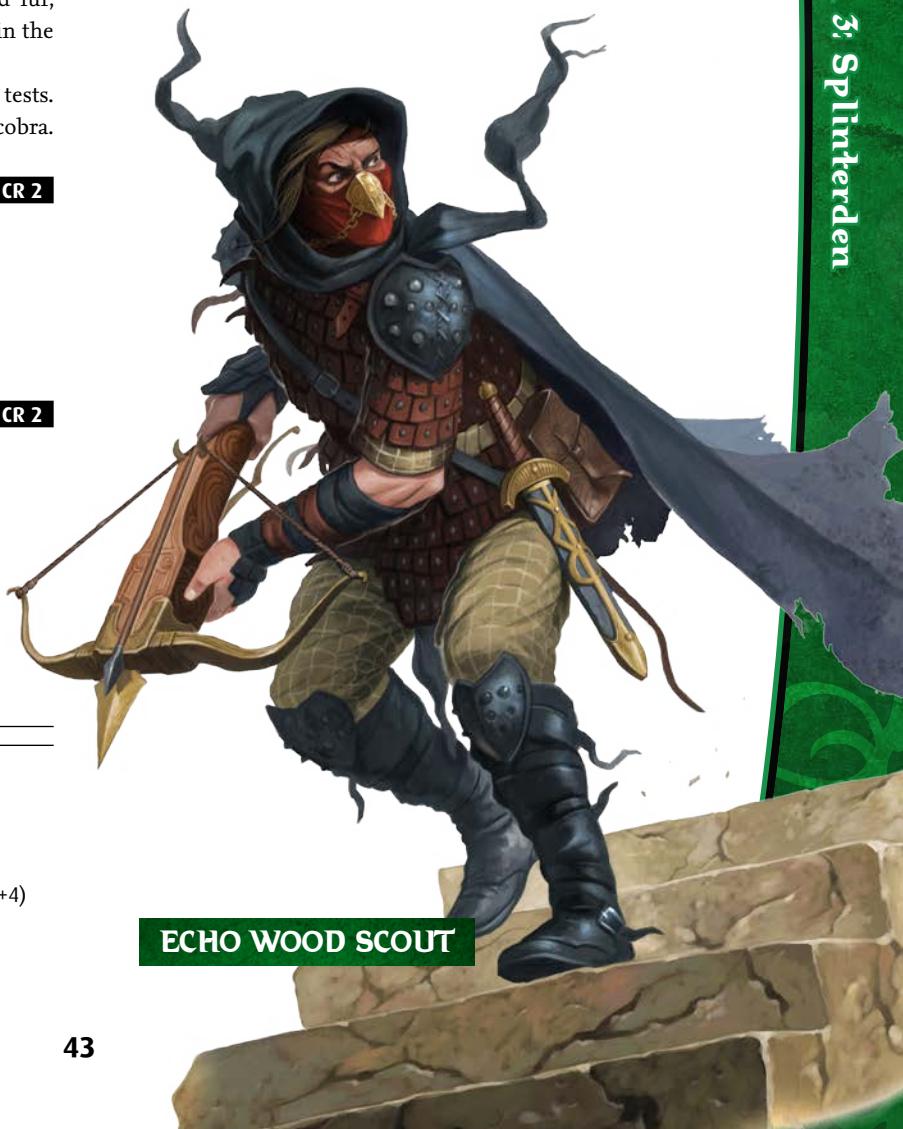
Feats Great Fortitude, Improved Initiative, Scribe Scroll, Weapon Finesse

Skills Acrobatics +8, Craft (alchemy, traps) +9, Disable Device +8, Knowledge (arcana, dungeoneering) +9, Perception +7, Sleight of Hand +8, Spellcraft +9, Stealth +8

Languages Common, Dwarven, Goblin, Undercommon

SQ arcane bond (ring), physical enhancement +1, rogue talents (slow reactions), trapfinding +1

Combat Gear acid (3), Medium spider venom (3); **Other Gear** mwk short sword, hemp rope (50 ft.)



ECHO WOOD SCOUT

C13. Excavated Cavern

This large natural cave has been widened by excavation. Masonry walls enclose structures within the cave, including what looks like a temple to the north and a crypt to the west. In the eastern end, a low stone wall encloses a large pool of water.

The cistern in the eastern end of the cave is the main water supply for the Splinters, and is replenished by a small spring. Five or more doses of any ingested poison poured into the cistern affect all the Splinters within 24 hours.

C14. Tarrin Dars's Chambers

If the characters succeed at a DC 30 Perception check while searching the door, they discover a small black human hair affixed to the door and its frame—a marker to detect intrusion.

A finely woven rug with a subtle tan and moorit pattern covers the floor of this bedroom. A garderobe enclosed by a wall is in the northeast corner, and to the west of it stands a large wardrobe.

The guild leader of the Splinters spends little time in her own room; she's more likely to be found in the shrine (area **C16**, where her stat block appears) or the mess hall (area **C7**). If PCs wait here, there is a cumulative 20% chance per hour that she returns. If Tarrin sees that the telltale hair has been disturbed, she's ready for trouble when she enters.

A sliding panel in the garderobe wall (Perception DC 20) leads to area **C15**, the secret library.

Treasure: The wardrobe is locked with an excellent combination lock (Disable Device DC 30). Inside is a chest containing 450 gp, 1,250 sp, a pouch of six onyx pieces worth 50 gp each, and a Spire transport token.

C15. Secret Library (CR 2)

This secret room is filled, floor to ceiling, with shelves and pigeonholes. The air holds the dusty aroma of ancient parchment.

Most of the records kept here are stolen genealogies, ledgers, and historical accounts. By studying them, Tarrin Dars discovers evidence of misdeeds, blackmail, or old family embarrassments, which she copies into a black ledger with a lock (Disable Device DC 20; Dars has the key).

Her other passion is collecting fragmentary versions of Norgorber's holy text, *Words Behind the Mask*—she's writing her own definitive translation. She believes passages of the standard text were added by Norgorber's enemies, and hopes to restore the "original" text. A successful DC 20 Knowledge (religion) check reveals that this is a heretical opinion.

Creature: This room is guarded by a clockwork servant, a gift from Klarkosh. It is under orders to attack anyone who enters without the company of Klarkosh or Tarrin Dars.

CLOCKWORK SERVANT

CR 2

XP 600

hp 31 (*Pathfinder RPG Bestiary 3* 56)

Treasure: Tarrin's collection of secrets includes material suitable for blackmailing nobles and merchants in Thornkeep, Fort Inevitable, and Daggermark. It's worth 500 gp to the right buyer. Her collection of Norgorberite holy texts can fetch 200 gp from a sage or book collector.

Story Award: If the PCs discover what Dars is researching, award them an additional 600 XP.

C16. Shrine of the Gray Master (CR 5)

Rows of pews and a stone altar on a low dais show that this room is a shrine. A large statue of a mysterious, hooded figure stands solemn vigil at the east end. Paintings on the walls depict a gray-hooded man in a variety of exploits and triumphs, culminating in his ascension to godhood, when he begins aiding lesser thieves.

In this chamber, Tarrin Dars leads regular devotions to Norgorber, which the Splinters must attend.

Creatures: Unless already encountered elsewhere, Tarrin Dars is here, instructing two initiates in her doctrines. She is inclined to defend the shrine, but PCs may be able to convince her to parley. If the party seems dangerous, she tries to shepherd them along to the deeper dungeon levels, suggesting that Klarkosh is a threat. The Splinters grudgingly pay tribute to the Numerian, but Dars hopes ill fortune befalls him.

TARRIN DARS

CR 4

XP 1,200

Female human cleric of Norgorber 3/rogue 2

NE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 38 (5 HD; 3d8+2d8+13)

Fort +5, **Ref** +6, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 rapier +6 (1d6/18–20)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 12, 2d6), sneak attack +1d6

Domain Spell-Like Abilities (CL 3rd; concentration +6) 6/day—bleeding touch (1 rounds), dazing touch

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*calm emotions*⁰ (DC 16), *hold person* (DC 16), *sound burst* (DC 15)

1st—*bless*, *charm person*⁰ (DC 15), *remove fear*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *light*
D domain spell; **Domains** Charm, Death

TACTICS

During Combat Tarrin uses her spells to hold or stun enemies, allowing her scouts to make sneak attacks on her foes. If she sees a chance to flank, she combines Channel Smite with a sneak attack.

Morale Tarrin fights to the death in the shrine. If encountered elsewhere, she flees if reduced to 10 hit points or fewer.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Channel Smite, Combat Casting, Improved Initiative, Spell Focus (enchantment), Weapon Finesse

Skills Acrobatics +5, Bluff +9, Diplomacy +5, Disable Device +5, Escape Artist +5, Knowledge (religion) +8, Perception +11, Spellcraft +8, Stealth +7

Languages Common

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear potion of invisibility; **Other Gear** +1 chain shirt, +1 rapier, light crossbow, holy symbol

ECHO WOOD SCOUTS (2) CR 1/2

XP 200 each

hp 10 each (see page 42)

Treasure: A hidden cavity in the altar (Perception DC 10) holds four ceremonial candlesticks, each worth 80 gp, as well as a masterwork silver dagger.

Quest: Dars tries getting the PCs to go after Klarkosh, giving them the Clockwork Scourge quest.

C17. Exit Passage

A low tunnel exits the northern end of the excavated cavern, heading off into darkness. A cool breeze faintly stirs in its entrance.

This passage climbs 1,500 feet to a secret exit on the surface.

C18. Guildmaster Tombs (CR 3)

An ancient stone door opens into a dusty old crypt. Five stone sepulchers sit in the chamber's northern and center portions. Each is carved with an effigy of a masked man or woman. To the south, one large sepulcher lies, its lid secured with iron bands.

The tombs appear to hold master thieves of old, but are actually the crypts of the Tynals, a corrupt noble family. Tarrin Dars had their tombs altered to make the Splinters seem like an old and honored thieves' guild.

Creature: This is the tomb of Lord Kalast Tynal—a wight. He can't escape on his own, but if the PCs cut or pry off the iron bands, the hungry undead bursts out.

KALAST TYNAL

CR 3

XP 800

Wight

hp 26 (*Pathfinder RPG Bestiary* 276)

Treasure: Tynal wears a golden pectoral worth 500 gp.

C19. Lower Guardroom (CR 1)

One wall of this chamber is fitted with arrow slits, looking south toward a large room with a distinctive green glow. A barred wooden door leads to the room beyond the arrow slits.

This room serves the same purpose as area C3, but protects the den against threats from deeper levels. The door between this area and area C2 is a strong wooden door, locked and barred from the north side—if the PCs come into this room from the east, they can enter area C2 with no trouble.

Creatures: Two Splinters watch area C2 through the arrow slits. Award the PCs experience points for defeating a CR 2 encounter if they fight the guards through the arrow slits or make it through the reinforced door while under fire (600 XP instead of 400 XP).

ECHO WOOD SCOUTS (2) CR 1/2

XP 200 each

hp 10 each (see page 42)

Descent to the Next Level

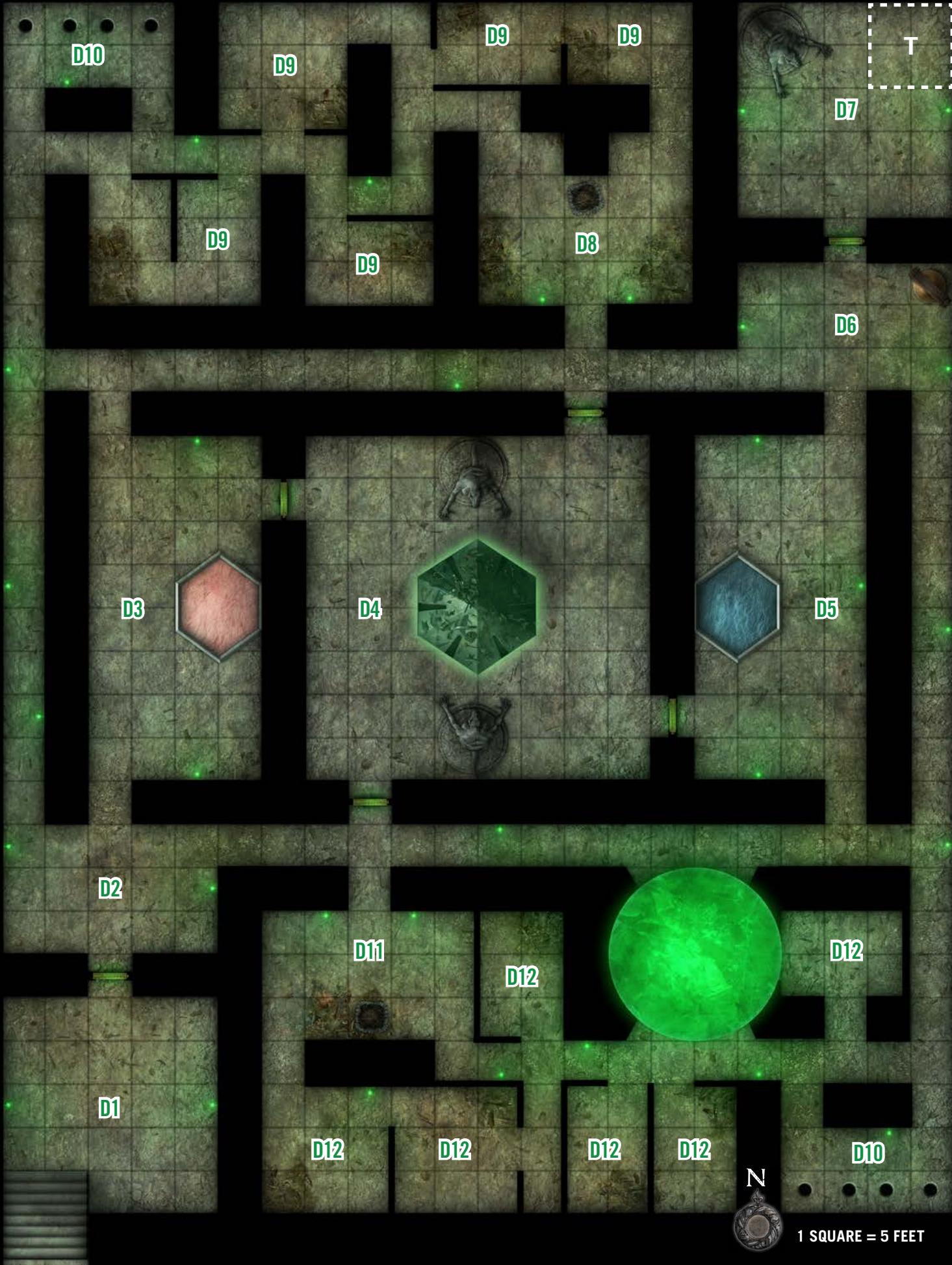
The staircase that exits area C2 descends more than 300 feet to area D1 in the Godhome level.

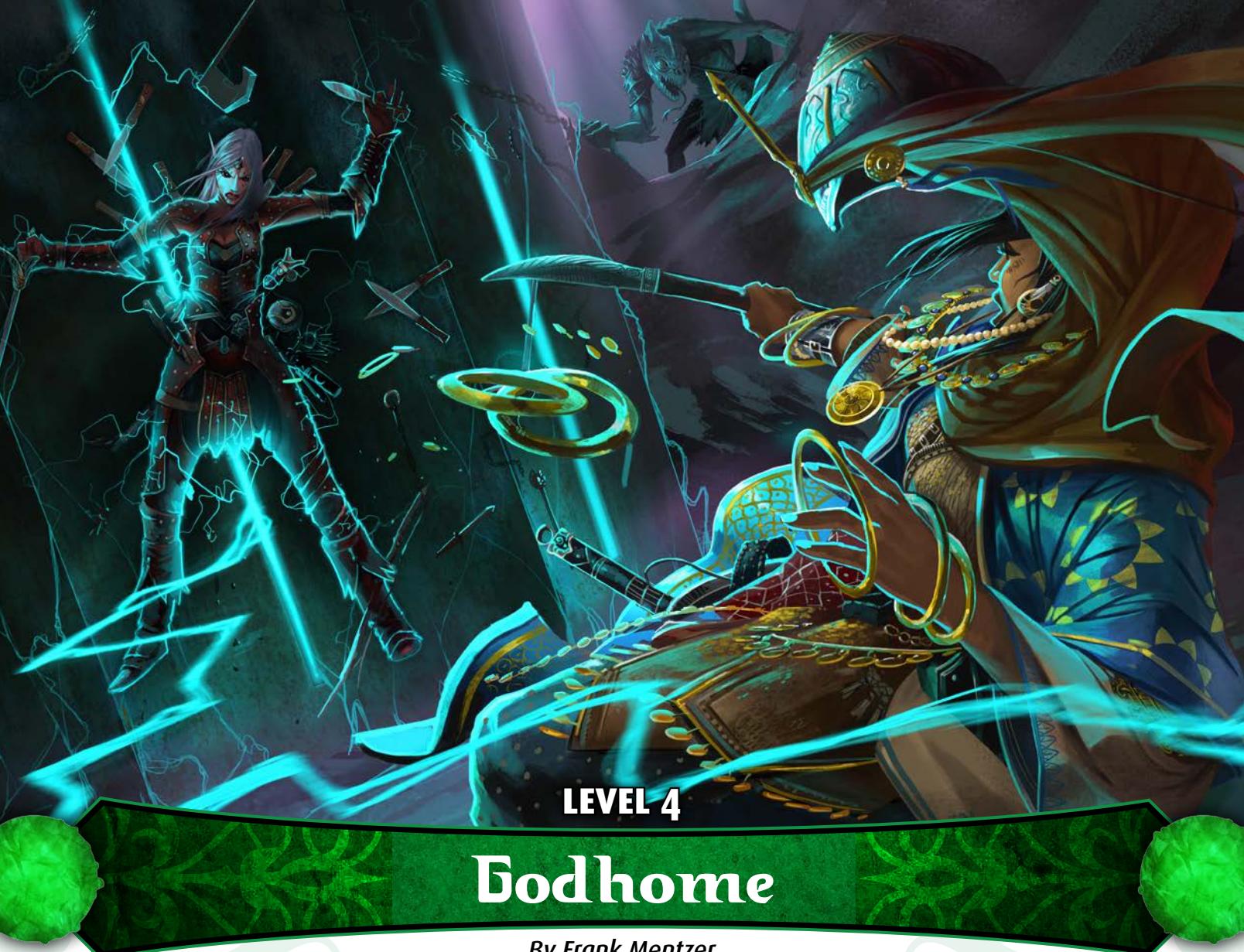
Story Award:

The PCs gain 200 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 200 gp.



LEVEL 4: GODHOME





LEVEL 4

Godhome

By Frank Mentzer

Long ago in another part of the universe, an autonomous probe designed to explore naturally occurring rifts in the fabric of space discovered one that led to a very unexpected place indeed—Golarion. Passing through the heightened magical fields surrounding Golarion transformed the probe's artificial intelligence into an animating spirit and altered its internal systems while leaving parts of its original programming intact. The probe arrived near the Emerald Spire, pulled in by the planar energy. From its new vantage, it continues its centuries-old mission, peering through invisible and intangible planar rifts at countless weird and unexplored dimensions. Obeying its ancient imperative to nurture and protect sentient life, the probe uses its wondrous powers to provide for the local dungeon denizens, a tribe of very peculiar troglodytes who call their mysterious benefactor skraa-orm thagh in their own tongue, or “the Godbox.”

Under the influence of their inscrutable patron, the troglodytes are peaceful. They want no conflict with the denizens of other levels or bands of surface adventurers. They call themselves the Servants of Thagh, and their purpose in life is to worship their silent idol.

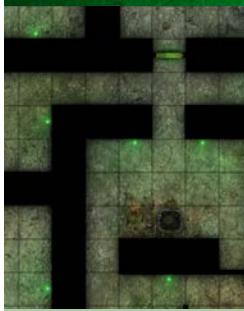
There are three main ways to complete the Godhome level.

Make an Offering: The troglodytes guide travelers to the Godbox, help them make a sacrifice, and show them the way to continue their descent.

Massacre the Troglodytes: If the PCs fight their way through, they still need to figure out how to open the exit. They might also be able to break out with hours of hard excavation.

Shut It Down: Deactivating the Godbox requires removing the level's six doors (actually control plates for the device), taking them to area **D4**, and inserting them in the machine's slots. Doing so releases the treasure stuck to the casing and opens the door in the exit chamber—but also prompts the troglodytes to fight to the death to avenge their deity.

FEATURES OF THE LEVEL



This dungeon level has several very unusual features.

Illumination: Devices in the wall sconces produce greenish light via electroluminescence. Each converts the magnetic field emanating from the Godbox into light. The brightness varies with proximity to the Godbox (e.g., lights in areas **D1** and **D7** are dim, while those in area **D4** are bright). Each device, called a talladun, is a 2-foot-long stick with a glowing sheath of metal at one end. The gadgets produce no light without a powerful magnetic field.

Walls and Ceilings: The walls and ceiling are made of hewn stone, and decorated with pictographs and writings in bright colors. The inscriptions are in primitive Draconic. Most are religious, proclaiming this place to be "Godhome."

Doors: There are only six doors on the Godhome level. Each is made of a strange, copper-colored nonmagnetic alloy otherwise unknown on Golarion. Two large hinge pins are part of the casting, and they rest within sockets anchored into the stone doorways. If a door is opened and lifted, the pins slide upward out of the sockets, and the door can be removed. Each door weighs about 1,000 pounds, requiring a Strength score of 27 to move as a heavy load. Multiple characters can work together to move doors by adding their Strength scores together as long as they all hold it.

Servants of Thagh

The 16 troglodytes living in this level are divided into two equal clans, one living in the northern warrens and the other in the south. They have little to do other than worship their deity (area **D4**), which provides them with ample food and water (areas **D3** and **D5**, respectfully). The troglodytes make elaborate clothing for themselves and paints for wall decorations.

Attitude and Reactions: Slaagh, the greeter in area **D1**, is friendly. Other troglodytes may react differently.

PCs Are Escorted by Slaagh: As long as the PCs are accompanied by Slaagh, the troglodytes are indifferent. Groups of troglodytes the PCs meet keep their distance, warily retreating or proceeding in a different direction.

PCs Are Not Escorted: The troglodytes are suspicious, but not hostile. If the PCs ignore them, the first troglodyte group they encounter follows at a short distance to ensure the PCs behave themselves. If the PCs act friendly or address them in Draconic, the troglodytes offer help and guide the party.

PCs Provokethe Troglodytes: If the PCs vandalize or deface any of the decorations or begin making big changes such as removing doors, Slaagh begs them to stop. If they don't, Slaagh gets the closest group of troglodytes and repeats his

request. Any troglodyte who observes such behavior without Slaagh on hand immediately summons the nearest group, which prepares to fight. The troglodytes don't attack unless the PCs attack first or begin destroying a feature of Godhome, such as one of the animated statues or sustenance vats.

Encounters: The troglodytes are in six distinct groups, not counting Slaagh the doorkeeper.

Area D3: Two troglodytes (these are here temporarily but sleep in area **D9**).

Area D5: Three troglodytes (normally live in area **D12**).

Area D8: Two troglodytes.

Area D9: Three troglodytes, including Savisk.

Area D11: Two troglodytes, including Kargh.

Area D12: Three troglodytes.

When Fighting Breaks Out: The troglodytes try to avoid combat, but they respond in kind if attacked. They retreat if outmatched, and adopt a strategy of lurking and hoping for an opportunity for a surprise attack. If the PCs run into a second group while being shadowed, the lurking troglodytes strike. If the PCs attempt to retreat, the troglodytes allow them to do so.

If the PCs attack the Godbox or defeat three groups of troglodytes, all remaining groups attack in a frenzy, fighting to the death. The group nearest to the PCs swarms and attacks, and another group arrives every 5 rounds.

D1. Entrance (CR 1)

As characters descend to this level, they catch a good whiff of troglodyte stench. Have the PCs attempt DC 13 Fortitude saves against stench when they reach the first room (see the Stench entry on page 304 of the *Pathfinder RPG Bestiary*).

An acrid, nauseating reek fills the air at the bottom of the stairs—a musky, reptilian stench.

If the PCs continue to descend and enter area **D1**, resume with the description below.

The stairs descend to a small chamber of smooth, hewn stone lit by a dim greenish light from two strange, torchlike devices on the walls. A metal door with a simple latch mechanism glows with a dim green light in the middle of the north wall. The walls and ceiling are decorated with drawings and writings in bright colors. The depictions are abstract but somehow alien and disturbing.

Creature: There's a doorkeeper here—a troglodyte named Slaagh (pronounced with a growl at the end). He wears a colorful leather garment and carries a walking stick. PCs can attempt a DC 6 Knowledge (local) check to identify him as a troglodyte if they've never seen or smelled one before.

Slaagh is friendly, and welcomes new arrivals by saying in Common, "We welcome you to Godhome. You wish to make sacrifice now, or visit? Take holy grub maybe?" Slaagh tries to convince the party to follow him to "the place to make

sacrifice" and offer a gift to "the Godbox," hoping to speed them on their way. He and Kargh, another tribal elder, take turns standing watch for visitors. They're the only troglodytes on this level who speak Common.

Some basic questions and answers that might come up during conversation include the following.

What's "holy grub"? "Things to eat, things to drink. The god gives them to us! I can take you."

What kind of sacrifice? "Give the god some iron-metal, and it will bless you and send you on your way! All good visitors make gifts of iron-metal to the god!"

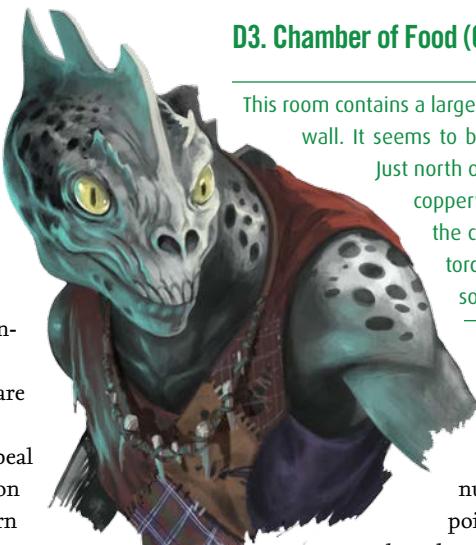
God? What god? "Skraa-orm thagh, the god in the box. It is very powerful!"

What happens if we don't make a sacrifice? "That is sad! The god will not let you go any farther until you prove worthy. I will show you!"

Who are you again? "I am Slaagh. My clan-people are Servants of Thagh."

Can you show us around? "Gladly! We are peaceful, yes. The god takes care of us!"

If attacked, Slaagh tries (once) to appeal to reason, and then flees if able. Upon escaping, he goes directly to the northern warrens (area D9) to alert the other Servants that they are under attack.



SLAAGH

SLAAGH

XP 400

Male troglodyte (*Pathfinder RPG Bestiary 267*)

hp 13

Languages Common, Draconic

CR 1

Development: If the party allows Slaagh to guide them, he shows them the rooms for food and water (areas D3 and D5). The warrens (areas D8 through D13) are not on the tour, though Slaagh says they are living places. He points out the door to the exit (area D7), commenting that the party sadly has not yet earned the privilege of departure. He does not take the party to area D4 until they indicate they are ready to make a sacrifice.

D2. Antechamber

Two light-sticks are mounted on the walls of this chamber, and every surface is adorned with crudely rendered paintings. Passages lead north and east. A short corridor in the north wall leads to a larger room. In the middle of the south wall, there is a large door made of a copper-colored metal. It glows like the light-sticks.

This area is normally empty. If Slaagh accompanies the party, he amiably follows wherever they wish to go. If he is giving the PCs a tour, he leads them to area D3 next.

TROGLODYTE STENCH

The Godhome is filled with troglodytes, and that means a lot of saving throws against stench. As a shortcut, have the PCs take 10 on their saving throws against troglodyte stench when they meet a new group of troglodytes, and set the DC at $12 + \text{the number of troglodytes in the new group}$.

D3. Chamber of Food (CR 3)

This room contains a large stone vat in the middle of the eastern wall. It seems to be filled with a pasty, pink substance.

Just north of the tub, a tall door made of lustrous, coppery metal leads east, and passages exit the chamber to the north and south. Three torchlike devices in the wall glow with a soft green light, as does the metal door.

The pasty, pink substance in the vat is freshly ground meat of an indeterminate nature. While this is wonderfully tasty and nutritious food from the troglodytes' point of view, the meat is nauseating

by other races' standards, and any character who eats it must succeed at a DC 13 Fortitude save or be sickened for 1 hour. Each night while the troglodytes are sleeping, the Godbox magically removes the leftover meat and replaces it with a fresh supply.

Creatures: Two troglodytes from the northern clan are here, touching up a wall painting.

TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 267*)

D4. Godhome (CR 7)

A hexagonal, metallic structure about ten feet wide and almost twenty-five feet tall looms in the center of this high-ceilinged room, emanating a greenish-white light. All kinds of gears and armaments are stuck to its silvery sides, including dozens of weapons, shields, and pieces of armor, as well as lanterns, buckles, and tools. To the north and south of the object stand two large stone statues, each depicting a troglodyte with its arms upraised in adulation. Four copper-colored metal doors lead out of this chamber, one from each corner of the room.

Any PCs who succeed at a Perception check (DC 20, or DC 10 for those wearing or carrying metal equipment) notice a strange force tugging at their metal armor and weapons, pulling them toward the device in the center of the room.

STUCK?

The powerful magnetism may affix a character wearing metal to the Godbox housing. The victim is considered pinned if wearing metal armor, and must spend 2 rounds removing his armor to escape. If held by smaller metal fittings such as buckles, the character is grappled, and can get free by cutting or releasing all scabbards, chains, and buckles as a full-round action.

Anyone approaching within 10 feet of the Godbox notices the slots for the device's control plates. The slot dimensions are very close to the size and shape of the door panels in this level.

In the center of each face of the hexagonal object is a vertical slot about three inches wide and close to seven feet tall.

The Godbox is a powerful supermagnet. Within this room, all iron and steel is drawn to its surface by magnetic force, including items that have components made of iron or steel (such as the studs in studded leather armor or the buckles of leather belts). The alloy doors and the metal used in the talladuns are nonferrous and unaffected by the magnetic field.

The strength of the field varies by distance.

- *Beyond 15 Feet (corner or doorway):* The field is easily resisted, but belted items lift up, pointing toward the room's center.
- *Within 15 Feet (other squares not adjacent to Godbox):* The magnetic field attempts a combat maneuver check (+5 CMB, or +10 against targets wearing full suits of metal armor) against each character that begins its turn at this distance or enters a square within this range. Any bonuses to CMD the target has that apply against a bull rush also apply against this combat maneuver. A character that fails is pulled 5 feet closer to the Godbox. If a character resists the pull, the magnetic field attempts a second combat maneuver check to disarm her of the largest metal object held by her, carried by her, or sheathed on her person. The field is strong enough to break straps and pull weapons out of sheaths.
- *Adjacent Square:* An irresistible force pulls all ferrous metals into contact with the Godbox, where they remain immobile.

The supermagnet in this area is only part of the machine anchored in the middle of this level—most of the Godbox lies hidden below the floor, occupying an area about the size of the entire room. The device is intelligent but limited by its programming. It has learned how to use the Emerald Spire's planar energies to acquire the food, water, and special supplies it needs by opening planar rifts and teleporting these materials into the area. It is able to observe events throughout this level but has little ability to act other than by activating the animated objects in this area (see Creatures, below) or opening or closing the exit in area D7. It is uninterested in anything that happens in this plane of

reality, and though it sustains the troglodytes living here, it is not protective of them.

There are two ways to get the Godbox to open the exit: Sacrificing at least 2 pounds worth of metal per person in the party or deactivating the machine. The simplest method is to toss the items to be sacrificed close enough to the Godbox for the magnetic force to capture them. Items attached to the Godbox by accident count toward the requisite sacrifice. When the PCs have donated sufficient items, an eerie hum begins deep inside the metal box. Two distant metallic clicks sound from the northeast.

If Slaagh (or another troglodyte) is with the party, he can confirm that the sacrifice has been accepted and the exit is now open.

If the PCs instead opt to deactivate the machine, they can do so by inserting all six control panels. The six tall slots in the Godbox correspond in size to the six glowing doors on this level—they are in fact control plates or panels designed to moderate the supermagnet's function but were removed long ago. When a door is inserted, the door panel seems like an exact fit for the slot in the side of the device. It clicks into place and a strange, high-pitched humming begins to emanate from deep within the machine.

The doors are unaffected by the magnetism in the room. They can be pulled back out with a successful DC 25 Strength check or through teamwork by creatures with a combined Strength score of 40 or higher. Each subsequent door inserted into the device lowers the tone of the Godbox's humming and slightly increases its volume, indicating progress. If all six doors are fully inserted, the noise stops and the magnetic field ceases, causing all the objects stuck to the exterior to fall to the floor with a clatter (see Treasure, below), and all the light-sticks on the level to go dark. This sends the troglodytes into a frenzied defense of their level.

The Godbox is a Gargantuan object with AC 15, hardness 15, and 200 hit points. It regains hit points each round as though it had fast healing 10. It is immune to cold, fire, and all things constructs are immune to. It can attempt saving throws as though it were a magic item (CL 20th, +22 bonus). When the device takes electricity damage, there is a percentage change equal to the points of damage dealt that it deactivates for 1d6 rounds. All items held to it by magnetism are dropped, but are immediately picked up again if the Godbox is reactivated.

Creatures: The two troglodyte statues are animated objects, currently inactive. They represent the only direct means of defense for the Godbox, since its ancient programming prevents it from converting attackers into harmless minerals. The statues animate and attack any creatures that attack the Godbox; however, they *do not* react to PCs inserting doors into the control slots.

If the statues kill or drive out all their targets, they return to their positions and resume an inanimate state.

ANIMATED OBJECTS (2)

CR 5

XP 1,600 each

N Large construct

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

DEFENSE

AC 16, touch 8, flat-footed 15 (-1 size, -1 Dex, +8 natural)

hp 52 each (4d10+30)

Fort +1, Ref +0, Will -4

Hardness 8; Immune construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8+6 and grab)

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

STATISTICS

Str 22, Dex 8, Con —, Int —, Wis 1, Cha 1

Base Atk +4; CMB +11 (+15 grapple); CMD 20

SQ Construction Points

SPECIAL ABILITIES

Construction Points This animated object has the additional attack, grab, and stone construction abilities (included in the statistics above).

Treasure: There are nearly 150 items stuck to the Godbox. These include the following.

Weapons: Battleaxes (2), daggers (12, including a masterwork cold iron dagger), greatswords (2, including a +1 greatsword), heavy mace (1), light maces (3), light hammers (2), short swords (4), starknives (2), throwing axes (3), warhammers (3).

Armor: Chainmail (3, including a suit of +1 chainmail), half-plate armor (1), splint mail (1), heavy steel shields (6, including a +1 heavy steel shield), light steel shields (5, including a +1 light steel shield).

Other: Crowbars (7), grappling hooks (3), iron holy symbols (2), mirrors (4), pitons (20), thieves' tools (1 kit, with a brooch of shielding tucked inside the leather pouch containing the tools), belt buckles (17, each worth about 1 sp each), lanterns (6).

Quest: When they first see the Godbox, the PCs gain the Deactivating the Godbox quest.

Story Award: If the PCs deactivate the Godbox as described above (but not if they destroy it), award them 800 XP.

D5. Chamber of Water (CR 4)

A stone tub filled with water stands against this chamber's western wall. Three glowing light-sticks illuminate the room. A door of copper-colored metal stands in the western wall, and passages exit the room to the north and south.

The light-sticks are talladuns, described on page 48.

As with the food vat in area D3, the Godbox refills the cistern every night by teleporting water into the chamber. The water is clean, fresh, and safe to drink.

Creatures: Three troglodytes from the southern clan are here, burbling and hissing a nonsense chant that passes for worship of their deity.

TROGLODYTES (3)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

D6. Antechamber

This room is illuminated by two light-sticks mounted in wall sconces. To the north is a large door of strange copper alloy, which glows much like the light-sticks. The walls and ceiling are covered with indecipherable troglodyte scrawling and paintings. In the northeast corner stands a tall cylindrical bell, made from the same alloy as the door.

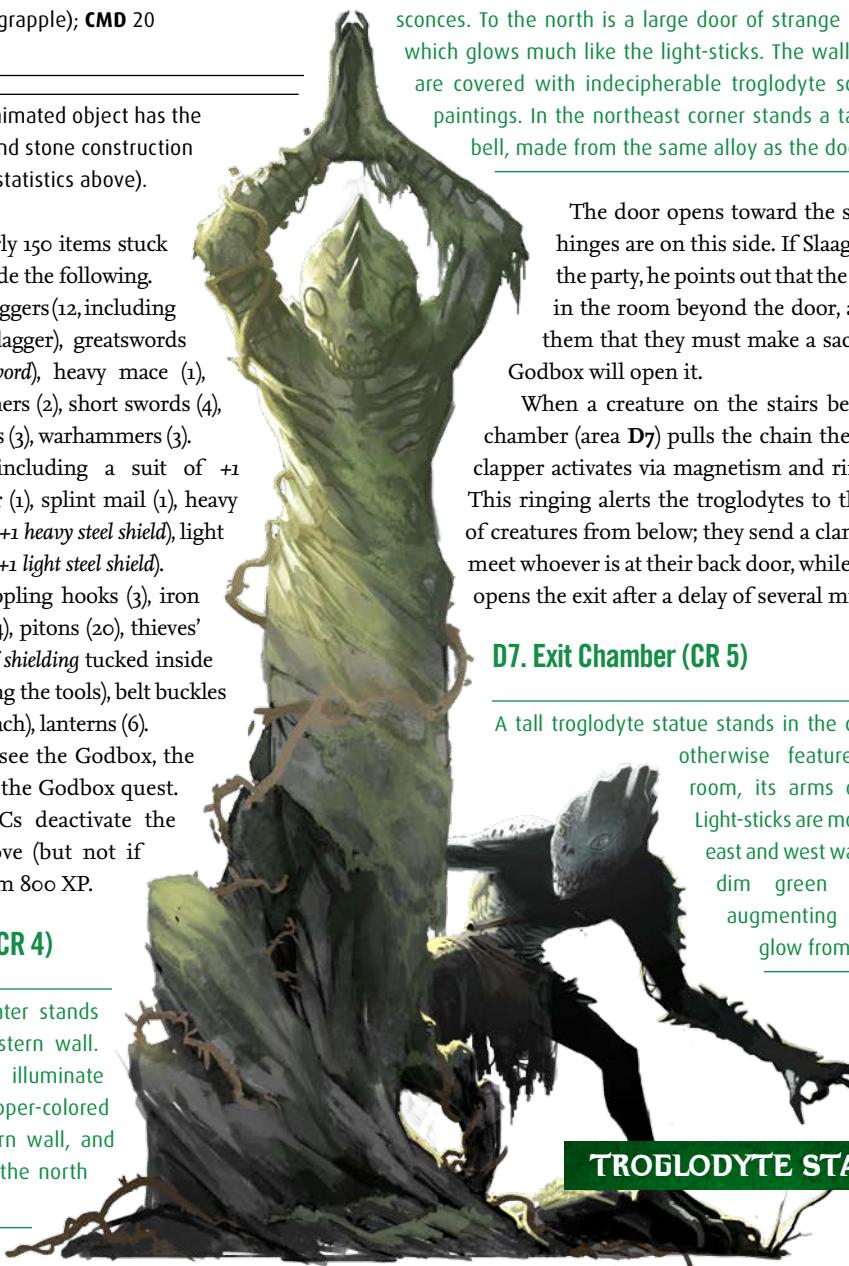
The door opens toward the south, so the hinges are on this side. If Slaagh is guiding the party, he points out that the level's exit is in the room beyond the door, and informs them that they must make a sacrifice so the Godbox will open it.

When a creature on the stairs below the exit chamber (area D7) pulls the chain there, the bell's clapper activates via magnetism and rings the bell. This ringing alerts the troglodytes to the approach of creatures from below; they send a clan member to meet whoever is at their back door, while the Godbox opens the exit after a delay of several minutes.

D7. Exit Chamber (CR 5)

A tall troglodyte statue stands in the center of this otherwise featureless square room, its arms outstretched. Light-sticks are mounted on the east and west walls, providing dim green illumination, augmenting the stronger glow from the door.

TROGLODYTE STATUE



If the Godbox has been deactivated or the characters have appeased it by sacrificing metallic items, add the following.

In the northeast corner, a section of the stone floor is cut away perfectly, revealing a stairway that descends into darkness.

If the characters have not enabled the exit, then the floor appears solid and unbroken.

The slab concealing the stairway is difficult to find when not retracted (Perception DC 25). A thorough and skilled search may find a slender seam in the floor, but there is no way to gain purchase and lift up the slab. To let travelers pass, the Godbox teleports this 1-foot-thick stone slab into and out of place. If the huge slab is destroyed, this exposes the stairway, though the process of breaking through deposits 1 ton of rocky debris upon the stairway which must be cleared before it can be traversed.

Creature: The statue is a duplicate of those in the Godbox chamber (area D4). It remains inanimate unless it or the floor is damaged. If either occurs, the statue animates and attacks. The statue attacks only the specific individuals responsible for the damage or those who assail it while it is attacking its designated target. The statue does not pursue foes outside this room. If it kills or drives off all the targets that triggered its attack, the statue returns to its normal position and resumes its inanimate state.

ANIMATED OBJECT

CR 5

XP 1,600

hp 52 (see page 51)

D8. Northern Clan Common Area (CR 3)

This chamber reeks of troglodytes, and is cluttered with knickknacks and trash, including scraps of armor, tattered cloaks, worn-out boots, odd lengths of rope, and more. The walls and ceiling are covered with blue paintings and writing, and embers glow in a simple fire pit.

This is the common room of the northern troglodyte clan. The troglodytes collect their meager salvage and scavenged treasures here, looking for ways to make use of anything passersby leave in the Godhome level. None of the clutter or bric-a-brac is worth anything.

Creatures: Two of the northern clan troglodytes are working here, using old daggers and broken blades to slice two suits of leather armor into strips for use as bindings or cords. The armor was taken from dead adventurers killed by the animated statue in area D7 a few weeks ago.

TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

D9. The Northern Warrens (CR 5)

There's little light in this group of narrow corridors and alcoves. Bits of bone, discarded tools, crude weapons, and improvised satchels made from scraps lie here and there. The concentrated troglodyte stench is tremendous—this is obviously the creatures' lair.

The northern troglodyte clan comprises three males, two females, the priestess Savisk, and the elder male Slaagh. During active hours, the denizens may be found here in their common room (area D8) or wandering elsewhere in the complex, but never in the south warrens unless specifically invited. Four of the alcoves are currently used as residences, each harboring one to three troglodytes. The other two are empty and unused.

Creatures: Three troglodytes are lurking in the northern warrens: the clan's priestess Savisk and her two apprentices.

TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

SAVISK

CR 3

XP 800

Female troglodyte adept 4 (*Pathfinder RPG Bestiary* 267)

CN Medium humanoid (reptilian)

Init +4; **Senses** darkvision 90 ft.; Perception +2

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 33 (6 HD; 2d8+4d6+10)

Fort +7, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft.

Melee club +3 (1d6), claw +3 (1d4), bite +3 (1d4) or 2 claws +3 (1d4), bite +3 (1d4)

Ranged javelin +3 (1d6)

Adept Spells Prepared (CL 3rd; concentration +5)

2nd—*mirror image*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *sleep* (DC 13) 0—*detect magic*, *ghost sound* (DC 12), *touch of fatigue* (DC 12)

STATISTICS

Str 10, **Dex** 10, **Con** 13, **Int** 8, **Wis** 14, **Cha** 11

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

Feats Combat Casting, Great Fortitude, Improved Initiative

Skills Acrobatics +5, Heal +8, Spellcraft +3, Stealth +5 (+9 in rocky areas), Survival +6

Languages Draconic

Combat Gear potion of cure moderate wounds; **Other Gear** boots of elvenkind, club, javelins (3)

Treasure: Most the tools and materials littering the warrens are useless. However, hidden within the bedding in Savisk's nest is a *handy haversack* containing three garnets worth 50 gp each.

D10. Latrine

This rectangular room features four holes in the floor, each one foot across, evenly spaced along the northern wall. The air is thick with the stink of troglodytes. Two short passages lead to the dimly lit corridor.

Most troglodyte lairs are rather untidy in excretory details, but these denizens have been trained to some extent and use this room for such matters. Almost all waste goes into the holes in the floor, which lead down into darkness. No real cleanup of the room is ever performed, so the room slowly becomes fouler and fouler.

D11. Southern Clan Common Area (CR 3)

The smell of troglodytes is especially strong in this cluttered room. Various articles—scraps of cloth, strips of leather, and other debris—are neatly sorted and stacked along the chamber's walls, which are decorated with crude paintings in bright green hues.

This is the home of the level's second troglodyte clan. By tradition, the clans don't enter each other's territory without an invitation. Most of the junk in this room was scavenged from dead adventurers on this level or the stairs immediately above or below Godhome, but none of it is worth much.

Creatures: Two of the southern clan troglodytes are here, hard at work mixing up a new batch of green paint to touch up the decorations in their lair.

The leader is a wily old troglodyte named Kargh. He alternates door-greeter duties with Slaagh (usually an uneventful task) but is currently off watch. Like Slaagh, Kargh is careful to present a friendly and nonthreatening attitude, hoping to avoid a costly brawl. If the PCs are not accompanied by Slaagh, Kargh attempts to attach himself to the party and offers to escort them to the Godbox so they can make sacrifice and exit the level.

KARGH

CR 1

XP 400

Male troglodyte (*Pathfinder RPG Bestiary* 267)

hp 13

Languages Common, Draconic

TROGLODYTE

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary* 267)

D12. The Southern Warrens (CR 4)

These narrow corridors and alcoves are barely illuminated; only a faint green glow emanates from the light-sticks mounted on the walls. Each alcove is filled with untidy debris—troglodyte nests

of shredded cloth, storage containers improvised from discarded adventuring gear, and crude weapons. The smell is terrible.

If the PCs pass by the Emerald Spire, add the following.

A green glimmer cuts through the darkness, coming from a curving wall of smooth green glass embedded in the hallway, marked with a complex arcane symbol about the size of an outstretched hand.

The Emerald Spire is marked with a sigil identifying this as the fourth potential destination for Spire transport; characters who make a note of the symbol can use a *Spire transport token* to return to this spot from any other part of the Spire.

Creatures: The troglodytes of the Godhome's second clan sleep in these chambers. The southern clan consists of two males and four females, plus their elder, Kargh. Five of the alcoves within this area are residences, although their occupants are often out roaming.

TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

The Future of the Troglodytes

By the time the PCs leave, all, some, or none of the residents might survive, and the Godbox could be active or inactive.

Godbox Deactivated, All Residents Slain: The place remains lifeless for quite some time, the bodies rotting in place. Eventually, slimes, disease, undead, and other horrors appear.

Godbox Deactivated, Some Residents Survive: After several days of grieving, the troglodytes discover how to reawaken the device by removing the doors.

Godbox Active: Within 2 weeks, Godhome is back to normal. The remaining troglodytes put any removed doors back in place, and the Godbox teleports new troglodytes into this layer from other places. The troglodytes rebuild the animated statues at a rate of one per month, starting in area D7.

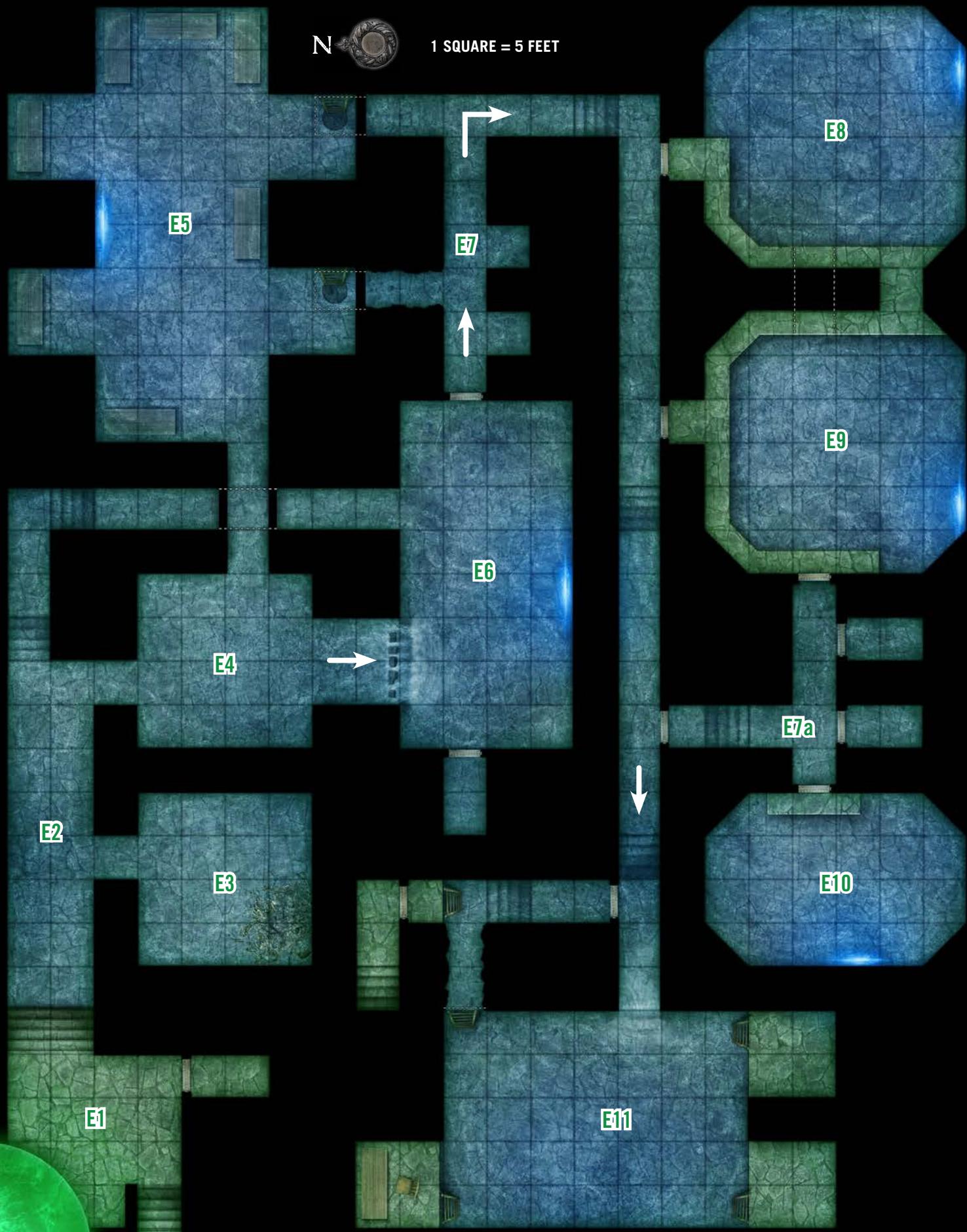
Descent to the Next Level

Immediately below the stone slab sealing the exit from area D7, stairs lead down to the next level. About 10 feet below the slab, a copper pull-chain is suspended from a tube in the ceiling. This sounds the bell in area D6. The Godbox normally uses its senses to study the creatures that desire entrance. It typically opens the slab only for troglodytes or for creatures carrying metal objects suitable for sacrifice.

The stairs reach down until they meet a winding, ramplike passageway that descends 100 feet over a half-mile walk before reaching Level 5.

Story Award: The PCs gain 400 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 400 gp.

LEVEL 5: THE DROWNED LEVEL





LEVEL 5

The Drowned Level

By Sean K Reynolds

Different levels of the dungeons connect to extraplanar locales. Here, the Spire's influence creates natural portals to the Plane of Water. Most of these are no larger than a coin, but their constant flow has left the level mostly flooded.

Originally, this level was a simple set of storerooms and guardrooms dating back to Nhur Athemon's early expeditions. Two centuries ago, a clan of derros who occupied this level and the sixth level studied the Spire's planar influence and tried to alter the local affinity for the Plane of Water to something more useful. Their experiments, however, ended up multiplying the portals to that plane and drowned this level in a flood that never receded.

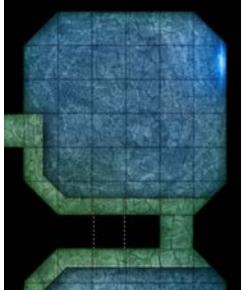
The current inhabitants are aquatic animals and elemental creatures who like the level the way it is. These include a trio of undine spellcasters the serpentfolk of Vissk-Thar have secretly suborned, intending to turn them against their enemies.

The vast majority of this level is flooded. Because parts of the level are lower than other sections, the water depth varies from area to area, and a few rooms and passages extend above the water.

- Areas E2, E3, E4, and E5 are all on the same level, and are flooded 2 feet deep. These areas count as difficult terrain for anyone on foot. (See each room's text for specifics on concealment within the water.)

- Areas E6 and E7 are 8 feet lower, and flooded almost to the ceiling. If the eastern door from E6 is opened, E7 floods even further, pushing creatures caught in E7 toward E11.
- Areas E8, E9, and E10 are at the same level as each other, and old magical barriers prevent the water from entering the hallway from area E7. The water is 2 feet below the dry ledges in these rooms. However, the barrier closest to area E10 is failing, and E10 can be flooded if its door is opened.

FEATURES OF THE LEVEL



This level has been modified to function while flooded.

Doors: To help control flooding, all doors on this level are iron, seal tightly when closed, and are treated against rusting. They are unlocked unless otherwise noted. Each door has a 1-foot-diameter wire grate about 1 foot off the ground, with a metal cover that

can be closed or opened. Most of the covers are open. If a cover is open, anyone adjacent to the door can feel water gently flowing through it. If a grate's wires are cut, a Small creature can easily fit through the opening, but it is considered a tight space for a Medium creature. The PCs can look through the grates to see what's on the other side, but since most grates are underwater, visibility can be poor. The doors usually open and close freely, but attempting to close a door against an onrush of water requires a successful DC 15 Strength check. The doors are hinged to open outward from the hallways and narrow rooms.

Ceilings: Unless otherwise stated, hallways and rooms are 7 feet high.

Illumination: Luminescent corals and algae grow in the hallways and rooms, lighting them like a candle. In other areas, the PCs must rely on darkvision or their own light sources to navigate (though torches are useless in flooded areas).

- Area E11 is 6 feet lower than the adjoining section of E7, and water pours from the hall into this room. The water level remains stable because submerged portals drain away the added water. The dry alcoves are 1 foot above the water level. Because of the water hazards on this level, the GM should be familiar with the Swim skill (*Pathfinder RPG Core Rulebook* 108) and the rules for suffocation and drowning (*Core Rulebook* 445).

E1. Entrance Chamber (CR 4 or 5)

The ramp winding down from the level above ends in a flight of stairs leading to a dank, low-ceilinged room. The curved surface of the Emerald Spire takes up the northwest corner, and to the east is a broad stairway leading down to a dark passage from which the soft sound of lapping of water emanates. A small, closed door stands in the south wall. Several toad-sized crabs skitter about.

If the PCs descend the ramp with bright light sources and no forward scout, the monsters in this chamber draw back near the stairs leading to area E2, readying for a fight. However, if the PCs approach stealthily, they may catch Jorqual, the undine summoner, studying the Spire.

Creatures: Jorqual is a blue-skinned, blue-haired humanoid clad in silvery mail. He's guarded by a hideous, four-legged orange crab monster with a small, blue, winged creature sitting on its back. Jorqual and his sisters Dayana and Senethar are the masters of the level, having come here from the Plane of Water months ago to study the Spire and its portals. They grudgingly acknowledge Klarkosh as the ruler of the upper Spire, but were recently approached by serpentfolk emissaries from Vissk-Thar who wish to turn the undines against the Numerian.

The crab monster is Jorqual's eidolon; the blue creature is a water mephit messenger, which is currently "playing" with the eidolon. The toad-sized crabs have wandered away from the crab swarm in area E3, but are harmless on their own.

Jorqual is documenting the Spire's energy, studying it with *detect magic* and recording the data in his journal. He is annoyed by the PCs' interruption, and demands (in Aquan, then Common if necessary) that they leave, as their presence is disruptive to his research into the Spire's magic. If the PCs refuse, he attacks; if they attack, he retaliates. When combat starts, the water mephit flees to warn other creatures. It takes the mephit 2 rounds to alert the water elemental in area E4, and another 2 rounds to inform the mudlord in E6.

JORQUAL

CR 4

XP 1,200

Male undine summoner 5 (*Pathfinder RPG Advanced Player's Guide* 54, *Pathfinder RPG Bestiary 2* 275)

CN Medium outsider (aquatic, native)

Init +0; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

hp 31 (5d8+5)

Fort +4, **Ref** +1, **Will** +6

Defensive Abilities shield ally; **Resist** cold 5

OFFENSE

Speed 30 ft., swim 40 ft.

Melee dagger +2 (1d4-1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Spell-Like Abilities (CL 5)

1/day—*hydraulic push*^{APG}

Summoner Spell-Like Abilities (CL 5th; concentration +8):

6/day—*summon monster III*

Summoner Spells Known (CL 5th; concentration +8)

2nd (3/day)—*glitterdust* (DC 15), *haste*, *summon monster II*

1st (5/day)—*corrosive touch*^{UM}, *daze monster* (DC 14), *lesser rejuvenate eidolon*^{APG}, *mage armor*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *message*, *open/close*, *read magic*

TACTICS

Before Combat Jorqual casts *mage armor* on his eidolon daily.

During Combat Jorqual casts *haste* on himself and his eidolon;

he then uses *summon monster II* to summon a giant frog or multiple poisonous frogs.

Morale If his eidolon is defeated, Jorqual attempts to flee (using a *scroll of invisibility*, if possible), heading toward his sisters.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 13

Feats Aquatic Ancestry^{APG}, Combat Casting, Great Fortitude

Skills Knowledge (arcana, nature, planes) +10, Perception +7, Spellcraft +10, Swim +5

Languages Aklo, Aquan, Common, Draconic

SQ amphibious, bond senses (5 rounds/day), eidolon, life link, water affinity

Combat Gear potion of cure moderate wounds, scroll of aqueous orb^{APG}, scroll of invisibility; **Other Gear** chain shirt, dagger, light crossbow with 10 mwk bolts, ring of protection +1, antitoxin, backpack, flasks (10), glass bottles (5), hourglass (1 hour), ink, inkpen, journal^{UE}, scroll case, coral (worth 100 gp), irregular pearls (5, worth 10 gp each), pearl (worth 100 gp), 71 gp

CRAB EIDOLON

Eidolon (quadruped base form) (*Pathfinder RPG Advanced Player's Guide* 58)

CN Medium outsider (extraplanar)

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

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +8 (1d6+3), bite +8 (1d8+3)

Special Attacks pounce

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Weapon Focus (claw), Weapon Focus (bite)

Skills Intimidate +7, Perception +7, Sense Motive +7, Stealth +10, Swim +11

Languages Aquan, Common

SQ evolutions (bite, claws, gills, improved damage [bite], improved damage [claw], limbs [legs, 3], pounce, swim), link, share spells

WATER MEPHIT

CR 3

XP 800

hp 19 (*Pathfinder RPG Bestiary* 203)

Treasure: The PCs can claim the undine's treasure. His journal includes detailed information on the portals, which contributes to completing the Portal Research quest. In



WATER MEPHIT

addition, the small door to the south leads to a storage room containing supplies from this level's previous inhabitants. Though most of it has rotted away, a successful DC 20 Perception check during a 10-minute search of the area reveals two masterwork snorkels (*Pathfinder RPG Ultimate Equipment* 72) that are functional and only a little slimy.

Development: If the water mephitis or undine gets away, it tells the water elemental in area E4, the mudlord in E6, and any mephitis in areas E6 and E7 that hostile strangers are nearby. Within 10 minutes of any water mephitis in area E7 learning this, the rest of the intelligent inhabitants of the level are on alert, and they close the doors to their rooms to prevent easy entry.

E2. Murky Passage

The stairs from area E1 lead down about 10 feet. This area was intended as a last-ditch effort to contain the water from this level, should flooding become severe; the wide hallway takes longer to flood, giving more time to reverse the problem or seal off the level.

The stairs lead down into a wide hallway filled with murky water. There are two hallways on the south wall and one on the east.

The wide part of this area is partially flooded to a depth of 2 feet and counts as difficult terrain for anyone on foot. The water provides concealment to anything in it.

The narrow eastern stairs lead down another 3 feet (although the ceiling remains at the same height, sloping downward only once the hallway turns south), where the tunnel is flooded with 5 feet. Unless the PCs prod the floor ahead of them, they won't realize the stairs are there until they suddenly step downward, and must succeed at a DC 10 Reflex save or slip and fall prone in that square. A PC who fails the save by 5 or more falls prone and slides 5 feet to the east. The ceiling dips briefly where the hallway passes under the corridor between areas E4 and E5.

A dozen or so stray crabs from area E3 wander this area in search of food. The PCs may feel the crabs crawling on their feet or accidentally step on one, but away from the swarm the crabs are not hostile.

E3. Crab Colony (CR 4)

The silty water in this flooded room reeks of shellfish. Bones and other refuse are piled up in the southwest corner. Hundreds of toad-sized crabs clamber about the heap, skittering over top of each other.

This area is home to a large number of crabs that were brought here as a food source but have long since multiplied out of control. Previous inhabitants threw food scraps here for the crabs to eat, a practice that the undines have adopted.

Except for the refuse pile in the southwest corner, this room is flooded to a depth of 2 feet and counts as difficult terrain for anyone on foot. The water provides concealment to anything in it.

Creatures: In addition to the crabs above the water, many more crawl below the surface. Altogether, they make up a hungry crab swarm, which attacks anything that enters the room or attracts its attention (by making noise or bringing lights near the room's entrance, for example).

Because the crabs can swim, any combat in this room other than on the refuse pile is underwater. The water protects the swarm from alchemist's fire in any flooded square, though alchemical attacks using acid, cold, or electricity can still harm it, as can magical attacks (though the water counts as cover, providing the swarm a +2 bonus on saving throws against area attacks originating from above the water).

CRAB SWARM

CR 4

XP 1,200

hp 17 each (*Pathfinder RPG Bestiary* 50)

Treasure: Searching the refuse takes 1 hour. With a successful DC 20 Perception check, the PCs finds five large fish bones worth 10 gp each as raw materials for carving.

E4. Elemental and Waterfall (CR 3)

The brackish water in this room is mostly clear and smells clean. A gentle current flows south, where a waterfall can be heard.

Anything that was salvageable from this room—crates, tables, cabinets, and so on—has been moved to area E5, leaving only a few broken pieces near the south exit. A previous resident built a 2-foot-high wall of rubble at the south end of the room, slowing the flow of water out of this area (the wall is easily visible to anyone within 10 feet of it).

This room is flooded to a depth of 2 feet and counts as difficult terrain for anyone on foot. The water is clean enough that it doesn't provide a miss chance due to concealment.

The current is significant only in the squares adjacent to the rubble wall. A creature in those squares must succeed at a DC 5 Acrobatics check each round or be knocked prone; there is a 50% chance that a prone creature falls on the north side; otherwise, it falls south over the rubble wall into area E6 (because the floor in area E6 is a couple feet lower than here, the water there is 8 feet deep). The wall can be destroyed with about 10 minutes of work, allowing areas E2, E3, E4, and E5 to drain a few inches, but increasing the water level in all lower rooms of this level.

Creature: A Medium water elemental entered this level from the natural portal in area E5 and has temporarily taken up residence here. It dislikes all creatures not associated with the Plane of Water. If the PCs enter this area, the elemental uses its Stealth to sneak up on the PCs, and it immediately attacks once it's in range. If it was warned of the PCs' presence on this level, it is especially vigilant, and gains a +8 bonus on Perception checks to notice anyone approaching from the north entrance. Because of the flooding here, the elemental can use its water mastery ability.

MEDIUM WATER ELEMENTAL

CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 126)

E5. Water Portal (CR 5)

A half-submerged shimmering area on this room's north wall occasionally spurts out water. Sturdy tables stand about a foot above the water level. Some are stacked with crates, others with bedding.

The derros who once inhabited this level built this area as a barracks, and the undines have used furniture from here and area E4 to create several dry areas where they can eat, sleep, and converse.

This room is flooded to a depth of 2 feet and counts as difficult terrain for anyone on foot. The water is clean enough that it doesn't provide a miss chance due to concealment.

Metal hatches with wire grates in the southern alcoves lead to the lower level (area E7), which is completely flooded. Anyone moving through the hatches must succeed at a DC 15 Swim check or be forced downward by the flowing water. Holding the metal rungs attached to the wall under the eastern hatch gives a +5 bonus on this check.

The shimmering area on the north wall is a portal to the Plane of Water. A Small creature can fit through, but it's considered a tight space for a Medium creature (Escape Artist DC 30); water elementals can pass through it as if they were one size smaller. The other side of the portal is an unremarkable location deep in the Plane of Water, with nothing nearby that would interest PCs. Recognizing they're on another plane requires the PCs to succeed at a DC 10 Knowledge (planes) check. The lack of breathable air makes further exploration on the plane difficult.

Once every 1d4 rounds, the portal spurts out approximately 30 gallons of water, which may contain small aquatic creatures, into the Material Plane. The force of this water is not strong enough to move or knock down anyone, but can be felt within 10 feet of the portal. A successful casting of *dispel magic* on the portal (which is caster level 10) destroys it, decreasing the water level in area over the next 3d6 hours. However, the nature of the Spire means another portal is likely to form in 1d10 days.

Creature: A Large water elemental has befriended the undine researchers and defends this room against intruders. If the elemental was warned of the PCs' presence on this level, it is especially vigilant, gaining a +8 bonus on Perception checks to notice anyone approaching from the west entrance. Because of the flooding here, the elemental can use its water mastery ability on anyone standing in the water (but not against anyone sitting or standing on a table).

LARGE WATER ELEMENTAL**CR 5****XP 1,600****hp** 68 (*Pathfinder RPG Bestiary 126*)

Treasure: In addition to several days' worth of common wine and unremarkable food, one of the crates contains a *potion of water breathing*.

Development: Each hour, there is a 50% chance that a water mephit comes through this area with a message for another resident of this level. Every 4 hours, there is a 50% chance that one of the undines from area E8 or E11 comes here (eidolon in tow) to sleep.

E6. Chamber of Old Corpses (CR 6)

The ceiling here is 15 feet high (at the same level as the ceiling in area E4, though that room's floor is much higher) and the water is 8 feet deep. If the PCs come here from area E4, they can see the room is large and full of water. If they come here from the eastern hallway out of area E2, that hallway's ceiling slopes downward along the southern stretch but opens up as it enters this room. If they come here from the east, they can feel water moving eastward through the grate in the door (see Development under area E7).

This room is filled from wall to wall with water that reeks of dead sea life. A cascade pouring from the northern wall churns up silt and other filth in the water, creating a murky mess.

Both doorways are underwater. The western door leads to an old storeroom, its supplies looted or ruined long ago.

The water provides concealment to anything in it, or total concealment to anything more than 5 feet away.

The portal to the Plane of Water on the south wall is one size smaller than the portal in area E5, and it instead pulls water from here into the other plane, but it otherwise functions identically. This water removal keeps the rest of the level from becoming too fouled or building up too much water here.

Creature: Several derro mages who sought to control the portals of this level died here long ago, and their corpses slowly putrefied in the water. Eventually, the Spire's ambient magic infused their decaying remains with a new elemental life, forming a new creature—a mudlord. The mudlord fiercely guards this room. The undines avoid this area unless absolutely necessary, partly because of the smell and partly

because the mudlord is so hostile; they aren't willing to slay it, just in case they can learn something from it or need its abilities later.

MUDLORD**CR 6****XP 2,400****hp** 67 (*Pathfinder RPG Bestiary 4* 195)

Development: If the eastern door is opened, water surges into area E7. Any creatures in the hallway within 30 feet of the door, or in the room within 10 feet of the door, are caught up in a flood of rough water moving 40 feet per round. Creatures can avoid being dragged along by succeeding at a DC 15 Swim check; otherwise, the water moves them 40 feet that round through area E7 and toward area E11. A swept-away creature can catch itself on a corner or doorway by succeeding at a DC 20 Reflex save. After 3 rounds, the current decreases to 20 feet per round and the DCs of the Swim checks and Reflex saves decrease by 5. After 3 more rounds, the water stabilizes (at about 6 feet deep, leaving plenty of space for air) and returns to the default current described in area E7.

If the mudlord is slain, after 1d3 days three ooze mephits come through a portal and claim this place as their lair.

E7. The Spillway

This hallway is completely flooded, with a current moving south.

This hallway was built to control emergency flooding from the upper levels. There are no creatures here. The primary threats to PCs are the lack of air and the current that pushes them toward area E11.

The current follows the hallway, turning west just before passing area E8, and moves creatures and objects 10 feet per round unless they actively swim against it (calm water, Swim DC 10). Natural portals along the hallway and its downward stairs help reduce the amount of water flowing into area E11; in the last flat interval before area E11, the water is only 4 feet deep.

There is no air in this entire section; air-breathing creatures have to hold their breath the entire time they are here or use magic, such as the *potion of water breathing* in area E5.

Development: If the door to area E6 is opened, the water speed increases (as described in that area's Development entry). It is possible that some PCs might be swept all the way to area E11 and have to face the monster there without help.

Each hour, there is a 50% chance that a water mephit comes through this area with a message for another resident of this level. Every 4 hours, there is a 50% chance that one of the undines passes through here (eidolon in tow), either heading to area E5 to sleep or area E8 or E9 to work.

Although the doors to areas E8 and E9 have fading abjuration spells that keep out water, the door between

area E7 and E7a does not have such a spell, and area E7a is flooded. The water pressure on either side is the same, so opening the door does not create a flood in either direction.

E8. Eastern Research Tank (CR 5)

Even if the door is opened, an old, fading abjuration spell prevents water from rushing into this room, creating a vertical barrier resembling the surface of a pond, which creatures can push through with a successful DC 5 Strength check.

A narrow platform hugs the wall of this an octagonal room, just above the level of seawater filling the lower section.

The water is about 10 feet deep and the platform is about 2 feet above the water level. The room has a semipermanent portal to the Plane of Water near the floor (see below). Dayana, an undine summoner, is here doing experiments with the portal, trying to see how easily she can get creatures of various sizes from the other plane to use the portal.

A short tunnel connects the ledge here with an equivalent ledge in area E9. To the west of this tunnel opening, a portcullis stands before a submerged tunnel leading to area E9; it is currently closed but can be opened by pulling a lever. Opening the portcullis without the lever requires a successful DC 30 Strength check.

The portal on the south wall is similar to the one in area E5, except it opens about once per hour, stays open for only a few rounds at a time, can move material in either direction, and can accommodate any Large or smaller creature.

Creatures: In addition to Dayana and her eidolon, the room contains a Small water elemental that the undine has coaxed through the portal. If the PCs return after at least an hour has passed, there is a 50% chance that the elemental has been replaced with another creature from the Plane of Water, such as a Medium water elemental, ice mephit, steam mephit, or shark.

Dayana is more curious and less immediately hostile than her brother Jorqual in area E1. Depending on how the PCs react to her, she might attack, wait to see what the PCs do, watch the PCs battle the monster in the water, or attempt to push a PC into the water (using *hydraulic push*). If the PCs let slip that they fought or killed Jorqual, she immediately attacks.

If combat goes poorly, Dayana pulls the lever to open the portcullis to area E9, allowing the bunyip to swim through and join the fight. She might pull the lever herself or tell her eidolon or the water elemental to do it. If defeat is imminent, Dayana attempts to flee through the submerged passage (area E7) and make her way to area E11 to warn Senethar.

DAYANA

XP 1,200

Female undine summoner 5 (use the statistics for Jorqual on page 56)
hp 31

SMALL WATER ELEMENTAL

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary 126*)

Treasure: Dayana's journal includes detailed information on the portals, which contributes to completing the Portal Research quest.

E9. Western Research Tank (CR 3)

This room has essentially the same setup as area E8—including the abjuration on the door, the raised platform, and the portal—except there is also a door on the western end of the platform (which also has a water-barrier abjuration on it).

Creature: No undines are currently working in this area, but a strange intruder from the Plane of Water is present—a bunyip. The creature aggressively attacks any non-undine intruders that enter the room. If the submerged portcullis dividing this tank from the tank in E8 is raised, the bunyip quickly swims through to see whether there's anything tasty-looking in the other tank.

BUNYIP

CR 3

XP 800

hp 32 (*Pathfinder RPG Bestiary 2* 50)

E10. Dangerous Tank (CR 5)

This room has the same purpose as areas E8 and E9, except its builders intended it to hold especially dangerous creatures brought through the portals. The abjuration spell on its door has failed, so PCs near it can feel water moving through the door's grate. Opening it creates a rush of water into the room (see below).

This flooded room is octagonal, shorter than it is wide, with a small platform overlooking the water.

The water is about 4 feet deep and the platform is about 4 feet above the water level. No undines are working here (the denizen of the pool is extremely hostile).

The portal on the west wall is identical to the one in area E8.

If the door to E10 is opened, water surges into the room. Any creatures in the hallway within 10 feet of the door are caught up in a flood of rough water moving 20 feet per round. Creatures can avoid being dragged along by succeeding at a DC 15 Swim check; otherwise, the water moves them 20 feet that round into this room's water. A swept-away creature can catch itself on a corner or doorway by succeeding at a DC 20 Reflex save. After 2 rounds, the current decreases to 10 feet per round and the DCs of the Swim checks and Reflex saves decrease by 5. The water continues to pour into the room at this rate, raising the room's water level. After 5 more rounds, the water level in the room has reached the platform, allowing creatures to swim (against the current) from the room into the

hallway. After 5 more rounds, the room is filled with water to the height of the hallway (leaving barely an inch of air in most places, similar to area E6).

Creatures: This tank contains a giant moray eel. The creature immediately attacks any PCs that enter the water.

Giant Moray Eel

CR 5

XP 1,600

hp 52 (*Pathfinder RPG Bestiary* 119)

E11. The Reservoir (CR 6)

The hallway opens into a large, flooded room with three isolated alcoves just above the water level. The roar of water pouring into this room is loud enough to drown out quiet conversation.

This chamber was intended as a place to keep very large aquatic creatures and as a place to divert large amounts of water to prevent flooding on multiple levels. The leader of the undine siblings is using it as her personal chamber and is trying to make the erratic portal (see below) stabilize.

The water here is 20 feet deep and the alcoves are only 1 foot above the water level. Natural microportals along the walls channel flooding to the Plane of Water. The north alcove contains a spindly writing desk and small chair.

This room has a portal similar to the one in area E8, but it is weak, prone to collapse for days at a time, and doesn't always open to the same place on the Plane of Water. Currently, it is closed (and it will remain so for 1d3 more days). Senethar is attempting to find the source of the portal's instability, and (with help from her employers) devise a way to stabilize it and control its destination point.

Creatures: This is the workplace of the third of the undines inhabiting this level: Senethar, the eldest of the three siblings. Descended from marid genies, she is proud and arrogant, and doesn't like idiots interrupting her work. Recognizing the PCs as a threat, she immediately attacks when they reach this area. If she was warned of the PCs' presence on this level, she is especially vigilant, gaining a +8 bonus on Perception checks to notice anyone approaching from the east. Likewise, the noise of the water rushing into the spillway (area E7) from area E6 alerts her to intruders, granting her this Perception bonus.

In addition to her eidolon, Senethar has an unusual guardian: a modified emerald

automaton with a sharklike mechanical tail instead of legs, created for her by Klarkosh. The Numerian created the mechanical monstrosity with an eye toward automating the defenses of the Drowned Level, and Senethar fears that Klarkosh will sooner or later stock the level with more clockwork guardians, eliminating the undines. The automaton's aura extends into the water. Creatures within 10 feet (but beyond 5 feet) of the damaged automaton and in the same body of water as it also take electricity damage from the aura, but this damage is reduced to 1d6 points.

SENETHAR

CR 4

XP 1,200

Female undine summoner 5 (use the statistics for Jorqual on page 56)

SHARK-TAILED EMERALD AUTOMATON

CR 4

XP 1,200

Variant emerald automaton (see page 154)

OFFENSE

Speed 5 ft., swim 30 ft.

Melee ranseur +10 (2d4+7/x3) or
slam +10 (1d6+7)



SENETHAR

Treasure: In addition to Senethar's equipment, there is an oiled leather bundle containing a +1 adamantine battleaxe and a headband of inspired wisdom +2.

Waterproof scroll cases in the north alcove contain scrolls with notes on the portals (which contribute to the Portal Research quest) and half-finished letters to "Uzar-Kus of the Circle of Vissk-Thar" (the creature Senethar reports to on Level 8). One scroll case contains a parchment with an Emerald Spire level sigil labeled "Eight" in Aquan and Draconic and a *Spire transport token* (see page 20).

Quest: If the PCs have not yet acquired the Clockwork Scourge quest, they do so when they face the shark-tailed automaton.

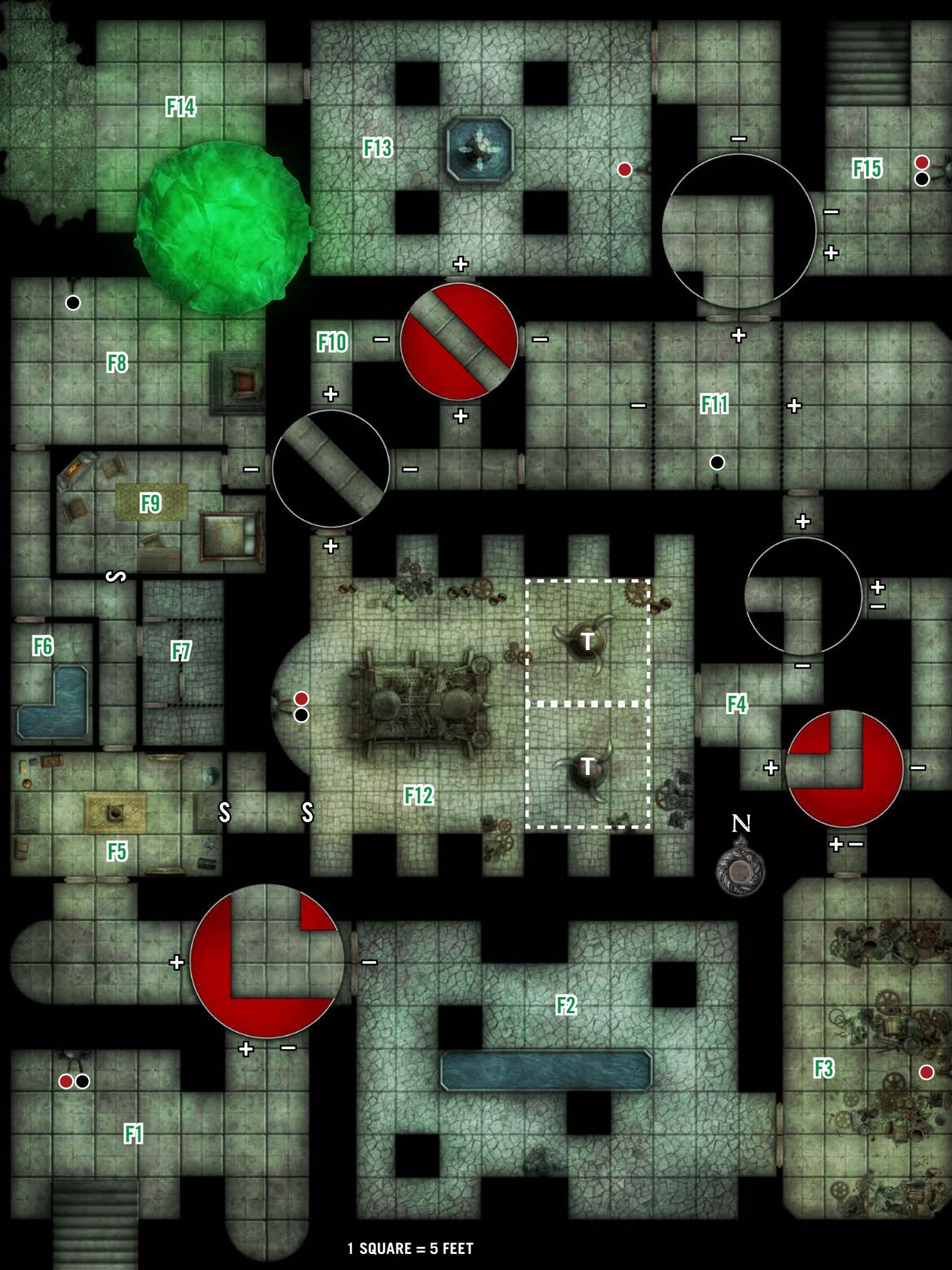
Descent to the Next Level

A partially flooded hallway leads east from the Reservoir to a set of stairs going up.

After 15 feet, they turn into a zigzagging descending staircase for 100 feet or so. The short climb before the long descent ensures water from this level doesn't pour down into Level 6.

Story Award: The PCs gain 600 XP for exploring all or most of this level. If they have acquired the Sage's Expedition quest, they also gain 800 gp.

LEVEL 6: THE CLOCKWORK MAZE





LEVEL 6

The Clockwork Maze

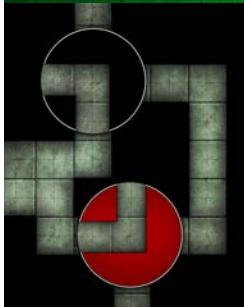
By Richard Baker

A number of explorers have ventured into the Emerald Spire's dungeons over the years. Many leave their bones inside; others find their way through the first few levels only to meet with an obstacle or danger beyond their skill and then retreat. But a few competent and ambitious souls come to see the Spire not as a treasure vault to be looted, but an opportunity. The combination of the Spire's unique magical and planar properties means that those with arcane learning can attempt spells and experiments here that would not be practical anywhere else. In this level, one such wizard—the brilliant and ruthless Numerian Klarkosh—has established a workshop and seeks to master the secrets of the Emerald Spire.

The Clockwork Maze was originally fashioned by a clan of derros over 100 years ago. They intended to use the halls as a workshop for the creation of golems, homunculi, and other magical constructs. However, the mad derros eventually lost interest and abandoned their efforts. Klarkosh stumbled across the derros' ruins in his first explorations of the Spire, and decided to establish his own lab here. The Numerian started by repairing the clockwork mechanisms the derros had left behind, then began to build automaton servants, using the Emerald Spire's potent magic as a power source.

With his arcane might and powerful construct servants, Klarkosh dominates the upper levels of the Spire dungeons, and intends to soon move against the serpentfolk who hold the levels below his. However, the Spire's planar properties are hindering him—intermittent portals to the outer planes occasionally disgorge strange new foes to challenge the wizard and his minions. The latest threat comes from a small group of divs, creatures native to the foul plane of Abaddon. The sinister divs are now searching for a way to stabilize the portals and bring more of their kind to Golarion.

FEATURES OF THE LEVEL



Six variable intersections in the Clockwork Maze (bordering areas **F1**, **F4**, **F10**, and **F15**) alter the configuration of this level as the PCs explore. These intersections consist of rotating turntables controlled by red and black levers located in specific rooms. Each can be positioned up, down, or neutral.

If any red lever is placed in the up position, all red levers move to the up position, and all red turntables rotate to their “+” positions. If any red lever is placed in the down position, all red levers move accordingly, and all red turntables shift to their “–” positions. The black levers function the same way.

Using the Map: The map shows the level with both levers neutral and all variable intersections blocked—the state the PCs find it in when they arrive. The symbols by the turntables show which two passageways connect when the turntable rotates for its control levers’ up (+) or down (–) position. Share portions of the map with the players as the PCs discover each them so the players can keep all the variables straight.

Other Features: The Clockwork Maze is lit by small lamps fixed to the walls every 30 feet or so and enchanted with *continual flame*. The doors are good wooden doors, unlocked unless otherwise stated. The ceilings in the hallways are 10 feet high; the ceilings in rooms are 20 feet high.

F1. Doors and Levers

The long stairway ends in a small chamber. On the north wall, a panel with two bronze levers—one red and one black—is set chest-high in the wall. To the east, an archway leads to an alcove. Distant ticking echoes through the walls, as if several large clocks were operating simultaneously.

If the red lever is in its neutral position, there are no exits; read the following if a PC inspects the alcove to the east:

The walls of the alcove are mismatched. Most of the room is finished in masonry blocks, but to the north is a curved wall of bronze. There’s a narrow seam between the bronze wall and the masonry, and the bronze wall seems to be vibrating very faintly.

The other turntables match this description, though their varying sizes are clear from the curvature of the exposed walls.

When the PCs first arrive, the levers are in their neutral positions, and the turntable is blocking the hallway. Moving the red lever up or down causes the turntable to rotate, opening a passage to the east or west. Moving the black lever

has no obvious effect in this room, since no black turntable is nearby. Make note of the position the PCs leave each lever in as they explore this level. If the PCs engage the red lever, the bronze wall clanks loudly as it rotates aside, revealing a bronze-walled, angled passageway.

The turntable keeps its new position until a red lever is moved, either here or in another room. The control levers in each room change their positions to match it; any changes warn Klarkosh (area **F12**) that intruders are in his lair.

The bronze turntable blocking the exit has hardness 10, 540 hp, and a break DC of 50. A lever can be locked in position with a successful DC 25 Disable Device check.

F2. The Brazen Guardian (CR 5)

A large double door, reinforced with iron bands, seals off this room. It looks much newer than the dungeon walls. An emblem in the shape of an automation’s head inside interlocking gears is painted on the door.

The emblem is Klarkosh’s personal symbol. Characters who listen at the door (Perception DC 15) hear faint hooffalls on stone. If the PCs open the door, read the following:

A small pool of water in a basin of gold tile lies in the center of this chamber, and the walls are decorated with tiled patterns, once colorful but now cracked and faded. Four staggered columns support the vaulted ceiling.

The pool is supplied with cool, fresh water by a small magical portal hidden at the bottom.

Creature: This is the lair of a minotaur Klarkosh is slowly “improving” by adding clockwork components, most notably metal plating over its body. Because of its brass plating, the minotaur might pass as a statue at first (Perception DC 17).

The brazen minotaur is under orders to slay intruders, and aggressively pursues the PCs if they retreat. Because of its size, there are some corners of the room the brazen minotaur has difficulty reaching, but it can step (and stand) over the pool without difficulty.

BRAZEN MINOTAUR

CR 5

XP 1,600

Brass-clad minotaur (*Advanced Bestiary* 169, *Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init –1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 8, flat-footed 17 (–1 Dex, +9 natural, –1 size)

hp 51 (6d10+18)

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

Defensive Abilities fortification (25%), natural cunning

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee greataxe +10/+5 (3d6+7/x3), gore +5 (1d6+2)

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

Special Attacks powerful charge (gore, 1d6+2)

TACTICS

Before Combat If the minotaur hears the turntable operate in area **F1**, it moves next to the western door in this room. It readies to attack the instant a PC opens the door.

During Combat Klarkosh instructed the minotaur to destroy spellcasters, so the minotaur targets such PCs first.

Morale If reduced to 10 hit points or fewer, the minotaur flees. It knows that the clockwork servants in area **F3** won't attack it.

STATISTICS

Str 21, **Dex** 8, **Con** 17, **Int** 7, **Wis** 8, **Cha** 8

Base Atk +6; **CMB** +12 (+14 bull rush); **CMD** 21 (23 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Acrobatics -5, Climb +1, Escape Artist -5, Fly -5, Intimidate +5, Perception +9, Sleight of Hand -5, Stealth -3, Survival +9, Swim +1

Languages Giant

Gear greataxe, amulet of natural armor +1, pouch, small rubies (3, worth 150 gp each), 150 gp

F3. Scrap Yard (CR 4)

If the PCs listen at the door (and succeed at a DC 10 Perception check), they hear a good deal of clatter and activity: the clang of metal on metal, scraping, rustling, and occasional whirring.

Piles of scrap metal and broken machinery lie around this room, organized into tidy rows. Most are disassembled limbs or torsos from human-shaped machines. There's a panel with a red-handled lever on the room's east wall.

There is no black lever in this room, only a red one. (The nearest black lever is in area **F1**.)

Creatures: Two clockwork servants are salvaging parts from several emerald automatons destroyed in a skirmish with the serpentfolk of the levels below. They attack any intruders, firing nets and then moving to engage any characters who are not entangled. They do not pursue foes outside of this room.

CLOCKWORK SERVANTS (2)

CR 2

XP 600 each

hp 31 each (*Pathfinder RPG Bestiary 3* 56)

F4. Pivoting Passages

The double door to the west is made of bronze plate. It is inscribed with runic lettering and the images of strange, partially formed creatures with blank faces and featureless bodies.

The inscriptions on the door date back to the days of the derro laboratory. The writing is in Aklo, and reads, "Glory to the makers, the shapers, the fashioners of servants. In this crucible let artifice and theurgy be joined in noble purpose for the dominion of derrokind!" The doors are unlocked.

The passage between areas **F3** and **F11** is open only if the red levers are set to down and the black levers to up. To find a black lever, the PCs will probably have to return to area **F1**.

F5. Trophy Chamber (CR 4)

A variety of artwork and keepsakes are displayed on the walls of this chamber: a tapestry depicting a royal court, an oddly melted lump of iron on a pedestal, a fine heavy mace hanging on the wall, and a broken staff lying on another pedestal.

Klarkosh displays mementos of his greatest victories in this room. The broken staff belonged to Jharun, one of the Goldenfire wizards that Klarkosh captured.

A secret passage in the room's northeast corner connects to area **F12**. The door is hard to find from this room (Perception DC 20), but in the passage, the doors to **F5** and **F12** are obvious.

Trap: The melted lump of iron and the broken staff form the contact points for an electricity arc trap. Any creature that touches either endpoint sets off the trap. (The other trophies are arranged to keep them safely out of the arc.)

ELECTRICITY ARC TRAP

CR 4

XP 1,200

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

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, Reflex DC 20 half); multiple targets (all targets in a 30-ft. line)

Treasure: The mace is a +1 heavy mace. The rest of the curios aren't very valuable, but the tapestry is a (rather bulky) piece of fine artwork worth 100 gp.

F6. Bathing Pool

The walls of this small room are covered in ancient tiles of gold, green, and blue, although many are cracked, chipped, or missing. A shallow pool of clear water fills the southern half of the chamber, steaming with warmth. Robes and towels hang on pegs by the door, and a tin bucket on the floor is filled with blocks of dark clay.

This chamber is Klarkosh's bath. The wizard has his servants fill the pool regularly from the fountains in areas **F2** or **F13**. The bucket contains 20 blocks of blackfire clay (*Pathfinder RPG Ultimate Equipment* 102), worth 40 gp total, which Klarkosh uses to warm the bath.

F7. Klarkosh's Gaol

The door to this room is locked (Disable Device DC 25). Klarkosh carries one key, and there is another key in his personal quarters (area F9).

Rows of iron bars anchored in the floor and ceiling divide this room into three smaller cells.

Two of the cells are empty, but a gaunt, black-haired man in the tattered robes of a mage lies on a simple straw pallet in the southern cell. He is Jharun, one of the missing wizards of the Goldenfire Order. He has been beaten into unconsciousness, but can be brought around with a successful DC 10 Heal check or any magical healing—he's grateful for any assistance the PCs give him, and promises to reward them once he returns home. If the PCs ask about his story or the dungeon, he gladly tells his tale.

"My name is Jharun, and I am a wizard of the Goldenfire Order in Thornkeep. My colleague Tiawask and I came to the Emerald Spire two weeks ago—perhaps three or four weeks by now—to explore the dungeons. Unfortunately, we were defeated by a brass minotaur and dragged before its master, a Numerian wizard named Klarkosh.

"He accused us of spying on him and threw us in these cells, but Tiawask escaped—she'd managed to conceal a *potion of gaseous form* in her boot. She promised to go get help, but that was days and days ago, and she hasn't returned. I don't know if she even made it all the way out."

Jharun knows little of the level layout, since he and Tiawask were defeated in area F2 by the brazen minotaur and he was hooded when he was dragged into Klarkosh's workshop (area F12). He can describe Klarkosh well ("a tall Numerian, half his face covered in gold"), and he can also describe the wizard's workshop ("a strange room filled with metal consoles and partially assembled automatons").

Jharun is in no condition to continue adventuring—he has been reduced to 1 hit point, is fatigued due to starvation, and has no spells prepared and no gear. When healthy, Jharun is a CN male human conjurer 4 with 21 hit points and the ability scores Str 10, Dex 14, Con 13, Int 18, Wis 8, and Cha 12.

Story Award: For rescuing Jharun, the PCs gain a 2,000 gp award on returning to the Goldenfire Order. They immediately gain 1,500 XP if they have the Missing Wizards quest.

F8. Reception Chamber (CR 6)

A padded chair stands on a low dais at the eastern end of this room. A large emblem made from hammered brass hangs on the

wall behind the chair, depicting an automation's head between interlocking gears. The remaining walls are draped with blue-colored tapestries, except in the northeast corner, where a curving wall of green crystal intrudes into the chamber—the Emerald Spire. On the northern wall is a control panel with one black lever. Two doors exit through opposite sides of a small nook to the southeast, and a third is set in the southwest corner.

A pair of seven-foot tall automatons armed with polearms stand guard in the chamber. Eerie green light flickers in the joints of their armor.

Klarkosh uses this room as an audience chamber on the rare occasions when he receives visitors. He thinks of himself as a lordly personage, and enjoys the trappings of power and authority.

Creatures: Two emerald automatons stand guard here, and immediately move to attack any intruders. The automatons coordinate their attacks, looking for opportunities to flank opponents or sunder weapons and armor. Their orders are to guard this room and area F9, so they won't pursue the PCs outside of these two rooms.

EMERALD AUTOMATONS (2) CR 4

XP 1,200 each

hp 47 each (see page 154)

F9. Klarkosh's Quarters

The door to this room is locked (Disable Device DC 25).

This bedchamber is furnished with a desk and plush chairs, a large bed strewn with pillows, a thick carpet, and hanging tapestries in scarlet and gold. A fire crackles in an iron stove in one corner.

Klarkosh is fond of material comforts, and he has furnished this chamber accordingly. Inside the desk is a journal written in a weak, spidery handwriting. It includes designs for new automatons powered by slivers of Emerald Spire crystal, records of explorations of various levels of the Spire (Klarkosh was turned back by the fiendish troglodytes on the next level), and megalomaniacal dreams of dominion over the River Kingdoms with armies of robotic warriors.

Klarkosh keeps a spare key that opens the locked doors in areas F7, F9, and F14 in a desk drawer.

A secret passage in the room's south wall provides the wizard with a quick getaway if he is ever cornered here. The door is hidden from both sides (Perception DC 20).

Treasure: A locked wooden coffer on the desk (Disable Device DC 25) contains 130 pp, 200 gp, five emeralds worth 100 gp each, a spare *Spire transport token*, a *Western Star ioun stone* (see page 67), and a *potion of invisibility*.

WESTERN STAR IOUN STONE		PRICE 4,000 GP
SLOT none	CL 1st	WEIGHT —
AURA faint illusion		

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>disguise self</i>	

F10. Twin Turntables

This intersection may require some clever navigation. If the PCs approach from area F8, they'll find the way blocked unless the black lever is in the down position. If the party approaches from area F11, the red turntable will direct them toward area F13 or toward the black turntable leading to areas F8 and F12, depending on the position of the red lever.

The passages in these turntables are straight, so as long as the levers aren't in the neutral position, some combination of paths will be open.

F11. Training Hall (CR 4)

Arming dummies and racks of basic weapons line the walls of this chamber. There is a double door in the northern wall, a single door in the southern wall, and two doors in the western wall. A single black lever protrudes from a control panel on the south wall.

Klarkosh uses this chamber for evaluating his automaton's combat protocols. He sometimes tests his constructs against living captives who have fallen into his hands.

This chamber can be partitioned by bronze bars, marked on the map. The lever in this room is a black lever. If the lever's in the neutral position, the hall is completely open. If it's in the up position, the partition to the east divides the room. If it's in the down position, the partition to the west divides the room. Each set of bronze bars descends from the ceiling like a portcullis, with a hardness 10 and 30 hit points. The bars can be bent enough to allow a Medium creature to pass with a successful Strength DC 22 check, or raised back into the ceiling with a successful DC 28 Strength check (this resets the black lever).

If the PCs search the racks for a specific simple or martial weapon, there is 50% chance that one is stored somewhere in the room. There are no exotic or masterwork weapons.

Creature: One automaton guards this room, standing next to the lever. Its orders are to stand its ground and allow attackers to come to it. When intruders threaten, the automaton activates the lever it is standing next to (a move action), causing one partition or the other to divide a group of attackers, and then fight is against whichever attackers remain on its side of the partition.

The weapon racks on the walls of the chamber provide the automaton with a variety of choices if its guisarme proves ineffective. If the PCs are in a different portion of the room, it can arm itself with a heavy crossbow to attack them.

EMERALD AUTOMATON	CR 4
XP 1,200	
hp 47 (see page 154)	

F12. Machine Room (CR 8)

This chamber seems to be the origin of the ticking sounds heard elsewhere. A heavy brass housing in the middle of the room covers a clockwork arrangement of gears and cogs, that clank loudly as they slowly move. Revolving camshafts and rocker mechanisms extend from the housing to various points in the ceiling, driving unseen mechanisms.

The room also seems to serve as a workshop. Nine alcoves contain unfinished automatons in various stages of assembly. A panel with a red lever and a black lever is set in a curved wall at the west end of the room, and doors lead east and north.

This room is Klarkosh's lair. The movements of the control levers warn him that trouble is approaching, so he is very difficult to surprise. If the PCs do somehow surprise Klarkosh, they find him at the workbench, working on a new clockwork servant. Otherwise, he greets them when they enter.

Creatures: Klarkosh is tall and gaunt; gold plating is joined to his flesh, making him half man, half automaton. When the PCs arrive, he greets them imperiously. "I have visitors, it seems! Yet I do not recall inviting you. Explain yourselves!"

If the PCs open a conversation, Klarkosh is willing to hear them out. However, he is quick to strike if they look like a threat—or if they appear weak enough to easily capture or rob.

Klarkosh is brilliant, arrogant, vain, and avaricious. Some typical responses to likely questions include the following:

Who are you? "I am Klarkosh, Master of the Emerald Spire! How can you not have heard of me?"

What are you doing? "My affairs are none of your business! But, if you must know, I am in the process of devising the perfect mechanical servant. Absolutely loyal, absolutely fearless, every bit as capable as a living human with none of the fears or vices or ambitions a fallible human might harbor."

What's wrong with your face? "The impudence! Flesh is weak, you ignorant fools. Why should such genius as mine be shackled to a body that will one day die and decay, when sturdier materials are available?"

Where are Jharun and Tiawask? "Ah, so you seek the spies? They are in my power, and that is where they will stay until I have decided on a suitable punishment for their interference!"

Clever PCs might be able to bribe Klarkosh to let them pass through his level in order to loot levels below and return to him a share of the proceeds, or could even buy an emerald

automaton from him (at full market price). However, Klarkosh is neither trusting nor trustworthy—he goes back on any bargain he makes the instant it seems advantageous to do so.

EMERALD AUTOMATON

CR 4

XP 1,200

hp 47 (see page 154)

KLARKOSH

CR 7

XP 3,200

Gold-clad male human evoker 7 (*Advanced Bestiary* 169)

NE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 9, flat-footed 16 (+4 armor, -1 Dex, +3 natural)

hp 60 (7d6+33)

Fort +5, **Ref** +2, **Will** +7

Defensive Abilities fortification (25%); **DR** 10/adamantine (70 points); **Resist** fire 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee mwk dagger +5 (1d4+1/19–20) or slam +4 (1d6+1)

Special Attacks intense spells (+3 damage)

Arcane School Spell-Like Abilities (CL 7th; concentration +12) 8/day—force missile (1d4+3)

Evoker Spells Prepared (CL 7th; concentration +12)

4th—*fear* (DC 19), *ice storm*, *stoneskin*

3rd—*dispel magic*, *fireball* (DC 18), *lightning bolt* (DC 18), *stinking cloud* (DC 18)

2nd—*blindness/deafness* (DC 17), *false life*, *invisibility*, *scorching ray*, *web* (DC 17)

1st—*burning hands* (DC 16), *mage armor*, *obscuring mist*, *magic missile*, *protection from good*, *shocking grasp* (2)

0 (at will)—*detect magic*, *light*, *message*, *ray of frost*

Opposition Schools enchantment, transmutation

TACTICS

Before Combat Klarkosh casts *mage armor* and *false life* each day. When he can tell PCs are approaching, he casts *stoneskin*.

During Combat Klarkosh leads off with *ice storm* or *stinking cloud*, hoping to slow down the PCs.

Morale If reduced to 10 hit points or fewer, Klarkosh reluctantly attempts to flee through the secret door.

Base Statistics Without *false life*, *mage armor*, and *stoneskin*, Klarkosh's statistics are **AC** 12, touch 9, flat-footed 12; **hp** 48.

STATISTICS

Str 12, **Dex** 8, **Con** 15, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 13

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll

Skills Acrobatics –5, Appraise +15, Climb –3, Craft (armor) +15, Escape Artist –5, Intimidate +12, Knowledge (arcana),

engineering, planes) +15, Perception +6, Sleight of Hand –5, Spellcraft +15, Stealth –5, Swim –3

Languages Common, Elven, Giant, Goblin, Ignan, Undercommon

SQ arcane bond (ring)

Combat Gear potion of cure moderate wounds, wand of magic missile (CL 3rd, 25 charges); **Other Gear** mwk dagger, belt of mighty constitution +2, cloak of resistance +1, Spire transport token, journal^{UE}, key (unlocks doors in **F7**, **F9**, and **F14**), 273 gp

Trap: The clockwork mechanisms of this room conceals a pair of spinning, bladed shafts that pop up from the floor when someone steps into a square adjacent to a shaft. Klarkosh can lock or ready the spinning blades from his console.

SPINNING BLADE

CR 1

XP 400

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/18–20); multiple targets (all targets adjacent to the marked squares).

Treasure: Klarkosh's journal includes some information about the dungeon's portals, which contributes to completing the Portal Research quest.

Story Award: For defeating Klarkosh, the PCs gain an additional 1,500 XP.

F13. Hall of Steam (CR 6)

Clouds of steam form from a fountain in the middle of this hall. Four heavy stone columns support the high ceiling, and a single red lever is mounted in a panel on the eastern wall. Rusty remnants of two human-sized automatons lie on the floor.

This chamber originally served the Azlanti as a common room with a pleasant fountain, but the derros accidentally disabled the fountain's temperature controls. A band of hateful divs recently discovered an intermittent portal leading to this room and attacked, destroying the automatons Klarkosh posted here as guards, but only one div survived the battle.

Creatures: An aghash is inspecting the destroyed automatons. Two black-furred leopards with scarlet glowing eyes crouch at its hooves.

The aghash sends its fiendish leopards into melee and hangs back, using *spectral hand* and *bestow curse* to impede the PCs. When its leopards are defeated, the aghash summons a doru or two to join the fray.

AGHASH

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary 3* 83)

FIENDISH LEOPARDS (2)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 40, 294)

Treasure: The aghash carries a handful of small yellow topazes in its robes. The six gemstones are worth 200 gp each.

F14. The Spire Delver (CR 5)

The door is locked (Disable Device DC 25). There are two keys: one in area F9 and one in Klarkosh's pocket (area F12).

Parts of this chamber look like they were recently excavated. To the southeast, a curving cylinder of green crystal—part of the Emerald Spire—fills a quarter of the room.

Creatures: A pech—an earth fey descended from the servants of the ancient Vault Builders—sits on the floor, breaking chunks off the Spire with a small pickaxe. A large sack by her feet squirms and rustles. Klarkosh persuaded the pech to assist him, by making her think he is a servant of “the Great Master in the Deep.”

The pech ignores the PCs unless they disrupt her work. If they address her in Undercommon or Terran, she replies, “Gundrun is busy. Gundrun must harvest crystals for the gold-faced man!”

Some other responses from the pech to likely PC queries include the following.

Who are you? “This one is Gundrun.”

What are you doing? “Harvesting crystals.”

Who do you serve? “This one serves the Great Master. But the gold-faced man needs Gundrun’s help.”

Why do you help Klarkosh? “Gold-faced man is a friend to the Great Master in the Deep. Gundrun lives to serve the master!”

Who is the Great Master? “The Maker of the Spire. Long ago Gundrun’s people served the Masters. Now we serve again!”

Klarkosh is dead. “But Gundrun’s work is not finished!”

The pech has an unusual pet inside the sack: an angry cockatrice. If the PCs threaten the pech or insist on interrupting her work, she hurls the sack. The riled cockatrice bursts free and takes out its anger on any nearby target.

PECH

CR 3

XP 800

hp 27 (*Pathfinder RPG Bestiary* 2 206)

COCKATRICE

CR 3

XP 800

hp 27 (*Pathfinder RPG Bestiary* 48)

Treasure: Gundrun carries a leather pouch containing its payment from Klarkosh: six beryls and garnets (worth 50 gp each), three amethysts (worth 100 gp each), 25 pp, and 50 gp.

F15. Descending Stair

A wide staircase descends into darkness. A panel with a red-handled lever and a black-handled lever is located on the eastern wall of the room. A destroyed automaton lies in pieces near the stairs.

Klarkosh usually stations an automaton guard here to watch out for intrusions from the lower levels, but the divs that invaded area F13 destroyed his minion.

Descent to the Next Level

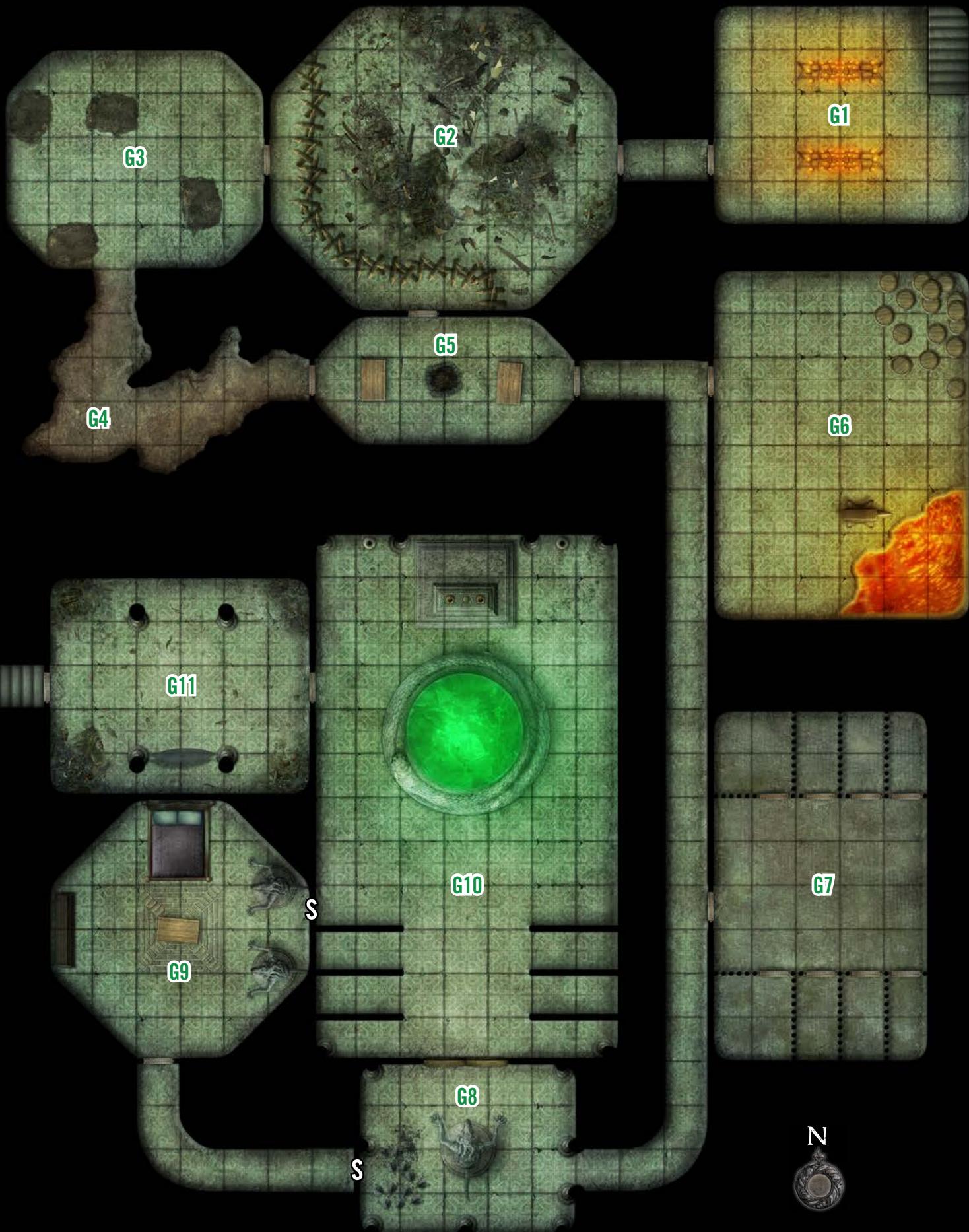
Klarkosh normally keeps the turntables on the clockwork level set in such a way that passage from the levels below is blocked. The stairs descend in several long flights for almost 200 feet before reaching the next level of the Emerald Spire, the Shrine of the Awakener.

Story Award: The PCs gain 800 XP for exploring all or most of this level. If they have the Sage’s Expedition quest, they also gain 1,000 gp.

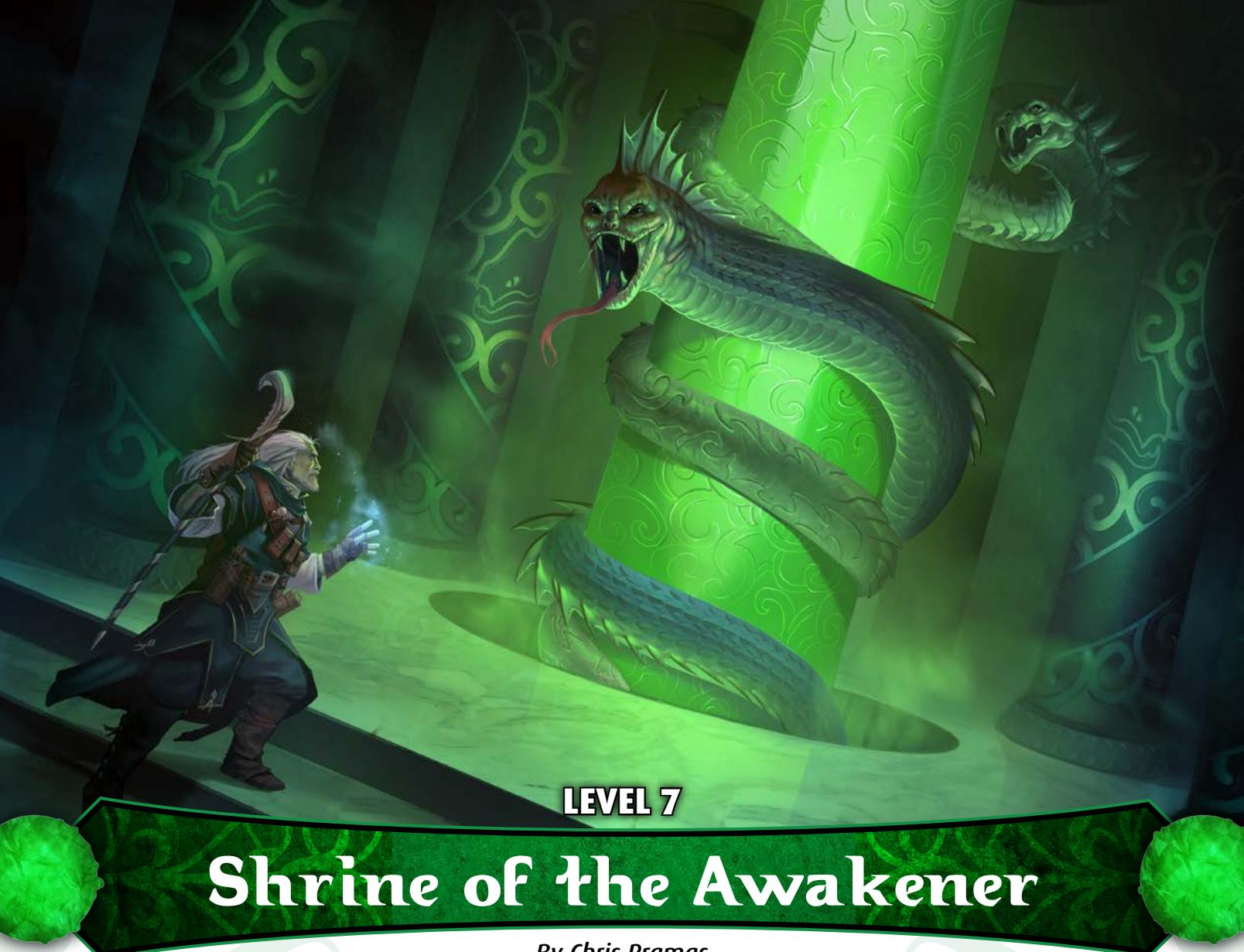


KLARKOSH

LEVEL 7: SHRINE OF THE AWAKER



1 SQUARE = 5 FEET



LEVEL 7

Shrine of the Awakener

By Chris Pramas

While many of the Emerald Spire's denizens found their way into the depths through the stairs descending from the Tower Ruins, they found that others were already here. In its middle levels, the Spire dungeons connect to the surrounding Darklands at a number of places. The derro who built extensively in Levels 5 and 6 weren't the first subterranean race to find their way to the Spire. The serpentfolk of Sekamina have known of the Spire dungeons for thousands of years, occupying various levels at different times. Levels 7 and 8 constitute an ancient serpentfolk temple complex long dedicated to Ydersius. For centuries these levels have served as the stronghold of a society of serpentfolk mages and priests known as the Circle of Vissk-Thar. But today, the Circle is broken.

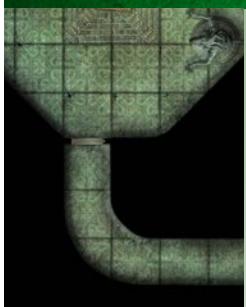
In recent months, the serpentfolk cleric Sartoss came to the stronghold of Vissk-Thar. Claiming to be a cleric of Ydersius, he took control of the long-abandoned upper shrine—but he soon revealed his true purpose. Sartoss was not a follower of Ydersius, but instead a priest of the nascent demon lord Kro'akoth the Awakener, who seeks to usurp the worship of the serpentfolk from their beheaded god Ydersius and make them his own.

Sartoss's purpose is to re-consecrate the shrine of Ydersius to Kro'akoth. If he can bring the Circle of Vissk-Thar into

the fold, Sartoss will have a strong power base to spread the worship of Kro'akoth to the serpentfolk of the Darklands.

His greatest challenge comes from the Circle of Vissk-Thar on Level 8. Sartoss's actions caused a crisis of leadership among the conservative serpentfolk, resulting in the overthrow of their leader and the rise of an aggressive successor, the sorcerer Uzar-Kus. Sartoss has had skirmishes with the minions of Uzar-Kus, but does not want to kill other serpentfolk—only to convert them. Fortunately for Sartoss, the planar activity of the Spire has made it easy to receive reinforcements from the Abyss.

FEATURES OF THE LEVEL



The serpentfolk who built the shrine made the walls rounded.

Doors: The doors are good wooden doors (hardness 5, 15 hp, break DC 18), and are unlocked unless otherwise stated.

Ceilings: In hallways, the ceilings are 10 feet high; the ceilings in rooms are 20 feet high.

illumination: The corridors are not illuminated. Large, oil-fed brass torches in wall sconces illuminate the rooms, shedding light as lanterns. Fire is sacred to Kro'akoth's followers, and they use it at every opportunity.

G1. The Narthex (CR 5)

Signs of battle—most commonly dried blood, scorch marks, and smashed bones—appear along the stairway down.

The stairs end in the northeast corner of a small, brightly lit room with a door on the west wall. In the center of the room are two large iron racks holding numerous burning candles. The iron candleholders are crafted so that each candle appears to be held in the jaws of a serpent. A phrase is written on each rack in Undercommon.

This room is the narthex of Kro'akoth's temple—a place of penitence. There are 66 candles in six rows of 11. The message written on the rack reads, "Offer prayer to Kro'akoth the Awakener, scaled brethren, and be welcome here." A PC can decipher this text by succeeding at a DC 20 Linguistics check.

The door on the west wall is open, and leads to a short passage that ends at another door. The second door is barred from area G2, and has to be broken down (break DC 25) or bypassed via a *knock* spell or in some other fashion. A candle rack can be used as an impromptu portable ram (*Pathfinder RPG Ultimate Equipment* 70) for breaking down the door.

Invoking Kro'akoth or "the Awakener" not only disarms the trap for 1 minute, but also unbars the door in the passage until the trap resets.

Trap: The candles form a powerful magical trap. Any creature that moves into a square adjacent to one of the racks (an act necessary to cross the room to the door) causes the candles to grow brighter and the stink of sulfur to waft across the room. When a PC moves into one of the endangered squares, check to see whether the character notices the brightening candles and scent of sulfur (Perception DC 10).

If the creature moves into another square adjacent to the candleholder or remains in its current square for 1 round, the trap goes off. By watching the brightening and dimming

of the flames and moving with extreme care, it's possible to creep past the candles without setting off the trap. All of the intelligent creatures on this level are aware of this trap and know how to bypass it.

If the PCs set off the trap, the candles grow even brighter and gutter wildly for an instant. Then they suddenly flare into brilliant sheets of flame that sweep across the room! From all around comes the tolling of a bell.

The sound of the bell is the *alarm* spell that triggered the trap; it is clearly audible in area G2. The monsters there summon help and take up defensive positions when they hear it.

CANDLES OF PENITENCE

CR 5

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger proximity (*alarm*), **Reset** automatic (1 hour)

Effect spell effect (*fireball*, 6d6 fire damage, Reflex DC 14 for half); multiple targets (all targets inside room)

Special This trap is disarmed for 1 minute by invoking Kro'akoth or "the Awakener" in prayer, or the proximity trigger can be fooled with a successful DC 25 Stealth check. (Each creature moving past must succeed at a check separately.)

G2. The Barricades (CR 4)

As soon as the door opens, a rank odor, like a burned corpse was left out in the sun for a week, rushes out.

The room is an irregular octagon, and stone and wood barricades have been built in front of the doors on the south and west walls. It appears the walls were once covered with frescoes, but these have all been smashed, leaving rough walls and jagged debris.

This room is Sartoss's second line of defense against attack from the upper levels. The walls formerly featured frescoes that depicted scenes of the god Ydersius, but Sartoss had them hammered to pieces to create a debris field meant to slow down Klarkosh's automatons and other intruders.

The floor in front of the barricades is all difficult terrain. Behind the barricades, the troglodytes can move with ease.

With a successful DC 15 Acrobatics check, a character can scrambling over the stone barricade as a move action. If the creature fails, it must stop and climb over deliberately (another move action).

Creatures: Six fiendish troglodyte fighters are responsible for guarding this entrance. There are always two troglodytes on duty here, one behind each barricade. If the PCs set off the alarm in area G1 or took several rounds trying to break down the barred door, the remaining four troglodytes from areas G3 and G5 are here as well, ready for a fight. In that case, there are six troglodytes from the start of the fight,

three behind each barricade. Otherwise, the four additional troglodytes arrive from the other areas 2 rounds after the fight begins.

FIENDISH TROGLODYTES (2)

CR 2

XP 600 each

Fiendish troglodyte fighter 1 (*Pathfinder RPG Bestiary 2* 267, 294)

CE Medium humanoid (reptilian)

Init +0; **Senses** darkvision 90 ft.; Perception –1

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 23 each (3 HD; 2d8+1d10+9)

Fort +8, **Ref** +2, **Will** –1

Resist cold 5, fire 5; **SR** 7

OFFENSE

Speed 30 ft.

Melee 2 mwk falchion +6 (2d4+4/

18–20), bite +0 (1d4+1) or

bite +5 (1d4+3), 2 claws +5 (1d4+3)

Ranged javelin +2 (1d6+3)

Special Attacks smite good 1/day
(+2 attack, +3 damage)

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 8, **Wis** 8,

Cha 14

Base Atk +2; **CMB** +5; **CMD** 15

Feats Lightning Reflexes, Point-Blank Shot, Power Attack

Skills Climb +8, Stealth +6 (+10 in rocky areas)

Languages Draconic

Gear javelins (3), mwk falchion, amulet (worth 5 gp), 10 gp

Treasure: The troglodytes carry masterwork falchions of unusually high quality. A successful DC 20 Knowledge (religion) check identifies the flaming head of a serpent engraved on their amulets as the holy symbol of Kro'akoth.

G3. Troglodyte Quarters (CR 4)

This chamber is an irregular octagon, and smells terrible. There is no furniture, just piles of makeshift bedding. The room looks like it could easily sleep twelve. There is a dark opening on the south wall.

The fiendish troglodytes live in this room. Amid their bedding are gnawed bones, trinkets, and crude wooden bowls.

Creatures: Two fiendish troglodytes are resting in here (unless the PCs already encountered them in area G2).

FIENDISH TROGLODYTES (2)

CR 2

XP 600 each

hp 23 each (see above)



G4. Cave of Foulness

The troglodytes use this cave as one giant latrine. The less said about it the better.

G5. Guard Room (CR 4)

In the center of the room is a fire pit with a sizable blaze crackling away. On either side are two tables with four chairs each. The remains of several small subterranean creatures—mostly rats and lizards—cover the tables. It seems they were being eaten raw.

Along the walls are several barrels, one of which is full of javelins. There are doors to the east, west, and north.

The fire pit is deep—so deep, in fact, that a motionless necrophidius lies hidden under the fire. A character who succeeds at a DC 20 Perception check notices a charred, smoking skull in the fire. This is the only warning of the creature's presence.

Creatures: If the PCs defeated all six troglodytes at the barricades, only the necrophidius is in this room. Otherwise, two fiendish troglodytes are here as well, gnawing on leftovers.

Unless the PCs spot the skull in the fire, the necrophidius surprises the PCs as it bursts out of the firepit. It has been instructed to

destroy anyone who enters the room not wearing an amulet of Kro'akoth. The necrophidius begins its onslaught with its dance of death ability. It then tries to take down dazed PCs with its paralyzing bite.

It is possible that one or more PCs will enter this room during the fight against the troglodytes in area G2. If that happens, the necrophidius is triggered in the same way and makes that fight more difficult.

FIENDISH TROGLODYTES (2)

CR 2

XP 600 each

hp 23 each (see above)

ADVANCED NECROPHIDIUS

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary 2* 196, 292)

Resist fire 10

Gear minor ring of energy resistance (fire)

Treasure: The necrophidius was built with several noisemakers at the end of its tail, which it shakes when using the dance of death. The last of these is a human-sized ring (Perception DC 20 to notice). This is a *minor ring of energy resistance* (fire).

KRO'AKOTH THE AWAKER

Kro'akoth is a relatively obscure nascent demon lord, but a successful DC 20 Knowledge (religion) check reveals the following. For millennia Kro'akoth the Fire Serpent was a general in the armies of the Abyss. He was a fierce leader and won many victories, but when he watched a legion of gnolls charge to certain death screaming Lamashtu's name, he realized true power lies in the worship of lesser beings.

Kro'akoth started with legions of troglodytes already under his command, but he needed to find more followers not claimed by other demons. Over the centuries, he sought out forgotten mortal cults and those who never had gods at all. He now reigns over a network of cults, though few realize they serve the same master. Each cult has a slightly different agenda, but all worship Kro'akoth, even if their lower-level cultists don't realize it.

Commander: None

Realm: Mereznia (hidden cavern-rest in the Spiral Path)

Unholy Symbol: The flaming head of a serpent, usually made of copper or red clay

Obedience: Pierce your flesh with red-hot metal barbs in the shape of serpent fangs; gain a +4 bonus on saving throws against fire.

Boons: 1 *burning hands*; 2 *invisibility*; 3 *sepia snake sigil*

Alignment: CE

Areas of Concern: The forgotten, hidden agendas

Domains: Chaos, Evil, Fire, Trickery

Subdomains: Ambush, Deception, Demon, Smoke

Favored Weapon: Falchion

G6. The Forge (CR 6)

The door to this room is made of thin iron plate (hardness 10, 30 hit points, break DC 28) and is warm to the touch. It is not locked. If Gamil the salamander is here (see below), the sound of clanging metal is clearly audible through the door. When the door is opened, read the following:

A wave of heat floods out as the door opens. Inside the scorching hot room are a great anvil, a pool of magma, and a stack of barrels along the north wall.

The salamander swordsmith Gamil forges weapons for Sartoss in this room. He hates being in such a cold region, but suffers it for the sake of Kro'akoth. The barrels across the room are full of raw materials, except one special barrel enchanted to keep water cool. Gamil uses this to quench hot steel.

Creature: The PCs find Gamil hammering a white-hot falchion. When he notices intruders, Gamil fights ferociously. He is proud of his work and doesn't want it to fall into the hands of outsiders. If the PCs try talking to Gamil, he tells them, "You do not belong in this place. Leave or the Awakener will strike you down." Gamil can be briefly

deterred from attacking and drawn into answering questions by direct, to-the-point conversation. His answers to likely PC questions are given below.

Who is the Awakener? "Stupid mortals! I speak of mighty Kro'akoth, the Fire Serpent, Prince of Demons. This is his shrine, and you are fools to come here!"

What are you? "I am a salamander, impudent one!"

What are you doing here? "I do the work of Kro'akoth, whose servants need strong fangs. I endure this place to make them."

That's about as much conversation as the PCs can get out of Gamil. If they don't leave before he tires of talking, he attacks.

GAMIL

CR 6

XP 2,400

Salamander (*Pathfinder RPG Bestiary 240*)

hp 76

Treasure: A partially finished breastplate is finely engraved with dozens of flaming serpents. Though the planned enchantments are not fully complete, it is already a +1 breastplate. The salamander also has a *Spire transport token* that he keeps in a leather pouch lying against one wall—Gamil doesn't know what the token is or what it does, having taken it off an adventurer he killed weeks ago. The enchanted barrel is worth 200 gp as a curiosity.

G7. Gaol (CR 6)

The door to this room is locked (Disable Device DC 20) but not trapped. When it's opened, read the following:

Chains dangle from four iron rings set into the stone of this room's eastern wall, and small knives and hooks hang from pegs nearby. Blood stains the floor beneath the chains. There are four doors to the north and four more to the south, each with a small, barred window.

This is Sartoss's prison. He executes enemies immediately, so the prison is used only for those he wants to convert.

Creatures: The jailers are a pair of degenerate serpentfolk. Unlike their intelligent and magically talented forebears, they are stupid, vicious brutes barely a step above animals. Under Sartoss's orders, the jailers have been tormenting a serpentfolk named Draa, who is cringing and whimpering in his cell. The degenerate Kro'akothan serpentfolk immediately attack any intruders, and fight to the death.

Draa is a member of the Circle of Vissk-That who was captured by Sartoss and dragged back here for conversion to Kro'akoth's worship. The process has broken Draa, who is essentially incapable of defending himself. He has only 1 hp, and is effectively nauseated by the pain of the tortures inflicted on him. He slumps in his cell in a catatonic stupor, ignoring all around him. If the PCs try to speak to him, Draa rants furiously in Common, "I have given myself to you,

Kro'akoth! Ydersius is a living corpse and not fit for worship. Not like you, my lord and master! Give me freedom and I will fight in your name!"

DEGENERATE SERPENTFOLK (2) CR 4

XP 1,200 each

CE Medium monstrous humanoid (*Pathfinder RPG Bestiary 2* 242)

Init +5; Senses darkvision 60 ft., scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 47 each (5d10+20)

Fort +7, Ref +5, Will +5

Immune mind-affecting effects, paralysis, poison; **SR 15**

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +11 (1d8+5), bite +6 (1d6+2 plus poison)

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6

Base Atk +5; **CMB** +10; **CMD** 21

Feats Great Fortitude, Improved Initiative, Weapon Focus (bite)

Skills Escape Artist +9, Perception +13

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear mwk heavy mace

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

DRAA CR —

XP —

hp 1 (*Pathfinder RPG Bestiary 2* 242)

OFFENSE

Melee unarmed strike +10 (1d3-1), bite +5 (1d6-1 plus poison)

Development: With patient questioning, the PCs can learn a few things from the pitiful wretch Draa. His answers to likely PC questions are given below.

Who are you? "I am nothing! No one! Once this was Draa, but now it is Kro'akoth's slave!"

What are you doing here? "We fought Kro'akoth's holy priest and were defeated. The others are dead now, but not Draa! Kro'akoth has saved Draa!"

Holy priest? What priest? "Sartoss, high priest of Kro'akoth."

What's all this about Kro'akoth? "Kro'akoth, the Fire Serpent, is the true god of my kind! Ydersius is *dead!* Kro'akoth is all!"

If the PCs let Draa go in his current condition, he slowly makes his way toward area **G10**, ignoring the PCs. Draa's body can be healed, but *greater restoration* is needed to restore his sanity. If returned to his right mind, Draa is still an evil, malicious, human-hating monster who regards the compassion of his benefactors as a sure sign of weakness.

Quest: When the PCs learn about the rivalry between the followers of Kro'akoth and Ydersius, they gain the Den of

Serpents quest. There are many ways to complete this quest, and when the PCs do, they get 2,000 XP.

G8. Statuary

This chamber is full of statues. In the center is a basalt statue of a serpentine figure, its head wreathed in flame. A dozen smaller statues are clustered on the floor. These depict a different serpentine figure, but all the heads have been chopped off. A pathway through the statuary leads to double doors on the north wall.

When Sartoss took over this level, he gathered all the statues of Ydersius and cut off their heads to suggest that the ancient deity is powerless. Then he had a new statue of Kro'akoth the Awakener built to dominate the scene and show other serpentfolk their new lord and master. The flames around the statue's head are a *permanent image*.

A secret door on the west wall leads to Sartoss's chambers. This allows Sartoss to spy on this room, which he does if a troglodyte escapes area **G2** to bring word of an attack. The door is well disguised; characters must succeed at a DC 22 Perception check to discover it.

Quest: When the PCs find the desecrated statues, they gain the Den of Serpents quest. There are many ways to complete this quest, and when the PCs do, they get 2,000 XP.

G9. Sartoss's Chambers (CR 7)

Beyond the secret door in the Statuary is a corridor that leads to a locked door (Disable Device DC 25 to open). When it's opened, read the following:

This room is an octagon with a middle section sunken down a foot. In the center are a desk and chair surrounded by four candelabras. To the west, the walls are lined with bookshelves. To the north, a bed rests against the wall. To the east are two basalt statues whose heads are wreathed in fire.

Creatures: If Sartoss is here, he's at the desk studying an old tome. When the PCs enter, he rises and asks, "You have come here for one of two things: to join me in the adulation of Kro'akoth the Awakener or to die. Which is it?" Sartoss spends much of his time in this room, making plans, doing research, and resting when he must.

If Sartoss is surprised here, he boasts of his power but tries to get to the secret door in the east wall and make his way into the Shrine of the Awakener.

A secret door (Perception DC 18) on the east wall leads to area **G10**.

If Sartoss is not here, he is in the Shrine of the Awakener. However, Sartoss is not the only creature the PCs may find in this room—the priest's pet snake is lurking under the bed and quickly slithers out when danger threatens.

ADVANCED FIENDISH CONSTRICtor SNAKE
CR 3
XP 800

N Medium animal (*Pathfinder RPG Bestiary* 255, 294)

Init +5; Senses low-light vision, scent; Perception +14

DEFENSE
AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 25 (3d8+12)

Fort +6, Ref +8, Will +4
Resist cold 5, fire 5; **SR** 8

OFFENSE
Speed 30 ft., climb 20 ft., swim 20 ft.

Melee bite +7 (1d4+7 plus grab)

Special Attacks constrict (1d4+7), smite good 1/day (+0 attack, +3 damage)

STATISTICS
Str 21, Dex 21, Con 16, Int 1, Wis 16, Cha 6
Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 22 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +17, Climb +13, Perception +14, Stealth +13, Swim +13

SARTOSS
CR 6
XP 2,400

Male serpentfolk cleric of Kro'akoth 4 (*Pathfinder RPG Bestiary* 2 242)

CE Medium monstrous humanoid

Init +9; Senses darkvision 60 ft., scent; Perception +14

DEFENSE
AC 20, touch 17, flat-footed 15 (+2 deflection, +5 Dex, +3 natural)

hp 85 (9 HD; 5d10+4d8+40)

Fort +11, Ref +10, Will +12
Immune mind-affecting effects, paralysis, poison; **SR** 19

OFFENSE
Speed 30 ft.

Melee +1 rapier +12/+7 (1d6+3/18-20), +1 rapier +12 (1d6+2/18-20), bite +8 (1d6+1 plus poison) or +1 rapier +14/+9 (1d6+3/18-20), bite +8 (1d6+1 plus poison)

Special Attacks channel negative energy 8/day (DC 17, 2d6)

Spell-Like Abilities (CL 4th; concentration +9)

At will—*disguise self* (humanoid form only, DC 16), *ventriloquism* 1/day—*blur*, *dominate person* (DC 20), *major image*, *mirror image*, *suggestion* (DC 18)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—*fire bolt* (1d6+2 fire)

7/day—*copycat* (4 rounds)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *produce flame*®

1st—*bless*, *burning hands*® (DC 15), *cure light wounds*, *protection from good*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *stabilize*

D domain spell; Domains Fire, Trickery

TACTICS
Before Combat If he knows the PCs are coming, Sartoss casts *bull's strength* and *shield of faith* on himself, and *protection from good* on the constrictor.

During Combat Sartoss attempts to sow confusion in the party by using *dominate person*, *suggestion*, and *hold person*.

Morale If alone, Sartoss tries to flee through the secret door. If the battle goes poorly, he leaves via the gate in area **G10**.

Base Statistics Without *bull's strength* and *shield of faith*, Sartoss's statistics are **AC** 18, touch 15, flat-footed 13; **Melee** +1 rapier +12/+7 (1d6+1/18-20), +1 rapier +12 (1d6+1/18-20), bite +8 (1d6 plus poison) or +1 rapier +14/+9 (1d6+1/18-20), bite +8 (1d6 plus poison); **Str** 10; **CMB** +8; **CMD** 23.

STATISTICS
Str 14, Dex 20, Con 19, Int 18, Wis 19, Cha 20
Base Atk +8; **CMB** +10; **CMD** 27

Feats Great Fortitude, Improved Initiative, Martial Weapon Proficiency (rapier), Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +10, Bluff +12, Diplomacy +12, Escape Artist +18, Heal +11, Knowledge (arcana) +16, Knowledge (planes, religion) +11, Perception +14, Sense Motive +13, Spellcraft +14, Use Magic Device +14

Languages Abyssal, Aklo, Common, Draconic, Ignan, Undercommon; telepathy 100 ft.

Gear Fangs of Kro'akoth (two +1 rapiers), pearl of power (1st), gold holy symbol of Kro'akoth (worth 600 gp)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves.

Treasure: Sartoss's library largely consists of books written in Aklo. In his desk, Sartoss keeps a small leather pouch with 55 pp, 160 gp, and 3 rubies worth 100 gp apiece. There is also a large serpent's fang made of stone, about a foot long; this is one of the fangs missing from the idol in area H9 on Level 8.

G10. Shrine of the Awakener (CR 9)

Double doors stand in the south wall of this huge temple. On the left and right of the door are six alcoves, some empty and some with rough bedding on the floor. In the center of the main chamber is an enormous pillar of green crystal. A stone serpent is wrapped around it, its head aflame. In the back of the chamber is a raised altar, and behind it a wall mosaic pulses with green light.

If Sartoss learned of the PCs' approach, he waits behind the altar. He gives them the same greeting detailed in area G9. If he is already dead, the room appears to be unoccupied.

The alcoves contain nothing but bedding and other detritus. The mosaic behind the shrine is a gate—the same gate through which Sartoss's reinforcements have been arriving. It's decorated with pieces of green glass cut from the Emerald Spire, making it easier to gate in creatures from the Abyss here.

As the PCs explore the room, an echoing voice speaks. It seems to come from all around, saying, "Have you come to seek the wisdom of the prophet? Swear allegiance to the Awakener and my prophecy will be but the first of the gifts you receive!"

The voice belongs to Sanaz, a dark naga who serves as the prophet of the cult. She believes she is important, but her "prophecy" is mostly repeating what Sartoss tells her to say.

A narrow pit circles the pillar. Sanaz lurks within the pit, along with a swarm of venomous snakes.

Creatures: The PCs might face more than Sanaz. Sartoss may also be here, depending on previous events. If Sartoss is in the room, his primary motivation is to ensure his own survival. If he or the naga suffers serious harm, he steps into the apse, speaks a command phrase, and gates to safety in the Abyss (taking Sanaz if he can).

The snake swarm is in the bottom of the pit, and cannot climb out.

SANAZ

CR 8

XP 4,800

Female dark naga (*Pathfinder RPG Bestiary 211*)

hp 75

TACTICS

Before Combat Sanaz casts *displacement*, *shield*, and *cat's grace*, then uses *detect thoughts* in an attempt to learn the PCs' plans.

During Combat Sanaz toys with PCs while casting defensive spells, then uses spells judiciously and tries to knock PCs into the pit.

Morale Unless she can escape with Sartoss, Sanaz fights until slain.

ADVANCED VENOMOUS SNAKE SWARM

CR 5

XP 1,600

hp 47 (*Pathfinder RPG Bestiary 3* 249, 290)

Treasure: Down in the snake pit, Sanaz keeps six death masks decorated with jewels, worth 2,000 gp in total.

G11. Watch Room (CR 5)

Four stone pillars support the lofty ceiling of this chamber, each patterned like writhing serpents. Between two of the pillars is a large hammock. The room was once beautiful, but is befouled with piles of garbage, bones, and excrement in every corner.

The watch room guards the door that leads down to Level 8. It is here any serpentfolk attack from Vissk-Thar would begin. Two ogrekin live in this room, serving as Sartoss's front line against attack from below. Each works half the day and then sleeps the other half, so usually one is awake and one asleep on the hammock.

On the opposite side of the room is a door barred on this side. It leads to stairs that descend to Level 8.

Creatures: There seem to be only two ogrekin on guard here, but Sartoss talked a quickling into joining his cause, and a potential fight is the first excitement this miserable fey has seen so far. At the start of the encounter, he is standing still and thus invisible.

OGREKIN (2)

CR 2

XP 600 each

hp 25 each (*Pathfinder RPG Bestiary 2* 204)

QUICKLING

CR 3

XP 800

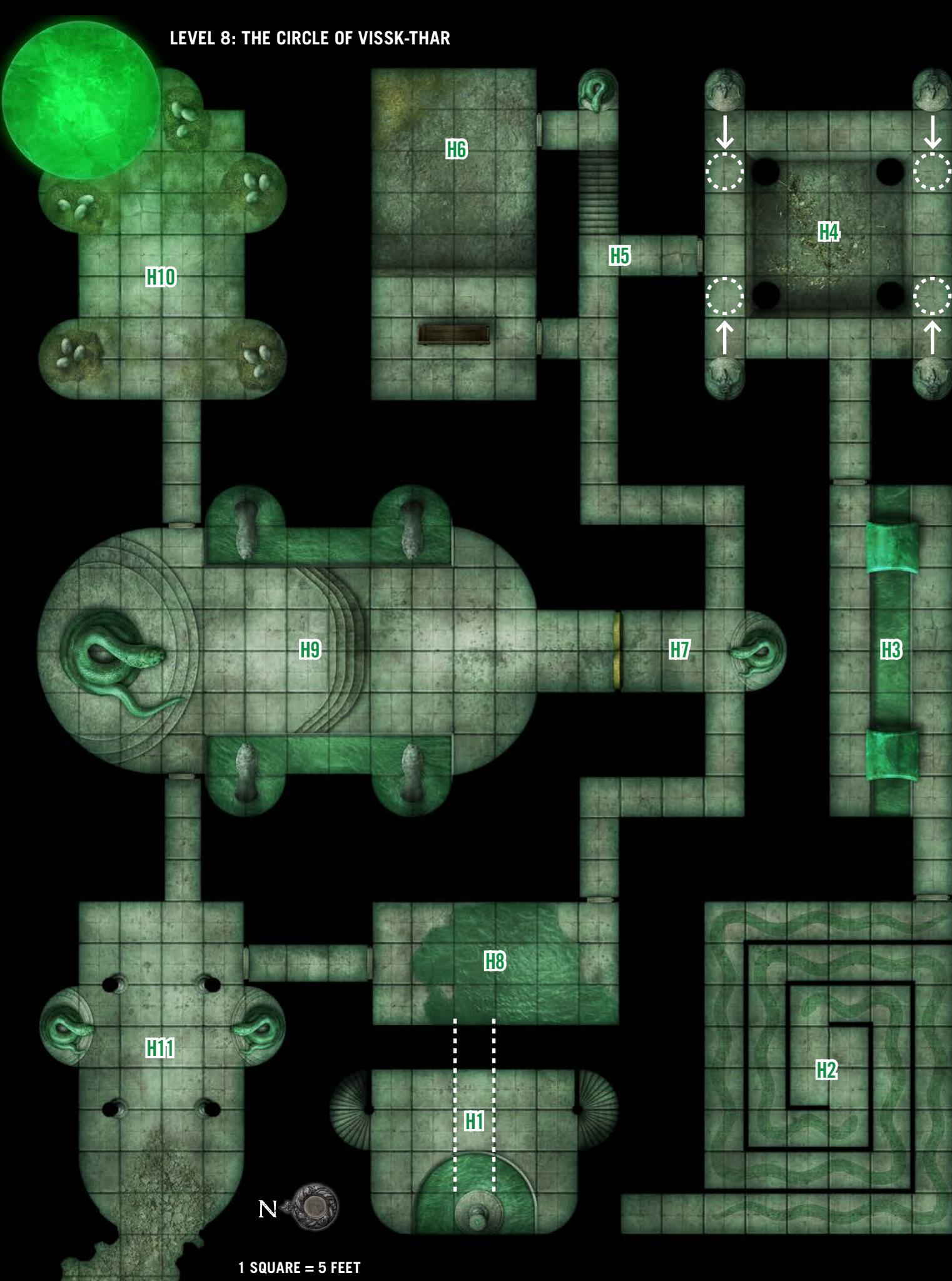
hp 18 (*Pathfinder RPG Bestiary 2* 227)

Descent to the Next Level

Stairs descend from area G11 in a tightening curve for about 40 feet until they reach area H1 in the stronghold of Vissk-Thar.

Story Award: The PCs gain 1,000 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 2,000 gp.

LEVEL 8: THE CIRCLE OF VISSK-THAR





LEVEL 8

The Circle of Vissk-Thar

By Jason Bulmahn

For centuries, Levels 7 and 8 of the Emerald Spire dungeons have been in the hands of serpentfolk priests and mages who made their way to the Spire through passages linking the dungeons to the surrounding Darklands. This secret stronghold is known as Vissk-Thar in the serpentfolk dialect, and over the years it has been home to arcane scholars studying the strange powers of the Spire and priests tending the holy shrines of Ydersius. Although the upper shrine fell out of use over the years, the lower level of the complex has remained inhabited.

In recent years, the high priest of Ydersius—a clever old cleric named Ziszkaa—experimented with a breeding program in which the Spire's energies were to be infused into the next generation of the Circle. Placing eggs around the Spire, Ziszkaa hoped that this power might lead his clan to greatness, conquering the levels above and challenging Nhur Athemon below.

While most of the hatchlings were perfectly ordinary, one was quite special. Hatched with two heads, Uzar-Kus matured quickly and became a sorcerous prodigy. When the heretical priest Sartoss took over the upper shrine and rededicated it to the demon Kro'akoth, Uzar-Kus saw his opportunity. He challenged Ziszkaa and took over the Circle of Vissk-Thar, imprisoning the old leader. Now this ancient stronghold is under new rule—and Uzar-Kus intends to make some changes.

Though the mutant sorcerer is undoubtedly more powerful than any other serpentfolk remaining in the Circle, he lacks the wisdom to properly lead. His eagerness led him to send his forces against Sartoss prematurely, resulting in the death or capture of a number of followers. Now, the remaining members of the Circle find their numbers dwindling, and some have fled back to the Darklands rather than face death at the hands of their capricious master. Meanwhile, Ziszkaa broods in his pit, waiting for a chance to slay Uzar-Kus and regain control.

FEATURES OF THE LEVEL



This level strongly resembles Level 7. Ceilings in the hallways are 10 feet high; ceilings in rooms are 20 feet high.

Doors: The doors are good wooden doors (hardness 5, 15 hp, break DC 18), and are unlocked unless otherwise stated.

Illumination: The corridors are not illuminated. The rooms are illuminated by round glass globes affixed to the ceiling, filled with luminescent fluid. Each sheds dim light in a 30-foot radius.

H1. The Tempting Gem (CR 6)

Across this small chamber from the ascending staircase, another staircase winds down into darkness. Off to one side is a calm pool of murky water with a pedestal in its center. Atop the pedestal, a golden serpent idol grasps an emerald in its fangs.

The stairs to the north ascend to Level 7, and the stairs to the south descend to Level 9. At the bottom of the 20-foot-deep pool along the western wall is a secret door, beyond which a flooded passage leads to the pool in area H8. The secret door can't be seen from above, and any character exploring the depths has a difficult time seeing in the murky water (Perception DC 30).

Trap: Placed here to snare potential slaves or food, the golden serpent idol radiates an aura of moderate enchantment and conjuration magic and contains a dangerous trap. The trap lures anyone who enters the room toward the gemstone, and teleports any creature that comes within 5 feet to the northwest corner of area H2. If the stone lever in area H8 has been turned, the pedestal and idol sink into the ground and are covered by a stone lid, preventing the trap from functioning.

SERPENT IDOL TRAP

CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*mass suggestion*, affected creatures approach the idol, DC 19 Will save negates, creatures must save every round); multiple targets (all creatures that enter the room).

Secondary Effect spell effect (*teleport* to area H2, a creature not affected by *mass suggestion* can attempt a DC 20 Will save to resist being teleported); multiple targets (any living creature that approaches within 5 feet of the idol).

Treasure: The idol is attached by *sovereign glue*. If removed, it loses all magic properties, but is worth 1,200 gp as an art object.

Development: The PCs might resist the lure of the statue and move on to the next level of the dungeon. Until they deal with the serpentfolk, they have to attempt new saving throws each time they pass through this chamber.

H2. Serpent Maze (CR 6)

The narrow corridor ahead has a strange serpentine pattern of green glass embedded in the floor. The pattern runs to the end of the corridor before turning east to head out of sight.

Two lengthy serpent mosaics are set into the floor of this twisting chamber, starting with a tail at each end and leading inward. The two patterns' heads meet at the center in a 10-foot-wide chamber. The door leading out of this chamber to area H3 is locked (Disable Device DC 25).

Trap: Precisely 1 minute after the first PC appears in this room, PCs begin to hear a strange hissing noise coming from either end of the corridor (where both snake tails are located). This hissing grows louder and louder each round. Five rounds after the hissing begins, the spectral serpent trap is sprung.

This trap manifests from both ends of the corridor, creating gigantic spectral snakes that slither down the corridor. The snakes fill the entire corridor and cannot be bypassed. At the start of every turn, each snake moves, pushing any PCs who are within its 10 feet of movement and dealing 2d6 points of damage to any PC it pushes. Any PC teleported to this room after the trap is sprung appears in front of a spectral snake. It takes the snakes 11 rounds to push the PCs into the central chamber. If one snake is dispelled or destroyed, the other is as well; they reform 1d4 rounds later at their starting positions. If the group includes more than four characters, the characters are squeezed to fit into the central chamber.

Once the snakes have pushed all creatures into the central chamber, the spectral snakes solidify into gigantic serpents. On their turn, they do not attack, but instead release an inhaled poison that fills the central chamber. This poison persists as long as both snakes are alive, and the save DC increases by 2 for each round after the first. If either snake is reduced to 0 hit points, both snakes vanish, the gas dissipates, and the trap is disarmed for 1 day. Otherwise, after 10 rounds, the snakes vanish and the trap is disarmed for 1 hour.

SPECTRAL SERPENT TRAP

CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (after 1 day)

Effect spectral snakes move 10 feet each round toward room's center, dealing 2d6 damage each round to any creatures they push, then solidify into serpents (*emperor cobras*, *Pathfinder RPG Bestiary 2* 252); serpents exhale poison gas each turn instead of attacking; poison gas (cobra venom—inhaled; save

Fort DC 22 per round, +2 each round after the first; frequency 1/round for 10 rounds or until one cobra slain; effect staggered for 1d6 rounds, characters that fail their saves while staggered fall unconscious for 1d6 minutes; cure 1 save); multiple targets (all targets in 10-ft.-by-10-ft. room)

H3. Guards and Wards (CR 6)

A pool runs down the middle of this narrow chamber. Two emerald bridges cross the pool.

The water in the pool is just over 5 feet deep, and filled with translucent white fish brought from the Darklands.

Creatures: This chamber is a guardroom for the serpentfolk that live beyond. If the trap in area H2 is set off, a warning bell sounds here, alerting the guards that someone has ventured into the maze. The serpentfolk wait for the trap to run its course before venturing inside. Should all of the PCs fall unconscious in area H2, they are taken to area H6, after which the serpentfolk go to inform Uzar-Kus so that he can prepare them for sacrifice.

If the PCs defeat the trap in area H2, the warning bell rings continuously for 1 minute, allowing the serpentfolk to prepare for battle by using *blur* and *mirror image*. They position themselves along the bridges.

SERPENTFOLK (2)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary 2* 242)

H4. Snake Pit (CR 6)

This large chamber has a pit at its center, edged by a narrow walkway. The pit is filled with serpents that fill the chamber with a hissing chorus. Four stone statues of giant serpentfolk holding out long glaives stand in shallow alcoves in each corner of the room.

This chamber houses snakes the cult uses in a variety of rituals. The walls of the pit are smooth (Climb DC 25). A smooth column rises up from each corner of the pit.

Creatures: In addition to the nest of snakes, a degenerate serpentfolk—the snake caretaker—is near the east wall.

In the center of the east wall is a lever. Pulling it causes all four serpentfolk statues to slide forward 10 feet, then rotate so their glaives push anyone between the pillars into the pit. Treat this as a bull rush combat maneuver with a +15 CMB. If the maneuver fails, the PC is pushed to the center of the walkway, but avoids being dumped into the pit. After performing this maneuver, the statues slide back into their alcoves. They activate only once per 2 rounds. The statues have hardness 8 and 60 hit points. PCs knocked into the pit take 1d6 points of falling damage and must contend with the snake swarms.

After using the statues, the serpentfolk guard moves to engage any PCs that avoided falling into the pit.

DEGENERATE SERPENTFOLK

CR 4

XP 1,200

hp 47 (see page 75)

SNAKE SWARMS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary 3* 249)

H5. Passageway (CR 4)

A short flight of stairs to the east leads down to a doorway and an alcove containing a statue of a robed serpentfolk priest with its hand raised in warning. On the wall at the top of the stairs, the image of a coiling serpent is carved in the stone. To the west is a doorway leading north, after which the passage continues west.

The serpent carving in the wall radiates faint illusion magic. The eastern door leading into area H6 is locked (Disable Device DC 30). The door leading from this passageway into the west end of H6 is also locked (Disable Device DC 20).

Creature: The statue at the bottom of the stairs is an animated object. If any creature comes down the stairs or exits area H6 through the lower door, the statue attacks. It can be deactivated for 10 minutes by casting *ventriloquism* on the wall carving at the top of the stairs. If the PCs make too much noise in this area, the degenerate serpentfolk patrolling area H7 come to investigate.

ANIMATED SERPENTFOLK STATUE

CR 4

XP 1,200

Advanced animated object (*Pathfinder RPG Bestiary 14*, 294)

N Medium construct

hp 42

SQ Construction Points (grab [slam attack], stone [+1 AC, hardness 8])

H6. Slave Pen (CR 7)

This large chamber has a viewing gallery on the west end and a dirt-floored pit on the east end, with manacles attached to the wall. Both ends have doors leading south, but the door in the pit has no handle or keyhole.

If the heroes cause a commotion before entering the room, they see a dark-haired human woman dressed in filthy, torn robes chained to the pit's east wall. She appears to be wounded, but none of the injuries look recent. Dire rats scurry about the floor of the pit, staying well away from the prisoner. She looks up and calls, “Help me, please! The serpentfolk are going to kill me!”

If the heroes get in quietly, they instead see a serpentfolk dressed only in filthy rags chained to the east wall of the pit. It appears to be wounded, but none of the injuries look

recent. Dire rats scurry about the floor of the pit, but keep their distance from the prisoner.

This chamber is used by the serpentfolk to house captives and other future meals. The east end is a pit where prisoners can be chained up. The west end serves as a viewing gallery where the serpentfolk go to consider their prisoners and decide which one will make the best feast. The door on the pit floor has no handle on the inside, but can be opened with a successful DC 30 Disable Device check.

The wall between the two sections is smooth and covered in grease, making it too slippery for even the dire rats to climb.

Creatures: The dire rats attack anyone that ventures into the lower half of the room, but stay away from Ziszkaa.

The prisoner is Ziszkaa, the previous ruler of this level. If he hears intruders fighting outside or fumbling at the doors, he uses *disguise self*, hoping that the PCs might rescue him. Only a couple of weeks ago, he met the mage Tiawask when she passed through, so he adopts her appearance and tries to convince the PCs to release him. If the PCs question him while he wears this disguise, his responses to likely questions include the following.

Who are you? “I am Tiawask, a wizard of Thornkeep.” (That is all Ziszkaa found out about Tiawask before she managed to get away; he makes up further details if pressed.)

How did you get here? “I escaped from Klarkosh and fled deeper into the dungeon, since it was the only way I could go. The spell trap on the landing outside this level caught me, though.”

Why do the rats leave you alone? “I don’t know. I think the serpentfolk have trained them to leave prisoners alone.”

We found Jharun. “That is interesting news! Where is Jharun now?” (Ziszkaa has no idea who Jharun is.)

How did you get away from Klarkosh? “I put a spell of sleep on the guard watching my cell.” (Ziszkaa is making this up. If the PCs spoke to Jharun on Level 6, they might already know that Tiawask really escaped by means of a *potion of gaseous form*. If challenged, Ziszkaa hurriedly backpedals on his story.)

How do we get out of here? “Just west of here is a large shrine to Ydersius. There are stairs behind the great idol.” (This is a lie. Ziszkaa hopes to mislead the PCs into a confrontation with Uzar-Kus in the hope that they will destroy or weaken him.)

You have an aura of illusion magic. “It is the magic of the serpentfolk. They use horrible visions to torment me.” (A lie. The aura comes from Ziszkaa’s *disguise self* ability.)

Will you help us explore the Spire? “Gladly. Anything is better than remaining here.”

If Ziszkaa is unable to disguise himself before the PCs find him, he claims to be a dissident unjustly imprisoned by Uzar-Kus. He attempts to convince them that they will never escape without defeating Uzar-Kus first, and offers to help them do so.

DIRE RATS (6)

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary* 232)

CR 1/3

ZISZKAA

CR 7

XP 3,200

Male serpentfolk cleric of Ydersius 5

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +17

DEFENSE

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 104 (10 HD; 5d10+5d8+55)

Fort +12, **Ref** +11, **Will** +13

Immune mind-affecting effects, paralysis, poison; **SR** 20

OFFENSE

Speed 30 ft.

Melee bite +14 (1d6 plus poison)

Special Attacks channel negative energy 5/day (DC 14, 3d6), venomous stare (DC 17)

Spell-Like Abilities

(CL 4; concentration +6)

At will—*disguise self* (humanoid form only, DC 13), *ventriloquism* 1/day—*blur*, *dominate person* (DC 17), *major image*, *mirror image*, *suggestion* (DC 15)

Domain Spell-Like Abilities

(CL 5th; concentration +10)

8/day—battle rage (+2)

Cleric Spells Prepared

(CL 5th; concentration +10)

3rd—*magic vestment*⁰, *protection from energy*, *summon monster III*

2nd—*cure moderate wounds*, *silence* (DC 17), *sound burst* (DC 17), *spiritual weapon*⁰

1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds*, *divine favor*, *magic fang*⁰, *sanctuary* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *virtue*

D domain spell; **Domains** Scalykind^{ISWG}, War

TACTICS

During Combat Ziszkaa uses *dominate person* to make a PC his bodyguard as he slips out of his manacles (Escape Artist DC 30).

Morale If he drops below 25 hit points, Ziszkaa plays dead. If his ruse fails, he surrenders.

STATISTICS

Str 11, **Dex** 22, **Con** 20, **Int** 18, **Wis** 20, **Cha** 14

Base Atk +8; **CMB** +8; **CMD** 24

Feats Combat Casting, Great Fortitude, Improved Initiative, Selective Channeling, Weapon Finesse

Skills Acrobatics +16, Disguise +12, Escape Artist +24, Knowledge (arcana) +17, Perception +17, Sense Motive +14, Spellcraft +17, Use Magic Device +11

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ serpent companion (dead)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 STR; cure 2 saves.

Development: If the PCs free Ziszkaa and allow him to join the party (disguised or otherwise), he willingly assists

them in defeating Uzar-Kus before turning on them. He cannot use any of his cleric spells until he retrieves his holy symbol in area **H8**.

If the PCs refuse to free him, Ziszkaa has one more trick up his sleeve: he can get out of the manacles almost anytime he wants. Unsure of whether the serpentfolk in this level would support him against Uzar-Kus, he has been patiently waiting here, allowing his foe to think he has won. When the PCs leave, Ziszkaa slips out of his manacles and follows them—they're the opportunity he has been waiting for.

H7. Hissing Doors (CR 7)

The passageway opens up to reveal a large statue of a snake facing a wide corridor to the north that ends in a pair of golden doors covered in a twisting serpent pattern.

The doors lead into the temple. Anyone who approaches the golden doors hears hissing that grows louder with each step. If the person comes within 5 feet of the door, the serpents glow with green light, and a trap is activated.

The green snake statue emanates a faint abjuration aura, but is not a trap. Anyone searching the statue can attempt a DC 20 Perception check to uncover a round depression on the body of the serpent, just below the head. It has an odd pattern inside. A successful DC 25 Knowledge (religion) check reveals this to be the symbol of Ydersius, god of the serpentfolk, but in reverse. If a holy symbol of Ydersius is placed against this depression, it deactivates the trap on the doors leading to area **H9** and unlocks them.

If Ziszkaa is with the group, he conveniently locates the depression if no one else does, and claims to recognize the symbol as similar to that worn by some of the serpentfolk.

Creatures: Two degenerate serpentfolk patrol this hallway, one to the west of the statue and one to the east. The two join forces if either discovers intruders, and avoid triggering the trap.

DEGENERATE SERPENTFOLK (2)

CR 4

XP 1,200 each

hp 47 each (see page 75)

Trap: Spectral serpents emerge from the golden doors to attack anyone who comes within 5 feet. The snakes attack every round, automatically targeting one creature with the *poison* spell. The trap cannot be disarmed without being attacked each round. The door is locked, requiring a successful DC 25 Disable Device skill check to open, although it automatically unlocks if the trap is disarmed with a holy symbol.



ZISZKAA

SNAKE DOOR TRAP

CR 5

XP 1,600

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*poison*, 1d3 Con damage/round for 6 rounds, Fort DC 21 negates)

H8. The Sauna (CR 7)

The door slides open, unleashing a cloud of hot steam. The misty room contains a steaming pool edged with glistening stones.

The serpentfolk use this hot spring, fed by a fissure at the bottom of the pool, for relaxation, and coil up on the rocks around it. The pool is 20 feet deep, opening up beneath the surface to form a egg-shaped space beneath the room. Swimming through the pool requires a successful DC 10 Swim check.

Ten feet under the surface of the water, a small, water-filled passageway leads to the pool in area **H1**. At the end of this passageway is a stone door. Turning a stone lever set into the wall causes the door to open and the idol in area **H1** to sink into the ground, allowing the serpentfolk to enter the landing without fear of the trap.

Any character who takes a good look at the pool may spot an *arcane mark* about 5 feet below the surface (Perception DC 10). The mark is in the form of a runic letters “TWSK,” and indicates the mouth of the submerged passage. When Tiawask discovered the exit from the serpentfolk lair, she left the mark in case Jharun (or any other explorer in trouble) found himself trapped here, and the serpentfolk haven’t noticed it yet.

The door leading north out of this room is locked (Disable Device DC 30). Only Uzar-Kus has the key.

Creatures: Most of the time, a trio of serpentfolk lounge in this room. The PCs can catch the serpentfolk by surprise if they succeed at Stealth checks opposed by the serpentfolk’s Perception checks (at a -5 penalty for being half-asleep).

SERPENTFOLK (3)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary 2* 242)

Treasure: One serpentfolk carries a belt pouch containing 60 gp and two orange jacinths, each worth 200 gp. In addition, Uzar-Kus discarded Ziszkaa’s belongings in a damp sack in the northeast corner of this room. Inside are a jade holy symbol of Ydersius, a bag of spell components, a *wand of cure moderate wounds* (50 charges), and a *scroll of flame*

strike. A second piece of parchment in the scroll tube holds an Emerald Spire level sigil for Level 10. Its label reads “the tenth level” in Draconic.

H9. Temple of the Serpent (CR 9)

This vast chamber glows with green light that seems to emanate from the stone itself. Along both sides of the chamber are emerald pools, above which loom gigantic serpent statues; their fanged maws pouring rivulets of green liquid into the pools below. On the far end is a glorious serpent statue plated with green metal scales, reaching nearly to the high ceiling. This statue is missing its fangs. In the center of its body is a glowing green emerald the size of a fist, held in place by brackets of dark metal.

This chamber is the grand temple to Ydersius on this level of the dungeon. The serpentfolk come here to pay homage to



their foul serpent god and to receive their orders from Uzar-Kus, who spends most of his time here.

The serpent statue at the end of the hall is the subject of an *unhallow* spell that grants all worshipers of Ydersius in the room the effects of a *bless* spell (this isn't factored into Uzar-Kus's statistics). This spell also increases the DC to resist Ziszkaa's channeled negative energy by 4 if he joins this battle.

Creature: Uzar-Kus resides in this chamber, paying homage to the giant serpent statue. He is alerted as soon as the golden doors open. He waits for the PCs to come to him, hoping that the acid-spitting serpent traps will slow them down.

UZAR-KUS

CR 8

XP 4,800

Male serpentfolk sorcerer 6

CE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 24, touch 17, flat-footed 17 (+4 armor, +7 Dex, +3 natural)

hp 109 (11 HD; 5d10+6d6+61)

Fort +9, **Ref** +13, **Will** +11

Immune harmful vapors and gases, mind-affecting effects, paralysis, poison; **SR** 20

OFFENSE

Speed 30 ft.

Melee +2 dagger +17/+12 (1d4+2/19-20), 2 bites +10 (1d6 plus poison) or 2 bites +15 (1d6 plus poison)

Special Attacks long limbs (+5 ft.), two-headed
Spell-Like Abilities (CL 4th; concentration +10)

At will—*disguise self* (humanoid form only, DC 17), *ventriloquism* 1/day—*blur*, *dominate person* (DC 21), *major image*, *mirror image*, *suggestion* (DC 19)

Bloodline Spell-Like Abilities (CL 6th; concentration +12) 9/day—acidic ray (1d6+3 acid)

Sorcerer Spells Known (CL 6th; concentration +12)

3rd (4/day)—*fireball* (DC 19) 2nd (7/day)—*invisibility*, *see invisibility*, *summon monster II*

1st (8/day)—*charm person* (DC 17), *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *resistance*, *touch of fatigue* (DC 16)

Bloodline aberrant

TACTICS

Before Combat Uzar-Kus casts *mage armor* on himself.

During Combat Uzar-Kus casts *mirror image* and *dominate person*, then casts *fireball* as many times as he can before he's forced into melee. Once in melee, he continues casting spells while biting with his second head.

Morale Uzar-Kus fights to the death to protect the temple.

STATISTICS

Str 11, **Dex** 24, **Con** 18, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +8; **CMB** +8; **CMD** 25

Feats Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Still Spell, Toughness, Weapon Finesse

Skills Acrobatics +17, Disguise +11, Escape Artist +20, Knowledge (arcana) +17, Perception +16, Sense Motive +7, Spellcraft +17, Use Magic Device +20

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ bloodline arcana (+50% duration on polymorphs)

Gear +2 dagger, necklace of adaptation, jade holy symbol of Ydersius, key to area H11, 25 pp, topazes (5, worth 50 gp each)

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

Two-Headed (Ex) Uzar-Kus hatched with two heads. On any round in which he casts a spell or uses a spell-like ability, he can make one bite attack as part of the action to cast the spell. If he casts a spell using Still Spell, he can make his dagger attack and one bite attack, but doing so is a full-round action, regardless of the time it would normally take to cast the spell. Uzar-Kus is immune to any effect focused on the head that would incapacitate him, such as blindness/deafness, unless that effect targets both heads.

Traps: The serpent statues on either side of the room are a danger to any non-serpentfolk that passes in front of them. Each statue can discharge a gob of acid when a non-serpentfolk is directly in front of it. Only one statue fires per round.

ACID-SPITTING SERPENT TRAPS (4)

CR 3

XP 800 each

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger proximity (*glyph of warding*); **Reset** automatic (1 hour)

Effect spell effect (*acid arrow*, +10 ranged touch, 2d4 acid damage)

Treasure: The serpent statue contains a large emerald gemstone worth 5,000 gp, but removing it is no simple task. It is firmly held inside the statue and cannot be removed. It is also 25 feet off the ground, making it difficult to reach.

The statue is missing its fangs. If these fangs are replaced, the adamantine brackets holding the gem in place retract, allowing it to be removed. One of these fangs is located in area H10, while the other is on Level 7 of the dungeon, in area G9.

Quest: When they find the giant gemstone, the PCs gain the Green Gem quest.

Story Award: When they collect the gem, the PCs also gain 1,500 XP for completing the quest.

H10. Hatchery (CR 6)

This entire chamber is bathed in a green radiance emanating from the Emerald Spire that pierces the room. Carved into the wall around this pillar are large nests holding pearly eggs.

This is the hatchery for the Circle of Vissk-Thar. Currently, 14 eggs incubate in this chamber. Uzar-Kus hopes that the energy from the Emerald Spire will infuse more of his clan with strange powers similar to his own.

Creature: The Circle has placed a large, aggressive snake in this room to attack any non-serpentfolk who enters the room.

FIENDISH EMPEROR COBRA

CR 6

XP 2,400

hp 51 (*Pathfinder RPG Bestiary 2* 252, 292)

Treasure: In the one of the nests is a thick gold chain worth 200 gp. Dangling from this chain is a stone fang, one of the keys to releasing the emerald in area H9.

H11. Passage to the Darklands (CR 6)

The doors leading to this room are locked (Disable Device DC 30). Only Uzar-Kus has a key.

In the back wall of this chamber, a natural cavern corridor descends into darkness. A cold wind rises from it, carrying a foul stench.

This chamber was the first one built by the serpentfolk when they emerged from the Darklands. The passageway winds down for miles until it reaches the Darklands near Harrowspire. One hidden passageway (Perception DC 28) far below returns to the Emerald Spire, connecting to Level 13.

The serpentfolk have concealed the entrance with an *illusory wall* (Will DC 16 if interacted with) 30 feet down. The wall is transparent from the interior, but to any creature approaching from below, it seems that the tunnel ends in a cave-in.

Descent to the Next Level

If the PCs resist the *mass suggestion* effect on the trapped idol in area H1, continuing to Level 9 is as simple as crossing the landing and continuing down the stairs. The stairs become shallow steps that descend more than 250 feet.

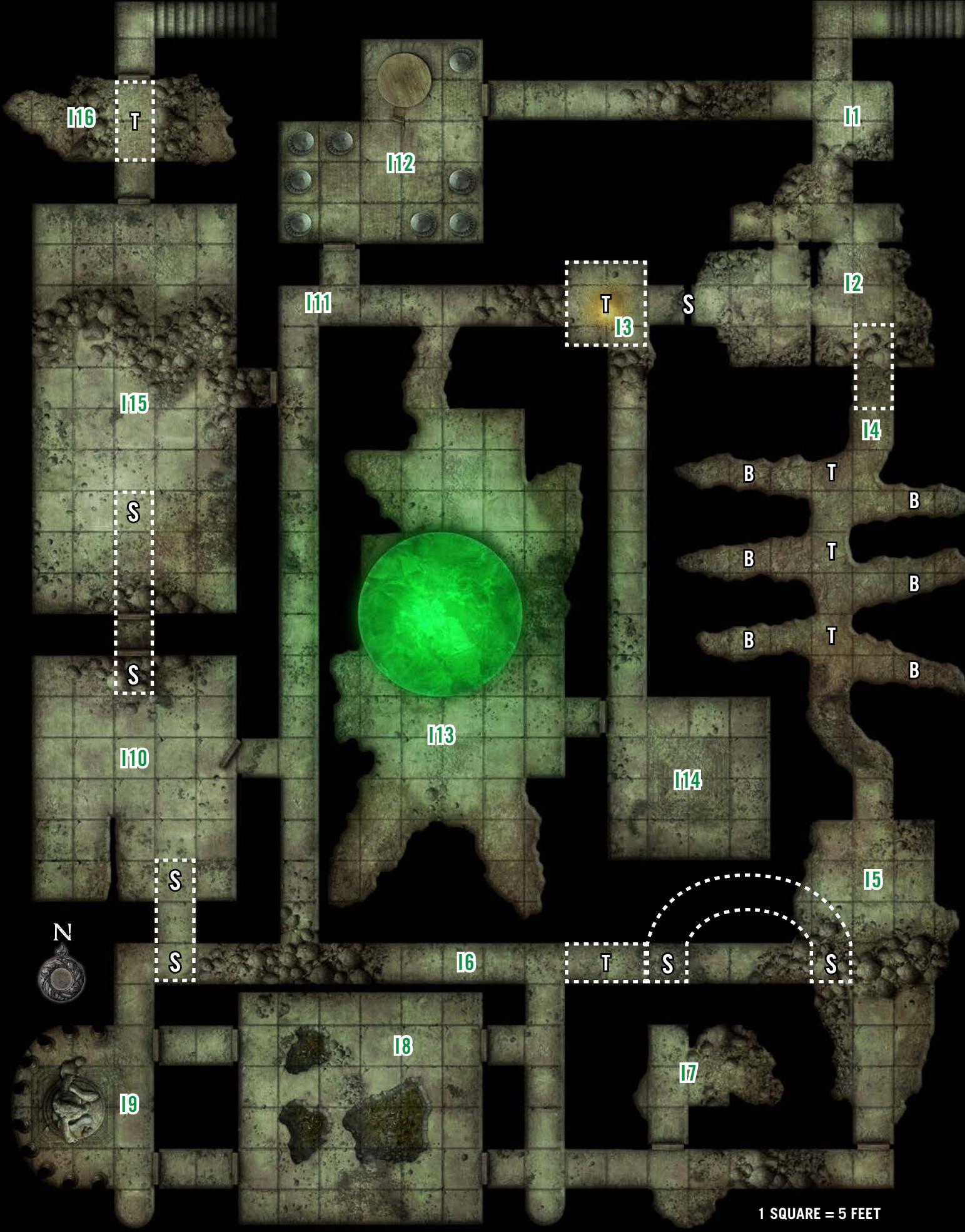
About 50 feet below area H1, the missing wizard Tiawask left a message. It triggers when a humanoid creature that is neither a serpentfolk nor accompanied by a construct approaches.

A short distance down the stairs, the wall ripples and takes on the shape of a human mouth about a foot across. In a feminine voice, it whispers, “I, Tiawask, a mage of the Goldenfire Order, leave this message for any who are exploring the Spire. I escaped from Klarkosh and the serpentfolk, but am continuing my descent in the hopes that I will find a way out somewhere below. If you have come this far, I beg you to help me escape. You shall be richly rewarded.”

Its message finished, the *magic mouth* fades from view.

Story Award: The PCs gain 1,500 XP for exploring all or most of this level. If they have the Sage’s Expedition quest, they also gain 2,500 gp.

LEVEL 9: THE SPIRE AXIS





LEVEL 9

The Spire Axis

By Tim Hitchcock

Nhur Athemon created the Axis as a focusing chamber for the Spire's arcane power. Here he created the first Spire transport tokens and Spire-powered constructs, and began trying to turn the Spire into an arcane weapon. The concentration of magical energies from the Axis was conspicuous, so Nhur Athemon devised numerous wards to conceal its location.

The exiled mage's efforts were unsuccessful. A few years after he began his delving in the Spire, the Azlanti authorities divined his presence and dispatched a powerful strike force, the Knights of the Ioun Star, to deal with him. The knights destroyed Nhur Athemon's workshop on this level before continuing farther into the Spire's depths. The Axis was abandoned until a power-hungry barbed devil known as the Mistress of Thorns arrived centuries later, hoping to uncover Nhur Athemon's secrets. She has since subverted a tribe of morlocks to aid her.

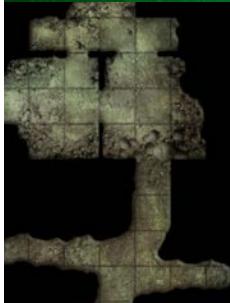
In her studies of the Spire, the Mistress of Thorns removed Nhur Athemon's surviving wards, allowing energies to seep from the Spire as bait for planar beings she wanted to capture. These energies attracted a morlock oracle, too—the chieftain Groshen Urk. Groshen led his tribe of warriors to the Axis and tried to overpower the Mistress of Thorns.

During the battle, Groshen Urk was knocked into the Spire while holding many *Spire transport tokens*, and disappeared. His tribe promptly rushed the Mistress of Thorns. Feigning defeat,

the devil convinced the morlocks that Groshen Urk had been transported into the stone, and promised to free him.

The Mistress has slowly subverted the morlocks with vague promises and sly advice. She has convinced them that the best way to free Groshen Urk is to hunt and capture planar beings or creatures of magical power for her to "examine" in order to unlock the supernatural means to free the oracle from the Spire. In actuality, the Mistress of Thorns knows what happened to the oracle, but is powerless to undo what has occurred.

FEATURES OF THE LEVEL



Morlocks have vandalized this level's outer passages, leaving little of its original decor. Unless otherwise noted, areas in this level share the following features.

Alarms: As a primitive alarm system, the morlocks mark many of the passages with their bodily waste to provoke intruders into giving off loud, disgusted reactions.

Crawl spaces: The morlocks have collapsed several of the dungeon's main passages and burrowed out cramped 3-foot-diameter crawl spaces to bypass the blockages. Medium characters must squeeze to use these passages.

Illumination: The morlocks have no need for light and therefore keep all passages pitch black.

11. Entering the Axis

At the foot of the stairs, the passage leads off into a strangely angled foyer. Most of the walls have been reduced to rubble. One of walls connects to a small corridor, but the passage ends in a collapse after a few feet. In the southern wall of rubble, a small dark hole in the rock is the room's only exit.

The collapsed passage once served as the primary entranceway into this level's inner chambers. Currently, it's sealed off by a huge pile of collapsed rubble. It's possible to dig through, but this takes several hours and creates enough noise to attract the attention of the morlocks in area I2. The exit to the south is narrow; a Medium creature must squeeze through.

Anyone inspecting the collapsed areas who succeeds at a DC 12 Knowledge (dungeoneering) check determines that all of the damage was caused deliberately by work with picks and mattocks, but the standing walls, floor, and ceiling of the passage remain stable. The blockage is about 10 feet thick.

12. The Broken Chamber (CR 6)

The passage opens into a severely damaged chamber. Rubble torn from the excavated walls lies everywhere. Across the room stand the remains of a dividing wall now torn down to its foundation. The far wall is piled with slabs of broken stone. In a few places, badly damaged remains of ancient glyphs can still be seen.

The glyphs are the last remaining traces of the wards once hiding the location of this level. What's left is scattered and illegible, but a successful DC 28 Linguistics check reveals their Azlanti origin, and suggests their purpose was to mask the existence of potent magic.

Anyone searching the rubble along the west wall can attempt a DC 15 Perception check to find the concealed entrance to the passage leading to area I4.

The passage leading to the west eventually arrives at another dead end. Allow anyone entering the passage to attempt a DC 5 Perception check to spot the outline of a secret door. The poor concealment of the secret door is deliberate, and intended to lure trespassers into area I3. The door is locked with a good lock.

Creatures: Unless the PCs previously drew attention to themselves, a patrol of morlock guardswards this chamber. If alerted to the presence of interlopers, the morlocks hide and wait to see if the PCs trigger the trap in area I3. If this happens, they rush in from behind and try to ambush the PCs. If not, they make a quick strike upon the PCs and then flee, trying to trick the PCs into pursuing them into the area I4.

MORLOCKS (4)

CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary 209*)

13. Repository (CR 3)

Vandals have not defaced this tiny, cramped room. The walls are painted in gold leaf. In the center of the room lies a heap of coins from which poke other glittering prizes including a chalice, jewelry, gemstones, and a sword with a jeweled hilt.

While the room appears to have once been a treasure repository, the current hoard is only bait, sitting on a covered pit trap that takes up the entire floor of the room. If more than one person enters this area, the trap is triggered.

Trap: The trap consists of a camouflaged pit trap fitted with barbs that are extremely difficult to remove from the target's skin. On a critical hit, the barb sets in the victim's flesh and the victim becomes entangled. Safely removing a barbed skewer requires a successful DC 15 Heal check and deals 1d4 points of damage. One can rip free from a skewer with a successful DC 20 Strength check, taking 2d6 points of damage.

MORLOCK TRAP

CR 3

XP 800

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); barbed skewers (Atk +15 melee, 1d4 barbed skewers per target, 1d4+2 damage per skewer plus entangled on a critical hit); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: A successful DC 15 Appraise check reveals that less than half of the loot is real, and the rest consists of

copper coins covered in gold leaf. Still, a character who sifts through the hoard recovers 1,000 gp in assorted coins, 15 pieces of quartzite and similar low-quality gemstones worth 10 gp apiece, six pieces of jewelry worth 150 gp each, and a bejeweled masterwork longsword worth 750 gp.

Development: If the trap triggers, or the PCs make no effort to keep silent, their activities immediately alert the morlocks in area I₂. The morlocks use stealth to creep up through the hole in the corner and see what's happened in here without drawing attention to themselves.

I4. The Rib Cage (CR 5)

A crude passage dug from the earth winds through the darkness. Side tunnels lead into the darkness every few feet.

Upon entering this passage, the PCs are assaulted by the overwhelming stench of urine and feces. The morlocks have badly soiled the entranceway to distract and provoke intruders. The vile substances have been smeared throughout the northernmost 10 feet of the passage. Any character moving through the passage must succeed at a DC 10 Fortitude save or become sickened for 1d4 rounds. Characters who make a good deal of noise here alert any morlocks in areas I₂ and I₅ that there are intruders in the level.

Traps: The morlocks call this passage the Rib Cage, since they have dug a series of short, narrow crawlspaces that branch off from the main corridor. Each side passage hides a ballista-like device fitted with a barbed javelin. Carefully concealed tripwires run across the passageway, each connecting to the firing mechanisms of two ballistas opposite one another. Anyone who strikes a tripwire triggers a trap. The javelins set into the target's flesh in the same way as the barbs described in area I₃.

If the morlocks from area I₃ lured the PCs here, they speed through, jumping over the tripwires and trying to lure the PCs into triggering the javelin traps.

MORLOCK JAVELIN TRAPS (3) CR 2

XP 600 each

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10/+10 ranged (barbed javelins; 1d6+6 plus entangled on a critical hit)

I5. Bunker (CR 8)

The northern section of this large hall remains intact, but the walls along the side have collapsed inward, creating a bottle-shaped cavern. At the narrowest point stands a wooden door. The room is divided by a waist-high pile of rock and debris running from east to west.

The waist-high pile of rock that divides the room is hollowed out and used by the morlocks as a bunker. Within it lies the secret entrance to a crawlway leading into the passages to the west. Anyone searching through the bunker who succeeds at a DC 18 Perception check notices the entrance to the crawlway.

The door at the south side of the chamber is wedged shut, but unlocked. Beyond, a passage leads to another dead end.

Creatures: A patrol of morlocks guards this chamber, hiding within the bunkers until the opportunity arises for the morlocks to strike. Should intruders enter these chambers, the morlocks attempt to get them to pass through the far door and into the dead end passage beyond where the morlocks can ambush them from behind at close quarters.

MORLOCKS (6) CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 209*)

MORLOCK CREEPER CR 4

XP 1,200

Morlock rogue 3 (*Pathfinder RPG Bestiary 209*)

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +9

DEFENSE

AC 17, touch 16, flat-footed 11 (+6 Dex, +1 natural)

hp 50 (6 HD; 3d10+3d8+21)

Fort +5, **Ref** +14, **Will** +6

Defensive Abilities evasion, trap sense +1; **Immune** disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee mwk club +12 (1d6+3), bite +6 (1d4+1) or heavy pick +8 (1d6+3/x4)

Special Attacks leap attack, sneak attack +3d6, swarming

TACTICS

Before Combat The morlock hides until it can sneak attack.

During Combat At the morlock creeper's command, it and the other morlocks strike and fall back constantly, trying to draw targets into traps or vulnerable positions. If it's not fighting in darkness, a creeper uses an *oil of darkness*.

Morale If reduced to 10 hit points or fewer, the creeper breaks from combat and flees to seek the aid of the nearest ally.

STATISTICS

Str 16, **Dex** 23, **Con** 17, **Int** 9, **Wis** 14, **Cha** 4

Base Atk +5; **CMB** +8; **CMD** 24

Feats Blind-Fight, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +23 (+27 when jumping), Climb +34, Disable Device +13, Perception +9, Sleight of Hand +15, Stealth +15 (+19 in caverns)

Languages Undercommon

SQ expert climber, rogue talents (finesse rogue), trapfinding +1

Combat Gear *oil of darkness*; **Other Gear** heavy pick, mwk club

16. The Decapitators (CR 5)

The crawl space from I5 ends here, its exit covered by a crude wooden hatch. The hatch plate is weighted with the bodies of two unconscious morlocks.

The crawl space ends in a pile of loose earth and rubble, but directly overhead there is a wooden hatch.

Lifting the hatch plate requires a successful DC 18 Strength check; doing so might waken the unconscious morlocks.

Creatures: A pair of morlocks keeps watch over this tunnel. To pass the time, they've been eating a vile, toxic paste made from fermented fungal blooms. As a result, both of them are intoxicated (making them sickened) and passed out over the hatch. A PC coming through the hatch must succeed at a DC 18 Stealth check to avoid waking them.

If woken in their current condition, the morlock guards assume their relief has arrived. Instead of trying to decapitate the first person to climb out of the hole, they make a friendly attempt to sucker-punch the intruder instead (an unarmed attack with a +5 attack bonus that deals $1d3+2$ points of nonlethal bludgeoning damage). They quickly realize their mistake, and use the decapitator on the following round.

Characters attacked while climbing up through the hatch are considered flat-footed.



INTOXICATED MORLOCKS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 209)

Special The morlocks are sickened, and so take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. This lowers their CR by 1 for this encounter.

Trap: The morlocks have installed a vicious, spring-loaded blade trap that is triggered by yanking a release lever.

DECAPITATOR TRAP

CR 4

XP 1,200

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

EFFECTS

Trigger manual (standard action); **Reset** manual (standard action)

Effect Atk +20 melee (2d4+6/x4); multiple targets (all targets in a 5-ft.-by-10-ft. area)

17. Safe Room

This heavy stone door was once adorned with carvings, but it has been vandalized to the point that its ancient runes are illegible.

The door is wedged shut, but unlocked. The morlocks can use this area to hide from PCs, either to plot ambushes or to heal wounds.

Treasure: Anyone who succeeds at a DC 12 Perception check while searching this room uncovers a half-buried stash containing a masterwork healer's kit, grain alcohol (three bottles worth 3 cp each), and a jar of restorative ointment.

18. Common Room (CR 7)

This large, square room appears to have been a receiving room. Its ceiling extends upward in a high arch, from which dangle the remains of four candelabras on long chains. Great chunks of the floor have been torn free, leaving three gaping pits. Crudely skinned pelts lie in small piles strewn about the room.

The morlocks use this area as a common room. When not patrolling other rooms, they come here to rest, eat, argue, and do whatever other awful things morlocks do.

The smallest pit is filled with stagnant water, which the morlocks collect from throughout the dungeon and store here. The adjacent pit contains some sort of charred, fleshy mass. The ceiling above that pit is coated with greasy black stains, suggesting the morlocks used this pit to cook or burn things.

The largest pit is filled with miscellaneous refuse, mostly the remains of the morlocks' meals and whatever they were carrying that they didn't use to bait their traps. Most of the organic matter has rotted into a fetid pool of sludge about 4 feet deep. Anyone coming into contact with the sludge is exposed to filth fever.

Creatures: This room is occupied by six adult morlocks and four children. As soon as combat starts, the children run for shelter by climbing the walls while the adults attack.

MORLOCKS (6)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 209*)

Treasure: A successful DC 20 Perception check made to search the contents of the fetid pit reveals a human skull with a false eye made from an aquamarine worth 500 gp.

Development: While the PCs can attempt to take hostages, the morlocks don't understand the concept of bartering for lives. If the PCs butcher the young morlocks, any remaining morlocks who find out about it become infuriated and gain a +1 circumstance bonus on the damage rolls of any successful attacks against the PCs. If the PCs do not make an effort to restrain them, the children flee on their own to find Anuuk-Tog (see area I15) and warn him of the intruders.

I9. Alcove

In the center of this alcove stand the vandalized remains of what is barely recognizable as a statue of bird-headed being with serpents for legs. Long, bronze tubes line an alcove behind the statue.

With a successful DC 20 Knowledge (planes or religion) check, a PC recognizes the statue once depicted the demon lord Abraxas. The corridor exiting to the north and east is blocked by a collapse. A PC who succeeds at a DC 14 Perception check while searching the area uncovers a secret tunnel leading into area I10.

I10. Passing Chamber (CR 2)

The passage ascends into a dark antechamber covered with plates of brass and porcelain. Its tiled walls have been bashed to splinters and smeared with filth. Most of the rubble has been pushed up along the north wall in small piles. To the west lie the shattered remains of a smaller side room, its walls broken to the foundation. Along the east wall, a wooden door hangs half open.

A successful DC 18 Perception check made while searching the rubble on the north wall reveals a secret tunnel leading into area I15.

Creatures: A lone morlock stands watch over this room, but she has dozed off. PCs entering the room stealthily may attempt a DC 16 Stealth check to avoid waking her.

MORLOCK

CR 2

XP 600

hp 15 (*Pathfinder RPG Bestiary 209*)

I11. Tribute Corridor

This short passage leads to a closed door. The walkway is littered with piles of stone bowls, skulls, crudely carved idols, and large chunks of quartzite, hematite, and other semi-precious minerals. A yellowish light leaks from the crack at the bottom of the door.

The door is locked with *arcane lock* (CL 12th), and warded with a *magic mouth* spell. If anyone attempts to take the treasure, the mouth activates and speaks in Infernal: “Take what you wish, but know this—whatever you carry away from this place, you will pay for tenfold.”

Treasure: The pile is tribute for the creature living within area I12. While the bulk of the material is of little value, there is a bronzed skull of a naunet protean (worth 500 gp), a 1-pound chunk of hematite worth 100 gp, and 23 assorted semi-precious gemstones worth 50 gp each.

I12. Chamber of Truths

Coal-filled braziers illuminate this room with a dull yellow light. Its walls are lined with great iron cages. Some are empty, while others hold the skeletal or desiccated remains of a fantastic array of supernatural beings. The corpses hang from rusty manacles and have great iron skewers piercing their bodies.

This is the Mistress of Thorns' chamber of truths. Here she performs her torturous interrogations of any prisoners that fall into her talons. A table toward the rear section of the room holds a collection of small clay bowls filled with blood, gobbets of flesh, flensed bones, and other grisly evidence of what happens in this chamber.

The door in the east wall of the chamber is locked with a masterwork lock. The passage behind it leads only to a dead end where the wall has collapsed.

Creature: Though most of the creatures caged here are dead, one clings precariously to life—the bastard son of the demigod Ragathiel whom the Mistress of Thorns has been interrogating in hopes of finding a weakness to topple his father. The creature identifies himself as Jherao. He is badly injured and currently has only 8 hp remaining, but possesses enough vitality to plead for his life. If healed, Jherao can easily be persuaded to fight against his former captor. The PCs get no XP for defeating Jherao in his current state.

JHERAO

CR —

XP 4,800

N male nephilim (*Pathfinder RPG Bestiary 3 200*)

hp 8

Treasure: In one of the cages hangs what at first appears to be the skin of a morlock. On closer inspection, the flesh has been stitched into a gruesome suit of *morlock hide* (*Pathfinder RPG Ultimate Equipment* 128).

I13. Axis Chamber (CR 11)

This chamber has been extensively excavated into a giant, amorphously shaped cavern.

The Emerald Spire runs through the center of this chamber. Numerous holes scar its surface, spiraling about the entire column. The damage appears superficial—no more than an inch or two deep in the surface—but a stronger glow from within the pillar leaks through the holes and cracks, casting emerald-colored beams about the room. Several of the holes appear to have been recently patched with brighter chips of emerald crystal.

Dozens of small chips of the Spire have been removed at this level for use in magical devices, but the column remains quite sound. If the PCs have any *Spire transport tokens*, they can easily infer that their tokens were probably removed from this part of the Spire, and that the crystal chips used to patch holes in the Spire might be tokens that have been returned.

Creature: The barbed devil called the Mistress of Thorns lurks within this chamber, attempting to crack the mysteries of the Spire. On her person, she keeps a disturbingly detailed journal of the secrets she's extracted from captives. If she spots intruders, she congratulates them on finding her: "Ah, this is an interesting development! Few humans manage to find their way to this place. You must be heroes to reckon with! Well, I certainly have no quarrel with you. In fact, I hope we might help each other."

The Mistress wants to collect as many *Spire transport tokens* as she can, believing that when she restores most of the Spire's missing pieces she will gain control over the entire device. She offers to trade her *Western Star ioun stone* for tokens, or to trade the level sigils for deeper Spire levels—she has learned all of them from Levels 2 through 13. Some possible responses to the PCs' questions include the following.

Who are you? "I am called the Mistress of Thorns."

You're a devil! "So I am. However, that does not mean I cannot be of use to you."

How can we help each other? "I am collecting these small tokens. If you have any, I would gladly trade with you. I know the secret sigils of the deeper levels, and can send you

anywhere you wish to go in the Spire. Or I may have other baubles that would interest you."

Why do you want the tokens? "I promised the morlocks I would rescue their chieftain. He is imprisoned in the Spire. I gave my word, and I am bound by it."

We don't want to give you our tokens. "That is disappointing. If you reconsider, I will happily reward you for any tokens you bring me."

If the PCs deny her, the Mistress of Thorns becomes suspicious that they have learned her secrets, and plots to kill them. If she can, she avoids combat and allows the PCs to leave, after which she teleports herself to area I16 to set an ambush for them. If forced into combat in the Spire room, she gleefully engages with the PCs, knowing she is more than a match for any but the most powerful heroes.

MISTRESS OF THORNS

CR 11

Female barbed devil

XP 12,800

hp 138 (*Pathfinder RPG Bestiary* 72)

Treasure: The Mistress has two *Spire transport tokens* that she has not yet restored to the Spire. She also possesses an ancient *ioun stone* of unusual design—a *Western Star ioun stone* (see page 67).



MISTRESS OF THORNS

I14. The Mad Guardian (CR 7)

From this simple, square room, a long passage leads north until it is blocked by rubble. There is a door in the western wall.

A previous denizen of the Axis level created a pair of flesh golem servants. When the Mistress of Thorns first arrived, she destroyed one of them. The second went berserk, forcing her to spend all of her efforts to seal it up in this room. The Mistress of Thorns never bothered to destroy the golem, but instead keeps it here until she comes up with a use for it. It slams itself furiously against the door, determined to free itself from the chamber.

Creature: Should anyone enter the chamber, including the Mistress or any of the morlocks, the berserk golem immediately rushes to attack the nearest target. If set free, the berserk construct rushes through the passages, attacking any living creatures it encounters. The flesh golem is always berserk at the start of combat.

FLESH GOLEM

CR 7

XP 3,200

hp 79 (*Pathfinder RPG Bestiary* 160)

I15. The Warrior (CR 9)

If the PCs enter this room using the crawlway, they arrive through a concealed hatch in the floor. The hatch is not weighted, but unless the PCs first succeed at a DC 25 Stealth check, moving the hatch alerts the room's occupants.

This room retains its original shape, though the walls are covered with crude pictographic graffiti depicting humanoids committing obscene and violent acts. Piles of rubble form several makeshift bunkers—a defensive barricade facing a single door set into north wall.

Creatures: Within this room, the morlock tribe's greatest warrior commands a pair of guards. If the PCs' Stealth checks exceeded the morlocks' Perception checks, this commander (named Anuuk-Tog) is berating two of his minions in Undercommon. His shouting can easily be heard by anyone approaching the hatch.

If any of the morlocks beat the PCs' Stealth checks, the whole group hides behind the rubble barricades. As soon as Anuuk-Tog sees intruders enter the room, he flies into a rage and attacks. If they're hidden from their enemies, the other morlocks wait briefly before coming out of hiding, so they can move into positions where they can flank with their frenzied leader.

MORLOCKS (2)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 209)

ANUUK-TOG

CR 8

XP 4,800

Male morlock barbarian 6 (*Pathfinder RPG Bestiary* 209)

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +10

DEFENSE

AC 21, touch 14, flat-footed 15 (+2 armor, +6 Dex, +5 natural, -2 rage)

hp 120 (9 HD; 3d10+6d12+60)

Fort +12, **Ref** +13, **Will** +9; +3 vs. magic

Defensive Abilities improved uncanny dodge, trap sense +2,

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 50 ft., climb 30 ft.

Melee +1 greatclub +16/+11 (1d10+10), bite +10 (1d4+3)

Ranged club +15 (1d6+6)

Special Attacks leap attack, rage (18 rounds/day), rage powers (quick reflexes, strength surge +6, superstition +3), sneak attack +1d6, swarming

TACTICS

Before Combat At the first sign of intruders, Anuuk-Tog drinks his potion of barkskin.

During Combat Anuuk-Tog rages, and furiously charges the nearest opponent.

Morale Anuuk-Tog fights to the death.

Base Statistics When not raging, Anuuk-Tog's statistics are **AC** 23, touch 16, flat-footed 17; **hp** 102; **Fort** +10, **Will** +7; **Melee** +1 greatclub +14/+9 (1d10+7), bite +8 (1d4+2); **Ranged** club +15 (1d6+4); **Str** 18, **Con** 18; **CMB** +13, **CMD** 29; **Skills** Climb +28.

STATISTICS

Str 22, **Dex** 23, **Con** 22, **Int** 7, **Wis** 14, **Cha** 4

Base Atk +9; **CMB** +15 (+17 sunder); **CMD** 29 (31 vs. sunder)

Feats Blind-Fight, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +20 (+28 when jumping), Climb +30, Perception +10, Stealth +14 (+18 in caverns)

Languages Undercommon

SQ fast movement, expert climber

Combat Gear potion of barkskin (CL 12th), potions of darkness (2);

Other Gear +1 greatclub, club, bracers of armor +2

I16. Final Ambush (CR 7)

This short, rubble-choked passage ends in front of a door. The rubble mounds lining the passage are chest high.

The room is designed to ambush intruders. Beyond the door, a filth-smeared landing leads to a steeply sloping natural cavern that descends to Level 10.

Trap: The morlocks placed another of their pit traps in the center of the hallway.

MORLOCK TRAP

CR 3

XP 800

See page 88.

Creatures: A morlock hides behind each of the rubble mounds. These creatures wait until intruders spring the trap or enter the center of the room to attack.

MORLOCK CREEPERS (2)

CR 4

XP 1,200 each

hp 50 each (see page 89)

Development: If the PCs spoke with the Mistress of Thorns in area I13 but declined to give her any *Spire transport tokens*, she teleports into this room after the previous fight concludes and attacks them when they reach this area.

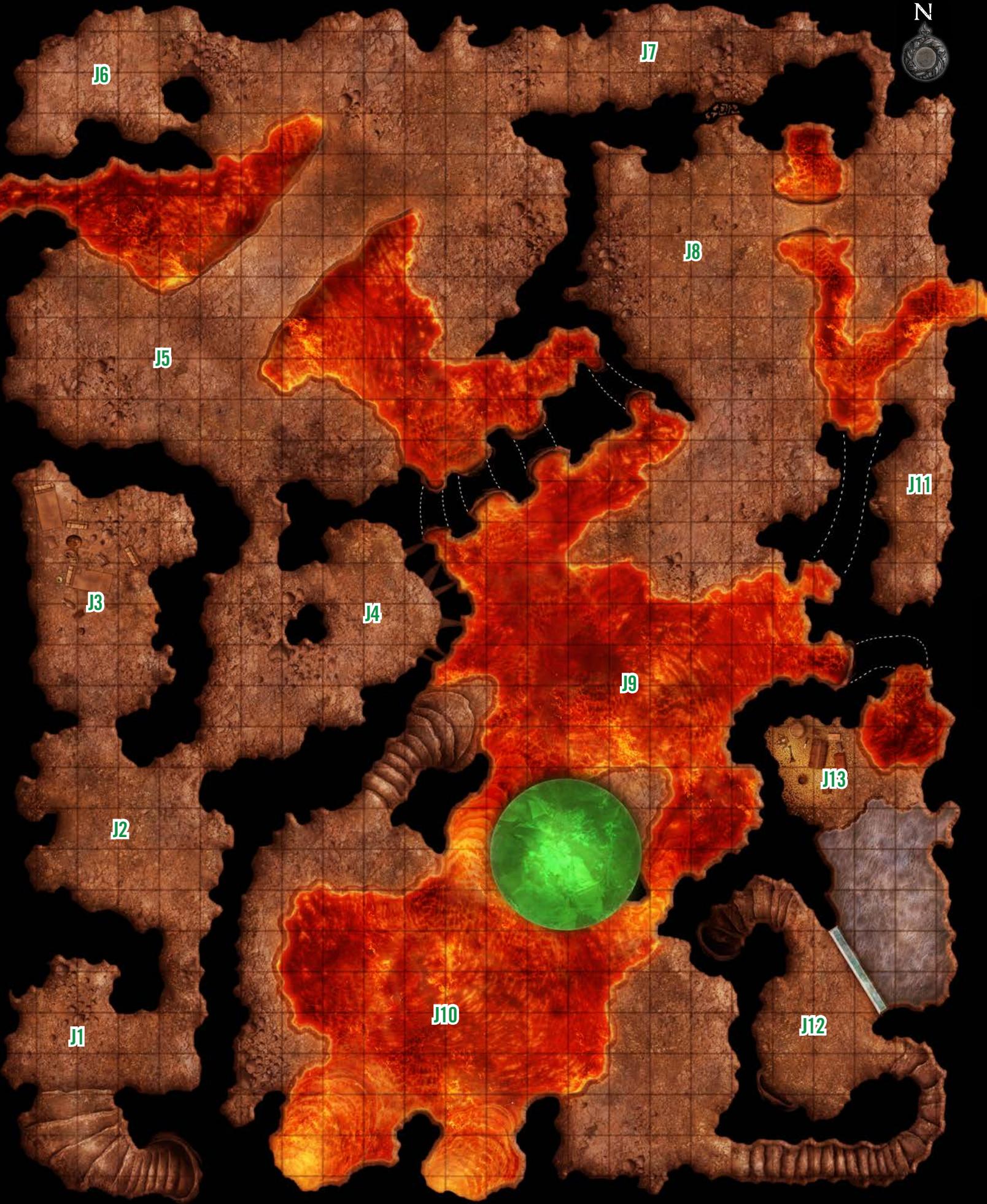
Descent to the Next Level

Beyond the door, stairs descend to a winding natural cavern that descends 1,200 feet over a 2-mile hike to Level 10.

Story Award: The PCs gain 2,500 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 3,000 gp.

LEVEL 10: THE MAGMA VAULT

1 SQUARE = 5 FEET





LEVEL 10

The Magma Vault

by F. Wesley Schneider

Chaid DiViri's first command did not end well. One of the three granddaughters of Severs DiViri, Lictor of the Order of the Nail Hellknights, Chaid was sent to Fort Inevitable after the signifers requested aid from Citadel Enferac and the Order of the Gate—the most mystically adept Hellknight order. When divinations revealed the presence of potent lawfully aligned magic and more mysterious presences deep beneath the strange landmark known as the Emerald Spire, the Hellknights sought to investigate, hoping that some hidden force might cement their dominance in the region. As an expert on dealings with extraplanar entities, Signifer DiViri was sent and quickly organized an expedition into the ruins beneath the Spire.

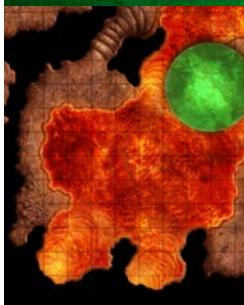
Chaid and her small contingent of Hellknights entered the Emerald Spire, using magic and naked intimidation to bypass many of its guardians. Utilizing the mysteries of the Spire itself, they even emerged multiple times to resupply, replace fallen troops, and file dispatches back to Citadel Enferac. Her final account referenced a scout's report of a region of melted stone, blistering heat, and planar instability—an underground wilderness she planned to explore forthwith. Chaid DiViri and her soldiers reentered the Emerald Spire soon after, and have not been seen since.

J1. Threshold

Gradually the stairs melt and widen until they're little more than a broken ramp. As the passage descends the temperature rises, carrying with it the clinging, rotten smell of sulfur.

Carved passages might have once passed through this area, but magma and the presence of elemental beings have reverted it to a wild state. Characters who succeed at a DC 10 Knowledge (dungeoneering) check identify the surrounding stone as

DEADLY HEAT EFFECTS



Volcanic effects exacerbate the dangers within this level, most commonly magma, high temperatures, and boiling water. Despite the magma in the area, the power of the Emerald Spire keeps the caverns' temperature around 100° F. Keep page 444 of the *Pathfinder RPG Core Rulebook* handy for additional details on heat dangers and lava effects.

Ceilings: Most ceilings are 20 feet high.

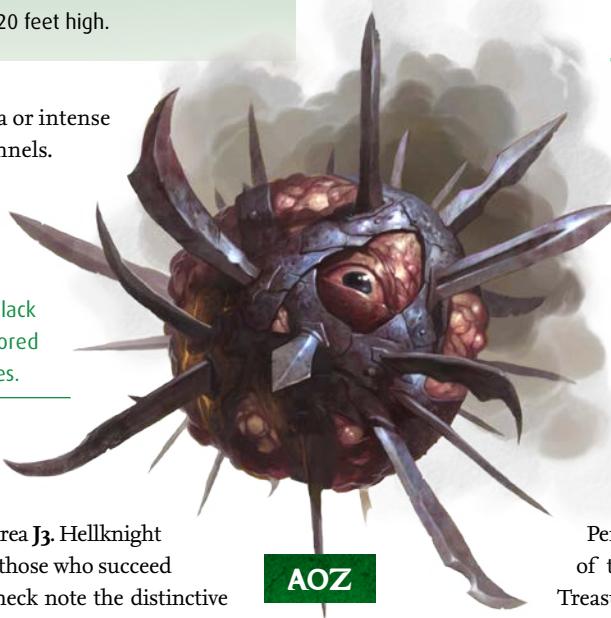
igneous rock, meaning magma or intense heat recently formed these tunnels.

J2. Battlefield (CR 2)

Heavily armored bodies lie strewn across this cavern, their black armor sundered. Brilliantly colored crystals jut out among the corpses.

The corpses, Hellknights in the service of Chaid DiViri, fell to an ambush of crysmals while defending their camp in area J3. Hellknight armor is easy to recognize, and those who succeed at a DC 15 Knowledge (local) check note the distinctive Order of the Nail armor common at Fort Inevitable. A PC who succeeds at a DC 10 Knowledge (dungeoneering) check recognizes the crystals as crysmals, not natural formations.

Creatures: Two minutes after the PCs enter, a crysmal with 2 hit points emerges from area J4, pursued by a floating sphere bristling with quivering blades and staring with a solitary eyeball—an augur kyton named Aoz, formerly DiViri's advisor. The kyton's first objective is to destroy the crysmal. Once it notices the PCs or the PCs engage the crysmal, Aoz backs away and readies an action to flee. If any PCs move to attack it, Aoz retreats to area J6. It wants the PCs' help, but since it's unable to speak, it has a difficult time communicating this.



Aoz

Aoz

CR 2

XP 2,400

Augur kyton (*Pathfinder RPG Bestiary 3* 171)

hp 19

WOUNDED CRYSMAL

CR 1

XP 400

hp 2 (*Pathfinder RPG Bestiary 2* 61)

Treasure: Signifer DiViri had just begun the latest volume of her expedition chronicle (see page 97), but lost the book in the battle here.

The scattered gear includes three +1 halberds and three suits of Hellknight plate (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290). Scavenging characters can piece together one additional suit. Red gems are fused with the crystals—once the eyes and weird organs of crysmals. Breaking the crystals (hardness 2, 5 hit points) frees 2d8 chipped carnelians worth 25 gp each; using sonic energy to shatter the crystals free preserves their full worth at 50 gp apiece.

Quest: Finding DiViri's journal gives the PCs the DiViri's Fate quest.

J3. Hellknight Encampment

Supply packs and bedrolls lie strewn between rocky protrusions.

Scattered cooking implements surround a vent near the rear of the chamber, which hisses a thin line of steam.

The Hellknights made camp here for a time. They left much of their gear and only a few guards (the bodies in area J2) while the others explored.

A PC who succeeds at a DC 18 Perception check finds the majority of the Hellknights' belongings (see Treasure, below), but the soldiers' packs are much more obvious (see Trap, below). With a successful DC 20 Perception check, a PC notices a series of scratches in the dark rock, including a series of tallies, the phrase "Dreaming of Drancy" in an arrow pointing toward a bedroll, and a crude drawing depicting an armored figure next to a floating sunburst with an eye at the center (Signifer DiViri and Aoz).

The steam vent hissing in the northwest corner damages creatures only if they try to cover it with bare flesh (dealing 1 point of damage per round of exposure).

Trap: The larger Hellknight group piled their packs in a precise pyramid before departing. To alert the guards left behind, DiViri affixed a stone of alarm to the top pack. The stone is inside the pack and not noticeable from the exterior. Being inside the pack muffles the alarm, though it is still audible in area J2. The noise doesn't bother most of the level's denizens, but if the stone remains active for 3 or more rounds, a caustic stalker from area J5 seeps through the nearby rock, emerges from the steam vent, and attacks.

Treasure: The Hellknights' scattered gear is worth 17 gp in total.

J4. Crysmal Cavern

Pale white and gray crystals cover this room in tightly packed formations, clustering in corners and around a central pillar.

Now-dead crysmals once dwelled in this room. A successful DC 24 Knowledge (planes) check reveals that the crystals here are only the crysmals' shiny waste—fragile and worthless.

J5. Caustic Crossing (CR 10)

A rotten smell from deep within the earth fills this wide cavern, rumbling through fissures and bubbling up from a river of magma coursing through the cave. A stony formation at the cave's center forms an arching bridge over the fiery current.

The gas that endlessly seeps into this room smells disgusting, but is only dangerous to those who spend more than an hour here. Treat those who do as being affected by burnt othur fumes (*Pathfinder RPG Core Rulebook* 558). Characters who linger receive another dose every hour. A character who succeeds at a DC 16 Perception check notices collected clouds of gas swirling near the ceiling.

Anyone who examines the bridge over the magma flow discovers it's cracked in numerous places. A successful DC 16 Knowledge (dungeoneering) or Knowledge (engineering) check suggests that it's probably safe to cross. The six most central squares are the weakest, and together have hardness 5 and 30 hit points. Crossing the bridge does not damage these squares, but the acidic breath of a caustic stalker does.

Creatures: Three caustic stalkers drift lazily, two near the ceiling and a third under the bridge. They don't bother creatures that cross the bridge and leave. However, they attack any non-elemental creature that taries for more than a minute, or that lifts off the ground, invading their lofty territory.

CAUSTIC STALKERS (3)

CR 7

XP 3,200 each

hp 73 each (see page 153)

J6. Fanatic's Crypt

Rivulets of magma course down this cavern's northern wall, melting plates of spiked black armor before draining into the rock.

DiViri and her wounded company retreated here, but succumbed to their wounds and the heat. DiViri passed out still standing and fell against the wall, releasing a magma flow that soldered her armored remains into a perpetually standing position. Her body and those of three of her unit remain here.

Creatures: If Chaid's ally, Aoz, survived its initial encounter with the PCs in area J2, it can be found here. It remains near the PCs, attempting to lead them here.

DIVIRI'S JOURNAL

The journal the PCs find is mostly blank. The only text is on the first page, and the book gives no indication of whether DiViri still lives or not. The full text is below.

"The Journal of Chaid DiViri, Hellknight Signifer of the Order of the Gate, leader of the expedition to tame the Emerald Spire.

"What follows is Volume 3, the rest being enshrined safely with my order on my expedition's return trips to the surface.

"The campaign continues, now into heat and boiling stone. Our troop has dwindled in size, but the gemstone vein that has provided our egress time and again is sure to be near. We will resupply, forge ahead, and discover what secret lies within these depths. I've come too far now to let something as flimsy as fire stand in my way. These pits' secrets will be mine, even if it takes the bodies of all my knights to smother their flames."

Aoz seeks to convince the PCs to retrieve its master's body, return her to the surface, and either take her to Fort Inevitable or resurrect her. Aoz's intentions are hardly pure. Chaid bargained her soul to the kytons years ago in return for their insights. Her unanticipated death has put her soul just out of reach, an accident Aoz seeks to correct.

Being mute, Aoz uses the bodies here as inkwells, coating its blades in blood and writing upon the wall. Its opening entreaty is the word "Help," scrawled in Common near Chaid's corpse. It answers the PCs' questions, truthfully explaining that the Hellknights sought to uncover the source of potent lawful energies gathered within the dungeons. Its only lies relate to its own intentions, which it tries to pass off as the devotion of a familiar. Aoz knows little of the caverns beyond here, but claims to be responsible for wiping out the crysmals in area J4 and to have glimpsed some kind of giant digging in the walls (the gray render from area J8). It will not reveal that it coaxed Chaid into lying for this assignment, as its people have long been aware of the treasure that now rests in area J13. Other messages from Aoz might include "Knights fought in fire. Burned away." and "Investigating power. Secret. Deep."

Development: The augur kyton is little threat to the PCs, and knows it. Aoz attempts to flee if met with force.

If the PCs raise Chaid DiViri (or return her body to Fort Inevitable, where the Hellknights will raise her), the signifer curtly thanks them and asks for details of their exploration. If the PCs are largely lawful, DiViri (LN female human wizard 6/Hellknight signifer 3; *Pathfinder Campaign Setting: Paths of Prestige* 28) might request to travel with them.

If the PCs don't restore Chaid to life or recover her body, Aoz follows them from a distance, leaving pleading notes on the walls. If the party has any lawful characters, it focuses its requests on them. If the party includes a lawful neutral or lawful evil wizard or sorcerer, Aoz might instead view that PC as a new master—and a fresh soul to be tempted.

Treasure: All of the Hellknights' armor has been ruined, except Chaid's. Anyone who frees her from the wall (by succeeding at a DC 20 Strength check) and loots her masterwork mithral Hellknight plate discovers a *wand of shield* (22 charges) hidden within her right gauntlet.

Story Award: Grant the PCs 3,000 XP if they see Chaid DiViri safely out of the dungeons, whether they first bring her back to life or haul her body to the surface.

J7. Gas Vent

A wretched-smelling breeze rushes through this narrowing tunnel.

The tunnel here narrows so much that Medium creatures must squeeze (*Core Rulebook* 193) to pass through the last 15 feet of the easternmost bend. The whole tunnel smells disgusting, but in its tightest area, the gases from area J5 condense and blow through this tunnel. Anyone who isn't holding his breath when he enters this area must succeed at a DC 18 Fortitude save or be affected by this poison gas, as burnt othur fumes (*Core Rulebook* 558). Creatures must attempt this save once per minute of exposure. The far end of the tunnel (area J8) is partially blocked by a shining hunk of metal—a shard slag.

A very thin wall here almost connects this chamber with area J8. The wall can be battered down. It has hardness 8 and 20 hit points.

Development: If the PCs do battle in this area or linger here for a prolonged amount of time, the gray render in area J8 hears them and bashes through the thin wall to attack.

The shard slag is a danger to anyone who squeezes through the passage. Retreating to fight it in the wider part of this chamber provokes the gray render to break through the thin section of the wall. Both of these creatures are described in area J8, where combat is more likely to happen.

The CR of any combat that happens here increases by 1.

J8. Fire Stream (CR 10)

A narrow flow of magma writhes through this broad cavern. To the south, a promontory of jagged stone juts out over a magma lake.

If any character moves to the southern part of the room (the promontory overlooking J9), add the following.

A lake of magma roils below. The molten rock seeps away through passages in the northern wall after entering the chamber from the south, where twin falls of magma pour down from a higher pool. The Emerald Spire passes through a small island between two magma falls. To the southwest, another promontory juts into the lake. Steps on it lead up to a passage that travels south.

Right at the point of the northern promontory, a mark on the bare rock softly glows—a rune that forms the letter “T,” alongside an arrow scratched into the stone pointing to the southern passage.

The rune on the ground is an *arcane mark* placed by the missing mage Tiawask. She wanted to make sure she recorded which direction she went in case the passageways and magma lakes proved confusing to navigate.

Creatures: Two beings make temporary lairs in this room, but largely ignore each other. To the east, where the narrow passage from area J7 broadens into a searing shore, squats a shard slag, a creature of living molten metals. It basks right in front of the passage into area J7, and attacks any living creature that rounds the corner leading into its den. It's a lazy thing, and does not pursue creatures that leave its sight or that cross the magma stream into the larger portion of this room.

A gray render has also found its way into this area. Attracted by the noise of the Hellknights' initial forays, it burst through a collapsed passage and ambushed the knights—contributing to their retreat and untimely deaths. It has since dragged two of their bodies here, rending apart their armor and consuming what's inside. It relentlessly pursues any creature with edible flesh that it encounters.

GRAY RENDER

CR 8

XP 4,800

hp 100 (*Pathfinder RPG Bestiary* 2 140)

SHARD SLAG

CR 8

XP 4,800

hp 126 (*Pathfinder RPG Bestiary* 4 240)

Treasure: Amid the ruined suits of armor are a masterwork composite longbow (+3 Str) and two *chaotic outsider slaying arrows*.

J9. The Spire's Pool (CR 9 and 10)

A spear of charred stone juts into a lake of flowing fire. The glow of swift-moving magma casts shadows across the ceiling and walls—everywhere except for upon the radiant pillar of the Emerald Spire. Two magma flows cascade around the Spire from higher reaches.

Magma pours into this chamber from area J10, pooling as it flows through multiple channels into other chambers or out of the dungeon entirely. These tight, magma-filled courses provide passage to areas J5, J8, and J13, if a creature can survive the multiple rounds it would take to squeeze through, blind and submerged in magma. Aside from the falling magma flows, an uneven natural stairway rises to area J10.

The Emerald Spire intrudes here, though it is more than half buried by stone and molten rock. The Spire's position caused a break in the magma, creating a small island against its northeastern face—but even this small break in the burning flow is, at the narrowest span, still 20 feet away from the cavern's northern shore.

The heat in this room is severe (*Core Rulebook* 444), over 110° F even with the Emerald Spire's magic affecting the area.

The Emerald Spire Superdungeon

Level 10: The Magma Vault

Creatures: Wild elementals called lava lurkers have been attracted to the Emerald Spire's magic. One currently swims in the magma, stubbornly guarding its pool and the Emerald Spire from creatures that don't dwell in magma. It bursts from the lake and attacks those who come within 5 feet of the pool.

The young magma dragons Ghalodz and Vrainheis also swim in the pool. Following magma flows coursing through the Darklands, the sibling dragons emerged here and discovered the Emerald Spire. They both immediately claimed it, and Vrainheis put out her brother's eye in the ensuing squabble. Ghalodz has been utterly cowed since then, and follows his sister's every command.

Although the magma dragons have been here for months, they still know relatively little about the Emerald Spire. After failing to uproot it from the surrounding rock, they created a lair in area J13, a cave with convenient access to this chamber's magma pool via a submerged tunnel. The dragons spend much of their time scheming how to break apart the Emerald Spire, but are actually content with their lair, supplementing their tiny hoard with gems discovered in the nearby caverns and treasures dropped by the strange creatures that occasionally attempt to pass through the cave. They strictly avoid the local elementals and are ignored in turn.

The chamber's final inhabitant is a xorn named Yoc. He discovered the Emerald Spire only yesterday, following its emanations to this chamber. Not bothered by the intense heat and intoxicated by the massive, impossibly delectable gemstone, Yoc squats upon the island adjacent to the Emerald Spire, ceaselessly caressing and mouthing its surface—and filling the only solid space with access to the Spire. Those near Yoc hear him muttering obsessive litanies in Terran as he smooches the indestructible stone—cooing over the emerald's tantalizing geometries and succulent facets. This can prove difficult to understand, though, as the stubborn, oblivious xorn's mouth is full.



LAVA LURKER

CR 9

XP 6,400

hp 114 (see page 155)

GHALODZ AND VRINHEIS

CR 8

XP 4,800 each

Young magma dragon (*Pathfinder RPG Bestiary 2* 100)

hp 85 each

YOC

CR 6

XP 2,400

Xorn (*Pathfinder RPG Bestiary 284*)

hp 66

GHALODZ AND VRINHEIS

Ghalodz and Vrainheis watch, partially submerged, from nearby. Characters who succeed at a Perception check notice them, but being submerged in the lava grants the dragons a +6 circumstance bonus on their Stealth checks. The magma dragons attack at the first convenient moment after the lava lurker is slain. Vrainheis uses *grease* to endanger PCs jumping across the pool and orders her brother into close combat. They initially try to confuse the PCs into thinking there's only one of them, with one attacking while the other is submerged, though both rise to flank a vulnerable opponent. Ghalodz fights to the death, but if reduced to fewer than half her hit points, Vrainheis flees to area J13, where she might have an opportunity for revenge.

Treasure: Ghalodz has replaced his missing eye with an orange topaz worth 250 gp (this gem might tempt Yoc away from the Emerald Spire).

J10. Magma Falls (CR 11)

Surges of magma pour from the chamber's uneven ceiling, flooding the cavern except for two charred shores on the east and west sides. The liquid rock overflows, coursing into a lower chamber through the broken north wall. The Emerald Spire breaches that same wall, running from the slanting ceiling to the burning pool below.

If the party explores the western shore of this chamber, add the following.

The western shore juts out into the magma lake not far from the Emerald Spire. Scratched on the floor is a glowing rune in a "T" shape and an arrow pointing toward the chamber's eastern shore. A dark passage continues east from the far shore.

The region of the River Kingdoms beneath the Emerald Spire is not known for its geological instability. The people of the nearby lands have no reason to fear earthquakes, volcanoes, or fiery swells. That could soon change in the surrounding lands, though, as planar instability around the Emerald Spire has created a small rift in the depths—a connection with a borderland where the Elemental Plane of Fire intrudes upon the Elemental Plane of Earth. Through this rift pours a small but steady stream of magma, hot enough to melt much of the surrounding stone. Even more dangerous are the elemental beings that have slipped through. Not only do they help to maintain the heat of the magma, but they also propel it on into surrounding caves and fissures.

The magma falls in this area connect and lead several hundred feet through the rock to a portal to the Elemental Plane of Earth.

The "T" rune is another arcane mark placed by Tiawask in the hope that someone would follow her. She crossed this formidable obstacle by means of a *fly* spell.

Creatures: Two lava lurkers rise and attack any non-elemental creature that comes within 5 feet of their pool. As in area J9, if a lava lurker is destroyed while in the magma, its death throes momentarily cool the magma, creating a short-lived, 15-foot-square island.

LAVA LURKERS (2)

CR 9

XP 6,400 each

hp 114 each (see page 155)

J11. The Basalt Tomb

A narrow pocket cuts its way through the black-gray stone, the ceiling and floor sloping to meet at the far end.

Any creature that illuminates or can see in this darkened chamber immediately notices an armored figure half buried within the wall, its chest and left side emerging but its right side and head buried under a thin crust of cooled lava. Closer examination reveals that the creature is not just armored, but mostly made of metal. A successful DC 22 Knowledge (planes) check identifies the creature as a kolyarut inevitable.

Creature: The kolyarut inevitable has 5 hit points and is trapped by the lava in a position that makes it unable to free itself. The inevitable was stunned by the warpwave effect of an imentesh protean just long enough for magma to flow over it and trap it. This inevitable is also the first hint of a greater lawful presence that Chaid DiViri was searching for beneath Emerald Spire, foreshadowing the larger regiment of inevitables entrenched in the caves below.

If the PCs free the kolyarut (which requires succeeding at a DC 20 Strength check), it immediately casts *detect lies*. It knows nothing of thanks, but might be made cooperative by forthright PCs who heal it and explain their role in freeing it. The kolyarut, a being who has found no use for a name, seeks only to reach the Emerald Spire and use its *Spire transit token* to reach its brethren in the depths below. It recounts the circumstances of how it came to be trapped here, saying it was sent to join its kind, who are at war with proteans on Level 15 below. Regardless of whether the outsider agrees to aid the PCs or the PCs merely follow in its wake, it proceeds to area J9, where it fights the lava lurker in the pool, attempts to move (then slays) the obsessed xorn Yoc, and vanishes after touching the Emerald Spire. If the PCs reach the inevitables' redoubt in area O1 of Level 15 (see page 136), this kolyarut is there and speaks of the PCs' usefulness—a far from complimentary report, but one that might still aid them.

If the PCs fight the inevitable while it is in this state, they gain no XP for defeating it.

KOLYARUT INEVITABLE

CR 12

XP 19,200

hp 5 (*Pathfinder RPG Bestiary 2* 163)

Quest: If the PCs learn about the war between the inevitables and proteans, they gain the Law or Chaos quest.

Story Award: If the PCs free the kolyarut, they gain 6,400 XP. This also counts as one step toward allying with the inevitables for the Law or Chaos quest.

J12. Boiling Aquarium (CR 7)

A natural stairwell opens into a humid cave before continuing into the depths. Rivulets of water run across the floor from a sweating portion of the eastern wall composed of transparent crystal.

The stairs go to Level 11 (see Descent to the Next Level).

Unless the PCs have already accessed area J13 via the magma tube in area J9, the submerged half of area J13 is visible through the crystalline wall—though all that can be seen is a submerged cavern where endless ribbons of bubbles juggle a few stray skulls. Tiny fissures in the floor serve as drains for the small amounts of water that leak into this room. From the light steam rising from this leakage, it's easy to tell that the fluid behind the wall is boiling water.

Any character who succeeds at a DC 20 Perception check or purposefully tries to determine details of the crystal formation can attempt a DC 17 Knowledge (dungeoneering) check to recognize that the wall is actually a petrified, crystalline magma ooze.

Creature: Attracted by the flows of magma in the region, a crystalline magma ooze was basking in this cavern's intense heat when a portion of the east wall collapsed, dousing it with water from a now-dry spring. The liquid immediately petrified the creature, causing its crystalline body to seize and ultimately form this clear barrier. Should the water in area J13 be removed, the magma ooze reverts back to its natural, utterly ravenous form. The magma ooze can be damaged while petrified; treat it as a barrier with hardness 8 and 85 hit points. The ooze can also be jarred from its position by a successful bull rush or a similar attack. It has a CMD of 21, with a +4 bonus because of the sediment that's encrusted it over time.

CRYSTALLINE MAGMA OOZE

CR 7

XP 3,200

hp 85 (*Pathfinder RPG Bestiary 2* 184)

Development: If Vrainheis survived the encounter in area J9, she is visible through the crystal, soaking her wounds in the boiling pool of her lair. Upon noticing the PCs, the magma dragon glares and lashes her tail. If the characters ignore her taunts or begin to move on, the dragon bull rushes the magma ooze, attempting to knock it out of place (the dragon has a CMB of +14). If she's successful, the magma ooze falls out of place, flooding the area with thousands of gallons of boiling water.

The rushing water slams into every creature in the area. Treat this as a bull rush using a CMB of +25. As the stairs

leading down provide the largest drain for the rushing water, any successfully bull rushed creature is swept toward those stairs. Any creature swept onto the stairs topples $1d4 \times 5$ feet down them, taking $1d6$ points of damage for every 5 feet the water carries it down the stairs. Additionally, the boiling water fully submerges every creature in the room, dealing $1d6$ points of fire damage.

On the second round, there is still enough boiling water to deal $1d6$ points of fire damage to each creature in the room. On the third round, the water drains away enough that the crystalline magma ooze reverts to its natural form, but it takes no action on its turn. On subsequent rounds, the ooze attacks, first attacking creatures susceptible to its burning form. Additionally, Vrainheis attacks the PCs, making use of her breath weapon and making full attacks as often as possible. She fights to the death.

J13. Magma Dragon Lair

A wall of stone separates a pool of molten rock from a broad pit filled by a trickle of boiling water. Sounds fill the chamber: hisses of steam, splashes of boiling water, and churning of angry magma.

This is the lair of the magma dragons Ghalodz and Vrainheis. The main entrance to this cave is protected by a magma-filled lava tube connecting with area J9, while a pool of boiling water and a petrified magma ooze block the passage to J12. The magma pool is 5 feet deep, while the pool of boiling water is 20 feet deep, making the stone span between them the highest point in the room. The alcove that constitutes the western end of this span holds the den and modest hoard of the chamber's dragon masters.

Creatures: If they are still alive (see areas J9 and J12), Ghalodz or Vrainheis are resting here. Either dragon will fight to the death to defend the lair.

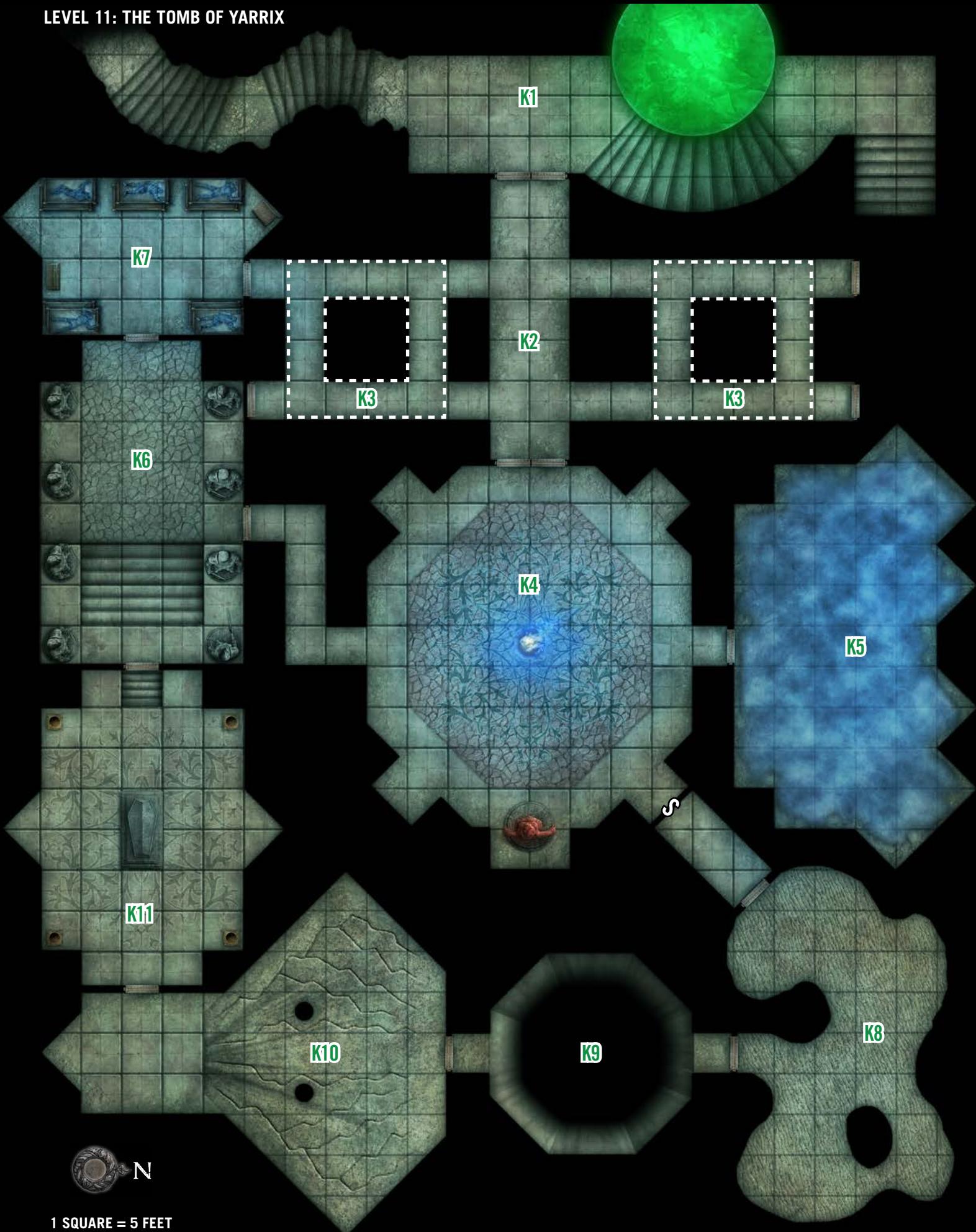
Treasure: The dragons' hoard is a pile of coins, plus a few pieces claimed from creatures passing through the dungeon. In whole, it includes 84,000 cp, 12,000 sp, 289 gp, gem flecks worth a total of 460 gp, an *elixir of fire breath*, a *feather token* (tree), a cursed *berserking sword*, a *belt of giant strength +2*, and a locked steel case etched with skulls (Disable Device DC 45). Within is a collection of ancient pages and stretched skins that constitute a copy of the diabolical chapter of the *Book of the Damned* (see *Pathfinder Campaign Setting: Book of the Damned Volume 1*). The key to this case is currently in area O10 on Level 15.

Descent to the Next Level

The natural stone steps leading down from area J12 soon give way to another long, winding natural cavern that descends 900 feet to the landing in front of the Tomb of Yarrix (Level 11).

Story Award: The PCs gain 3,000 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 4,000 gp.

LEVEL 11: THE TOMB OF YARRIX



1 SQUARE = 5 FEET



LEVEL 11

The Tomb of Yarrix

By Wolfgang Baur

Centuries past, a champion of Sarenrae named Carsolis and her allies confronted the evil high priestess Yarrix in the depths of the Emerald Spire. Yarrix had sworn herself to Hastur, one of the Great Old Ones. In service to her god, she had transformed elemental fire into something darker by tainting it with shadow—an abomination in the eyes of the Dawnflower. Carsolis defeated Yarrix and her vile elemental cult, but even in the hour of her downfall the priestess issued a dire prophecy: at a certain alignment of the stars, she would ascend into a realm of baleful horrors, and her soul would rule a new breed of elemental demons. Disturbed by this revelation, Carsolis entombed Yarrix in a vault of curved space and distorted geometries, hoping to prevent her soul from ever reaching the dark planes. Her efforts proved effective: Yarrix was dead and trapped in warped space, and the conjunction passed. In time, Yarrix was completely forgotten.

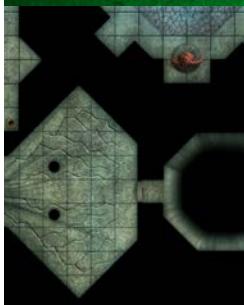
Unlike most other levels of the Emerald Spire, the Tomb of Yarrix is a discrete area, separated from the rest of the dungeon by a sealed and locked door. The PCs can, if they desire, simply ignore the tomb's entrance, cross the landing, and continue to the stairs leading down to Level 12.

If the PCs decide to bypass the level and continue, let them—but the appointed hour of Yarrix is fast approaching, and characters who fail to investigate this place of power may later

regret their decision to leave the tomb undisturbed. Assuming the PCs enter, the tomb exploration can quickly escalate into a battle royale, with multiple waves of elementals (including shadowfire elementals) unleashed by the spell crucible trap (see area K4) and other creatures awakening from stasis.

Once the PCs enter the tomb, they trigger powerful spells designed to contain Yarrix if all else fails. A lawful good *forbiddance* spell (CL 15th) triggers first, trapping intruders inside the tomb. It ends only when Yarrix is destroyed.

FEATURES OF THE LEVEL



This level includes eldritch, non-Euclidean elements of irrational geometry because of the prison that holds Yarrix in stasis.

Doors: The doors are bronze plates bolted onto a bronze frame (treat as iron doors). Unless otherwise stated, they are unlocked.

Walls: Though they're made of normal masonry, the walls are lined with numerous false columns and archways.

Floors: The floors are well-fitted flagstone.

Illumination: Copper vessels filled with *continual flame* are suspended from the ceilings by chains. However, the vessels are few and far between, so some rooms are quite dim.

K1. The Sealed Door

The stairs reach a small, level chamber of dressed stone blocks. To the north, the stairs curve around the Emerald Spire where it protrudes from the western wall as they descend. But to the east stand bronze double doors sealed with red-and-black wax and hung with lead seals suspended from rotting silk ribbons. Runes are engraved around the door frame.

The runes are in ancient Thassilonian, with the same text copied in Azlanti. Those who understand one of the languages or who use *comprehend languages* can read the warning: "Beware! Within lie the remains of the dark heretic Yarrix, cursed be her name. Enter not her tomb, lest you join her restless soul in its banishment in the spaces between the worlds."

The door is locked, but its magic seals have mostly failed. The door can be opened with a *knock* spell, a successful DC 25 Strength check, or a successful DC 30 Disable Device check. It can also be bypassed by teleportation magic.

Development: One minute after any creature sets foot in area K2, last-ditch Sarenite wards come into existence, encasing the tomb in a lawful good *forbiddance* effect that prevents creatures within from leaving. In addition, the door seals itself with an *arcane lock* (CL 15th).

K2. Grand Entry Hall (CR 8)

This wide corridor is finished in dark, glossy stone. The walls feature prominent stone ribs every two feet, and meet in a pointed arch twenty feet above the floor. Narrow passageways lead north and south from this hall, and there are large bronze double doors at each end of the hall.

This hallway was used for processions to the shrine to Yarrix in the center of the complex.

Creatures: Two rusted advanced emerald automatons stand 10 feet from the western entrance. Both are covered with brown mold and illuminated from within by an orange-brown light the color of fire agate or golden tourmaline rather than the usual green. The mold on each automaton radiates cold, damaging adjacent characters (using the statistics for brown mold). The mold and its aura move with the constructs.

ADVANCED EMERALD AUTOMATONS (2)

CR 6

XP 2,400 each

N Medium construct (see page 154)

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

Aura electric aura (DC 14)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 64 each (8d10+20)

Fort +2, Ref +3, Will +2

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

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee guisarme +13 (2d4+7/x3) or
slam +13 (1d6+7)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +13 (+12 sunder); **CMD** 24 (26 vs. sunder)

Feats Improved Sunder, Power Attack

SQ proficient

BROWN MOLD

(CR 2)

600 XP

Pathfinder RPG Core Rulebook 416

Treasure: These superior automatons each contain a large emerald worth 1,000 gp as part of their workings.

Development: One minute after the PCs enter this area, the old *forbiddance* spell kicks in behind them in area K1, sealing the door. A wind rushes in from the landing outside, and the bronze doors clang shut. A golden rune glows over the door for a moment. The wind dies away, and the air seems stale and tinged with smoke.

Quest: When the wards come into effect, trapping the PCs, they gain the Prisoners of the Tomb quest.

Story Award: If the PCs escape the tomb (by getting past the wards or defeating Yarrix), they gain 5,000 XP.

K3. Loop Trap Hallway (CR 4)

This narrow hallway is decorated with brightly painted murals showing human and inhuman forms dancing, fighting, and

performing rituals. Down the hall is a gleaming bronze door. Shorter intersecting hallways link the longer north-south passage with perpendicular passages.

All four of the narrow passages leading from the grand hall end at similar-looking doors. Three of the four doors at the ends of these passageways are false doors, although this is not obvious unless they're closely inspected. The unlocked door in the southwest passage functions normally and leads to area K7.

Trap: These passageways form an insidious dimensional trap, located in the squares outlined with dashes on the map. Characters entering the trap notice nothing at first—but when they try to exit the trap area and move into a square outside of the outlined area, the trap's effect kicks in. Time runs swiftly within the trap, which disorients and exhausts any living creatures that are caught inside for a long time.

A character who approaches the end of the passage feels a sudden wave of dizziness. The passage seems to stretch out ahead, as if it is somehow growing longer—and with each step she takes, the door at the end of the hall recedes exactly as far as she moves.

Characters inside the dimensional trap seem to disappear from the view of any observers watching them from outside the trap—the trapped individuals are actually caught in a tiny, looping dimension, and are no longer present in this time or place. Likewise, characters inside the trap can see out and still perceive the passageways and doors, but they can't see any creatures outside the trap area or perceive any events that take place there; their tiny dimensional prison mimics the appearance of the "real" passage.

Characters who move through the area of the trap without physically traversing the distance—for example, by means of a *teleport* or *dimension door* effect—do not get caught in the trap.

LOOPING PASSAGE TRAP

CR 4

XP 1,200

Type magical; Perception DC 30; Disable Device None

EFFECTS

Trigger location; **Reset** automatic

Effect Victims become trapped in dimensional loop for 8 hours; characters in the loop cannot rest or regain hp, and must succeed at a DC 16 Fortitude save or they take 1d4 points of Con and Wis damage at the end of 8 hours and become fatigued until they rest. After 8 hours, trapped characters reappear in the square they were trying to enter when they were trapped. A successful DC 30 Knowledge (arcana) check reveals the nature of the trap and likely means of escape.

Escape Trapped characters can exit the trap by using any teleportation effect or entering any kind of pocket dimension (for example, casting *rope trick* or jumping into a *portable hole*), or by succeeding at a DC 40 Escape Artist check.

YARRIX LORE

If PCs inquire about the "dark heretic Yarrix" mentioned on the door, have them attempt Knowledge (history or religion) checks and consult the following table.

DC Lore Gained

- | | |
|----|--|
| 15 | Yarrix was a deeply evil human priestess involved in a cult focused on burning human sacrifices. |
| 20 | The human sacrifices of Yarrix and the Cult of Shadowed Fire were said to empower her to create new breeds. The cult was allied with a corrupt race called the neothelids (<i>Pathfinder RPG Bestiary</i> 214). |
| 25 | Yarrix and her cult were rich in dark lore. Some say that they created or summoned a new kind of elemental fire demon from far beyond human understanding. |
| 30 | Yarrix's cult died out after she was trapped in a multi-dimensional tomb by a band of followers of Sarenrae, led by the hero Carsolis, more than 2,000 years ago. |

K4. Combustion Chamber (CR 10)

This large, octagonal room features a passage or alcove in each of its eight sides. An eerie blue-and-yellow flame dances within a large central pit in the middle of the chamber. In an alcove directly opposite the main entrance stands a red stone statue of a robed woman, her arms lifted to the sky and her eyes gleaming like jewels. Arched passageways lead to the north and to the south.

The statue depicts Yarrix in the act of calling on the dark god she served, although no person living today would recognize her likeness.

The northeast alcove conceals a secret door (Perception DC 20).

Trap: The entire chamber is a massive conjuring trap. As soon as any living creature native to the Material Plane approaches within 10 feet of the central flame or the statue, the ancient spells guarding this room awaken, draining magic from the intruder to empower a spell crucible in the middle of the room, which in turn summons Yarrix's servants.

SPELL CRUCIBLE

CR 10

XP 9,600

Type magical; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect The spell crucible summons three shadowfire elementals (see *Creatures*, below). Then the crucible makes a targeted *dispel magic* (CL 12th) against each non-elemental creature in the chamber. As long as the spell crucible is active, any creature casting a spell or using a spell-like ability in this room is immediately subject to a counterspell (*dispel magic*,

CL 12th). If the crucible succeeds in dispelling an existing spell or counterspelling a spell being cast, the affected creature or caster is targeted by a *fireball* 1 round later (10-ft. burst, Reflex DC 14 half). The *fireball* deals 1d6 points of fire damage per level of the triggering creature's dispelled spell (or the combined level of all spells if the crucible dispelled multiple spells on that creature).

When the trap is set off, a whoosh of air rushes through the chamber and fires ignite on the walls. In three alcoves, chanting creatures of dark blue and purple flames (Large shadowfire fire elementals) appear and attack.

The crucible deactivates if all elementals are killed or if the crucible is successfully dispelled (CL 12th). If it deactivates, all surviving elementals immediately attack any creatures in the room. The elementals disappear after 10 minutes. The crucible resets 1 hour after being deactivated or dispelled.

The chanting generates an *unholy aura* that fills the entire room as long as at least one shadowfire elemental is chanting. The elementals speak in Ignan and endlessly chant: "Our souls burn and die, our sacrifices call across the void, these souls burn and die to summon you, Yarrix, mistress of the Void!" Their chanting awakens Yarrix in her tomb (area K11).

Creatures: The three creatures summoned are Large shadowfire fire elementals. Because they're summoned by the trap, they aren't worth any XP. They do not immediately attack, and instead begin chanting, beginning a ritual to summon more of their kind. If the PCs ignore the chanting elementals, the elementals ignore them—but after 10 minutes, they summon a fourth elemental. After 1 hour (or when the GM deems appropriate), the four elementals together summon a neothelid.

If the PCs attack the elementals, the monsters defend themselves and try to drive the PCs out of the chamber. If possible, one elemental continues chanting while the other two fight. The elementals use their incorporeality ability to attack with flanking, and they use their fire absorption to gain hit points when the central fire disgorges a *fireball* spell.

LARGE SHADOWFIRE FIRE ELEMENTALS (3)

CR —

XP —

hp 60 each (see page 157)

K5. Horrors Beyond Time (CR 9)

Blue fog fills this room. When shifting air currents thin the mists, they reveal that the walls connect at precise, unnatural angles and are decorated with strange geometric designs.

This chamber formerly served as a library for Yarrix's more macabre servants, a trio of seugathi savants. These seugathi once served the Cult of the Shadowed Flame. The extensive wall carvings encode the contents of dozens of arcane alien tomes as patterns designed to be read by touch, and they also

harbor a powerful time suspension spell that has kept these monsters in temporal stasis for centuries.

Treat the mists as fog (*Pathfinder RPG Core Rulebook* 439).

Creatures: Thanks to their tremorsense, the seugathi detect the PCs' entrance as soon as the PCs open the door. The seugathi assume the PCs are enemies of the cult, and attack immediately. Two seugathi use *levitate* in the first round; the other uses *mind fog*. Whenever their aura of madness confuses a foe, a seugathi uses its confusion command. One seugathi holds a *wand of web* (6 charges), and the others have *wands of magic missile* (CL 5th, 12 charges).

SEUGATHI (3)

CR 6

XP 2,400 each

hp 67 each (*Pathfinder RPG Bestiary 2* 243)

Treasure: In addition to the creatures' wands and swords, the lead seugathi carries a *Spire transport token* in a pouch slung around its torso—one it used before it became trapped.

K6. Servitors' Hall (CR 10)

Broad steps lead up to a horseshoe-shaped platform in the eastern half of the room that stands 10 feet higher than the western portion of the room. In the middle of the eastern wall stands a large bronze door inscribed with mystic symbols, while plainer doors exit to the north and west. Ancient seals of lead and wax on the eastern door appear to have been broken long ago.

This room is the antechamber to Yarrix's tomb. The statues along the southern wall depict nobles who were followers of the Shadowed Fire long ago—the evil priestess's most favored minions in life. The statues along the northern wall show a scene of Yarrix's consort Tormankai striking down the priestess's enemies. Characters who succeed at a DC 30 Knowledge (history) or Knowledge (nobility) check recognize some of the figures as legendary monarchs and nobles who dabbled in dark cults.

The door to the east was formerly inscribed with powerful wards to keep the occupant of the room beyond imprisoned and safely quiescent in death, but cultists seeking to awaken Yarrix broke the seals centuries ago. While they succeeded in breaking her eternal slumber, they could not defeat the outer door's wards (area K1) to enable her to escape. This door is now locked (Disable Device DC 35), but it is otherwise unsealed.

Creatures: Eight dusty stone statues stand along the walls. Two are cephalophore constructs, which appear to be inanimate (Perception DC 20).

The statues on the southern wall depict powerful ancient rulers, each holding a symbol of authority: a scepter, an orb, a scroll, and a wizard's staff. Four more statues line the northern wall. The one in the northeast corner, dressed

in ornate armor, holds a steel sword, which it looks like it has just swung. The two statues nearest to the attacker (the cephalophores) have had their heads severed as though in one sword blow. Each holds its own shocked head in one hand. The one closest to the sword-wielding statue holds a steel shield that appears to have offered it no protection. The last statue, at the northwest corner, cowers in fear.

The cephalophores animate and attack if a living creature reaches to take the enchanted sword or the shield. The shield-wielding construct drops the shield to fight. The cephalophores refuse to rest until they have killed the tomb robber.

CEPHALOPHORES (2)

CR 8

XP 4,800 each

hp 96 each (*Pathfinder RPG Bestiary 4* 27)

Treasure: Only the shield is truly magical (the sword is under a *magic aura*). The shield is a +3 heavy steel shield.

K7. Chilled Corpses

This small chamber is quite cold. Within are five corroded metal bunk beds covered with a layer of frost. On the bunks lie the frozen corpses of humans in robes of red and white, clutching necklaces or holy symbols in their hands.

Five corpses lie frozen here. In life they were high-ranking priests and priestesses of various faiths, but were abducted by Shadowed Fire cultists and brought here to serve as sacrifices in a grand ritual to return Yarrix to her full power and break the tomb's wards. The scheme failed, and the kidnapped clerics were put to death in vain.

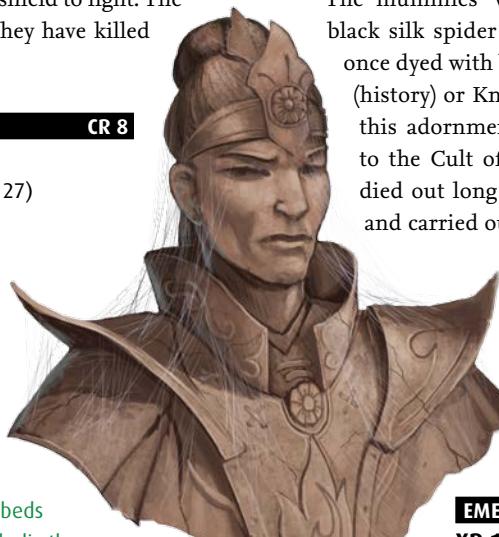
The cold is magical and does not dissipate.

K8. Antechamber of Pure Mind (CR 8)

The walls of this room are carefully smoothed into strange, organic curves, and then rounded in disturbing folds like the contours of a brain. The floor is carved in small channels, like ripples in sand.

The chamber was built to hold guardians for Yarrix's tomb in magical stasis. The disturbing appearance of being encased in brain-like folds of stone is simply part of the room's magic. The mummies and the automaton were placed here to prevent intruders from penetrating into the level's deeper chambers, which were used for the cult's most secret mysteries and most depraved rituals.

Creatures: The antechamber's guardians—two mummies and an emerald automaton—awaken from their stasis and



TORMANKAI

are disgorged from the wall when the door opens or when a living creature enters the room. The mummies attack at once, moaning in ancient speech and repeating something similar to the chant heard in the combustion chamber.

The emerald automaton is coated in brown mold. The effect of the mold extends from the automaton, as described in area A2. The mummies stay near the automaton so if they're attacked with fire, the brown mold grows to fill a good deal of the room.

The mummies' wrappings are interlaced with both black silk spider thread and faded red-brown thread once dyed with blood. A successful DC 30 Knowledge (history) or Knowledge (religion) check reveals that this adornment to mummification was particular to the Cult of Shadowed Flame, a dark faith that died out long ago but was fiercely devoted to evil, and carried out human sacrifice by immolation.

MUMMIES (2)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary 210*)
Skills One mummy wears *bracers of falcon's aim*, giving it a Perception bonus of +19.

EMERALD AUTOMATON

CR 4

XP 1,200

hp 47 (see page 154)

BROWN MOLD

CR 2

600 XP

Pathfinder RPG Core Rulebook 416

Treasure: One mummy wears *bracers of falcon's aim* (*Pathfinder RPG Ultimate Equipment* 272). The other wears a gold ring worth 500 gp.

K9. Flying Eel Pit (CR 10)

This chamber has no floor, only walls and an open pit below. The black and slightly oily walls are riddled with small holes just large enough to fit a hand or arm into—but creatures that resemble eels with leathery wings are nesting in them. A small landing and a door lie on the opposite side of the pit at the same level.

The pit is a full 20 feet deep below the landings, and the roof of the chamber is 40 feet overhead.

A successful DC 20 Knowledge (dungeoneering) check reveals that the eel-things in the small holes are olaggi, an ancient species beloved by the seugathi and other aberrant races as pets. The nest-holes make excellent handholds (Climb DC 10), but the eel-things bite anyone who places a hand in any of the holes.

The large pit forms an infinite loop—anyone who falls in takes 5d6 points of damage per round from hitting walls and flying eels, but then reappears near the top of the chamber and continues to fall—she never hits the bottom. A character stuck in this falling loop can be rescued by magic such as a *feather fall* or *web* spell, by using an improvised net or rope and succeeding at a DC 15 Strength check, by using the Climb skill to catch herself or another while falling (*Core Rulebook* 91), or by some other means—such as using a wall spell to block the passage.

Creatures: The olaggi deal 1d4 points of damage automatically to each PC who climbs the side of the pit or ends its turn adjacent to a wall. This is treated like the damage from a swarm attack, and causes distraction (Fort DC 13). Still, the olaggi are little more than food for the chamber's real danger—a bebilith placed here to guard the passageway. It climbs silently on the wall directly beneath the PCs, and may strike by surprise against a PC distracted by the olaggi.

BEBILITH

CR 10

XP 9,600

hp 150 (*Pathfinder RPG Bestiary* 32)

K10. Firefall Chamber (CR 6)

The door from area K9 to this chamber is trapped (Perception DC 30).

This irregular hexagonal chamber has a sloping floor that rises from its lower northern entrance to its higher southern landing. The floor is carved with a pattern of shallow grooves that fan out to snake across the sloping portion of the floor. Two pillars stand about 20 feet from the northern door.

At the top of the sloping chamber, just past the two pillars, is a small landing. In the western wall of this landing stands a bronze door inscribed with runes of warding and protection. Lead and wax seals lie broken on the floor before the door.

The chamber is tilted, with the lower end to the north. It was designed as a simple but deadly trap to deter intruders from breaking into Yarrix's tomb.

The southern door is unlocked, and leads to Yarrix's crypt (area K11).

Trap: Opening the door into area K10 unleashes the firefall, a waterfall of burning oil that pours down the grooves and quickly burns any living thing below. The oil is contained in large vessels underneath the flagstones of the landing at the south end of the room, and is discharged through a number of tiny pipes leading into the grooves.

If the PCs set off the trap, the oil pours through the pipes and then ignites. The grooves swiftly disperse the flaming oil through the room and down toward the door leading to area K9.

FIREFALL TRAP

CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect The door to this room locks, and flaming oil fills the trenches in the room—it affects the southern 15 feet in round 1, affects the whole room in round 2, and flows under the northern door to affect area K9 on round 3. This creates flaming rain in the infinite pit in round 4; 4d6 fire damage and target catches on fire (*Core Rulebook* 444), Reflex DC 17 half; heavy smoke, target is unable to act and spends the round coughing and choking, Fortitude DC 15 negates. A choking character takes 1d6 points of nonlethal damage each round until it succeeds at a DC 15 Fortitude save. The oil burns off after 5 rounds, but the heavy smoke persists for 10 minutes. When the smoke has dissipated, the doors unlock.

Development: If the PCs set off the firefall trap, Yarrix is alerted to the presence of intruders, and begins preparing her defenses and summoning her pet devils. See area K11 for details.

K11. Time Dilation Crypt of Yarrix (CR 11)

A large stone sarcophagus rests atop a raised dais in the center of this room. The air is filled with the smell of decay.

If *vision of hell* is in effect, the PCs see the following.

The chamber is filled with greenish smoke, bones litter the floor, and the walls are carved into laughing, horned devil faces—each belching greenish smoke and swarms of hellish insects. The room buzzes and rattles and stinks.

This tomb is a time dilation zone that affects magic. Spells cast in this area are affected as though by the Extend Spell metamagic feat (if eligible). Instantaneous area-affect spells are instead affected as by Lingering Spell (*Pathfinder RPG Advanced Player's Guide* 164), and targeted instantaneous spells are instead affected as by Persistent Spell (*Advanced Player's Guide* 167). None of these effects increases the spell slot used. A caster's ability to concentrate isn't affected by the time dilation, so spells with a duration of concentration aren't affected at all.

Once the tomb has altered 25 levels worth of spells (or more), no more spells are affected. Note that Yarrix casts up to 15 levels worth of defensive spells on herself if she knows the PCs are coming, so only 10 levels of capacity remain.

Creatures: Trapped within the tomb are two bearded devils and Yarrix, an advanced bog mummy. Have the PCs attempt Perception checks (DC 25). On a success, they notice a watery substance dripping from her wrapping,



leaving footprints where she steps. This liquid makes her resistant to fire.

CHOMPER AND STOMPER (2)

CR 5

XP 1,600 each

Bearded devils (*Pathfinder RPG Bestiary* 73)

hp 57 each

YARRIX

CR 10

XP 9,600

Female variant mummy cleric of Hastur 7 (*Pathfinder RPG Bestiary* 210)

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +20

Aura despair (30 ft., DC 17)

DEFENSE

AC 24, touch 13, flat-footed 23 (+1 armor, +2 deflection, +1 Dex, +10 natural)

hp 134 (15 HD; 8d8+7d8+67)

Fort +11, **Ref** +6, **Will** +17; +2 vs. mind-affecting

DR 5/—; **Immune** undead traits; **Resist** fire 10

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee slam +20 (1d8+11 plus mummy rot [DC 17])

Ranged ray +13 ranged touch

Special Attacks channel negative energy 6/day (DC 18, 4d6)

Domain Spell-Like Abilities (CL 7th;

concentration +12)

8/day—touch of evil (3 rounds)

Cleric Spells Prepared (CL 7th;

concentration +12)

4th—aura of doom^{UM} (DC 20), death ward, unholy blight^D (DC 20)

3rd—fly⁰, magic vestment

(already cast), prayer (already cast), vision of hell^{UM} (already cast)

2nd—dread bolt^{UM} (2, DC 18), levitate⁰, silence (DC 17), summon monster II

1st—bane (DC 16), command (2, DC 17), doom (DC 17), feather fall⁰, sanctuary (DC 16), shield of faith

0 (at will)—bleed (DC 16), detect magic, light, read magic

D domain spell; **Domains** Evil, Void^{ISWG}

TACTICS

Before Combat Yarrix casts *magic vestment*, *vision of hell*, and *prayer*.

During Combat Yarrix's despair aura affects PCs as soon as

they see her. If Yarrix's spells are exhausted, she uses bleeding touch and enters melee, using Power Attack.

Morale Yarrix fights until destroyed.

Base Statistics Without *magic vestment* and *prayer*, Yarrix's statistics are **AC** 23, touch 13, flat-footed 22; **Fort** +10, **Ref** +5, **Will** +16; **Melee** slam +19 (1d8+10 plus mummy rot [DC 17]); **Ranged** ray +12 ranged touch; **Skills** Knowledge (planes, religion) +15, Perception +19, Spellcraft +9, Stealth +12.

STATISTICS

Str 24, **Dex** 12, **Con** —, **Int** 10, **Wis** 20, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 31

Feats Combat Casting, Improved Channel, Power Attack, Skill Focus (Perception), Spell Focus (evocation, necromancy), Toughness, Weapon Focus (slam)

Skills Knowledge (planes, religion) +16, Perception +20, Spellcraft +10, Stealth +13

Languages Aklo, Common

Gear ring of protection +2

Treasure: Yarrix's crypt contains a *staff of fire*, a prized keepsake that was the weapon of her long-dead consort

Tormankai, a magus and follower of the Cult of Shadowed Flame. In addition,

a battered journal contains a page on which is drawn an Emerald Spire level sigil—in this case, the sigil for Level 13, the Pleasure Gardens. The sigil is labeled “Thirteen, the Gardens of Delight” in Azlanti and Aklo.

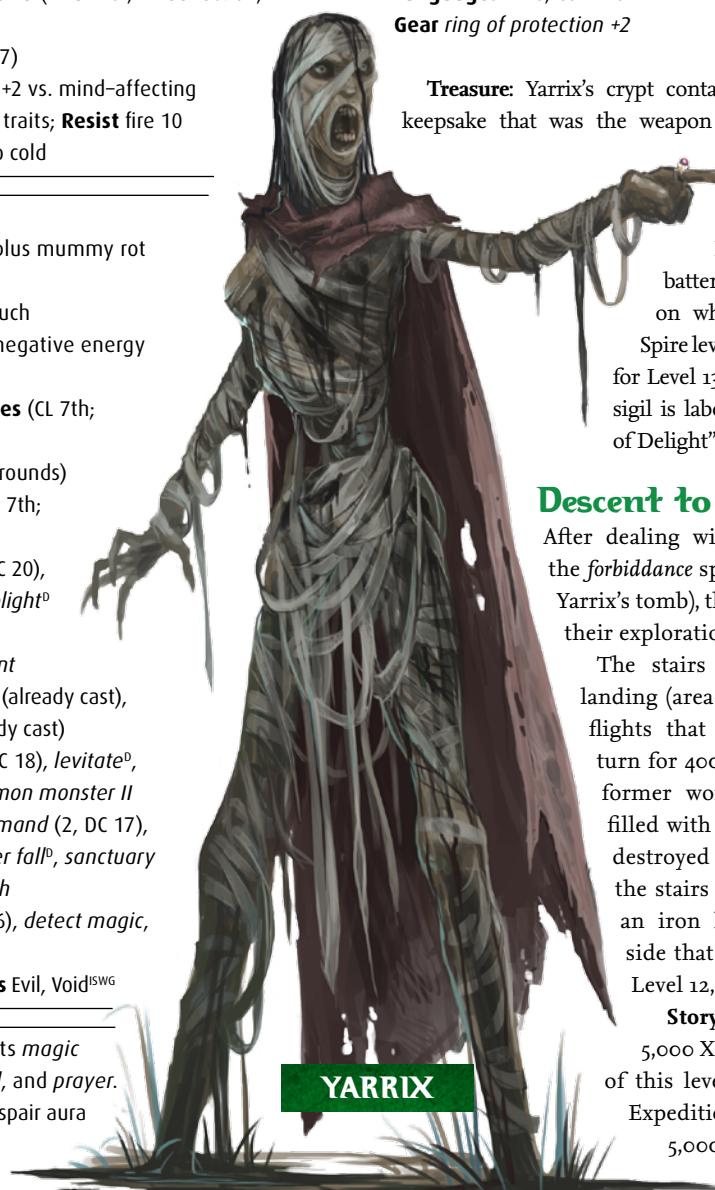
Descent to the Next level

After dealing with Yarrix (or overcoming the *forbiddance* spell that traps them within Yarrix's tomb), the PCs are free to continue their exploration of the Spire dungeons.

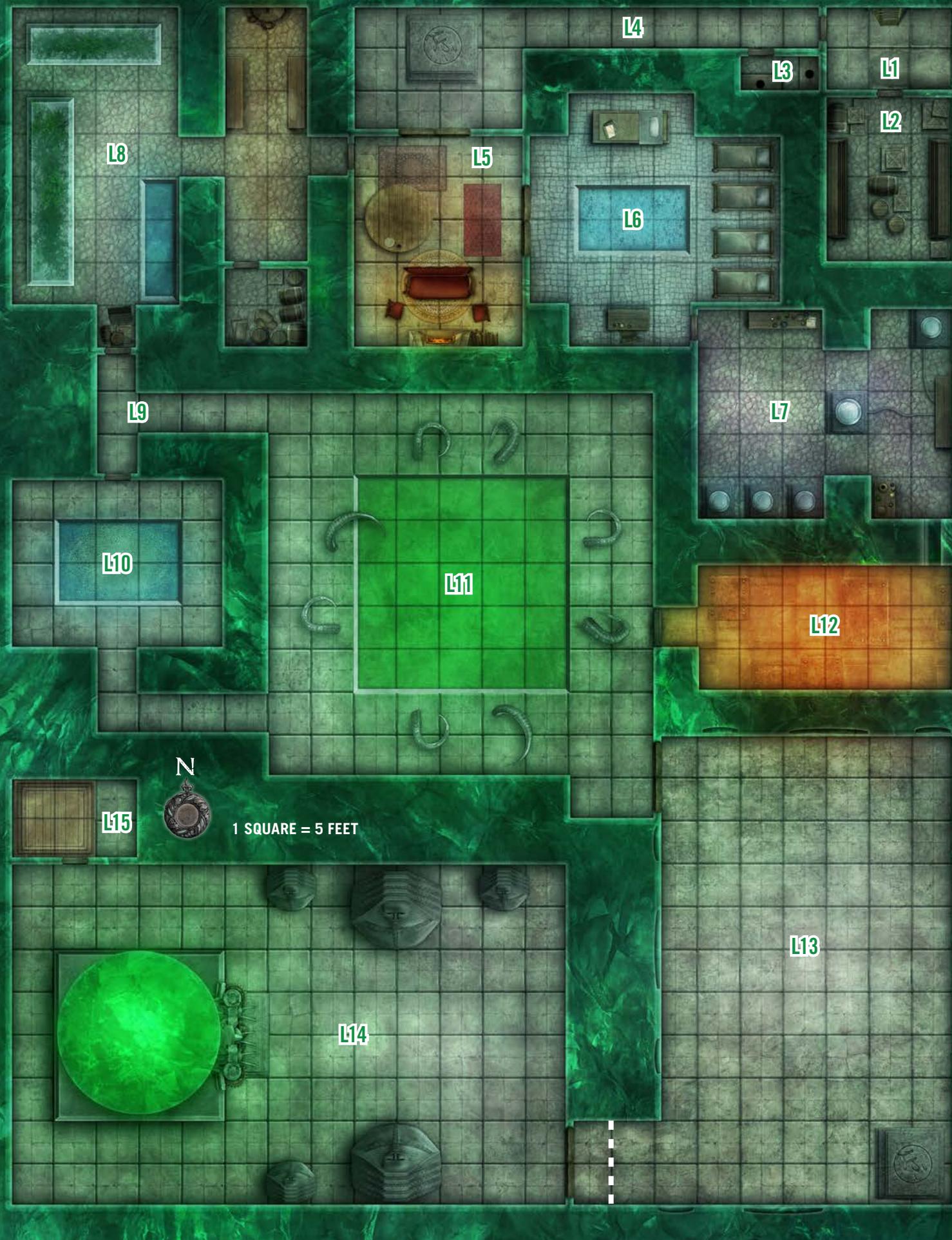
The stairs leading down from the landing (area K1) become even, orderly flights that descend 20 feet at each turn for 400 feet total, passing several former workshops and strongholds filled with rubble that were long ago destroyed and abandoned. Finally, the stairs reach a vertical shaft with an iron ladder running down its side that drops another 200 feet to Level 12, the Automaton Forge.

Story Award: The PCs gain 5,000 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 5,000 gp.

YARRIX



LEVEL 12: THE AUTOMATON FORGE





LEVEL 12

The Automaton Forge

By Keith Baker

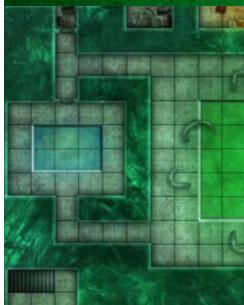
When Nhur Athemon laid claim to the Emerald Spire, he had a vision of creating an arcane citadel where he and his followers could weave spells and craft armies powerful enough to overthrow Azlant at the height of its power. As a master of artifice and construct creation, the exiled archmage began by establishing an automated workshop where he could create automatons that would in turn create other automatons, vastly multiplying his power. At the same time, he experimented with many different designs and purposes for his magical automatons. Of course he wanted an army of invincible warrior constructs, but his vision also encompassed constructs to perform labor, constructs to wait on and serve human masters, and constructs with no other purpose than to delight and amuse.

As it turned out, the archmage's master plan was interrupted by the attack of the Knights of the Ioun Star. The Azlanti avengers destroyed many of his workshops in the middle levels of the Spire. They badly damaged this prototype workshop, and moved on to assault the deeper levels. Nhur Athemon survived, but only because he had embraced lichdom. Over time his interest in constructs waned, and he turned to the study of creating life itself instead of lifelike machines, leaving his crèches and servant constructs to crumble into dust.

On this level are both the Sanctum, a retreat where servant constructs attentively waited on visitors, and the Iron Crèche, a self-aware forge designed to mass-produce war machines.

Nhur Athemon was an Azlanti prince, used to a life of luxury. Therefore, he built a retreat right beside his original automaton workshop, and staffed it with advanced and lifelike constructs. But the servants of the Sanctum and the Iron Crèche are now showing their age; the crèche considers the servants of the Sanctum obsolete and intends to recycle their materials, so the servants have sealed themselves off.

FEATURES OF THE LEVEL



The Sanctum's climate is controlled by magic that keeps the temperature pleasant and banishes dirt, moisture, and unpleasant odors, making it appear that the area has just been cleaned.

Illumination: Globes infused with *continual flame* provide bright light throughout the level, except for areas L1 through L4, which have dim light.

Walls and Floors: Most walls are formed from hexglass—the same material that makes up the surface ruins. Ceilings are 15 feet high throughout the Sanctum (areas L1 to L8) and 20 feet high throughout the crèche complex (areas L9 to L14).

Doors: Unless otherwise noted, doors are made of thin hexglass (hardness 10, 40 hp, break DC 28). Instead of a handle or knob, each door has a handprint engraved in it, matching the hand of an emerald automaton. An automaton hand opens the doors automatically. Otherwise, the doors can be opened with *knock*, a successful DC 23 Disable Device check, or force.

Entering the Level

Thirty feet from the bottom of the shaft that leads to this area, the climb becomes challenging. The walls and the ladder's rungs are coated in thick slime, and in one section the rungs have rusted away entirely. Crossing this gap without falling requires a successful DC 25 Acrobatics or Climb check or using rope and help from companions. The good news is that if anyone slips, there's something to cushion the fall; the bad news is that it's a gelatinous cube, as described in area L1.

L1. The Cube (CR 4)

At the bottom of the shaft lies a chamber with walls formed from opaque green glass. Doors exit the chamber to the south and west.

There are doors to the west and south, each made of green glass reinforced with rune-inscribed copper bands. There are no handles—just a handprint engraved into each door. Characters who succeed at a DC 15 Knowledge (arcana) or Knowledge (engineering) check notice that the handprint matches an emerald automaton arm.

If anyone falls from above, she takes falling damage and is immediately engulfed by the gelatinous cube at the bottom of the shaft; the cube takes a number of points of damage equal to half this falling damage. If no one falls, the first PC in the group attempts a Perception check (DC 20 due to the reflectivity of the hexglass walls) to spot the cube before descending into it and being automatically engulfed.

ADVANCED GELATINOUS CUBE

XP 1,200

hp 58 (*Pathfinder RPG Bestiary* 138, 294)

Development: Once the cube has been defeated, it begins to melt away. The party can eventually clear a path to the doors.

L2. Storeroom

This room is filled with crates and shelves loaded with supplies. The southern wall is lined with threadbare white towels. A cabinet on the western wall holds scores of green glass teacups, and a metal crate next to it is filled with small bags of faded yellow cloth.

This room is filled with supplies that haven't been touched in years. The yellow bags hold tea leaves so old they're little more than brown powder. Nothing here is valuable.

L3. Washroom

The door to this room is unlocked.

A white marble basin in the corner appears to serve as a latrine. A mirror and a crystal orb are mounted on the wall across from it.

The sphere on the wall is a cleansing orb that removes dirt, germs, and other filth from the user's hair and skin. The marble latrine automatically eliminates organic waste placed within. Both draw power from the Spire, and if pried loose cease to function.

L4. Arrival Hall

A narrow hall leads to a small foyer. Patterns of shadow, reminiscent of ripples on water, pass over the green glass walls. No light casts them—they seem to be illusions. The chamber surrounds a low platform engraved with a massive mystical pattern. A pair of double doors is set into the wall across from the platform. A scene engraved on the doors shows people relaxing in a pool of water.

A successful DC 20 Knowledge (arcana) check reveals that the platform is an anchor point for teleportation magic. It is inactive and damaged.

The double doors to the south aren't locked, and swing open if a PC gets within 5 feet, revealing the Tearoom (area L5).

Fixing the teleporter requires a character to first study the existing magic (*detect magic* is the simplest way), diagnose the trouble by succeeding at a DC 27 Knowledge (arcana) check, and finally jury-rig the teleporter with a successful DC 27 Disable Device check. If activated, the teleporter can be used by any creature that moves onto the platform and remains there for 1 full round. It teleports characters standing on it to the corresponding pad in area L13.

The Sanctum

Areas L5 through L8 constitute the Sanctum, where 15 automatons once provided amenities for Nhur Athemon's guests. These constructs are designed for specific duties, with sufficient self-awareness to anticipate the needs of clients. The massage construct's hands are imbued with soothing magic, while the cook can magically season, heat, and chill dishes. Time and wear are slowly whittling away at them—some have lost the use of limbs or specialized tools, and a few are defunct. The staff are identified by function and number; the active staff are Steward, Chef Two, Massage One, Beauty Two, and Servers Two, Four, and Five.

If the PCs fight the servant automatons, use the emerald automaton statistics on page 154. However, each automaton has only 5 hit points, retreats rather than fighting back, and isn't worth any XP. Unless an automaton's head is destroyed, it remains conscious even if physically incapacitated.

L5. Tearoom

The engraved double doors swing open, revealing a cozy room. The couch by the crackling fire is richly upholstered, and a massive painting hung above the fireplace depicts a wizard battling a dragon. There is a small door to the west, and a large double door to the east. Place settings are laid out at a round table.

The table holds a curious centerpiece: a bodiless metal head with crystalline eyes that resembles the heads of the automatons elsewhere in the Spire. When the doors open, the eyes of the metal head light up. "Welcome, honored guests," it says in a creaky voice. "We have long awaited your return. Server Two! Guests for tea."

The automaton head is all that remains of Steward, the leader of the servant constructs. He seeks to engage the PCs in conversation and persuade them that they are in no danger. In a short time, another construct (Server Two) arrives.

The door to the west soon opens, and a dilapidated old automaton shuffles in. It has a thin build, one of its eyes has fallen out, and parts of its armor plating are missing. It carries a steaming kettle and a tea service, but comes to a stop and stares. In a buzzing voice, it says, "C-c-could it b-be? Have the P-P-Patrons returned?"

If the PCs are willing to talk, Steward engages them in conversation and Server Two provides cakes and tea. The automatons in areas L6 and L8 gather at the doors to listen in.

The automatons are all awaiting the return of Nhur Athemon and other Azlanti exiles. The Sanctum automatons



STEWARD

ask the few living humans who enter this level whether they are the long-lost "Patrons." So far the answer has been no; the Sanctum staff serve as they are programmed to, and return to their hopeless vigil when their guests depart.

While most of the automatons are awed by the PCs, Steward is stern and calm, like an elderly butler: very polite, determined to make sure that every service is provided, and ever so slightly disappointed in his guests. His responses to likely PC questions and comments include the following.

Who are you? "I am the Steward of the Sanctum, and I have kept this facility running in anticipation of your return. Though we did expect you sooner."

What services do you provide? "We can provide you with light refreshments—Chef Two has prepared kelip cakes with a candied glaze, and the silvertip tea is particularly invigorating.

Our oasis offers a variety of relaxing treatments, and if you are injured, we have a small supply of restorative salves."

What do you mean, "our return"?

"The Prince," (he glances at the painting) "created us to serve the Patrons. When he had to shut down the transit system, he told us to keep things running until he returned. And so we have."

We aren't the Patrons. "Are you not

cast in the image of the Prince? You may not be the Patrons we expected, but you are certainly their heirs. We'll serve you as promised, and in turn I hope you will see fit to restore us."

Why are you just a head? "Over the centuries, many of us have suffered damage beyond our capacity for repair. But now that you have returned, you can restore us."

If Steward realizes that the PCs aren't the Patrons, he tries to make the best of the situation and help his people, providing the information below.

What do you mean, restore you? "You... don't know? Then the answer lies in the Iron Crèche. If you could take me there—past the Reclaimers—I could restore the Sanctum and my staff."

Why should we? or We're trying to go further down. How do we do that? "You wish to descend below, to explore the palace of the prince? There is an elevator platform beyond the Iron Crèche. Or, if you carry a token of the Spire, I can provide you with a transit code if you take me to the crèche. However, it may be dangerous. The Reclaimers seek to consume us."

What are the Reclaimers? "The minions of the Iron Crèche. It is their task to maintain the facilities, but many centuries ago they came to the conclusion that the staff of the Sanctum were no longer required. They will consume us and recycle our pieces if you let them. But if you bring me to the crèche, I could redirect this aggression."

Steward also tends to the needs of the PCs. Should the party consume the tea and cakes, they have the effect of *heroes' feast* (CL 11th, 1d8+5 temporary hit points).

Treasure: Steward can provide up to three *potions of cure serious wounds*. The painting depicts the great deeds of Nhur Athemon, cycling through a few hours of content. As a feat of illusion and historical document, it could fetch 2,000 gp.

Quest: When Steward explains how the PCs can restore the automatons, the PCs gain the Restoring Power quest.

L6. Oasis

A large pool fills the center of this room, and the steam rising from the warm, perfumed water fills the air with comforting scents. The lighting is low and soft, and the relaxing sound of faint chimes comes through the air. An automaton arranges salves, powders, and files at a beautician's station, while another stands next to a curved massage table. Towels, fresh fruit, strange delicacies, and a few books are close at hand, near four lounge chairs.

This is the heart of the spa. The pool uses the principles behind *prestidigitation*, *create water*, and *purify water* to maintain the water's temperature, volume, and purity.

Creatures: Massage One and Beauty Two are the only oasis attendants remaining. They are eager to wait on the party.

Beautician: This talkative automaton begins gushing over the nearest PC immediately. It's equipped with skills and magical talents similar to *prestidigitation* and *alter self*. Given time, it can change anything from hair length and style to skin color.

Massage: Massage One has only one functional hand, but its invigorating massage provides the benefits of *lesser restoration*. A single creature can be affected only once per 24 hours.

Recliners: Sleeping in the spongy lounge chairs provides the full benefits of rest in half the usual time.

L7. Apothecary (CR 11)

This workshop was once an alchemist's dream. There are fermentation vats, tubes filled with glowing fluids, a vast array of mixing containers, and a small bottling system set against the east wall. But two of the massive tubes are shattered, and most surfaces in the room are covered with a shiny purple resin that might have been some sort of slime before it crystallized. Extreme heat emanates from a chute in the southern wall.

The Sanctum automatons don't know what's in this room. Centuries ago, an explosion crippled the equipment. Machinist One was destroyed while trying to repair it; since no one else understands it, they've avoided it ever since.

The room is completely silent and still. A PC who succeeds at a DC 16 Perception check can see that some flasks in the southeast corner might contain salvageable potions. The crystalline coating is thickest just outside the shattered tubes.

The hatch on the southern wall leads to area L12, and if the PCs have sufficient protection against heat, it's a way to avoid exposing the Sanctum to the Reclaimers. It takes 2 rounds to squeeze through the tunnel between the apothecary and the furnace, and PCs take 5 points of fire damage each round.

Creature: Most of the crystal coating is inanimate. However, if PCs venture into the east chamber or attack the crystal growth next to the central tube, it shatters into hundreds of tiny pieces and flows toward them in a razor-sharp mass.

CARNIVOROUS CRYSTAL

CR 11

XP 12,800

hp 136 (*Pathfinder RPG Bestiary 3* 45)

Treasure: The manufacturing facilities can't be repaired, but the PCs can salvage a few things from the wreckage, including a pair of *bracers of armor +4*. A PC can attempt a DC 20 Knowledge (arcana) or Use Magic Device check to get the facilities to produce a potion of *resist energy*, *cure serious wounds*, or *invisibility*. The machine can make only one potion.

L8. Kitchen

A small kitchen opens into an aquaponics chamber. The smells of unfamiliar plants are heavy in the warm, damp air. The tanks are filled with water, vegetation, small fish, and shellfish. Attached to the tanks are facilities for transforming the contents into meals.

The door to the south has been barricaded. There's an audible metallic noise through that door, like dozens of blades scraping against it. Opening the door requires disassembling the barricade. However, this prospect terrifies the automatons. If Steward is with the PCs, he tells them that if the Reclaimers get inside, they will destroy all of the staff. While the party may be able to destroy the Reclaimers waiting outside, there will always be more. So if the PCs care about the Sanctum, they will need to put up a new barricade once they are through.

If the PCs take Steward with them, he can provide helpful advice (and sarcastic commentary), though he doesn't know everything about the maintenance systems.

L9. The Reclaimers (CR 6)

The walls and floor of this short hallway ripple as if alive—every surface of this hallway is covered with a wave of tiny constructs. They look like they were originally beetle-shaped, but have incorporated pieces of junk into their construction and are now covered in rusted protrusions.

Creature: The Reclaimers are a disorporated junk golem that pick apart whatever they come across. They wish to get into the Sanctum so they can dismantle the servants and reincorporate the servants' components into their own bodies, but they're happy to start with the organic

newcomers. If the PCs fling a sizable piece of an automaton at the Reclaimers, the constructs remain stationary for 2 rounds while breaking it down.

If the Reclaimers reach the Sanctum, the magic in those areas prevents the Reclaimers from causing disease.

RECLAIMERS

CR 6

XP 2,400

Advanced junk golem (*Pathfinder RPG Bestiary 4* 132)

N Medium construct

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

DEFENSE

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

hp 69 (9d10+20); junk repair

Fort +3, **Ref** +3, **Will** +3

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

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d6+8 plus disease)

Special Attacks disease (DC 14)

TACTICS

Before Combat The Reclaimers start out in their swarm form (see the discorporate ability) and usually remain that way.

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +17; **CMD** 27

SQ discorporate

SPECIAL ABILITIES

Discorporate (Ex) The Reclaimers' swarm attack deals 2d6 points of damage.

Development: If this swarm is destroyed, a replacement is created in area L14 24 hours later. The only way to permanently destroy the Reclaimers is to shut down the Iron Crèche.

L10. Processing Chamber (CR 8)

This chamber is a shallow pool. The bottom is lined with a glittering layer of liquid metal.

The “water” breaks down dead and inorganic materials. Mundane materials dissolve quickly, but magical items are more resistant. If PCs explore the pool, they find a layer of liquefied metal at the bottom, and see that many of the objects they saw are already liquefied and unsalvageable. The fluid destroys mundane cloth instantly on contact; mundane metal and stone can survive 1 round of exposure, but melt on the second round.

A PC who removes all mundane materials can stand in the pool and sift around to search for hidden treasures. Someone standing in the pool can attempt a DC 20 Perception check once per round; on a successful check, he finds one of the three treasures described below.

Creature: One of the Emerald Spire's intermittent portals recently brought a shard slag to the Automaton Forge. Because it is a living creature, the processing pool did not break it down. The shard slag is hidden amid the liquefied metal at the bottom of the pool, and gains surprise unless the PCs succeed at a DC 28 Perception check.

SHARD SLAG

CR 8

XP 4,800

hp 126 (*Pathfinder RPG Bestiary 4* 240)

Treasure: There are treasures amid the liquefied metal: a *bead of force*, a *ring of protection +1*, and a *+1 anarchic greatsword*.

L11. Rendering Hall (CR 11)

A pool of glowing green liquid that smells like rotting flesh dominates this massive chamber. Long, metallic tentacles writhe around the edge of the pool, like snakes searching for prey.

The green fluid in the pool breaks down organic matter, dealing 10 points of acid damage each round to organic creatures or objects.

Traps: The metallic tentacles are programmed to grab any organic matter that comes within reach and dunk it in the pool until it dissolves.

MANIPULATOR TENTACLES (8)

CR 4

XP —

Type mechanical; **Perception** DC 10; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +13 melee (1d8 plus grab); when a manipulator arm grabs a creature, it attempts a combat maneuver check with a +13 CMB to drag the creature into the pool in a square adjacent to the tentacle, dealing 10 points of acid damage (and another 10 points each round the creature remains in the pool). The trap deactivates if the initial attack misses, if it is severed (hardness 10, 30 hp, break DC 26), or once a grabbed creature escapes. The trap reactivates 24 hours later.

Creature: There is one swarm of Reclaimers in the southeast corner of the room. It doesn't react unless a PC comes within 30 feet of it or damages one of the metallic tentacles.

RECLAIMERS

CR 6

XP —

hp 69 (see above)

Story Award: The party receives 12,800 XP the first time the PCs successfully cross this chamber, regardless of how many tentacles they defeat or how they deal with this swarm of Reclaimers.

L12. Furnace (CR 9)

Molten metal covers the floor of this chamber. A pillar of flame at the back of the chamber pierces the smoky air.

Anyone standing in the furnace takes 10 points of fire damage at the start of each round. The floor is covered in 2 feet of molten metal; moving 5 feet through this costs 20 feet of movement and deals 2d6 points of fire damage.

Creatures The light at the heart of the chamber is a fire elemental bound to the furnace. It can reach far enough to lash out at anyone in the chamber. Once damaged, the elemental can attempt a DC 22 Will saving throw each round to escape.

GREATER FIRE ELEMENTAL

CR 9

XP 6,400

hp 123 (*Pathfinder RPG Bestiary* 124)

L13. Armory (CR 10)

If Steward is with the party, he warns them before they enter: "Many soldier automatons are stored within. They may be dormant, or may not. I advise proceeding cautiously."

Every space along the walls of this large storage chamber consists of tall, vertical sockets of human-like size and shape. Some lie empty, but most are occupied—no fewer than twelve automaton soldiers stare blankly out from the sockets into the chamber. Four are much larger than the others, standing as tall as ogres in oversized receptacles in the center of each wall.

The door to the southwest is guarded by faint arcs of electricity, like widely spaced bars across the mouth of the alcove. At infrequent intervals the arcs brighten and fade.

The automatons produced by the Iron Crèche were used throughout the Emerald Spire, but were stored here until needed, at which point they teleported to the level of the threat using the transit portal.

Creatures: Of the 12 automatons in this armory, only the four giant automatons are active—the ordinary-sized ones don't activate even if damaged. The giant automatons activate and attack if they detect any intruders in this chamber, but it's possible to sneak past them.

The giant automatons do not pursue if the PCs leave the room after activating them; it's possible to end the encounter by getting out the door and leaving the fight behind.

EMERALD GUARDIANS (4)

CR 6

XP 2,400 each

Advanced emerald automaton (see page 154)

N Large construct

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

Aura electric aura (5 ft., DC 12)

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 68 each (7d10+30)

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

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

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee guisarme +15/+10 (2d6+13/x3) or
slam +15 (1d6+13)

Space 10 ft.; **Reach** 10 ft. (15 ft. with guisarme)

STATISTICS

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

Base Atk +7; **CMB** +17 (+19 sunder); **CMD** 27 (29 vs. sunder)

Feats Improved Sunder, Power Attack

SQ proficient

Trap: The southwest alcove of the room leads to the automaton forge. A barrier of energy protects this door.

LIGHTNING WALL

CR 4

XP 600

Type magic; **Perception** DC 0; **Disable Device** DC 25

EFFECTS

Trigger touch; **Duration** instantaneous; **Reset** automatic

Effect electricity barrier (5d6 electricity damage, Reflex DC 19 half). Any creature that takes damage is repelled and cannot move through. A character can slide between the barrier's electric arcs by succeeding at a DC 10 Escape Artist check.

Story Award: Award the party full experience for a CR 10 encounter if they bypass or avoid the giant automatons.

L14. Iron Crèche (CR 11)

The Emerald Spire forms the heart of a massive eldritch machine. Hundreds of small gemstones orbit it like tiny moons. A control panel is embedded in the spire just above the floor—a marble and adamantine altar studded with gleaming crystals. Arcane patterns of cold fire blaze on the floor of the chamber. Two massive, coffin-like structures stand to either side of the room, with three smaller ones around them. The air is cold, and tingles with magical energy.

If Steward is with the PCs, he instructs them to take him to the control altar at the base of the Spire. If Steward isn't with the party, the PCs can try to bypass the crèche and get to the elevator platform beyond. The door to the elevator chamber is protected by *arcane lock* (CL 12th).

The coffin-like structures are replication chambers, used to create new automatons or swarms of Reclaimers.

Creatures: As soon as one of the PCs or Steward enters a square adjacent to the crèche control altar, the crèche

defenses activate. Three armored automatons emerge from the smaller replication chambers, and hundreds of Reclaimers emerge from the larger units, forming one swarm.

These Emerald automatons have the adaptive defense special ability, and are replaced 1 round after being destroyed. Each new automaton created this way gains a cumulative +1 insight bonus on attack rolls, to AC, and on saving throws (so the fourth automaton has a +1 bonus, the fifth a +2, and so on).

To defeat these automatons permanently, the PCs must either shut down the crèche (see below), or destroy each of the three small replication chambers. A replication chamber has 40 hit points and hardness 10.

ADVANCED EMERALD AUTOMATONS (3)

CR 5

XP —

hp 57 each (see page 154, *Pathfinder RPG Bestiary* 294)

Resist adaptive resistance

SPECIAL ABILITIES

Adaptive Resistance (Su)

Immediately after one of these automatons takes energy damage, it gains resistance 10 against that type of damage. An individual automaton can have defense against only one energy type at a time; as soon as it takes damage of a new type, its adaptive defense changes.

RECLAIMERS

CR 6

XP —

hp 69 (see page 115)

Treasure: If the PCs destroy or deactivate the crèche, they find a *scarlet and blue sphere ioun stone* (one of the memory cores of the crèche) and a *Western Star ioun stone* (see page 67) among its remains. If they help Steward reprogram the crèche, Steward gives them the rune needed to proceed to the next level and a *Spire transport token*.

Development: If a PC gets Steward to the crèche control altar, it takes the construct 10 rounds to reprogram the crèche. A PC can assist by spending a full-round action and attempting at a DC 23 Knowledge (arcana) check or DC 25 Disable Device check. If the check is successful, reprogramming the crèche takes 1 round less. Once the goal is reached, all constructs retreat to their coffins. The light fades from Steward's eyes, and his voice emerges from the web of stones orbiting the Spire.

"You have done well, children of the Patrons. Now I have the power to restore my people. I can give you the rune you need to reach the prince's palace. And should you ever need a cup of tea or a place to relax, you will be welcome at the Sanctum."

Story Award: Award 12,800 XP for the successful conclusion of the encounter, instead of counting the XP for individual automatons. If the PCs help Steward reprogram the crèche, award them an additional 4,800 XP.

L15. Elevator Chamber

The hatch opens into a chamber where a vertical shaft drops into darkness farther than the eye can see. A square platform about 8 feet in diameter hovers at the top of the shaft. There is a bronze lever on the wall near the door, currently in its "up" position.

The elevator stone and switch are described below.

Descent to the Next Level

The shaft descends more than 200 feet to Level 13. The levitating platform can support up to 5,000 pounds. Above that, its enchantment fails and it plummets to the bottom of the shaft.

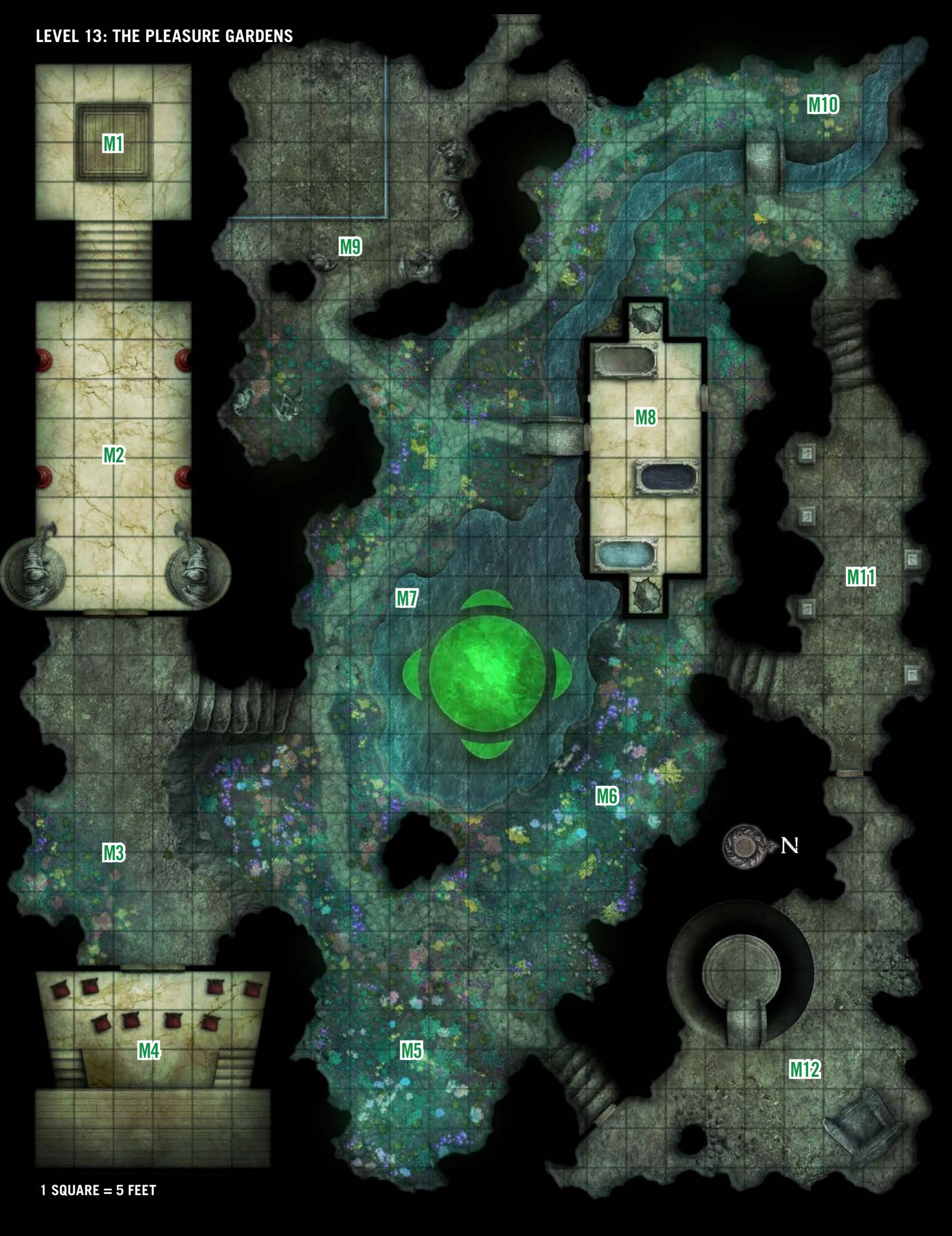
The lever is a "call button" for the platform, and switches to reflect the elevator's current position. If the lever is flipped down, after 3 rounds the elevator begins to descend to area M1.

Story Award: The PCs gain 6,500 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 6,500 gp.



AUTOMATON MASTER MOLD

LEVEL 13: THE PLEASURE GARDENS



1 SQUARE = 5 FEET



LEVEL 13

The Pleasure Gardens

By Nicolas Logue

Here, almost a mile below the surface, Nhur Athemon discovered something wondrous indeed: a beautiful cavern whose radiant crystals glowed with resonant Spire energy, illuminating a subterranean garden of bizarre plants and fungi. Even during his initial investigation of the Spire, Nhur Athemon planned to establish a deep and secure refuge for himself in preparation for the day when Azlant's lords tracked him down. He decided to incorporate this weird and beautiful cavern-garden into his secret retreat, and set about refining and improving the place whenever he found time. Even in his mortal life, the proud exile had little whimsy in his cold soul—but what little he did possess, he indulged in this deeply buried garden.

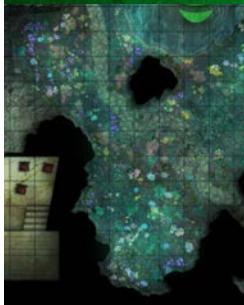
Nhur Athemon brought together three things in this place: dark gardens where strange flowers bloom, the curiosities and wonders that caught his attention, and a menagerie of unnatural and otherworldly creatures. But what a mad, undead king finds pleasing can prove perilous for even the bravest party of adventurers. Although Nhur Athemon was quite attentive to his garden following the destruction of his realm in the Echo Wood 10,000 years ago, his interests wandered over the course of the centuries that followed. Over time, he also fell into the slumber of death for longer and longer periods, waking less and less frequently. His last period

of sleep lasted almost a thousand years, during which time his garden went untended. Even though the lich has been awake now for several years, he has made only a couple of cursory visits to this level—his interests now lie elsewhere.

M1. Elevator Landing

The descending wooden platform finally comes to rest on a dais in a small, square room. To the east, a short flight of wide marble steps leads down to a grand hall. A bronze lever, currently in its "down" position, is on the wall near the stairs.

FEATURES OF THE LEVEL



magical emanations directly nourish.

Floor: The floors in the finished chambers (areas **M1**, **M2**, **M4**, and **M8**) and the smaller caves to the north (areas **M11** and **M12**) are made of smooth, polished stone. Throughout most of the rest of the level, thick vegetation chokes the floors. This is considered difficult terrain, and any creature in the foliage gains concealment against creatures that aren't adjacent to it. The pathways marked on the map are not difficult terrain.

Doors: Doors on this level are made of finely worked stone. None are locked.

Illumination: Magical, crystalline lamps shine with bright light in areas **M1**, **M2**, and **M4**. Natural radiance illuminates the rest of the level with bright light, but areas **M11** and **M12** have only dim light (the natural radiance is weaker there).

The lever controls the elevator platform. The lever's position matches the elevator platform's current position. If the lever is moved to its "up" position, the elevator remains motionless for 3 rounds, then begins to ascend to area **L15**.

M2. Arch of the Keepers (CR 12)

This hall is finished in honey marble and features four red granite columns. At the east end, an ornamental arch surrounds large stone double doors. The door is emblazoned with a large symbol: a skull with a crown. To the left and right of the doorway stand two large iron statues. Each statue holds an ornamental axe and shield, and has short, stumpy legs, a round belly, and a wide mouth above its sculpted beard.

The skull-and-crown symbol is one Nhur Athemon adopted centuries ago. A PC who succeeds at a DC 30 Knowledge (arcana) check recognizes it as Nhur Athemon's symbol. Characters pursuing the Crowned Skull quest recall that High Mother Dremagne of Fort Inevitable divined the symbol's significance as the emblem of a malevolent power that stirs in the Spire's depths.

Creatures: The statues by the door are tophets. They animate, drop their ornaments, and attack if an intruder comes within 15 feet of the door, or if they're attacked themselves.

TOPHETS (2)

XP 9,600 each

hp 107 each (*Pathfinder RPG Bestiary 3* 271)

CR 10

Development: If a tophet captures a PC, it takes its prisoner to area **M12** and descends the elevator to Nhur Athemon's lair.

M3. Garden Overlook

Beyond the entrance hall is a ledge overlooking a huge and strikingly beautiful natural cavern. Steep steps descend from the ledge to the cavern floor. Covering the floor is a sprawling garden of weird blossoms, towering fungi, and alien-looking plants whose bulbs and pods sway in the still air.

A short distance away, the Emerald Spire pierces the center of the cavern. Paths lead east and west from the foot of the stairs through the foliage. The whole cavern is illuminated by a mysterious radiance that shines from the crystals embedded in the ceiling extremely high above. In the wall at the east end of the ledge stands a set of stone double doors decorated with reliefs of serene faces.

These gardens are home to the beautiful and deadly plant life Nhur Athemon found during his transdimensional roving.

M4. Raithskal's Orchestra (CR 10)

This small theater is painstakingly hewn from the stubborn rock. Below the wide stage against the east wall, a rusty grate covers an orchestra pit, before which rotted chairs face the stage in crooked rows. To the north, a short flight of steps leads up to the stage, and to the south, another set of steps descends to the orchestra pit.

This chamber is where Nhur Athemon once amused himself with strange musical experiments. The orchestra pit fills most of the space under the stage, and its floor lies 10 feet below the stage. The grate covering the space between the stage and the chamber floor is of rusted iron (break DC 22).

Creatures: A putrid imp named Raithskal conducts Nhur Athemon's "orchestra." He appears in a puff of smoke 2 rounds after any creature enters this chamber, brought here by a conjuring effect Nhur Athemon built into the room. He is dressed like a troubadour, and bows to his audience. "Why, I have guests!" he exclaims. "May I perform for you, my dears?"

Raithskal listens attentively and politely if engaged in conversation, but his reply to just about any question, threat, or statement is simply, "That is most excellent indeed! Let us begin!" He then bows, draws his conductor's wand—actually a *wand of lightning bolt*—and begins the entertainment by blasting the gibbering mouth below the stage floor through a grate in the stage. Raithskal has ranks in Use Magic Device instead of Knowledge (planes) so he can use the wand. The monster immediately begins its "music"—really just screams of torment, which the imp finds beautiful. On the following

round, five allips emerge from the walls and add their babbling harmony to the song.

If the PCs attack Raithskal, he turns the *wand of lightning bolt* on them. If Raithskal dies or the mouther is attacked in its pit, the monster squeezes out from under the stage and eagerly attempts to devour any living creature in the room.

RAITHSKAL

CR 2

XP 600

Imp (*Pathfinder RPG Bestiary* 78)

hp 16

STATISTICS

Skills Use Magic Device +8

Combat Gear *wand of lightning bolt*

ALLIPS (5)

CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 3 12)

HUGE GIBBERING MOUTHER

CR 8

XP 4,800

Advanced gibbering mouther (*Pathfinder RPG Bestiary* 153)

N Huge aberration

Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 124 (8d8+88)

Fort +13, **Ref** +5, **Will** +7

Defensive Abilities all-around vision, amorphous, **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bite +9 (1d8+4 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks blood drain (1d4 bite plus 1 Con), engulf (6d4 plus 2 Con damage, AC 15, 12 hp), gibbering (DC 25), ground manipulation, spittle (+7 ranged touch, DC 25)

STATISTICS

Str 18, **Dex** 13, **Con** 32, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 23 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)

Skills Perception +12, Swim +19

Languages Aklo

M5. Yellow Death (CR 12)

The alien plants that fill the cavern floor shudder and quiver, and a variety of strange, heady scents fills the air. To the northeast, the path leads to a flight of natural stone steps that descend to a door recessed in the cavern wall. To the west, the path leads toward a pool of splashing water that plays around the Emerald Spire.

Nhur Athemon's most prized plant—a warped yellow musk creeper—has turned many dead explorers into zombies here.

Creatures: Nhur Athemon painstakingly cultivated the yellow musk creeper here with his own hand. One of his favorite pastimes was feeding unworthy followers or rebellious subjects to the creeper and watching them transform into zombies. In this strange garden, the yellow musk zombies the creeper creates are unusually powerful, and long, green thorns burst out of them during their transformation.

Whenever intruders approach within 30 feet of the creeper, it immediately begins to spray its pollen and moves slowly toward the potential meal. The huge creeper also disgorges three Spire-warped yellow musk zombies every round (as a free action) for 2 rounds (for a total of six zombies).

The giant flytrap in area **M6** has a long reach, so the party might fight both encounters at the same time.

SPIRE-WARPED CREEPER

CR 10

XP 9,600

Advanced variant yellow musk creeper (*Pathfinder RPG Bestiary* 285)

N Huge plant

Init +4; **Senses** low-light vision, tremorsense 30 ft.; Perception +0

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)

hp 126 (12d8+72)

Fort +14, **Ref** +8, **Will** +4

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 3 tendrils +18 (1d4+11)

Space 20 ft.; **Reach** 30 ft.

Special Attacks create yellow musk zombie (2d4 Int), pollen spray (+12 ranged touch, DC 22)

STATISTICS

Str 33, **Dex** 19, **Con** 22, **Int** —, **Wis** 11, **Cha** 8

Base Atk +9; **CMB** +22; **CMD** 36 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) The damage from the Spire-warped creeper's tendrils increases to 2d4 points of Intelligence damage per round. Also, the zombies it creates are more powerful because of the effects of the Emerald Spire—they are Spire-warped yellow musk zombies (see below) instead of normal yellow musk zombies.

SPIRE-WARPED YELLOW MUSK ZOMBIES (6)

CR 5

XP 1,600 each

Variant yellow musk zombie (*Pathfinder RPG Bestiary* 285, 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 59 each (7d8+28)

Fort +5, **Ref** +4, **Will** +5

Defensive Abilities thorns; **DR** 5/slashing; **Immune** plant traits

OFFENSE
Speed 30 ft.

Melee slam +12 (1d6+10 plus 1d6 piercing)

STATISTICS
Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +12; **CMD** 24

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Thorns (Ex) Any creature that strikes the zombie with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. Creatures using melee weapons with reach are unaffected by this ability. Creatures that successfully grapple the zombie take 2d6 points of piercing damage.

Treasure: In the cavern's eastern alcove, lying amid the moldering remains of a long-dead victim of the creeper, is a +2 *mithral chain shirt*.

M6. Fungal Growth (CR 10)

On the north side of the Emerald Spire's pool towers a wall of purple vines and fungal growth. To the east, the path leads to a flight of natural steps that climb to a door recessed in the cavern wall. To the west, more stone steps ascend to a different exit from the main cavern. Just beyond that alcove stands a small building made of yellow marble and wreathed in lush ivy.

This area appears to be normal undergrowth. The ceiling is low in this area—15 feet above the ground—and is covered in thick vegetation and vines.

Creature: A recess in the lowered ceiling conceals a giant flytrap. This recess counts as undergrowth for the flytrap's racial bonus on Stealth checks.

The flytrap doesn't notice the PCs until they come within 20 feet unless a great commotion attracts its attention (for example, a battle in area M5). In this case, it stealthily moves toward the nearest living target until close enough to strike.

GIANT FLYTRAP
CR 10
XP 9,600

hp 149 (*Pathfinder RPG Bestiary* 134)

M7. The Emerald Fountain

The towering Emerald Spire dances with light in the center of this cavern. A basin carved from stone surrounds it, and green-hued water sprays from several fissures in its surface, collecting into a pool within the basin. A stream flows westward out of the pool, and a small building of yellow marble stands on its banks. To the north, an alcove and a flight of stairs lead out of the main cavern. To the southwest, another cave mouth opens in the south wall.

An underground river intersects the Spire just above this level. Long ago, the stream eroded narrow fissures in the Spire's structure. This water empties here into a fountain-basin that Nhur Athemon's servants carved millennia ago when they improved this cavern for their master's pleasure.

Magical Properties: Anyone who drinks from the waters that pour through the Spire is filled with calm and a sense of great power. The waters act as both *heal* and *greater restoration*, but a creature cannot benefit from this effect more than once every 24 hours. If removed from the fountain, the water retains its magical potency for only 1 hour.

M8. Bathhouse (CR 9)

Carved scenes of cavorting nymphs adorn the walls of this stately marble bathhouse. Three luxurious porcelain basins are embedded in the floor, each enameled with golden patterns of flowering vines. One tub is dry and empty, another filled with black sludge, and the last filled with softly steaming water.

In alcoves along the east and west walls, two-foot-tall stalagmites pierce the floor and radiate heat. There is a door in the north wall.

Nhur Athemon created this bathhouse in the middle of his garden as a place to relax and enjoy a warm or cool soak, but after he became undead the facility was no longer relevant to him. The lich hasn't bothered to maintain this place for uncounted years, but some of his favored servants still enjoy it.

The tub of steaming water is a warm bath and is perfectly harmless. The water is drawn from the nearby stream and warmed by old magic; like the water around the Spire fountain itself, it is a magical restorative, although it's not as potent as the fountain's water. Bathing in the tub for at least 30 minutes confers the benefits of *lesser restoration* and *cure serious wounds* (a creature cannot benefit more than once per 24 hours from bathing). The dry tub formerly held a bath of cool water, but the plumbing failed long ago.

A small planar portal to the elemental planes formerly supplied this tub with warm, soothing mud. In the many centuries since the portal was created, however, the portal terminus shifted, and the portal now fills its tub with hot, acidic tar. Any creature immersed in the tub takes 5d6 points of acid damage per round. The tarry acid sticks, so even after a creature has extricated itself, it continues to take 2d6 additional points of acid damage per round until it takes a full-round action to clean the sludge off.

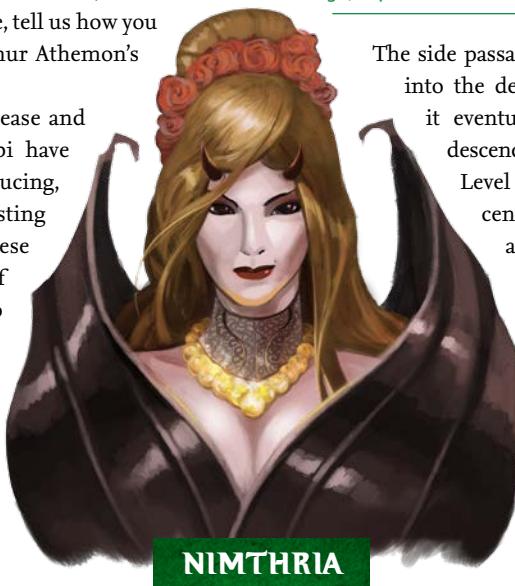
Creatures: Nimthria and Katyala, a pair of succubi who serve Nhur Athemon, are fond of the bath and spend much of their time lounging here. The two demons are bound to the lich by old *planar binding* spells that Nhur Athemon renewed a few years ago when his experimentation reawakened his mortal desires. The lich employs the demons as spies and agents, and often sends them to roam the nearby lands and bring him news of the people who now inhabit the region.

Neither succubus is particularly loyal to the lich, however; they serve him grudgingly, indulging their own whims and plots while observing the terms of their ancient servitude.

If the succubi hear the PCs approaching (for example, they might notice a noisy fight in area **M6** or **M10**), they summon a babau demon to defend them against physical attack when the PCs appear. If they don't hear the PCs' approach, the succubi react to the PCs' intrusion by greeting the PCs warmly and assuring the PCs that they are not hostile. "We are prisoners of the lich," Nimthria lies, "and are anxious to see him destroyed. Please, tell us how you came here, and we'll tell you of Nhur Athemon's secret weaknesses."

This is a ploy to put the PCs at ease and get them talking—the two succubi have every intention of charming, seducing, or simply dominating the interesting members of the party and using these mortal dupes to destroy the rest. If the PCs let the succubi continue to speak, the monsters attempt to lull the PCs' suspicions, and surprise them by suddenly using *charm monster* spells on likely targets.

If the PCs defeat one succubus, the other teleports away to warn Nhur Athemon (and plans to return and get revenge later).



NIMTHRIA

NIMTHRIA AND KATYALA

XP 3,200 each

Succubus

hp 84 each (*Pathfinder RPG Bestiary* 68)

Gear Nimthria wears a *necklace of fireballs* type VI, and Katyala wears a *ring of the ram* (21 charges). In combat, Katyala might try to use the ring to knock a PC into the tub of sludge.

Treasure: In addition to the gear they're wearing, a *figurine of wondrous power* (bronze griffon) lies at the bottom of the tub of sludge. Years ago, another explorer fell into the tub and slowly dissolved, but his figurine resisted the acid. It's perfectly usable—although retrieving it may be tricky.

M9. The Lich King's Menagerie (CR 6)

A starry night sky hides the ceiling of this side cavern. The flowers and vines in this cavern are much less overgrown, and several stone statues are scattered about in random poses. The path continues around a bend in the chamber.

This chamber once served as Nhur Athemon's personal zoo, wherein he would capture and study interesting creatures or sometimes entertain important guests he wished to impress.

This area's appearance is an illusion that's harmless but very convincing. If the PCs continue deeper into the chamber, continue with the following.

A large part of this cavern's southwest corner is a strange enclosure made from transparent crystal. It seems to be a pen or terrarium with carefully arranged flora inside. Several more stone statues nearby seem to be adventurers or explorers with looks of surprise or horror on their faces. Inside the enclosure, a large, reptilian creature glares with terrible, yellow eyes.

The side passage that leads to the west wanders off into the deep Darklands for several miles, but it eventually connects to the corridor that descends from the Vissk-Thar stronghold on Level 8. Nhur Athemon sealed this passage centuries ago with a *wall of stone* he placed at a narrow point a few hundred yards up the passage. Unknown to Nhur Athemon, however, a subterranean monster burrowed through it while the lich was sealed within his lair, and the passage is now open again.

Creature: The crystal enclosure imprisons a fiendish basilisk. Any character who ventures far enough into the room to see the enclosure sees the basilisk—which

means, of course, that it sees her as well. The basilisk is unable to get out of its crystal prison, but its gaze attack works just fine through the clear walls.

The walls of the fiendish basilisk's enclosure are equivalent to transparent stone (hardness 8, 60 hp per 5-foot section, break DC 28). The enclosure includes a basin of water and a basin of food filled once per day via a *create food and water* effect. The lich was considering using the captured basilisk as a guardian somewhere in his refuge, but he hasn't decided on exactly where.

FIENDISH BASILISK

CR 6

XP 2,400

hp 52 (*Pathfinder RPG Bestiary* 29, 294)

M10. End of the Path (CR 8)

In the far corner of the main cavern, the stream from the Spire fountain disappears into a deep cleft in the rock. The garden path crosses the stream via a small footbridge and continues up to a cave mouth in the cavern wall.

On the east shore of the stream, just to the north of the path, two shriveled drow warriors lie dead amid the weird foliage. They are still attired in dark mail and their weapons lie on the ground.

The stream passage quickly becomes too constricted and steep to follow for any distance beyond the main cavern, narrowing to no more than a foot high and perhaps 3 or 4 feet wide. It winds through the Darklands for miles before emptying into a remote subterranean lake.

The drow corpses are the remains of a scouting party that ventured into the garden from the passage in area M9. They avoided the basilisk and turned north, only to fall victim to another of the garden's dangerous denizens—hellwasps.

Creature: A hellwasp swarm nests inside the body of one of the drow warriors. If a living creature comes within 10 feet, the hellwasps rise within the body and clumsily attack with it as a Medium zombie (*Pathfinder RPG Bestiary* 288). A character who succeeds at a Perception check opposed by the hellwasp swarm's Disguise check can tell this is more than a normal zombie. When the zombie corpse is wounded, the hellwasps abandon it and swarm all over the nearest living target, stinging and biting.

HELLWASP SWARM

CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 3 146)

Treasure: Each drow scout wears a mithral chain shirt and carries a masterwork short sword. Between the two of them, the coin purses at their belts contain 10 pp, 60 gp, and 30 sp. In addition, one of the scouts still wears a cloak of resistance +3.

M11. Chamber of Curiosities (CR 8)

This small cavern is a museum of sorts. Five stone pedestals present various strange artifacts and curiosities. Among the displays are an ordinary black cat sleeping on a velvet cushion, a serrated tooth made from a pale green crystal-metal, a large brain about two feet across, an empty pedestal, and an odd leather helm with a big, round eye in the forehead. The eye in the helm blinks and follows the movements of anyone who ventures nearby.

Two short flights of natural stone steps lead down to the west and to the south, and a large stone door stands at the eastern end of the chamber.

This room houses a few of the strange trophies and curiosities Nhur Athemon has collected over the years. The items are just lying on top of the pedestals—carefully woven walls of force once protected them, but those spells have failed.

The cat was one of Nhur Athemon's earliest familiars. It's long dead and has been preserved with taxidermy and glamored with a permanent illusion to make it look alive and asleep. The serrated tooth is a skymetal work fashioned to resemble a dire shark tooth, with a sizable chip in one serrated edge. The leather helm is a true oddity—it's made from the magically shrunken head of a cyclops, which has

been carefully preserved to serve as a magical helm (see Cyclops Helm, below). Its roving eye is disturbing, but harmless. The brain trophy, however, is anything but.

If someone checks the room with *detect magic*, the cat radiates moderate illusion and faint necromancy, the brain radiates moderate transmutation, and the helm radiates faint divination.

Creature: The large brain is actually an intellect devourer held in magical stasis. Touching or disturbing it in any way ends the stasis—in fact, if any living creature remains adjacent to it for more than 1 round, even that is sufficient to end the stasis. However, the intellect devourer doesn't immediately strike; it is clever enough to hold still and wait for the party's attention to shift elsewhere so that it can attack when no one is looking. (If attacked, it retaliates at once.)

INTELLECT DEVOURER

CR 8

XP 4,800

hp 84 (*Pathfinder RPG Bestiary* 180)

Treasure: The shark tooth (made from the skymetal noqual) is worth 500 gp, or 1,500 gp if brought to Abernard Royst (see page 15). The stuffed cat has no particular value, but the *cyclops helm*—which was once one of Nhur Athemon's favorite oddities—is a useful magic item.

CYCLOPS HELM		PRICE 5,600 GP
SLOT	CL	WEIGHT
head	1st	5 lbs.

AURA faint divination

This helm is made from the husk of a cyclops's shrunken head, and grants a limited version of that creature's flash of insight ability. Once per day as an immediate action, the wearer can choose the result of the die roll instead of rolling her next attack roll, saving throw, skill check, or ability check.

CONSTRUCTION REQUIREMENTS	COST 2,800 GP
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Craft Wondrous Item, *true strike*

Story Award: If the PCs take the noqual shark's tooth to Abernard Royst, they gain 1,500 gp and 6,000 XP.

M12. The Grim Guardian (CR 11)

This stark and barren cave features a 20-foot-wide shaft with a levitating stone platform floating in the middle. Facing the pit is a stone seat big enough for an ogre.

If the PCs don't surprise the devourer, the massive form on the throne regards them with terrible, burning eyes. "You are fools to venture here, mortals," it rumbles. "My master bids me to guard this way, and guard it I shall. You have found nothing but death." The smaller skeletons around the throne begin to stir!

The stone seat is a throne carved from rock. The pit is described in more detail in Descent to the Next Level. Jumping from the edge of the pit to the levitating stone requires only a successful DC 5 Acrobatics check, but the penalty for failure is severe, since it is a long way down.

Creatures: Here, a cold and pitiless soul stands its never-ending watch. Murthok Huul was once a powerful warrior and bodyguard to Nhur Athemon. A favorite of the Azlanti prince before he passed into undeath, Murthok fought alongside his master against many enemies and helped Nhur Athemon pursue foes through the portals in the Emerald Spire dungeons thousands of years ago. The extraplanar travel warped Murthok's body and consciousness, so when Nhur Athemon became a lich, the wizard decided to turn the loyal bodyguard into a devourer that would serve him for the rest of eternity.

If Murthok is alerted to the PCs approach by the sounds of their battle in M5, M6, or M11, he casts *lesser planar ally* to bring a bearded devil into his service. This devil's XP is included in Murthok's total.

Murthok begins combat by casting *confusion* on the party to distract and incapacitate some of the more weak-willed members. He then moves to melee range and uses *devour soul*. As long as he holds a fresh soul imprisoned, he relies on his energy-draining melee attacks and *bestow curse*. The skeletons attempt to bull rush enemies into the nearby bottomless pit.

MURTHOK HUUL

CR 11

XP 12,800

Devourer (*Pathfinder RPG Bestiary* 82)

hp 133

HUMAN SKELETONS (5)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

BEARDED DEVIL

CR —

XP —

hp 57 (*Pathfinder RPG Bestiary* 73)

Treasure: Behind Murthok's throne lies an ancient reminder of his mortal lifetime—his sword *Icedrake*, a +2 frost longsword. The scabbard has long since rotted to uselessness. The sword seems a rusty old wreck at first glance, but it takes only a moment to knock off the rust.

Descent to the Next Level

The pit in area M12 is the upper terminus of an impressive feat of Azlanti magic—a narrow stone shaft almost half a mile deep. Nhur Athemon originally intended

to create numerous sub-levels branching off this precipitous central shaft, but he never completed his original design. He did, however, complete this magical elevator. It's a more advanced version of the one that travels between area M1 and the level above.

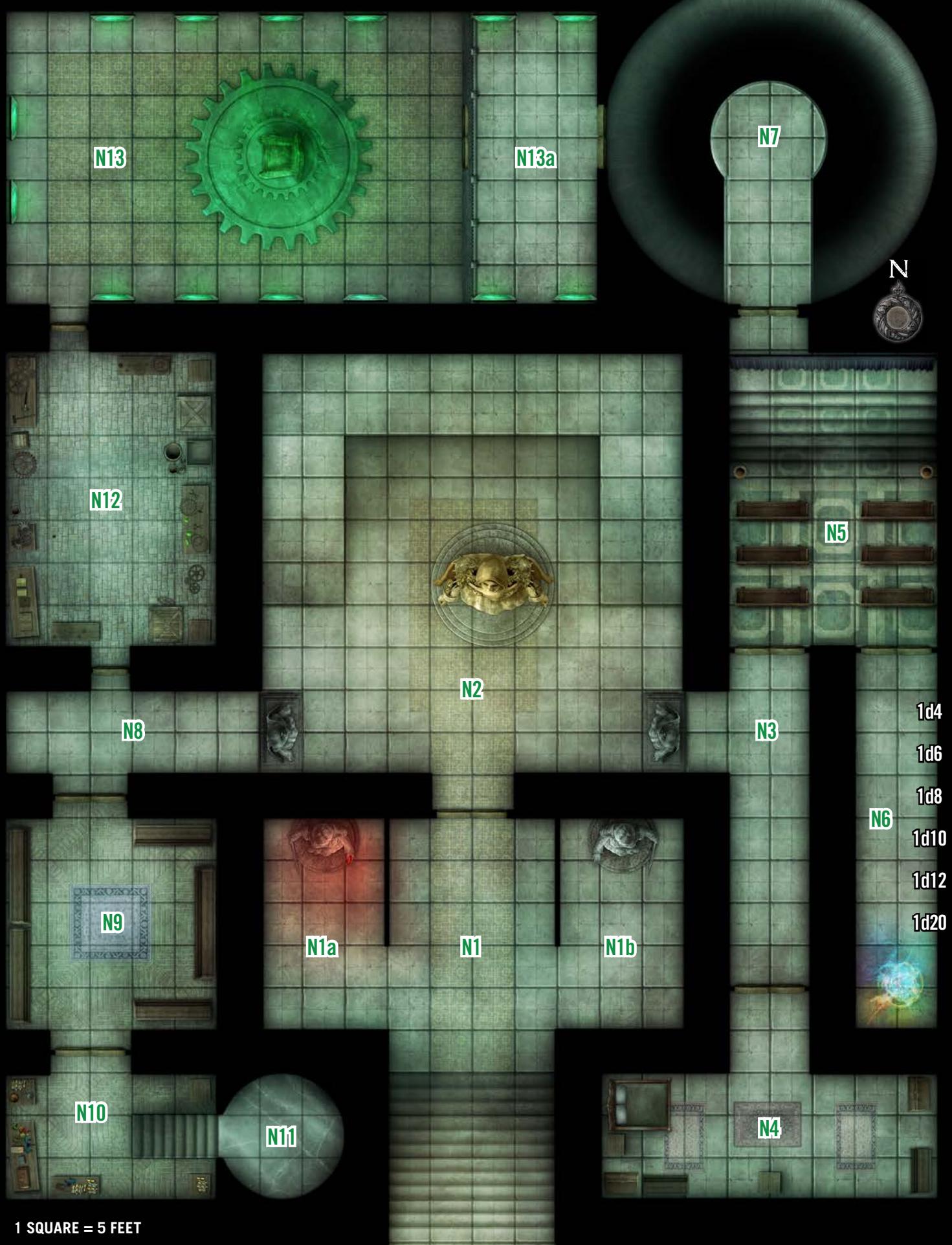
The stone slab is 10 feet in diameter and can support up to 5,000 pounds. If overloaded, it begins to sink more and more rapidly. If it's loaded with 7,500 or more pounds, its enchantment fails altogether and it plummets to the bottom of the shaft.

The elevator slab responds to verbal commands spoken in Azlanti or Common, and it ascends or descends at a rate of 200 feet per minute. If the elevator slab is at the wrong end of the shaft, a creature can summon it with a verbal command—simply standing at the empty shaft and saying “up,” “down,” “come,” or “I want to go down!” causes the slab to begin ascending or descending as requested.

Story Award: The PCs gain 9,500 XP for exploring all or most of this level. If they have the Sage's Expedition quest, they also gain 8,000 gp.



LEVEL 14: THE THRONE OF AZLANT





LEVEL 14

The Throne of Azlant

By Erik Mona

Ten thousand years ago, the prince Nhur Athemon—a powerful archmage and secret devotee of the demon lord Abraxas—attempted to seize the throne of Azlant by replacing influential nobles with clockwork automatons and simulacra loyal to him. His sinister design was foiled by the Knights of the Ioun Star, a powerful order sworn to protect the prophecies of rightful imperial succession. The knights exposed both Nhur Athemon's artificial aristocracy and his devotion to Abraxas, but before they could capture him and bring him to trial before the Throne of Glass, the evil prince made his escape.

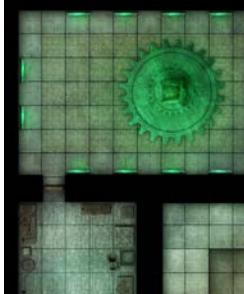
Because Nhur Athemon was of noble blood and still commanded formidable allies among Azlant's elite, the empire did not closely press the search for the evil prince. Nhur Athemon vanished with his followers into the deep forests of primitive Avistan, disappearing from Azlanti affairs... but the archmage was not about to forget the defeat and humiliation he had suffered.

Led on by his demonic patron, Nhur Athemon and his acolytes sought out the pillar of green crystal forgotten by the world above. When they arrived, the Azlanti exiles began building citadels and magical foundries. Nhur Athemon set up a fortress and laboratory atop a rocky hill nearby, and devoted his attention to the enigmatic Spire. His divinations determined that it was an artifact of the mysterious Vault Builders of Orv, infused with life-giving energy that tapped the very essence of the planet itself.

As Azlant deteriorated, the weakened authorities hunted down known enemies of the empire, and Nhur Athemon's name rose to the top of the list. The Knights of the Ioun Star arrived at Nhur Athemon's refuge and concentrated their fury on his palace (where Thornkeep would later be built). Aided by Nhur Athemon's three traitorous apprentices, the Knights slew the prince and razed his stronghold.

With Nhur Athemon defeated, the eldritch knight Lady Estrekan led an expedition to investigate the Spire and destroy

FEATURES OF THE LEVEL



The doors and other features of this level are inlaid with Azlanti runes and motifs.

ILLUMINATION: Luminous spells from Nhur Athemon's heyday bathe the rooms in normal light. The exception is area **N1**, which has red dim light.

Doors: The sturdy stone doors are unlocked unless noted.

Ceiling: Unless otherwise noted, the ceilings are 20 feet high.

Nhur Athemon's remaining minions. In one final, costly battle, Lady Estrekan and many knights were slain, but the Azlanti were satisfied that the archmage's vile servants had been destroyed to the last. The Knights entombed their dead, sealed this level, and left.

But Nhur Athemon had truly died years before, and the Knights unknowingly destroyed only the body of a lich. He reformed in his deepest retreat to find himself forgotten, surrounded by rubble. Over years, Nhur Athemon repaired the damage, defeated the seals, and violated his enemies' crypts, animating Estrekan and her warriors as graveknights.

For centuries, the lich alternated between long lumbers and arcane experiments. Now, almost 10,000 years after his defeat, Nhur Athemon has devised a method to restore life to corpses by grafting crystal shards from the Emerald Spire into them, and has returned a semblance of life to many of his old subjects, as well as to slain Knights of the Ioun Star. His own undead form resists the process, but the lich knows it will work in time—and he has all the time in the world.

N1. Sealed Entryway (CR 7)

The elevator shaft from area **M12** ends here.

The elevator disk comes to rest at the bottom of the shaft after an incredibly long descent. Here, wide stairs descend to a broad foyer. Two huge stone double doors loom at the far end of the room—an ancient inscription is chiseled into them. Arches to the east and west reveal side halls flanking the one leading to the doors. A red light flickers in the darkness beyond the western arch.

The Knights of the Ioun Star sealed these doors ages ago, and left an inscription in Ancient Azlanti written across the doors. Any PC who knows Azlanti, employs the appropriate magic, or succeeds at a DC 25 Linguistics check can read the message: "Beyond lies the doom of Nhur Athemon. Disturb not his evil works. Muse not on his forbidden secrets. Turn away and let the great pretender fade from the record of history." The message repeats over and over again.

The doors cannot be opened without operating the lock mechanisms in the east and west halls (areas **N1a** and **N1b**). The doors have hardness 20, 180 hp, and a break DC of 35.

In the years that followed Nhur Athemon's defeat, before the prince broke the seals trapping him, Azlanti artisans did honor to stalwart Lady Estrekan by carving beautiful statues of her and placing one in each of the entryway's side corridors.

When the PCs explore area **N1b**, read the following:

At the end of the hall stands a statue of an ancient Azlanti warrior, her hands positioned as if casting a spell. Her left hand is held palm out, revealing an empty, star-shaped depression.

Below the eastern sculpture is an inscription in Azlanti: "Eternal is the Seal of Estrekan. Eternal is her vigil against evil."

Read the following when the player characters explore the hallway to the west (area **N1a**):

At the end of this short hall stands a carving of an armored Azlanti woman. Her left hand holds a thin, curved longsword aloft. Her right hand has a star-shaped depression at the center of the open palm. A star-shaped crystal embedded in the depression emits erratic flickers of brilliant red light.

A PC who succeeds at a DC 18 Knowledge (history) check identifies the figure as one of the Knights of the Ioun Star, though all modern scholars know of the order is that it was closely associated with the Azlanti Emperor. An inscription at the base of the western carving says in Azlanti: "Dedicated to the brave sacrifice of Lady Estrekan of Almorain Blue, Knight Commandant of the Western Star."

The corpse of a human woman in mustard-colored robes lies near the western statue. This was the intrepid wizard **Tiawask** (CG female human illusionist 5), an agent of Thornkeep's Goldenfire Order. She matches the descriptions the PCs could have gotten from Iliara Starcloak (area **13** of Fort Inevitable) or Jharun (area **F7**).

Tiawask was captured by Klarkosh on Level 6 along with her companion Jharun, but escaped her cell using a hidden *potion of gaseous form*. She was unable to retrace her steps, and sought a means of escape somewhere below. She's been dead for at least 3 days (depending on the PCs' pace). If the PCs return her to life, Tiawask is grateful and eager to escape the Spire.

Trap: To unlock the door to Nhur Athemon's chambers, an ioun stone must be placed in the socket of each sculpture's empty hand—a *Western Star ioun stone* (see page 67) in the western hall, and an *Eastern Star ioun stone* (see page 129) in the eastern hall. Tiawask mistakenly placed the *Eastern Star ioun stone* she found on a higher level in the western socket—an understandable mistake, as the sockets are identical.

The PCs could have a *Western Star ioun stone* from Klarkosh's quarters on Level 6, the Mistress of Thorns on Level 9, or Steward on Level 12. It's possible to proceed with just the

Eastern Star ioun stone by succeeding at a DC 35 Disable Device check on the western socket. Placing anything other than the correct *ioun stone* triggers a *slay living* trap.

SLAY LIVING TRAP CR 7

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch (see text); **Reset** automatic (15 minutes)

Effect spell effect (*slay living*, +5 ranged touch, deals 12d6+9 points of damage, Fort DC 22 reduces damage to 3d6+9)

When both *ioun stones* are correctly placed (or the lock is bypassed), a line of brilliant energy traces the seam between the double doors in the main hall. This light blazes brightly across the protective inscription, and then completely fades from view.

The doors to area N2 may be opened with ease any time the *ioun stones* are in place. If the stones are removed, the doors remain unlocked for 10 minutes, then reseal. From the north side, they can always be opened.

Treasure: Along with the *Eastern Star ioun stone*, Tiawask bears an *amulet of natural armor +2*, two *potions of cure moderate wounds*, a +2 dagger, and 16 gp.

EASTERN STAR IOUN STONE		PRICE 6,000 GP
SLOT	CL	WEIGHT
none	1st	
AURA	faint divination	

This red crystal is perfectly cut in the shape of a five-pointed star. Its user understands spoken languages, and reads as if under the effects of *comprehend languages*.

CONSTRUCTION REQUIREMENTS COST 3,000 GP

Craft Wondrous Item, *comprehend languages*

Story Award: The party gains a 2,000 gp award for bringing the Goldenfire Order news of Tiawask's fate. They immediately gain 5,000 XP if they have the Missing Wizards quest, which increases to 6,000 XP if the PCs resurrect her.

N2. Audience Chamber (CR 12)

The doors open to reveal a huge room. Two ramps against the east and west walls lead to a ledge that runs along the north side. Two enormous statues of a wizard with a bristling beard loom from floor to ceiling in the southeast and southwest corners.

The passages leading out of this room are concealed behind the towering statues in the southern corners. These statues are enchanted with moderate transmutation magic to slide 10 feet to the north either when issued the proper command word or when the appropriate keys are inserted in their locks. The locks are large round sockets about 8 inches in diameter in the belt of each statue. Any character closely

studying the statues notices the sockets, as does a character making a general search of the room with a successful DC 15 Perception check. Each of the leviathan's eyes works as a key for either statue.

Creature: A third statue made of metal—actually a clockwork leviathan modified to look like Nhur Athemon—stands still in the middle of the room. The eyes of this last statue are large spheres of polished quartz, the size of a human head. Though it's not built for aquatic travel like other clockwork leviathans, its inner cavity still contains superheated water to propel its steam-powered mechanisms. When the PCs arrive, the statue swivels its face down to glare at the door and thunders, "Who dares intrude in the demesne of Nhur Athemon? Begone!"

Four reanimated humans, bound to the floor with chains, bow and scrape in front of the metal statue. These are slain Knights of the Ioun Star brought to life by Nhur Athemon using pieces of the Emerald Spire as a life-giving force. It entertains him to have them worship his image. They're truly alive—not undead—and have their mouths and eyes sewn shut. Encountering them gives the PCs their first contact with the type of re-animation Nhur Athemon has been perfecting. The supplicants pose no threat and are worth no XP, but if their statistics are needed, use an heir apparent (*Pathfinder RPG NPC Codex* 251) with no weapons or armor.

If the PCs linger in area N1, the leviathan is prepared for their arrival. When they enter, it breathes out a gout of steam from its superheated belly in an attempt to ward them away.

A clockwork heart powers the creature, but is also Nhur Athemon's phylactery. Creatures adjacent to the clockwork leviathan can attempt a DC 20 Perception check to hear the grinding heart. (The DC is reduced to 0 for victims of the leviathan's swallow whole special attack.)

STATUE OF NHUR ATHEMON CR 12

XP 19,200

Variant clockwork leviathan (*Pathfinder RPG Bestiary* 3 55)

hp 128

Speed 30 ft.

Skills none; **Racial Modifiers** none

Treasure: The *Heart of Nhur Athemon* can be harvested from the ruins of the leviathan, as can the leviathan's spherical eyes. The latter serve as keys to the large locks in the belts of the statues in the southern corners of the room.

HEART OF NHUR ATHEMON		MINOR ARTIFACT
SLOT	CL	WEIGHT
none	20th	15 lbs.
AURA	strong transmutation	

This multi-chambered clockwork device is about the size of an ogre's fist. Tiny mechanisms whir and grind, powering a constant thump reminiscent of a heartbeat. When placed upon

the chest of a humanoid creature, the *Heart of Nhur Athemon* phases into the chest cavity, consuming and replacing the user's natural heart, and granting the user a +4 enhancement bonus to Constitution. Anyone who touches the *Heart of Nhur Athemon* must succeed at a DC 25 Will save or be compelled to place the heart against her chest (this is a mind-affecting compulsion effect).

A successful DC 30 caster level check made as part of a *remove curse* spell or similar effect forces the *Heart of Nhur Athemon* to phase out of its host's chest. Because the *Heart of Nhur Athemon* consumes its host's natural heart, destroying or expelling the item while it is keeping a character alive kills the character 1 round after it's removed, unless a *restoration* spell is immediately applied to the host.

The heart is also the phylactery of the Azlanti lich Nhur Athemon. If Nhur Athemon is destroyed, the phylactery immediately begins to rebuild the lich's body nearby. The process takes 1d10 days, and begins anew if interrupted so long as the phylactery is not destroyed.

DESTRUCTION

The heart must be thrown into the chasm in area N7 or targeted with a *transmute metal to wood* spell.

N3. East Hall

Double doors mark the north and south ends of this long corridor.

A character who succeeds at a DC 15 Perception check hears chanting from the other side of the door to the north.

N4. Resting Chamber (CR 12)

This ruined chamber must once have been a bedroom, but the fixtures have mostly rotted away over the centuries.

This abandoned bedchamber is the lair of the graveknight Lady Estrekan, now loyal to Nhur Athemon.

Creatures: After he revivified her corpse, Nhur Athemon embedded a shard of the Emerald Spire into Estrekan's chest. A green glow shines through the chinks in her armor. The shard grants her an additional +4 bonus to her channel resistance. Lady Estrekan's transformation is progressing much more slowly than that of her fellow knights in area N5 or the apprentices in area N12. The small measure of her spirit that remains objects to her eventual transformation



LADY ESTREKAN

LADY ESTREKAN

CR 11

XP 12,800

Graveknight (*Pathfinder RPG Bestiary 3* 138)

hp 139

Defensive Abilities channel resistance +8

KNIGHTS OF THE IOUN STAR (2)

CR 7

XP 3,200 each

Viking (*Pathfinder RPG GameMastery Guide* 281)

hp 64 each

Treasure: Lady Estrekan carries the key to the laboratory in area N12 and a *Spire transport token* (see page 19).

N5. Abraxas Shrine (CR 14)

Six stone pews crowd a dimly lit chapel. At the north end of the room, a flight of seven slim stairs leads up to a stage. A massive curtain of thick black fabric completely obscures the north wall beyond the stage area. Two different sets of double doors dominate the chapel's southern wall.

The bodies of a dozen slain Knights of the Ioun Star sit upon the pews. Four have been implanted with pieces of the Emerald Spire. They attack intruders, and rush to aid Lady Estrekan in area N4 if she is threatened. The doors behind the curtain bear the unholy symbol of the demon lord Abraxas.

Creatures: The risen knights are like those described in area N4. If Lady Estrekan is still alive, she rushes to their defense shortly after combat begins, but has the knights who accompany her move to outside the door leading from area N5 to area N3 to prevent escape.

KNIGHTS OF THE IOUN STAR (4)

CR 7

XP 3,200 each

Viking (*Pathfinder RPG GameMastery Guide* 281)

hp 64 each

Trap: A creature who steps on the stairs triggers an ancient *prismatic spray* trap.

ABRAXAN STAIR TRAP**CR 13****XP 25,600****Type** magic; **Perception** DC 32; **Disable Device** DC 32**EFFECTS****Trigger** location; **Reset** automatic (1 minute)**Effect** spell effect (*prismatic spray*; DC 25 save per effect); multiple targets (all targets on stairs)**N6. Time Lock**

Double doors open to reveal a 10-foot-wide corridor extending to the south. The final stretch of the hall is bathed in shifting energy—pink, scarlet, dusty rose, and incandescent blue.

This corridor holds the time vortex used by Nhur Athemon to exact revenge upon his traitorous apprentices in the dungeons below Thornkeep (*Pathfinder Online: Thornkeep* 54). The vortex radiates an aura of strong transmutation magic.

A PC advancing into the room must succeed at a DC 20 Fortitude save for every 5 feet further into the room he moves (except the first 5 feet inside the door) as the time energy of the vortex interferes with his physiology. If he fails the save, the time energy changes his age by $1d4$ years. The victim then attempts a second saving throw with the same DC. If he succeeds at this second roll, the player may choose whether the PC grows older or younger; otherwise, the GM decides.

The effect escalates as the PC approaches the swirling vortex of time energy. The northernmost squares in the room are safe. The first squares south of that changes the PC's age by $1d4$ years, the second by $1d6$ years, and so on, until the final squares change his age by $1d20$ years. A PC can be affected by each 5-foot section only once every 24 hours.

PCs who reach the center of the vortex meet the time-distorted form of Togarin, an apprentice of Nhur Athemon whose spirit is trapped in the time-amber of the Thornkeep dungeon. Togarin tells the PCs that Nhur Athemon has reanimated the corpses of the apprentices who betrayed him—Togarin included—and begs the PCs to stop this blasphemous use of their bodies. He gives the PCs the skulls of the apprentices in area N12, instructing them that the reanimated forms can't bear to see evidence of their death.

N7. Astral Chasm

A slim platform juts out into the center of a huge circular shaft that seems to drop off into nowhere and stretch far above into darkness. A sense of gloom and oppression permeates the room. Although conditions are calm upon the platform, the sounds of howling winds pervade the chamber.

This was Nhur Athemon's private audience chamber with his demonic patron Abraxas. Characters not on the platform or directly above it must succeed at a DC 18 Fortitude save

or be swept away on astral winds and deposited in Pleroma, Abraxas's Abyssal realm (characters swept away to Pleroma are effectively no longer in this adventure, unless they have some way to quickly return). The door along the west wall exits into area N13a. It is nearly hidden in the pervasive gloom.

When the first PC reaches the center of the room, the sounds of howling winds shift to the sounds of hundreds of hissing snakes, and the sibilant voice of Abraxas himself fills the chamber. “Have you come to kill my servant Nhur Athemon?” the demon lord plainly asks the PCs. His responses to likely PC replies are given below.

Yes/No. “His destruction would be fitting. Once Nhur Athemon worshiped me above all others, demonstrating to all the world the power I granted him. But he has forgotten whence came his vaunted knowledge. As I raised him up, so can I arrange to see him brought down. Bring the head and heart of Nhur Athemon back to this chamber and cast them into the winds of my realm, and I will grant you a wish.”

Nhur who? “Ignorant moron. Nhur Athemon, the Black Prince of Azlant, the lich whose ancient halls you blunder through.”

Who are you? “I am called Abraxas, Master of the Final Incantation, Prince of Forbidden Lore. You might think of me as a demon.”

We want more wishes. “One is all I will grant, though. If you do not claim it, I am certain another will.”

If the PCs agree to the demon lord’s terms, the catwalk rotates to meet the door leading to the balcony in area N13. If presented with the lich’s skull, Abraxas explains that the *Heart of Nhur Athemon* from area N2 is the lich’s phylactery, and that he has not truly been defeated until it is destroyed.

Should the PCs meet the dictates of his bargain, Abraxas fulfills his obligation, hoping to use the service as a way to ingratiate himself into the life of a powerful adventurer.

N8. West Hall

Ancient Azlanti motifs decorate this hallway’s walls. A single door stands at the center of the north wall opposite a set of double doors leading south.

The double doors to area N9 are unlocked. The door to area N12 is locked with an ornate clockwork lock (Disable Device DC 30). Lady Estrekan in area N4 has the key.

N9. Library

Moldering tomes line the shelves in this roomy, square chamber, and lie open on reading tables throughout the room.

Most of the deteriorating paper material in this room crumbles at the slightest touch. A careful search (Perception DC 20) turns up a *blessed book*, a *scroll of stone to flesh*, and 23 salvageable tomes on ancient Azlanti topics worth 3,500 gp

to an experienced collector or historian. In addition, a large tome written in Azlanti contains a set of the Spire level sigils, one for each level from Level 1 to Level 15. With this tome and sufficient *Spire transport tokens*, the PC group can travel to any level except Level 16.

N10. Divinitorium

Crowded shelves and niches line the walls of this cozy room above worktables covered with crystal balls, elixirs, and other arcane paraphernalia. A short flight of stairs at the center of the east wall ascends into a perfectly spherical chamber of whitewashed stone. The room smells of old paper and fresh incense.

The shelves in this room contain assorted spell components. A PC who succeeds at a DC 13 Spellcraft check notices that all of the components are associated with divination spells. Any commotion here draws the attention of the jyoti in area N11.

Treasure: The room contains a pinch of *dust of appearance*, an *elixir of truth*, an *elixir of vision*, and a *dark blue rhomboid ioun stone*. None of the crystal balls are magical; together with the spell components they can be sold for 450 gp.

N11. Scrying Sphere (CR 9)

This small, spherical room seems designed to help a person standing within maintain her concentration. The bright white, featureless walls are smooth as marble.

By standing at the center of this perfectly spherical chamber and concentrating, a PC may utilize the room as a long-distance reconnaissance tool, perceiving any exterior location in the River Kingdoms.

Creatures: A wandering jyoti has taken up roost in this chamber and the divinitorium, drawn from the Positive Energy Plane by Nhur Athemon's fascinating experiments in the creation of life. The jyoti admires the lich for what he is on the verge of discovering, and views the PCs as interlopers who could bring 10,000 years of experimentation to ruin. In emotionless tones, the jyoti first requests and then demands that they leave, attacking if that doesn't work.

The jyoti wields a *staff of swarming insects* (10 charges) in lieu of the standard +1 spear, and it has ranks in Use Magic Device instead of Stealth. At the first sign of trouble, it uses the staff to cast *insect plague*. The jyoti has the key to area N13, and has been instructed by Nhur Athemon to keep it safe.

JYOTI CR 9

XP 6,400

hp 45 (*Pathfinder RPG Bestiary 2* 171)

OFFENSE

Melee ghost touch staff of swarming insects +13/+8/+3 (1d6+3 plus 1d6 fire), bite +8 (1d6+1 plus 1d6 fire)

STATISTICS

Skills Use Magic Device +16

WASP SWARM (3) CR —

XP —

hp 31 each (*Pathfinder RPG Bestiary 275*)

N12. Workshop (CR 9)

The door leading into this room from the south is locked with an ornate lock (Disable Device DC 30). Lady Estrekan in area N4 has the key.

Wide tables piled high with clockwork limbs, gears, and mounds of emerald crystal fragments line this large room. The north and south walls each hold a single door.

This room houses the raw materials for Nhur Athemon's experiments. The north door to area N13 is sealed with a lock similar to the one on the south door; the jyoti in area N11 has the key.

Creatures: Once the headless, reanimated corpses of Nhur Athemon's first "class" of apprentices, these formerly undead creatures have been imbued with life thanks to emerald crystals embedded in their chests (these cannot be removed). The torsos have now sprouted green crystalline replacement heads, restoring the apprentices to a strange sort of life. They see normally, but do not speak. Although the three apprentices are certainly not human in appearance anymore, they are effectively normal, living human conjurists.

The three conjurists attack any intruders on sight. Exposing the apprentices to their long-lost heads (see area N6) staggers them for 1d6 rounds.

NHUR ATHEMON'S APPRENTICES (3) CR 6

XP 2,400 each

Conjurists (*Pathfinder RPG GameMastery Guide* 279)

hp 45 each

N13. Throne Room (CR 14)

More than a dozen door-sized, green crystal mirrors line the walls of this huge chamber. A balcony looms over the eastern extent of the room, with double doors on the east wall below it.

The Emerald Spire passes through the center of the room, though the spire here has been carved into an elaborate clockwork throne marked with ancient Azlanti symbols. The throne sits at the center of an intricate crystal mechanism situated between massive gears at the floor and ceiling.

When the PCs arrive, the throne is inhabited by Nhur Athemon, and the rest of the room appears empty. The archmage looks much like his statues in area N2, albeit more emaciated and clearly undead.

Creatures: If given a moment to speak, Nhur Athemon greets the party. “Ah, it seems the first of my subjects have arrived to do me homage. Be welcome, heroes! You are here just in time to stand witness to my finest hour.” The wizard speaks calmly and with bold confidence, discounting the PCs’ achievements thus far. No doubt a great deal of his confidence comes from the fact that a wall of force surrounds the inner ring of his clockwork throne, protecting him from most forms of attack (Nhur Athemon can dismiss this wall at will).

Nhur Athemon knows that his defeat by the Knights of the Ioun Star was many centuries ago, and that Azlant no longer exists. However, his knowledge of the kingdoms and events of the current day is spotty. Despite this, he intends to raise a new realm and restore himself to life as an undying god-king. “When last I claimed the throne of Azlant,” he says, “the nobles rejected my supporters as an artificial aristocracy, clockworks and simulacra devoid of true life. But I have conquered death and undeath, and my new nobles shall rise not as mockeries, but as men and women granted true life by my arts!”

With an imperious gesture, Nhur Athemon cackles in victory as humanlike forms composed of emerald crystal emerge from eight of the mirrors, each wielding two swords. Three more emerge from the mirrors on the balcony (area N13a), wielding bows. Nhur Athemon greets these newborn beings as allies, beaming as they hail him as the rightful Emperor of Azlant. As his first act as Emperor, Nhur Athemon orders the creatures to slay the PCs.

Nhur Athemon has been weakened by his transformation, and no longer commands the full extent of his once-awesome Azlanti powers. The emerald shard embedded in his chest, however, grants a +4 bonus to his channel resistance.

NHUR ATHEMON

CR 12

XP 19,200

Lich (*Pathfinder RPG Bestiary* 188)

hp 111

Defensive Abilities channel resistance +8

EMERALD ARISTOCRATS (5)

CR 6

XP 2,400 each

Terra-cotta soldier (*Pathfinder RPG Bestiary* 3 262)

hp 64 each

EMERALD ARISTOCRAT ARCHERS (3)

CR 6

XP 2,400 each

Terra-cotta archer (*Pathfinder RPG Bestiary* 3 262)

hp 64 each

Development: Nhur Athemon can draw 1d6 additional emerald aristocrats from the crystal mirrors as a standard action. The crystal mirrors have hardness 6 and 15 hit points. Anticipating their destruction, Nhur Athemon inscribed a

permanent symbol behind each. If a mirror is broken, roll 1d4 to determine the type of symbol inscribed behind it (CL 11th).

d4	Symbol	DC
1	Symbol of fear	22
2	Symbol of pain	21
3	Symbol of persuasion	22
4	Symbol of sleep	21

Story Award: The PCs gain 20,000 XP for permanently destroying Nhur Athemon and his phylactery. If they return to Lady Commander Drovust or High Mother Dremagne with news of his final destruction, they also gain 15,000 gp.

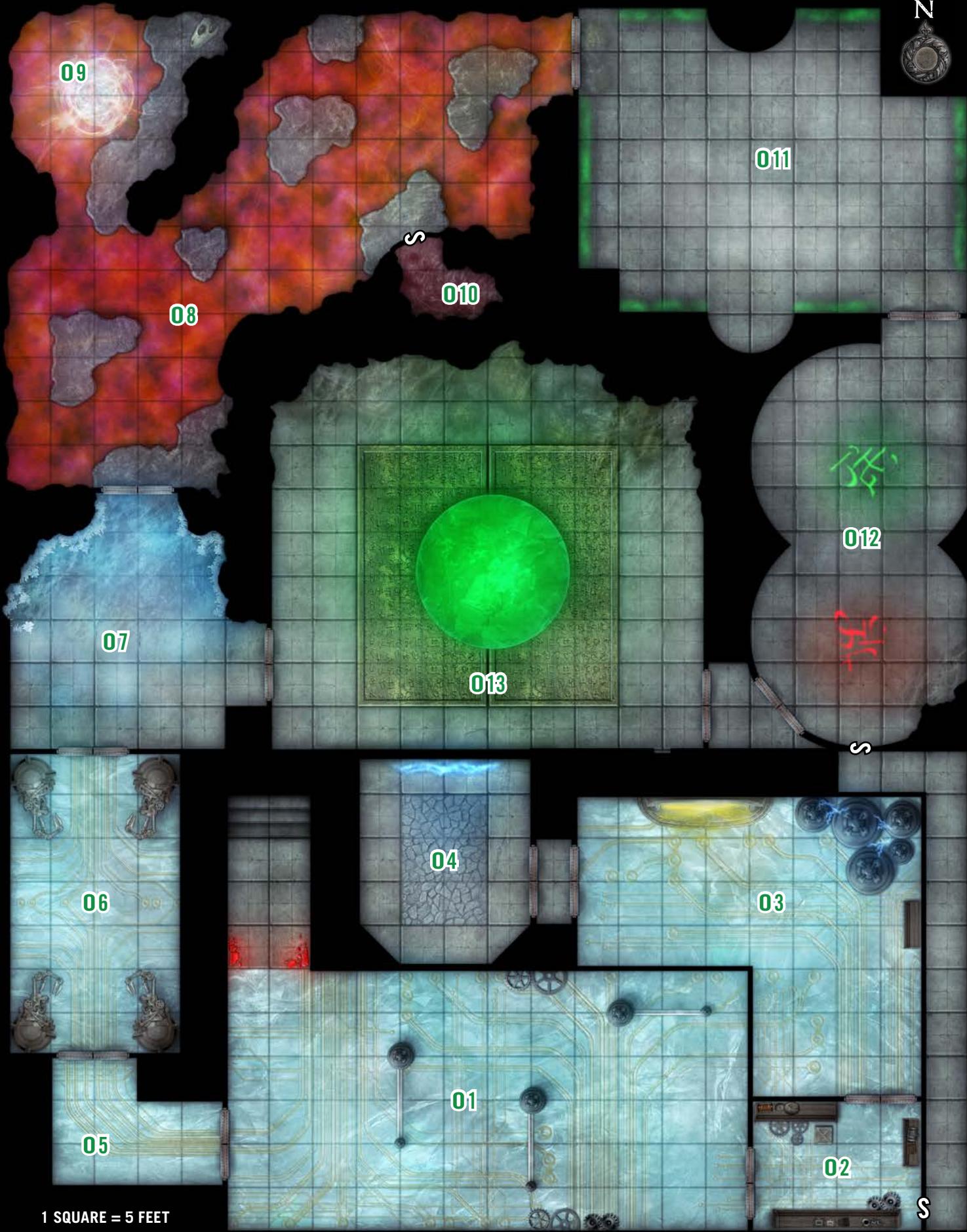
Descent to the Next Level

A button in the armrest of Nhur Athemon’s throne unlocks the doors below the balcony, where an arched stairway leads down. The stairs descend almost 600 feet in multiple long flights.

Story Award: The PCs gain 13,000 XP for exploring all or most of this level. If they have the Sage’s Expedition quest, they also gain 10,500 gp.



LEVEL 15: ORDER AND CHAOS





LEVEL 15

Order and Chaos

by James L. Sutter

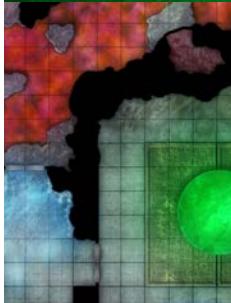
When the Emerald Spire came into being, the ripples of its genesis spread far beyond the Material Plane. In particular, its immense creative energies were felt in the Eternal City of Axis—the plane of absolute law. The inhabitants of Axis dispatched a contingent of inevitables and axiomites to examine the phenomenon and determine how it might affect the planes' stability. What these investigators found at the spire's deepest point was something capable of making vast and sweeping changes to Golarion—changes that might tip the delicate planar balance in favor of chaos. Bringing in powerful spellcasters, the axiomites sealed the chambers closest to the Spire's tip with powerful warding magic before they returned to Axis.

The axiomites' wards remained in place for centuries until a few years ago, when Nhur Athemon stirred again. He studied the wards, finding the hallmarks of Axis in their weaving—which suggested a new approach.

The lich entreated a chorus of proteans to break through the barrier with their understanding of the axiomites' methods. This the chaotic beings did with manic glee. Yet as soon as the proteans breached the ward, an alarm sounded in Axis, summoning a contingent of inevitables. The battle for the Spire began, and Nhur Athemon turned his attention elsewhere.

The battle has come to a stalemate. Both sides brought in powerful magic items attuned to their enemies' magical abilities. These project magical jamming signals, disrupting the portals that brought both armies to the Material Plane and preventing planar travel and communication. The kolyarut trapped in area J11 (now in area O1 if freed) represents a failed attempt by Axis to reestablish contact by transporting a messenger outside the jamming's area of effect. Both sides must rely solely on troops that already inhabit the level. This sobering fact has made even the insane proteans cautious—especially since the inevitables

FEATURES OF THE LEVEL



The chambers inevitables occupy are as bare and perfect as the day they were carved, save for a few modifications the inevitables find useful, such as floors transformed into giant circuit boards. The proteans' chambers, on the other hand, are tainted by the Maelstrom. These have twisted and flexed, and some sprout nonsensical features.

Unless otherwise noted, the rooms have the following features.

Ceilings: The smooth stone ceilings are 20 feet high.

Doors: The doors here are unlocked and made of thick iron (hardness 10, 60 hp, break DC 28).

Walls: The walls of this level are made of reinforced masonry (hardness 8, 180 hp, break DC 45).

Planar Barriers: The inevitables' and proteans' magic items prevent anyone from using *plane shift* to enter or leave this level, and from contacting other planes by magical means. This effect doesn't prevent anyone from using Spire transport.

Gold Wires: Many of the inevitables' rooms have gold wires inlaid in the floor. Each room's Treasure entry describes how much the wire in that room is worth if removed. The wires can be pried up at a rate of 100 gp worth per round (or faster, if magic like *soften earth and stone* is employed). Walking over the wires is completely safe, but as long as the reactors in area 01 are active, anyone attempting to pry the gold out of the floor must succeed at a DC 25 Disable Device check or take 3d6 points of electricity damage per round.

control the stairway leading to Level 14, making it hard for the proteans to coordinate with Nhur Athemon. This level exists in a delicate balance, with each side reluctant to make the next move.

THE FACTIONS

Either side of the conflict might try to recruit the PCs. Since one side is insane and the other robotically devoted to its task, both will fight until destroyed in the name of their cause.

Quest: If they didn't learn about the conflict from the kolyarut in area J11, the PCs gain the Law or Chaos quest when they find out about the war on this level.

Story Award: If the PCs take a side and make an alliance with one of the factions, they complete the Law or Chaos quest and gain 10,000 XP.

The Proteans

"The Sleeper stirs and dreams of us! We sing its songs, but the tick-tock tin men have no ears! You will help us free the heart of this world!"

The proteans are in love with change for its own sake. The possibility that the force locked away beneath the Spire

Doors (in area 013) could remake a portion of the Material Plane makes them deliriously happy, even though they have no idea what that change might be. The proteans refer to the entity locked away at the bottom of the Spire as the Sleeper, and know only the insane ravings of the keketar priests that sent them here. They found the key to the Spire Doors early on, but have yet to locate the keyhole.

Because the PCs likely share the same goal of opening the doors, an alliance with the proteans may prove useful. However, the insane creatures are untrustworthy allies at best, and may attack or betray the PCs for incomprehensible reasons when the urge strikes them.

The Inevitables

"Entropy is the enemy of existence. What lies beneath the Spire would bring chaos. As mortal life is already unstable, access has been denied."

The machine-warriors of Axis are the perfect shock troops, unquestioning in their devotion to their orders. Though they're not hostile without cause, they have no patience for anyone who acts against their goals. If it becomes clear that the PCs intend to open the Spire Doors, the inevitables immediately move to eliminate the threat the PCs present, regardless of any attempts to dissuade them. The inevitables know they guard an entity with great potential for chaos, but have no idea exactly what that entity is. The inevitables have located the keyhole in the Spire Doors (area 013), but they have no idea where the key is located—though they fear the proteans hold it somewhere on their side of the level.

01. Power Supply (CR 11)

The corridor past the stairs is ringed in glowing, shattered red glass set into the walls. Beyond lies a wide, rectangular chamber studded with ten-foot-high black cylinders rising out of the floor. Each is joined to a smaller pole by a plate of transparent crystal inset with silver wires. The floor is inlaid with a bewildering array of geometric shapes and gold wires in straight lines and precise angles.

This is the central garrison for the inevitables, and also the main power supply for their magical technology. The floor acts as a giant circuit board, and the humming pillars are reactors powering the inevitables' machines. The reactors and poles are made from an obsidian-like material (hardness 8, 350 hp or 60 hp, break DC 35 or DC 28). The crystal panes between them are much weaker (hardness 3, 20 hp, break DC 15). The reactor arrays are self-contained and cannot be manipulated or reprogrammed, but destroying all three cuts the power to the facility (including the floor wires, automated assembly, transporter, and jamming station). The shattered red glass near the stairs is the physical manifestation of the magical seal placed here by the axiomites, now broken beyond repair.

Creatures: Though the inevitables are currently most concerned about the proteans, two centaurlike zelekhuts are

stationed here to make sure no one from higher levels attempts to interfere. They use *hold monster* instead of attacking, then release characters one at a time to interrogate them. They let intruders flee to the levels above, but refuse to allow anyone deeper into the complex unless those intruders agree to obey the inevitables and fight the proteans. The zelekhuts willingly explain the basics of the conflict—the need to keep the entity trapped at the bottom of the Spire and the danger the proteans represent—but refuse to give any details about the entity or the layout of the level. If anyone attempts to bypass them, or if a zelekhut feels it's being lied to, the warriors attack.

ZELEKHUTS (2)

CR 9

XP 6,400 each

hp 115 each (*Pathfinder RPG Bestiary 2* 167)

Treasure: The wires in the floor contain 500 gp worth of gold. In addition, the room contains pieces of Axis's techno-magical engineering that could bring 500 gp from the right scholar.

Nhur Athemon recently sent several minions to investigate the state of the stalemate. The remains of three emerald aristocrats lie broken on the ground. Most of their gear has been harvested for parts, but one wears a *ring of force shield*.

02. Scouts and Stores (CR 4)

The walls of this stone room are covered with shelves holding a wide variety of wires, crystals, cogs, and what look like severed wings or limbs made of clockwork. Tall stacks of similar items—arranged neatly by color, size, and less obvious criteria—clutter the floor, though a clear path runs between the two doors.

This chamber contains spare parts for the automated assembly in area **O6**. Unknown to the inevitables, a hidden door in the southeast corner (Perception DC 30) opens onto a long hallway leading to area **O12**.

Creatures: Two arbiter inevitables—creatures that look like mechanical eyeballs with wings and arms—live in this room, acting as scouts, messengers, and supply sergeants. If the PCs observe them, they see the tiny constructs whir and beep cheerfully as they organize items. If anyone not accompanied by an inevitable enters the room, the arbiters scream and split up, fleeing to warn their allies in areas **O1** and **O7**.

ARBITERS (2)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 2* 162)

Treasure: The wires in the floor contain 500 gp worth of gold. The shelves hold gears, gems, and alchemical components (the best 10 pounds of which are collectively worth 1,000 gp) along with a +1 breastplate, a +1 axiomatic greatsword, and three *Spire transport tokens*.

03. Axis Transporter

The gold wires set in the floor of this large room extend from the southern door to two humming apparatuses. The one in the northeastern corner is a cluster of silver and black cylinders of varying heights and sizes, the smallest standing six feet high. All are composed of stacks of thin, horizontal metal plates that arc electrical sparks. The other machine, embedded in the northern wall, is a squared-off archway made of metal and exposed wires. Inside the arch, the wall is replaced by a flat plane of golden light.

This room is the heart of the inevitables' operations. The archway of golden light is the permanent portal by which the inevitables formerly traveled between here and Axis, but which is currently malfunctioning because of interference. The towers in the corner make up the complicated planar mechanism responsible for jamming the proteans' own planar travel abilities. Both radiate a strong aura of conjuration magic. Should the reactors in area **O1** be destroyed, both machines cease functioning. Either can be destroyed physically (hardness 10, 50 hp), but doing so results in a burst that deals 10d6 points of electricity damage to creatures in all adjacent squares (Reflex DC 20 half).

If the jamming mechanism ceases functioning, the proteans become free to use their portal between planes at will, though they may not immediately realize it. The consequences of this development are beyond the scope of this adventure, but it would likely result in a flood of new proteans and a last desperate push by the inevitables to secure the level permanently.

Treasure: The golden wires in this floor are worth 500 gp.

04. Observation Chamber (CR 10)

This room is bare, save for a wide section of the northern wall that seems misty and transparent. It shows hazy image of a much larger room dominated by the glowing pillar of the Emerald Spire, which extends from the ceiling through huge metal doors in the floor.

The seeming transparency of the northern wall is actually a permanent illusion effect that allows creatures in this room to observe the chamber containing the Spire Doors. Anyone who touches the misty illusion causes it to ripple and dissipate for 1 round, revealing plain stone underneath, before it re-forms.

Creatures: Three of the alien, extraplanar scholars known as caulborn live in this room. Curious about both the Spire and the conflict between inevitables and proteans, the caulborn observers used *plane shift* to come here shortly after the original seal was broken, and have been quietly observing ever since. The inevitables aren't happy about their presence, but since the caulborn seem uninterested in taking sides or otherwise affecting the standoff, the inevitables thus far have allowed them to remain within this room and observe through their magical sensor undisturbed.

CAULBORN (3)
XP 3,200 each
hp 76 each (*Pathfinder RPG Bestiary 3* 48)

CR 7

Development: The caulborn are uninterested in fighting, but defend themselves if attacked—killing any one of them causes the other two to flee. If engaged in conversation, the scholars trade what they know about the situation here in exchange for descriptions of the Spire's higher levels. Their knowledge of this level centers on the battles they've viewed through the scrying wall, but a successful DC 25 Diplomacy or Intimidate check makes them reveal that their cooperative scrying ability has shown them the key to the Spire Doors hidden in area **O10**.

Story Award: If the PCs successfully extract information from the caulborn instead of fighting them, award the party experience as if they had defeated the caulborn in combat.

05. Conduit

Golden wires lead in a shimmering ribbon from the eastern door to the northern one. The air reverberates with a low hum.

This room acts as a power conduit, with the golden wires in the floor transferring power from the reactors in area **O1** to the automated assembly in area **O6**.

Treasure: The wires in the floor contain 500 gp worth of gold.

06. Automated Assembly (CR 9)

The wires in the floor of this room split at the southern doors and lead to four cylindrical, white ceramic podiums in the corners of the room. From each podium rises a large, segmented ceramic arm that ends in a multi-fingered claw and an array of lenses.

This room is the equivalent of a hospital for inevitables. The four robotic arms are part of a specialized automated assembly and repair station. When an inevitable is injured, it is brought to this room along with any spare components required, and these arms examine and repair it, welding and rewiring with inhuman speed until the inevitable is fit for service again.

Trap: Though the automated assembly station is designed to heal, it also has certain self-defense measures built in. When the PCs enter, the robotic arms are motionless. As soon as any biological creature passes an invisible line halfway between the two doors, however, the arms whir to life and begin attacking with their energy beams, firing simultaneously until all non-inevitables within the room have fled or are destroyed. Once activated, the arms remain so for 24 hours, attacking any biological entities that pass through the doors.

AUTOMATED ASSEMBLY TRAP
CR 9
XP 6,400
Type mechanical; **Perception** DC 20; **Disable Device** 25

EFFECTS

Trigger proximity (*alarm*); **Duration** until disabled or destroyed; **Reset** automatic

Effect Atk 4 rays +10 ranged touch (4d6 energy damage); multiple targets (all biological creatures in room). Each robotic arm can fire a single energy ray per round—the arms can all attack one target or distribute their rays between multiple targets. Each round, the type of energy damage the rays deal changes, cycling through electricity, fire, cold, and sonic, with all functioning arms dealing the same type. Each arm has hardness 5 and 30 hp, and each arm must be destroyed or disabled individually. This reduces the trap's number of attacks accordingly.

Treasure: The golden wires in this floor are worth 500 gp.

07. No Man's Land (CR 12)

The southern end of this chamber is squared off and bare, yet as the room extends northward, the walls and floor twist and melt. Clusters of glowing blue crystals extend from the warped ceiling and floor, and from each cluster emerges a faint sound akin to young girls singing nonsense words.

This room is one of the hearts of the planar standoff, and has changed hands regularly during the course of the fighting. It's also where the planar energies leaked by each transporter meet. As a result, the room simultaneously manifests chaos and order. The singing crystals are just that—bizarre crystals generated spontaneously by the Maelstrom, with no actual intelligence.

Creature: The inevitables currently hold this room, and one of their most powerful warriors, a kolyarut, guards it. Accustomed to the proteans' reality-twisting tricks, the kolyarut is extremely suspicious, and attacks any creature not accompanied by one of the level's other inevitables.

KOLYARUT
CR 12
XP 19,200
hp 158 (*Pathfinder RPG Bestiary 2* 163)

Treasure: If any of the singing crystals is broken off and removed from this chamber, it retains its strange properties, but the others go silent. The singing crystal could be worth 2,000 gp to the right sage or collector—the others are worthless.

08. Floating Islands (CR 12)

The high walls of this meandering cavern look natural, yet the floor and ceiling disappear entirely. Above and below, this room gives way to a vast sky of swirling pink and orange clouds stretching to infinity. Scattered islands of flat stone float unsupported among the clouds, level with the room's two doorways.

Unlike the inevitables' technological portal, the proteans' portal is adaptable, and resists being jammed. As a result, this room has begun to twist and lose its connection to reality as the portal seeks new ways to establish itself. The area "within" the room—that between the level of the floating islands and the tops of the walls—is safe enough, but any creature that flies up beyond it or falls below the islands' level begins to shift planes. The shift takes 3 rounds, during which the creature maintains its apparent position within the room—not actually flying up or falling, though it believes itself to be—and it begins to grow smaller, as if receding with distance. A "falling" creature next to an island or wall can attempt a DC 20 Reflex save to catch hold and drag itself back to reality. If the creature fails the save, anyone close enough to it can still grab or lasso it, but the creature can no longer save itself without assistance. After 3 rounds of "falling," the creature is transported to the Maelstrom and disappears, arriving at a random location on that plane. Each time a creature exits the safe zone of the room, this 3-round timer starts over. Proteans cannot pass out of the safe zone.

Creatures: Two imentesh proteans dwell here. They attack any non-proteans who enter, taking delight in bull-rushing clumsier foes off the islands and watching them fall into the void.

If the PCs can convince the imenteshes that they wish to form an alliance against the inevitables in order to open the doors and release the Sleeper, the imenteshes stop attacking and escort the PCs to area O13 to attack the inevitable there (though they don't tell the PCs the key's location until all inevitables have been slain). Convincing the insane proteans that the party can be trusted requires a successful DC 30 Diplomacy check or an opposed Bluff check.

IMENTESHES (2)

XP 9,600 each

hp 123 each (*Pathfinder RPG Bestiary 2* 214)

CR 10

Development: An outcropping on the southern wall is a secret door to area O10 (Perception DC 20).

09. Maelstrom Whirlpool

This cavern has lost most of its floor and ceiling to endless pink sky, and a multicolored whirlpool floats in the air at the chamber's center, pulsing with light. To the west, a bleached, serpentine skull several feet in diameter sits in an alcove above a narrow ledge; two red tulips are growing up through its vacant eyeholes. Tiny glass bottles full of liquid and stacks of small stones ring the skull.

This whirling mass of color is the proteans' portal to the Maelstrom, but the portal is currently nonfunctional due to the inevitables' jamming magic. Similarly, the huge protean skull with the tulips is actually the focus for the proteans' own magic preventing the inevitables' planar travel (though the inevitables don't know this). The skull radiates a strong aura of conjuration magic. Should the skull be destroyed (hardness 5, hp 30), the inevitables' transporter and plane-shifting abilities become functional once more. The result of such a development is beyond the scope of this adventure, but most likely warriors from Axis flood the level and attempt to use their overwhelming numbers to destroy the proteans.

Treasure: Small piles of stones and bottles of liquid are arranged haphazardly around the skull—offerings at a shrine. The stones are mostly ordinary river rocks, but buried among them are a *pearl of power* (2nd) and a *pink rhomboid ioun stone*. The bottles primarily contain colored water or various less appetizing liquids, but mixed in with them are three potions: a *potion of blink*, a *potion of haste*, and a *potion of nondetection*. The skull itself is worthless except as a trophy, and the magic fades as soon as it leaves this level.



KOLYARUT

010. Key Room

This small alcove is shaped as if it were formed from natural stone, yet every surface appears to be formed from maroon velvet. The walls are warm to the touch and gently pulse, like a heartbeat.

Treasure: This room is where the proteans keep their most valuable and interesting possessions—much the same thing to a protean—thrown together in heaps on the floor or stabbed into the velvety walls. Two prominently displayed items are the Spire door key, a 2-foot-long mass of twisted and tentacle-like tines with a T-shaped handle, and a second key with a screaming, devilish face on the bow. The latter key opens the case in area J13 containing the diabolic chapter of the *Book of the Damned*. Other items in the room include a *folding boat*, *marvelous pigments*, a *hand of glory*, and a *belt of giant's strength +2*. These are mixed in alongside random household items, sickly potted plants, several rude paintings of inevitables, scraps of colored paper, and a stuffed pigeon with one leg.

011. Recursion Chamber (CR 10)

This chamber is large and oddly shaped, with numerous alcoves and protrusions. Instead of stone, many of its walls appear to be curtains of shifting green mist that whirl and twist but always maintain a flat, vertical plane. Through the mist, another room is dimly visible.

This room is caught in a dimensional loop. Each wall that's made from shifting mist is, in fact, a portal linked to the mist-wall directly opposite it across the room. Any creature, object, or effect that would touch one of these walls instead emerges from the linked portal with the same momentum, as if the wall were simply not there. Thus, an arrow shot straight at the eastern wall would pass through and emerge from the western wall at the same angle and speed, possibly even striking the archer. Anything that passes through a portal emerges from the linked portal at the same position (so a creature passing through the northernmost square of the eastern portal would emerge from the northernmost square of the western portal, and so on). Using the portals to aim a ray or ranged weapon at a target is difficult because of the shifting mists, which impose a -2 penalty on the attack roll. Areas of effect that touch a portal wall are not blocked, but rather pass through. Flanking through a portal is possible.

Creatures: A cacophony of naunet proteans currently lives in this room, amusing themselves with endless, vicious games of tag through the perspective-twisting walls. When a non-protean creature enters, the naunets trumpet with joy and attack, using the room's peculiar nature to flank and surprise their foes.

NAUNETS (3)

XP 3,200 each

hp 94 each (*Pathfinder RPG Bestiary 2* 216)

CR 7

012. Runes of Change

This room is shaped like two towering cylinders fused together, with the southeastern wall partially caved in. Etched into the floor in the center of each cylinder is a glowing rune. The northern rune glows green and the southern rune glows red.

The two runes in this room aren't precisely traps; rather, they're complex magical effects generated spontaneously by the Maelstrom's chaotic energies.

Anyone who touches the northern rune finds his race immediately and permanently changed to one of the following (determined randomly).

d6	Race
1	Dwarf
2	Elf
3	Gnome
4	Halfling
5	Half-orc
6	Human

At the GM's discretion, this list may be longer and include more exotic races, particularly if the creature touching it is a member of a race not listed. (Proteans, for instance, change back into their natural form on a roll of 6.)

The gender of anyone who touches the southern rune changes immediately. The new gender is determined randomly from the following list.

d6	Gender
1-2	Androgynous/genderless
3-4	Female
5-6	Male

Both runes' effects are permanent and can be reversed only with a spell on the order of *wish* or *miracle*. There's no limit to how many times a single creature can be affected, however, so characters can trigger both runes repeatedly until they reach a desired combination. The proteans enjoy experimenting with both, reveling in the bizarre sensations of new bodies.

A hidden door on the southern wall (Perception DC 25) leads to a featureless hallway that connects to area O2.

013. Spire Doors (CR 13)

This huge chamber was once square, yet the northern half has bubbled and run as if melted. Above, the ceiling arches up in a dome braced by grand arms of stone carved to resemble the ribs of some great beast. From the dome's zenith, the perfect green glass column of the Emerald Spire spears downward.

Where the Spire meets the floor, it is clasped by two wide, horizontal brass doors set flush with the stone. The Spire pierces

The Emerald Spire Superdungeon

these doors along their seam, where the bronze conforms perfectly to its smooth cylinder. Runes and hieroglyphics—some crude, some incredibly intricate—cover the doors.

As with other areas of this level of the dungeon, the Maelstrom's chaotic energies have warped this room, twisting the northern portion in nonsensical ways. The bronze doors in the floor are a seal that predates the arrival of the proteans and inevitables. They prevent anyone from reaching the final level of the dungeon, and are so perfectly made that not even air can pass through the seams where they meet each other or touch the Emerald Spire. Nhur Athemon crafted these doors during his initial delve into the Spire, but the Knights of the Ioun Star improved on his work by adding mythic wards to prevent anyone or anything from breaching the final level. When the lich reformed, he discovered that he lacked the power to breach the knights' improved defense.

If characters who can read multiple languages investigate the runes on the bronze doors, they determine that the runes all say the same thing: the word “warning” repeated over and over again in more than a hundred different languages. Every language the PCs speak is represented here somewhere, as well as many they have never seen before—including languages originating from other planets and planes of existence.

Creatures: This room is the focus of the level’s unending conflict. While it’s normally a standoff, with one inevitable and one protean watching over the doors from the room’s western and eastern sides, respectively, the PCs’ presence is likely to disrupt things.

If the PCs enter the room and aren’t accompanied by another inevitable, the kolyarut on duty leaps to attack them—prompting the protean to rush the doors. In this case, the protean flails at them with its claws and magic while looking for a keyhole. The inevitable then attacks the protean in return, and the resulting fracas likely involves all three parties, as neither the protean nor the inevitable is willing to let the PCs leave and the protean is eager to use the PCs against the kolyarut.

If the PCs enter with another inevitable, the protean recognizes that it’s outnumbered and tries to fight its way back to protean-held territory to gather reinforcements.

KOLYARUT

XP 19,200

hp 158 (*Pathfinder RPG Bestiary 2* 163)

CR 12



NAUNET

IMENTESH

CR 10

XP 9,600

hp 123 (*Pathfinder RPG Bestiary 2* 214)

Treasure: The doors themselves are an architectural marvel, but more importantly, they represent a Rosetta Stone-like resource for languages of which scholars from Golarion have heard only rumors. A rubbing or other catalog of the door’s symbols could be worth 1,000 gp to the right buyer.

Development: A successful DC 25 Perception check reveals that one of the runes—a strangely organic symbol from no known language—slides aside to reveal a dozen tiny holes in the same configuration as the level’s rune. This is the door’s keyhole—the doors can be unlocked with the key in area **O10** or with a successful DC 40 Disable Device check. In addition to the heavy bronze, the doors were forged with powerful magic that takes its energy from the Spire itself, giving the doors DR 30/epic and making them impossible for normal creatures like the PCs, the inevitables, or the proteans to break or force open. If the PCs manage to open the doors, they reveal a natural shaft leading down to the dungeon’s final level.

Quest: When the PCs find the mysterious doors, they gain the Deepest Menace quest.

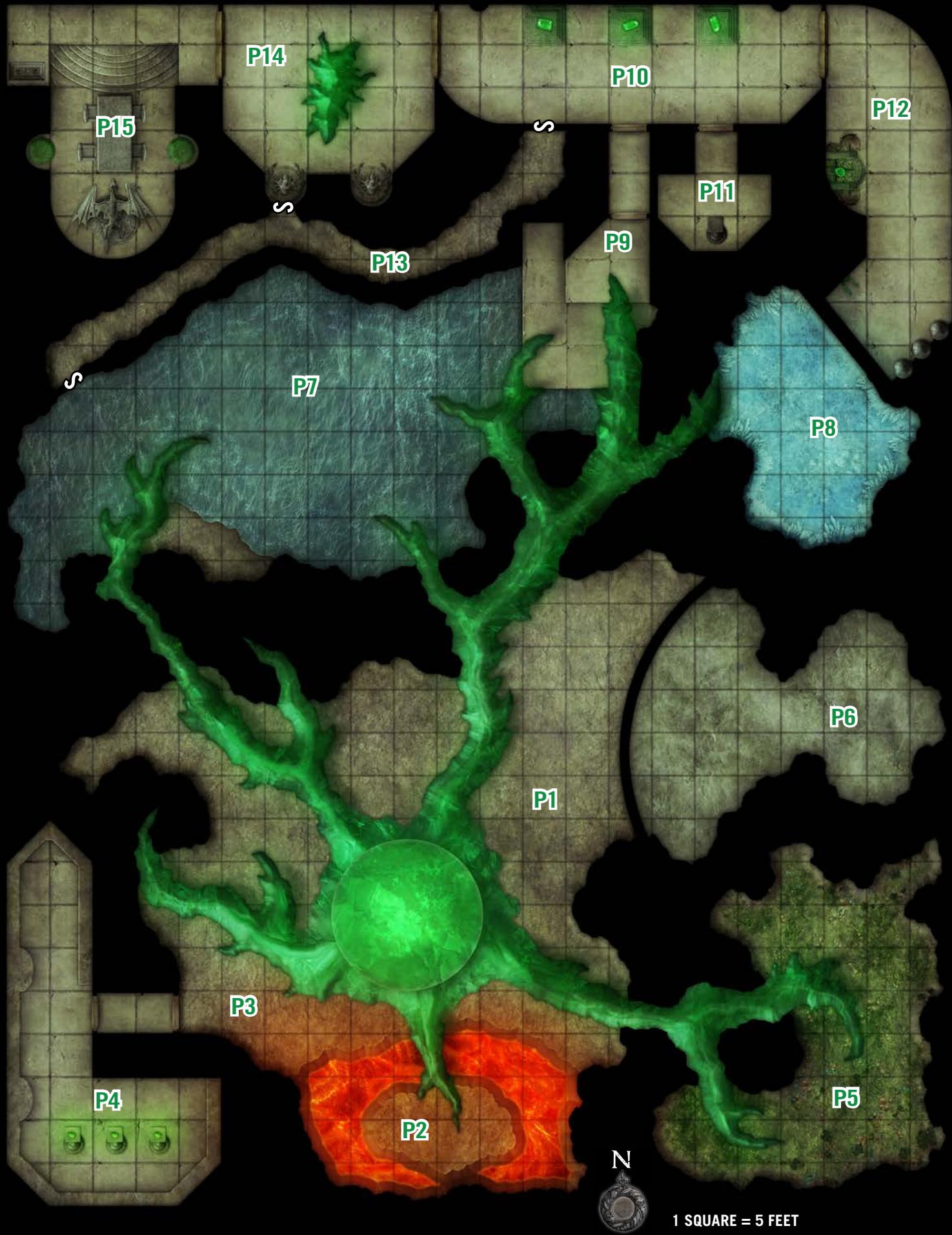
Descent to the Next Level

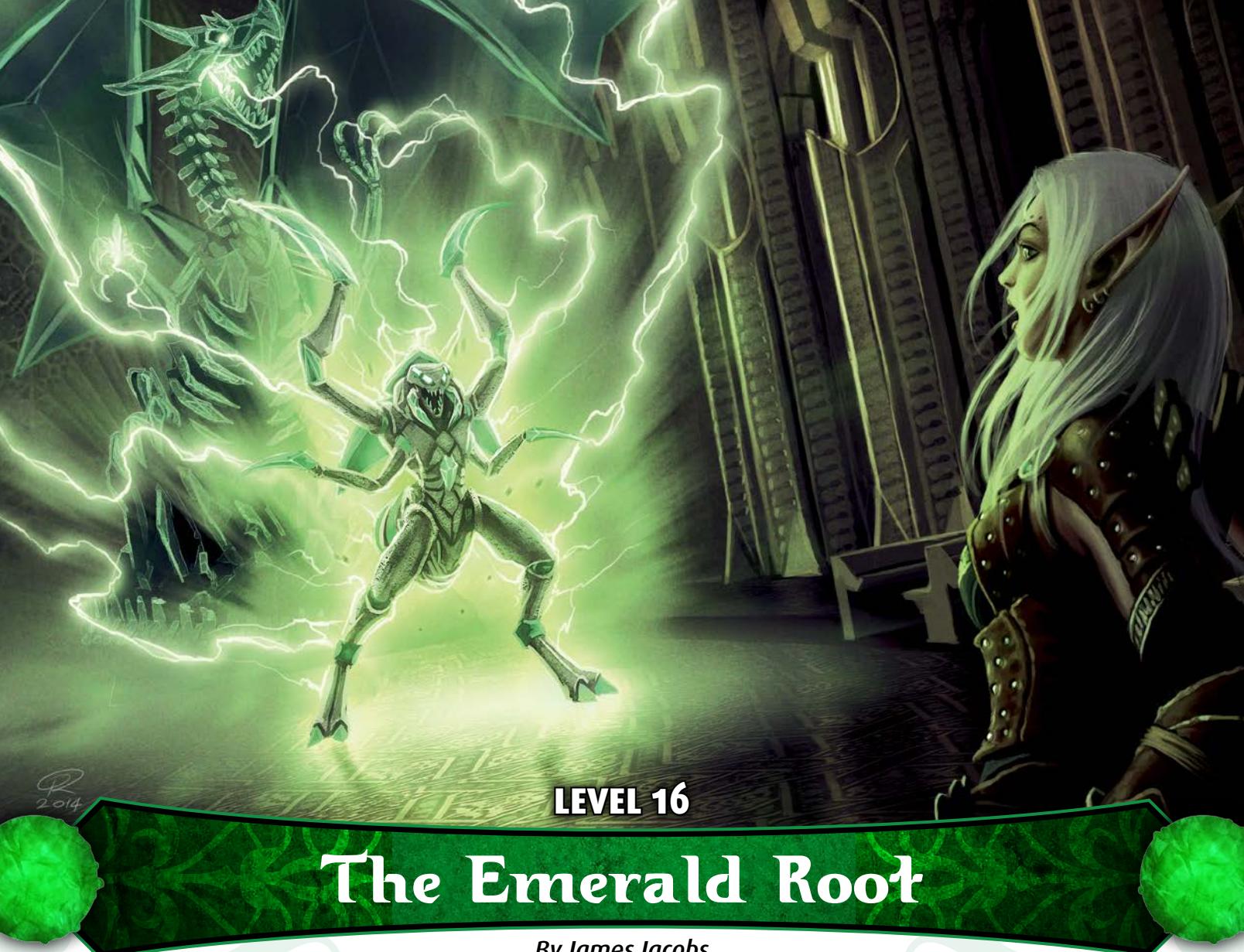
Beneath the Spire doors in area **O13** lies the top of a large, irregular chimney formed by centuries of planar fluctuations. The Spire descends through this open space in a straight, unyielding column. The shaft is almost 1,400 feet deep and ranges in width from 30 feet to hundreds of feet. Littering the shaft’s walls are ledges and irregular slopes, which in some places come into contact with the Spire and in other places stretch away into darkness. Unlike the dungeon levels developed by Nhur Athemon, there is no convenient elevator slab or flight of stairs to negotiate this final descent. Explorers must fly, fall, or clamber (Climb DC 15) down through a long and arduous journey.

At the bottom of the natural chimney, the shaft narrows to 30 feet in width, then widens out into the large cavern in area **P1** of Level 16. The Spire passes through this natural fissure in the ceiling of the cavern before taking root on the cavern floor in area **P1**.

Story Award: The PCs gain 19,000 XP for exploring all or most of this level. If they have the Sage’s Expedition quest, they also gain 13,500 gp.

LEVEL 16: THE EMERALD ROOT





LEVEL 16

The Emerald Root

By James Jacobs

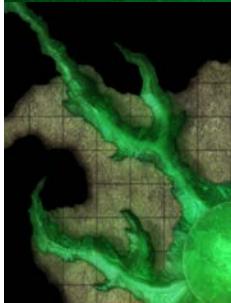
The xiomorns are a primeval race of explorers and scientists from the Plane of Earth. When Golarion was young, the xiomorns used its crust as a matrix for experiments into the nature of life, carving great vaults from the depths of the world using seeds of crystallized magic. Xiomorns who could create and shape life and terrain with their minds were Vault Builders, while the lesser of their kind, charged with maintaining and protecting the experiments, were Vault Keepers. Together, they created numerous vaults, giving each realm its own ecosystems. Some became deserts, and others mountain ranges, oceans, or vast caverns. The xiomorns conducted long-term experiments exploring life and evolution, but they were not the first on Golarion to do so. Their expansions caused them to encounter the aboleth empire, and the two races—of similar mindsets yet clashing philosophies—went to war. Eventually, the xiomorns abandoned Golarion rather than fight to extinction.

When the xiomorns left this world, a few of their kind stayed behind. One is the Vault Keeper Iluchtewhar, a victim of aboleth warfare that left its mind unstable and twisted. When the rest of its kind moved on, Iluchtewhar retreated to a small network of caverns with a pair of stolen *Vault Seeds*. Intending to build a vault of its own to raise an army to fight the aboleths, Iluchtewhar activated a seed. But as a mere Keeper, it was unable to control the magic. The seed didn't create a vault—it erupted into an enormous

tangle of crystalline tendrils that snaked out through the surrounding stone. When they struck the Vault Keeper, the tendrils entrapped it, and the crystal lanced upward through the ground, penetrating thousands of feet of solid stone until it erupted from the surface—only then did it halt its explosive transformation into the Emerald Spire.

For thousands of years, Iluchtewhar remained frozen in stasis, imprisoned at the Spire's root. Its consciousness merged with the crystals, and it could watch but not interact

FEATURES OF THE LEVEL



This level includes both natural (or natural-seeming) caverns and constructed rooms.

Ceilings: The shaft where the Spire rises stretches up 1,400 feet, and the other natural caverns rise 35–50 feet high. The ceilings of the constructed rooms are 30 feet high.

Doors: This level's stone doors (hardness 8, 60 hp, break DC 28) are unlocked unless otherwise noted.

Walls: The constructed areas' walls are made of reinforced masonry (hardness 8, 180 hp, break DC 45).

as others came to the region and expanded the complex around the Spire. It wasn't until Klarkosh discovered a way to harvest shards of the Emerald Spire that Iluchtewhar's prison weakened. The imprisoned xiomorn felt each fragment broken from the Spire as a fresh agony. The severe pain awakened and freed the Vault Keeper, who now broods in the chambers formed by its failed attempt to create its own Vault. Iluchtewhar pulls in creatures from other vaults to do its bidding and inform it about the world beyond, and believes it must cleanse this new era of "contaminants" before it can restart a fresh vault free from impurities. As a result, the xiomorn seeks to eradicate all life in the region above.

Entering the Level

Iluchtewhar has been spying on the PCs throughout their conquest of the Spire. When the doors in area **O13** of level 14 are opened, the xiomorn prepares to defend its lair.

P1. The Emerald Root (CR 12)

Unsettling green radiance shines from the immense, five-branched crystal near the center of this cavern. The crystal's arms penetrate the stone walls of the cave to the north, east, and west; to the south, they form a natural bridge over a small chasm to a pinnacle of rock. At the heart of these branching arms, the Emerald Spire extends upward through a hole in the vaulted ceiling.

A black stone door carved with an eye-shaped rune sits in the wall to the southwest. To the northeast, the cave wall is interrupted by the surface of what appears to be an enormous stone sphere.

Iluchtewhar can observe events in this chamber via the rune on the door at area **P3**, and does so as soon as it senses the doors from the level above open.

Some areas are inaccessible without using magical travel or tunneling. A character with a *master shard* (see area **P4**) can use the crystals like passageways to areas **P5**, **P7**, and **P8**.

Here at its root, the Emerald Spire's magic is more powerful than above. The raw potentiality for life and creation that still thrums in the Spire's matrices sustains all living creatures on this level as if they wore a *ring of sustenance*, and doubles the rate of natural healing.

Creatures: Iluchtewhar uses the *Orygate* in area **P12** to keep the level stocked with defenders and experiments alike. The two immense guardians of this cavern serve the aliens in area **P4**, not Iluchtewhar, but the Vault Keeper appreciates their power. Brought in from the vault known as the Midnight Mountains, these creatures are gugs—giant hairy monsters with four arms and vertical maws. The creatures roar and attack on sight, fearing punishment from their sadistic masters in area **P4** should they fail to contest the intruders' passage. They fight to the death, but do not pursue foes into area **P4**.

GUGS (2)

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary 2* 151)

P2. Philosopher's Isle (CR 12)

A rift surrounds a flat-topped pinnacle of stone, and is bridged by an emerald arch. Deep in the rift flickers the glow of molten rock.

The lava below the pillar is kept molten by the elemental magic of the Emerald Spire—it is not indicative of volcanism, but is as deadly as naturally occurring lava.

Creature: A single creature dwells atop the central spire, though at first glance it appears to be little more than a 10-foot-tall jagged stalagmite. In fact, this is a horribly bored roper named Oorivoon, one of the first creatures the Vault Keeper called to its lair. The roper agreed to serve the strange creature as a sentinel as long as Iluchtewhar visits the roper every few weeks to reveal new secrets from the primeval age before.

Since the PCs began exploring, though, Iluchtewhar has been distracted and has broken this promise, leaving Oorivoon increasingly bored. The roper's not bored enough yet to attempt the somewhat perilous crossing of the rift, but it's getting there. If the PCs battle the gugs, the roper watches, realizing they are the cause of Iluchtewhar's distraction. When that battle ends, the roper calls out to the PCs in Undercommon, eager to learn more about them.

As long as the PCs play along and agree to answer its questions, the roper freely trades information, answering one question for every one the PCs answer for it. The roper's questions are mostly philosophical queries like "Why do you explore dungeons?" and "What do you suppose happens to the mind of a person who is petrified?" The roper knows much about the denizens of this level, but won't volunteer information unless specifically asked. The following are some sample answers it might provide.

How do we get to other areas? “The branches of the Spire can be used to access rooms if one carries a *master shard*. The strange scientists to the west have one.”

What’s the rest of this level like? “The fungal plants lie to the east, the freezing lake to the northwest, and the crystal chamber to the northeast. The rest I have not witnessed.”

Who rules this level? “The Vault Keeper rules these caverns, and made them what they are today.”

After answering a dozen questions, or after the PCs end the conversation, the roper placidly announces, “While these crystals nourish me, they do not sate my delight in feeding,” and attacks. The monster tries not to drop potential food into the lava unless the food proves too violent. If reduced to fewer than 20 hit points, Oorivoon vies for peace—even surrendering its treasures if the PCs agree to leave it alone.

OORIVOON

CR 12

XP 9,600

Roper (*Pathfinder RPG Bestiary* 237)

hp 162

Treasure: Oorivoon has 2,500 gp in assorted gems in its gullet, plus a *periapt of wound closure* and a *Spire transport token*.

P3. The Watching Door

An eye-shaped rune on this stone door glows with a soft green light.

Iluchtewhar maintains a symbol of scrying rune on the door so that it can observe visitors to area P1—the PCs have the honor of being the first. The door is not trapped or locked, but if Iluchtewhar notices intruders, it telepathically informs the denizens of area P4 to prepare for intruders.

P4. Laboratory (CR 12)

A long stone counter runs along the edges of this L-shaped room, its surface cluttered with strange tools, alchemical devices, urns of bubbling liquid, and shuddering clots of flesh. Three pedestals to the south support small mounds of glowing green crystals.

Iluchtewhar originally intended to use this chamber to grow new *Vault Seeds*, but the cavern’s proximity to the Spire makes it an excellent site for a laboratory devoted to the study of things harvested from the levels above.

Creatures: Three alien creatures toil in this improvised laboratory, studying fragments of creatures, objects, and devices harvested from the upper levels. Iluchtewhar brought in the elder things via the *Orgate* in area P12, and they have agreed to serve the Vault Keeper by exploring the upper levels and reporting how the world has changed over the past several eons. The PCs may find the bodies of vanquished enemies from the levels above preserved and partially taken apart for study.

ALIEN VIVISECTIONISTS (3)

CR 9

XP 6,400 each

Elder thing alchemist (vivisectionist) 7 (*Pathfinder RPG Bestiary* 485, *Pathfinder RPG Advanced Player’s Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

LN Medium aberration (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +6 natural, +4 shield)

hp 125 each (14 HD; 7d8+7d8+63)

Fort +13, **Ref** +11, **Will** +11; +4 vs. poison

Defensive Abilities all-around vision, fortification 25%;

Immune cold; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy), swim 40 ft.

Melee 6 tentacles +15 (1d4+5 plus grab)

Ranged +1 keen dart gun +14/+14/+9 (1d4+1)

Special Attacks constrict (1d4+5), sneak attack +4d6

Alchemist Extracts Prepared (CL 7th)

3rd—*haste, thorn body*^{APG}

2nd—*blur, cure moderate wounds* (3), *invisibility*

1st—*comprehend languages, cure light wounds* (4), *shield*

TACTICS

Before Combat Each elder thing drinks an extract of *shield*.

During Combat The things begin combat with their dart guns, then drink extracts of *haste* or *thorn body* and move to flank.

Morale The elder things fight to the death.

Base Statistics Without *shield*, the elder thing’s statistics are AC 20, touch 14, flat-footed 16.

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 22, **Wis** 18, **Cha** 15

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 29 (can’t be tripped)

Feats Brew Potion, Combat Expertise, Combat Reflexes,

Endurance, Great Fortitude, Improved Initiative, Power Attack, Throw Anything, Weapon Focus (dart gun)

Skills Craft (alchemy) +23, Disable Device +21, Fly +13, Heal +21, Knowledge (arcana) +23, Knowledge (engineering) +20, Knowledge (nature) +16, Knowledge (planes) +13, Perception +21, Spellcraft +23, Swim +13, Use Magic Device +19

Languages Elder Thing

SQ alchemy (alchemy crafting +7, identify potions), amphibious, cruel anatomist, discoveries (preserve organs^{UM}, sticky poison [6 strikes], tentacle^{UM}), hibernation, limited starflight, mutagen (+4/-2, +2 natural, 70 minutes), no breath, poison use, swift alchemy, swift poisoning, torturer’s eye, torturous transformation

Gear +1 keen dart gun with 20 poisoned darts

SPECIAL ABILITIES

Dart Gun The dart gun functions as a hand crossbow that can hold 20 darts and automatically reloads between shots, allowing the wielder to make full attacks with it. It fires an additional shot each round as if its wielder possessed the Rapid Shot feat. A +1 keen dart gun is worth 9,300 gp, and is

an exotic weapon that elder things are proficient with. The elder things have treated all of their ammunition with doses of shadow essence (*Pathfinder RPG Core Rulebook* 560).

Treasure: The equivalent of three masterwork alchemy labs sits upon the shelves here, along with a *Spire transport token* and 5,400 gp in raw materials useful in crafting magic items.

The crystals on the pedestals—called *master shards*—allow anyone carrying one to use the Spire branches as tunnels. By pressing one shard against the Spire as a full-round action, a person melds with the crystal as if using *earth glide*, and can remain inside until he chooses to exit as a free action. The crystal is consumed upon use, but there are a dozen crystals on each pedestal (36 total shards). Each one is worth 500 gp.

P5. Empire of Fruiting Bodies (CR 12)

The air in this large cave is hazy with what appears to be brown dust. Every surface is caked with rampant fungal growth.

Creatures: The emerald roots periodically open portals into the fungoid Abyssal realm of Jeharlu. These portals never remain open long enough for anything more than a puff of noxious air to fill the cave, but that's been enough to infest the place with advanced fiendish basidiroids that attack intruders. The “dust motes” in the air are hallucination spores that have built up—as a result, the monsters need not activate this ability to affect PCs in the area.

ADVANCED FIENDISH BASIDIRODNS (6) CR 7
XP 3,200 each

hp 66 each (*Pathfinder RPG Bestiary* 28, 294)

P6. Kingdom of Unseen Orphans (CR 11)

The smooth, 3-foot-thick stone wall that sets this chamber apart from area P1 was created by the pech Eriniell, using numerous *stone shape* spells. PCs must use magic or brute force (hardness 8, hp 540, Break DC 50) to enter area P6.

The walls of this cavern have been polished smooth—not a single pebble lies on the ground.

Creature: The Vault Keepers used a race of earth fey called pechs as servants. When Iluchtewhar became imprisoned, its pech minion Eriniell remained here, trying to free her master over hundreds of years. Repeated failures drove her mad. Although a creature of earth, she has come to see earth as the enemy and its oppositional element air as the true savior. She sealed herself in here in an attempt to capture the most sacred essence of air, including a pair of invisible stalker minions she's come to refer to as her “unseen orphans.”

Eriniell avoids touching the ground, believing that her ex-master can reach into her soul and possess her if she is

in contact with the floor. She maintains a *floating disk* at all times. If the PCs are loud in area P1, she takes note and may turn invisible and teleport out using *dimension door* so she can watch them. Once she musters the courage, she contacts them.

Eriniell fearfully tells them to get off the ground first, informing them that Iluchtewhar can infiltrate their spirits and control them if they don't heed her warning. She creates *floating disks* for the PCs to sit or stand on if necessary.

Eriniell can be a valuable source of information, as she knows the layout of the entire level. She lacks the bravery to confront Iluchtewhar on her own, despite the fact that she's been saving her greatest treasure, a *scroll of disintegrate*, to use on him.

If the PCs are willing, the pech joins their group, but she quickly snaps and attacks any PCs who touch the ground, shrieking mad gibberish. She periodically casts *whispering wind* after asking questions of the air, using the spell to provide the answers she wants. She refuses to use the Spire branches to travel, instead volunteering to use *dimension door* to transport the PCs to area P7 so they can assault Iluchtewhar's fortress. She claims she can't get into areas P10–P15 because the stone around those areas is “just far too powerful,” when in fact, there's nothing preventing such a tactic if the PCs wish to try.

Eriniell's “unseen orphans” are unimaginative and quiet. They see her as a mother, and attack anything threatening her.

ERINIELL

CR 9

XP 6,400

Female pech sorcerer 10 (*Pathfinder RPG Bestiary 2* 206)
CN Small fey (earth)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 26, touch 14, flat-footed 23 (+4 armor, +2 Dex, +1 dodge, +4 natural, +4 shield, +1 size)

hp 114 (16 HD; 6d6+10d6+58)

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

DR 5/cold iron; **Immune** petrification; **Resist** electricity 20

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +2 *keen shocking heavy pick* +18/+13 (1d4+8/19-20/×4 plus 1d6 electricity)

Ranged ray +11 touch

Special Attacks air mastery, pech magic, stone knowledge

Spell-Like Abilities (CL 10th; concentration +14)

3/day—*stone shape*, *stone tell*

Bloodline Spell-Like Abilities (CL 10th; concentration +14)

7/day—elemental ray (1d6+5 electricity)

1/day—elemental blast (10d6 electricity, DC 19)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*suffocation*^{APG} (DC 19)

4th (6/day)—*dimension door*, *greater invisibility*, *stone shape*

3rd (7/day)—*fly*, *lightning bolt* (DC 17), *protection from energy*, *wind wall*

2nd (7/day)—*glitterdust* (DC 16), *gust of wind* (DC 16), *levitate*, *scorching ray* (electricity), *whispering wind*
 1st (7/day)—*burning hands* (electricity, DC 15), *feather fall*, *floating disk*, *mage armor*, *magic missile*, *shield*
 0 (at will)—*acid splash*, *dancing lights*, *detect poison*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *mending*, *open/close*, *prestidigitation* (DC 14)

Bloodline elemental (air)

TACTICS

Before Combat Eriniell casts *mage armor* and *shield*.

During Combat Eriniell casts *greater invisibility* and *fly*, then uses offensive spells. If forced to touch the ground, she focuses on casting any spell that lets her escape back into the air.

Morale Eriniell fights to the death.

STATISTICS

Str 23, **Dex** 14, **Con** 17, **Int** 12, **Wis** 11, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 26

Feats Cleave, Combat Casting, Craft Magic Arms and Armor, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Weapon Focus (heavy pick)

Skills Craft (stonemasonry) +14, Fly +13, Knowledge (arcana) +20, Linguistics +2, Perception +9, Profession (miner) +13, Spellcraft +20, Stealth +24

Languages Auran, Terran, Undercommon

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear scroll of *disintegrate*; **Other Gear** +2 keen shocking heavy pick, belt of mighty constitution +2

SPECIAL ABILITIES

Air Mastery (Ex) Eriniell's insanity has changed her bloodline from earth to air and her earth mastery to air mastery. She gains a +1 bonus on attack and damage rolls if neither she nor her foe is touching the ground. Against a foe in contact with the ground, she takes a -4 penalty on attack and damage rolls.

INVISIBLE STALKERS (2)

CR 7

XP 3,200 each

hp 80 each (*Pathfinder RPG Bestiary* 181)

P7. The Freezing Lake (CR 12)

A lake of chill water reaches to the walls of this cave. Glowing green branches of crystal extrude from the southern wall, and a gravelly beach rises near the westernmost crystal. To the north, the crystals grow to reach a pair of stone terraces that lead up from the water to a door, on which an eye-shaped rune shimmers.

The secret door to area P13 sits 20 feet above the surface of the water (Perception DC 30). The waters of the lake are 90 feet deep, and are kept supernaturally cold—well below the freezing point—by the Spire. A creature splashed by the water takes 1d6 points of cold damage. Full immersion inflicts 10d6 points of cold damage per round.

Creatures: Iluchtewhar populated this lake with strange guardians harvested from a nearby Vault called the Land of Black Blood. These creatures are aquatic, four-armed reptiles known as chardas. They want to earn the approval of the “rock bug man” by killing any creatures that enter this area.

CHARDAS (6)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 2 55)

P8. The Crystal Chamber (CR 13)

This cavern is encrusted with crystals, except for the northeastern wall, which is a smooth stone surface etched with jagged runes.

The wall blocking access to area P12 is a *wall of stone* placed by Iluchtewhar to close off easy access; the jagged runes are warnings to turn back, written in Terran.

Creatures: This chamber represents Iluchtewhar's attempt to replicate a much larger crystalline vault far to the west called the Crystal Womb. Two carnivorous crystals brought in via the *Orvgate* dwell here, but the room is otherwise a failure—the crystals in this room are flawed and brittle.

CARNIVOROUS CRYSTALS (2)

CR 11

XP 12,800 each

hp 136 each (*Pathfinder RPG Bestiary* 3 45)



ERINIELL

P9. Second Watching Door

An eye-shaped rune on this stone door glows with green light.

Iluchtewhar maintains a second *symbol of scrying* on this door similar to the one in area P3. The door is not locked or trapped, and can be opened with ease.

P10. Spire Sanctum (CR 14)

Immense stone double doors stand in the eastern and western walls of this room, and two single doors are set in the south wall. Three low, stone platforms sit along the north wall, each fitted with a rectangular, green crystal tile.

The three platforms are inactive display cases. A creature that steps upon one must make a DC 22 Fortitude save or become immediately encased in a field of green energy akin to the effects of *temporal stasis* (CL 20th). At your option, any NPCs or PCs captured earlier in the adventure are on display here. A creature on display can be released by touching a shard of the Emerald Spire (including one of the *master shards* from area P4—doing so does not destroy the shard) to that display's green tile as a move action. A PC who succeeds at a DC 30 Knowledge (arcana) check identifies this means of deactivating the stasis.

Creature: The mad Vault Keeper Iluchtewhar dwells in this complex of chambers. It probably knows the PCs are coming, but it is likely to be first encountered here, even if the PCs enter area P12 or P14 first.

Iluchtewhar has observed the PCs, and knows their tactics, strengths, and weaknesses. It does not immediately attack unless the PCs arrive in the company of Eriniell, whose hatred and fear compels her to attack at once and forces the Vault Keeper to defend itself. Given the opportunity, it addresses the PCs via telepathy, saying “I have observed you for some time. What manner of creatures are you? What do you seek here?”

If the PCs converse with Iluchtewhar, they find the Vault Keeper to be cold and emotionless. It is very interested in the world above, and its questions focus on a combination of what the beings of this world know about its kind and what sorts of surface-dwelling creatures might make good minions. Eventually, Iluchtewhar tires of conversation, decides it's time to capture the PCs, and attacks.

If a fight begins, Iluchtewhar summons earth elementals, and then attempts to use *flesh to stone* on the party's best arcane spellcaster. It prefers to capture intruders so that it can interrogate them.

The Vault Keeper makes a fighting retreat toward area P15 when reduced to 100 hit points or fewer. If slain, the creature crumbles to emerald-colored dust that slithers across the floor at shocking speed to the altar in area P15 to perhaps be resurrected (see that area for details).

ILUCHTEWHAR

CR 14

XP 38,400

Xiomorn (see page 158)

hp 200

Development: Because of its long entombment within the crystal of the Emerald Spire, the Vault Keeper's death is felt as a shock throughout every level of the dungeon. When Iluchtewhar is destroyed, a tremor rumbles through the structure. The ground shakes, and pieces of debris fall from the cavern ceiling. A pulse of energy gathers in the branches and tendrils of the Emerald Spire root, then suddenly rushes inward and upward, ascending the Spire. From far above comes a receding series of echoes of explosion after explosion, gradually diminishing as they ascend toward the distant surface.

The next time the PCs see the Spire column, it is visibly dimmer and duller. Many large fragments have detached and fallen to the ground around it. Similar damage pervades each level of the Spire dungeons. However, the Spire remains intact, and the *Spire transport tokens* still function.

P11. The Whisperstone

A pillar of black stone rises from a platform in this otherwise empty room. Soft whispering sounds emanate from it.

This pillar is a magical device that enhances the telepathic ability of any creature that touches it. As long as a creature maintains contact with the *whisperstone*, it can use its racial telepathy ability to communicate with any creature it knows, provided that creature is on Golarion. This stone, and others like it, once allowed the Vault Keepers and Vault Builders to communicate over long distances. Iluchtewhar had hoped to use this pillar to contact others of its kind, but failing that, it has used the pillar to issue orders to its few existing minions on other levels of the dungeons above.

The *whisperstone* is a minor artifact that functions at CL 20th.

P12. Orvgate (CR 11)

The eastern wall of this chamber bears a complex carving of a map of an immense cave system. Opposite this map stands a peculiar machine made of stone and metal and crystal, the top a large inverted funnel made of what appears to be green crystalline spider webbing. To the south, three spheres of stone are embedded in one wall, while opposite them two green levers lie in the down position.

The device is a potent artifact created long ago by a Vault Builder—an *Orvgate*. The map on the wall shows a schematic of the Vaults of Orv below the Inner Sea region, including several unknown to surface explorers. Rotating

the three spheres of stone in the wall to the south causes different positions in the caverns depicted on the wall to begin glowing. Pulling the lever closest to the gate “locks” the selected vault. Then, the stone spheres can be manipulated to target creatures within the vault, causing a spectral image of the creature to appear before the *Orvgate*. Pulling the second lever causes the creature to suddenly teleport into this room unless it succeeds at a DC 20 Will save. The *Orvgate* can bring a creature from one of the vaults in this manner no more than three times a day. The device is a minor artifact.

Creature: A single potent stone golem of green marble, carved in the form of a Vault Keeper, stands guard in this room. It attacks any intruders, fighting to the death.

ADVANCED STONE GOLEM

CR 12

XP 19,200

hp 135 (*Pathfinder RPG Bestiary* 163, 294)

P13. Crawlway

The doors into this tunnel can be found with a DC 30 Perception check.

P14. Vault Seed (CR 13)

A tall mound of glowing green crystal dominates the center of this chamber. To the south, two statues of six-armed, slender, insectile creatures stand watch.

The statues depict Vault Builders, the more powerful mythical variant of the Vault Keeper. The crystal is Iluchtewhar’s as-of-yet unsuccessful attempt to generate a new *Vault Seed*—one of the potent crystals used to create a new vault. When the Vault Keeper finally achieves success, it intends to transform the region below the Emerald Spire into a new realm of its own devising—one that will use the lands above as experimental stock and food for the new forms of carnivorous crystalline life it hopes to culture below.

Creature: The guardian of this room is an emaciated figure that looks vaguely humanoid but seems to be made of green light—this is a shining child that has become tainted and enhanced by the energies of the Emerald Spire. The creature’s mind is twisted and warped, and it now sees itself as the “offspring” of the Spire, and will do anything to protect this crystal, which it views as a gestating sibling.

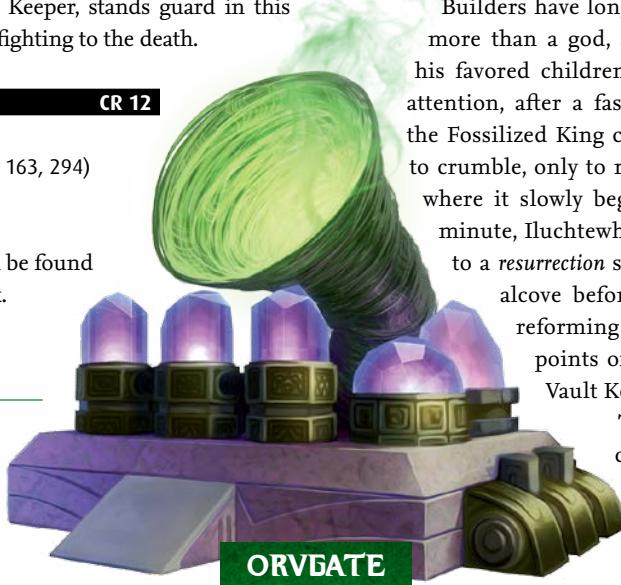
EMERALD CHILD

CR 13

XP 25,600

Advanced shining child (*Pathfinder RPG Bestiary 2* 245, 292)

hp 184



P15. Temple of the Fossilized King

A small shrine sits in the northwest corner of this room. A set of tiered steps leads down to the room itself. A table stands in the middle of the room, and two green pedestals rise in alcoves to the west and east. To the south looms a towering statue of a skeletal dragon made of stone and crystal.

A character who succeeds at a DC 25 Knowledge (religion) check recognizes the statue to the south and the room as a whole as dedicated to the Fossilized King

Ayrzul, the elemental lord of earth. The Vault Builders have long looked to Ayrzul as a patron more than a god, and the awakening of one of his favored children has attracted the demigod’s attention, after a fashion. If Iluchtewhar is slain, the Fossilized King causes the Vault Keeper’s body to crumble, only to reappear in the eastern alcove, where it slowly begins to return to life. After 1 minute, Iluchtewhar is reborn here as if subject to a resurrection spell. If the PCs can reach this alcove before then, they can destroy the reforming body by inflicting at least 50 points of damage to it, preventing the Vault Keeper’s return.

Treasure: The treasure of the complex has remained here for ages, untouched. Sitting at the statue’s feet are a +3 construct bane adamantine heavy pick, a staff of earth and stone, a stone of good luck, and a philosopher’s stone.

Conclusion

Award the PCs 25,500 XP for completing the exploration of the Spire. If the PCs have the Sage’s Expedition quest, they also gain 17,500 gp from Abernard Royst.

When the PCs defeat Iluchtewhar, they (perhaps unknowingly) avert a great deal of future mischief. Not only are the mad Vault Keeper’s designs for a reordering of the surrounding surface realms to suit its vision foiled, the Emerald Spire’s potential for destruction is largely neutralized. Iluchtewhar’s long imprisonment made him a part of the Spire, and no other entity can harness its power. Over the course of weeks, the planar conjunctions common in the area diminish or cease, and constructs powered by the Spire shards exhaust their reserves of energy and deactivate.

While the Spire loses much of its potential power, it is nearly indestructible, and its dungeon levels remain. In time, Darklands creatures or surface villains may slowly trickle in to claim depopulated levels. The PCs may leave the Spire behind, or could use the *Orvgate* in area P12 to reach wondrous demiplanes in the lowest reaches of the Darklands.



Bestiary

Though newcomers inhabit the upper levels of the Emerald Spire, the greatest dangers lie deep below. The Emerald Spire is home to many unusual creatures encountered in few other places—rare elementals, unique constructs, and the ancient overlords known as the Vault Builders. Though the Spire isn't entirely isolated from the surface above or from the Darklands, intruding upon its deeper spaces is difficult. This seclusion has allowed bizarre creatures to thrive there over centuries—or in some cases, millennia. In the deeper chambers of the Spire, planar instability brings in wandering monsters and would-be conquerors from beyond the Material Plane.

This bestiary is divided into two parts.

Random Encounters: The first section provides rules for including random encounters in your Emerald Spire campaign. These rules are optional—it's possible to gain enough XP through the set encounters to finish the entire adventure at a reasonable level—but you can use them to make travel feel a little less safe.

New Monsters: After the random encounter rules, this chapter presents eight new monsters: bone priests, caustic stalkers, emerald automatons, lava lurkers, moon spiders, the shadowfire elemental template, and two kinds of xiomorns (Vault Keeper guardian and mythic Vault Builder). These monsters appear in various levels of the Emerald Spire.

Echo Wood Encounters

When the adventurers travel between the Emerald Spire and Fort Inevitable or other nearby areas, they must pass through the Echo Wood. The trip is only about 6 miles from most starting points, so unless the PCs decide to camp in the middle of the journey, check for random encounters once per trip. The encounter chance is 20%; reduce the encounter chance by half if the party is stealthy or taking thorough precautions to avoid encounters. To determine what they encounter, use the Echo Wood encounters table from page 25 of *Pathfinder Online: Thornkeep*, or substitute the temperate forest encounter table from page 325 of the *Pathfinder RPG Bestiary*.

Crowned Skull Encounters

Strange attacks by dangerous undead worry High Mother Sarise Dremagne and the other officials of Fort Inevitable. These creatures have a mysterious symbol—a skull wearing a majestic crown—emblazoned on their armor, etched on their flesh, or otherwise evident on their bodies. Encounters with these strange undead occur rarely: there's a 35% chance of an encounter, but only once per week. The undead are minions of Nhur Athemon, so the closer the PCs get to his level of the Spire, the more frequent the encounters become. Increase the encounter chance by 1% for every level of the Spire the PCs have traversed (to a maximum 48% chance per week), as their progress makes it easier for the undead to reach the surface. These encounters end when Nhur Athemon is defeated in Level 14.

These undead have tiny, glowing green shards embedded in their bodies, which provide a +4 bonus to their channel resistance (or granting them channel resistance +4 if they had none before). The shards function only if the body has been properly prepared, and only Nhur Athemon knows the secret of doing so.

d%	Result	Avg. CR	Source
01-10	1d6 advanced human skeletons	3	<i>Bestiary</i> 250, 294
11-18	1 zuvombie	4	<i>Bestiary</i> 3 289
19-29	1 gearghost	5	<i>Bestiary</i> 4 123
30-38	1d6 ghouls	5	<i>Bestiary</i> 146
39-45	1 ghul	5	<i>Bestiary</i> 3 125
46-52	1d4 human juju zombies	5	<i>Bestiary</i> 2 291
53-61	1d8 phantom armors	6	<i>Bestiary</i> 4 213
62-68	1d6 skeletal champions	6	<i>Bestiary</i> 252
69-73	1d4 bone priests	7	See page 152
74-82	1d3 skavelings	7	<i>Bestiary</i> 2 42
83-90	1 mohrg	8	<i>Bestiary</i> 208
91-96	1 baykok	9	<i>Bestiary</i> 3 35
97-100	1 witchfire	9	<i>Bestiary</i> 2 284

Emerald Spire Encounters

Because the Spire itself is a sealed environment, random encounters are far less common within its levels than in the surrounding areas outside the dungeons. Roll for a 10% chance of an encounter once per day. Many of the monsters for these random encounters arrive in the Spire dungeons through the passages to the Darklands in areas H11 and M9, so the encounter rate increases to 25% if the PCs explore these passages. If they go far into the passages, they've essentially left the Emerald Spire environs and are now exploring the Darklands—a situation beyond the scope of this adventure.

The danger of the enemies encountered grows as the PCs delve deeper underground. For every level they've traversed, increase the result of the d% roll for the encounter table by 2. For example, if they have an encounter between levels 9 and 10,

the PCs have traversed nine levels, so the roll for determining which creatures are encountered is d% + 18.

The encounters in the Spire might change greatly depending on the PCs' actions. If they clear out a level and leave for a long time, new groups might start exploring it or vying for control over it. This could increase the chance for a random encounter there by 5% or 10%, depending on what precautions the PCs have taken to secure the area and whether they have brought in allies to guard it. Completing the entire adventure also causes a major change in the encounters. Right after the destruction of Iluchtewhar, random encounters cease for 2d4 days after the Spire shudders and cracks. After that, the probability of an encounter is 5% lower in all areas. Since the elemental portals disappear, after 1d4 months pass you should reroll results that indicate encounters with creatures from Elemental Planes (such as the azers, elementals, and jann).

d%	Result	Avg. CR	Source
01-05	1 gray ooze	1	<i>Bestiary</i> 166
06-10	1 spider swarm	1	<i>Bestiary</i> 258
11-14	1d6 giant centipedes	2	<i>Bestiary</i> 43
15-17	1d6 clockwork spies	3	<i>Bestiary</i> 3 58
18-21	1 gelatinous cube	3	<i>Bestiary</i> 138
22-27	2d4 goblins	3	<i>Bestiary</i> 156
28-32	1d4 goblin dogs	3	<i>Bestiary</i> 157
33-35	1 grick	3	<i>Bestiary</i> 2 146
36-38	1 Medium earth elemental	3	<i>Bestiary</i> 122
39-44	1d4 bat swarms	4	<i>Bestiary</i> 30
45-49	1d4 moon spiders	4	See page 156
50-52	1d6 azers	5	<i>Bestiary</i> 2 39
53-55	1d8 jinkins	5	<i>Bestiary</i> 2 142
56-58	1 Large fire elemental	5	<i>Bestiary</i> 124
59-64	1d6 morlocks	5	<i>Bestiary</i> 209
65-67	1 drow noble and 2d4 drow	5	<i>Bestiary</i> 114, 115
68-73	1d4 violet fungi	5	<i>Bestiary</i> 274
74-76	1 belker	6	<i>Bestiary</i> 2 45
77-80	Crowned Skull encounter	Varies	See above
81-84	1d8 dread corbies	6	<i>Bestiary</i> 3 80
85-89	1d4 emerald automatons	6	See page 154
90-91	1d4 jann	6	<i>Bestiary</i> 141
92-94	1d6 urdefhans	6	<i>Bestiary</i> 2 276
95-97	2d4 advanced svirfneblin	7	<i>Bestiary</i> 261, 294
98-102	1d8 crysmals	7	<i>Bestiary</i> 2 61
103-106	1 drider	7	<i>Bestiary</i> 113
107-110	2 Large magma elementals	7	<i>Bestiary</i> 2 118
111-115	2 xorns	8	<i>Bestiary</i> 284
116-119	1d4 black puddings	9	<i>Bestiary</i> 35
120-122	1d6 seugathi	9	<i>Bestiary</i> 2 243
123-125	1d6 driders	10	<i>Bestiary</i> 113
126-127	2 efreet	10	<i>Bestiary</i> 140
128-130	2 gugs	12	<i>Bestiary</i> 2 151

BONE PRIEST

This skeletal creature wears rotting robes, and carries a sword in its talon-like hands. An evil blue light dances in its empty eye sockets.

BONE PRIEST

CR 4

XP 1,200



LE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk bastard sword +7 (1d10+3/19–20) or slam +5 (1d4+3)

Special Attacks death drink, unnerving gaze

Spells Prepared (CL 3rd; concentration +6)

2nd—*hold person* (DC 15), *spiritual weapon*, *touch of idiocy*^b (DC 15)

1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion*^b (DC 14), *protection from good*

0—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domain** Madness

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 16, **Cha** 17

Base Atk +3; **CMB** +5; **CMD** 17

Feats Combat Casting, Improved Initiative, Weapon Focus (bastard sword)

Skills Intimidate +11, Knowledge (religion) +8, Perception +11, Stealth +10

Languages Common, Undercommon

ECOLOGY

Environment any

Organization solitary

Treasure standard (mwk bastard sword, other treasure)

SPECIAL ABILITIES

Death Drink (Su) When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn't need to be touching the creature to use this ability.

Spells A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

Unnerving Gaze (Su) A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30-foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Bone priests are undead servants of evil gods, condemned to continue serving for decades or centuries after death. In life, bone priests were acolytes or underpriests who failed at some difficult test or fell in battle against powerful enemies of the faith. Their dark gods have rewarded their fanaticism by giving another chance to demonstrate their worthiness.

Bone priests retain the spellcasting ability and some of the domain spells they possessed in life. A typical bone priest casts spells as a 3rd-level cleric and has the bonus spells of one of the domains it had originally—usually Darkness, Death, Destruction, Evil, or Madness (the bone priest presented here possesses the Madness domain).

While bone priests occasionally arise with no outside intervention other than the will of their gods, they are normally created through a profane ritual that culminates in the casting of a *create undead* spell by a caster of at least 11th level.



CAUSTIC STALKER

Reaching hands, a fierce and eerie visage, and a powerfully abrasive stench all stem from this hissing cloud of churning gases.

CAUSTIC STALKER

CR 7



XP 3,200

N Medium outsider (air, elemental, extraplanar)

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

DEFENSE

AC 19, touch 19, flat-footed 10 (+8 Dex, +1 dodge)

hp 73 (7d10+35)

Fort +10, **Ref** +13, **Will** +4

Defensive Abilities amorphous; **DR** 5/—; **Immune** acid, elemental traits

Weaknesses vulnerable to wind

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +15 (1d6 plus chemical burn)

Special Attacks breath weapon (15-ft. cone, 5d6 acid damage plus poison, Reflex DC 18 half, usable every 1d4 rounds), chemical burn (1d6, DC 18)

STATISTICS

Str —, **Dex** 27, **Con** 20, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Fly +26, Perception +12, Stealth +18

Languages Auran

SQ misty form

ECOLOGY

Environment any underground

Organization solitary, pair, smog (3–10)

Treasure incidental

SPECIAL ABILITIES

Breath Weapon (Su)

In addition to taking acid damage, any creature harmed by a caustic stalker's breath weapon must succeed at an additional DC 18 Fortitude saving throw or be affected by caustic creep poison.

Caustic Creep—inhaled; save Fort DC 18; frequency 1/round for 4 rounds; effect 1d4 Con; cure 2 consecutive saves. The save DC is Constitution-based.

Chemical Burn (Su) Any creature struck by the caustic stalker, or that strikes it with a natural weapon or unarmed attack, is affected as if by

the burn special attack, but takes acid damage instead of fire damage. The chemical burn persists for multiple rounds, just as a normal burn, but can be ended early if the affected creature is doused in at least 1 gallon of liquid (requiring a full-round action from the victim or another creature) or fully submerges itself in water.

Misty Form (Su) A caustic stalker's body is composed of a semisolid chemical mist similar to thick foam. The caustic stalker does not have a Strength score and cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and enables it to move through areas as small as 1 inch in diameter with no reduction to its speed. A caustic stalker cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most caustic stalkers) for the purposes of how wind affects it.

Vulnerable to Wind (Ex) A caustic stalker takes damage every round that it's exposed to stronger than moderate winds: 1d6 points of damage for strong winds, 2d6 points of damage for severe winds, and an additional 1d6 points of damage for each wind force category beyond severe (*Pathfinder RPG Core Rulebook* 439). *Gust of wind* is considered severe wind for this ability. A caustic stalker cannot use its breath weapon while being affected by stronger than moderate winds and for 1 minute afterward.



Though caustic stalkers arise from pockets of poisonous gas in the Plane of Air, they far prefer to congregate amid the great heat and pressure where the Plane of Earth and Plane of Fire meet. These conditions are also common in the depths of many worlds on the Material Plane. Caustic stalkers are usually content to drift amid the searing rocks and toxic fumes of volcanic depths, but occasionally emerge into more spacious areas. When they emerge, they are quick to lash out at anything that disturbs their explorations, especially if the area is windy.

EMERALD AUTOMATON

An eerie green glow shines through the seams of this mechanical creature's armor.

EMERALD AUTOMATON

CR 4

XP 1,200



N Medium construct

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

Aura electricity (5 ft., DC 12)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 47 (5d10+20)

Fort +1, **Ref** +2, **Will** +1

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

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee guisarme +10 (2d4+7/x3) or

longsword +10 (1d8+5/19–20), slam +5 (1d4+2)

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

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)

Feats Improved Sunder^B, Power Attack^B

SQ proficient

ECOLOGY

Environment any

Organization solitary, pair, or squad (3–8)

Treasure incidental (guisarme, other treasure)

SPECIAL ABILITIES

Electricity Aura (Su) An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

Magic Dependent (Su) An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton's magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage's disjunction* effect as if it were a magic item.

Proficient (Ex) An emerald automaton is proficient with all simple and martial weapons.

Like other constructs, an emerald automaton is a mindless, unliving machine that exists only to follow the orders of its creator. It is a capable soldier and can wield almost any weapon its creator chooses to provide it, fighting until it or its target is destroyed.

In combat, emerald automatons often wield polearms and make use of their reach. When multiple automatons are fighting together, it's common for one to sunder a target's shield or weapon and the rest to gang up

against the target. Getting inside the reach of an emerald automaton is no guarantee of safety—the constructs are quite strong, and can strike with a powerful slam attack at need. When badly damaged, an emerald automaton begins to emit crackling green sparks of electricity that can severely shock nearby creatures.

Construction

An emerald automaton begins as an articulated iron frame connected with thick copper wiring, and is then covered by armored plates. These materials cost at least 500 gp. The creator must then use a fist-sized shard of crystal from the Emerald Spire as the automaton's main battery, placing it in the construct's hollow chest.

EMERALD AUTOMATON

CL 6th; **Price** 12,000 gp

CONSTRUCTION

Requirements Craft Construct, *lesser geas*, *shocking grasp*, creator must be caster level 6th; **Skill** Craft (armor) DC 20; **Cost** 6,500 gp



LAVA LURKER

Spatters of magma sear everything that comes near this vaguely humanoid mass of endlessly melting and reforming rock.

LAVA LURKER

CR 9



XP 6,400

N Medium outsider (elemental, extraplanar, fire)

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +15

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 114 (12d10+48)

Fort +12, Ref +9, Will +4

Immune electricity, elemental traits, fire

Weaknesses vulnerable to cold, vulnerable to water

OFFENSE

Speed 30 ft., swim 30 ft. (in molten rock only)

Melee 2 slams +20 (1d6+8 plus burn)

Ranged magma ball +14 (1d6+8 plus burn)

Special Attacks burn (1d6 fire, DC 20), death throes

STATISTICS

Str 26, Dex 13, Con 18, Int 5, Wis 10, Cha 11

Base Atk +12; CMB +20; CMD 31

Feats Combat Reflexes, Deadly Aim, Improved Initiative, Power Attack, Stand Still, Weapon Focus (magma ball)

Skills Perception +15, Stealth +16 (+20 in magma), Swim +31;

Racial Modifiers +4 Stealth in magma

Languages Ignan

ECOLOGY

Environment any volcano or underground

Organization solitary, pair, or flow (3–6)

Treasure incidental

SPECIAL ABILITIES

Death Throes (Ex) When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Reflex DC 20 half). In addition to the damage, every affected square is targeted by *quench* (CL 10th). This also targets all fire effects and magic items that create and control flame.

If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

Vulnerable to Water (Ex) If a significant amount of water—such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental—strikes a lava lurker, the lava lurker must succeed at a DC 20 Fortitude save or be staggered for 2d4 rounds. A lava lurker that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.

Territorial swimmers through the molten veins that crisscross the hottest depths of mortal worlds and the Elemental Plane of Earth, lava lurkers claim active magma flows and the fiery lakes within smoldering volcanoes as their homes. Most are content to stay within such burning depths, threatening only those foolish enough to wander close to such obviously deadly natural hazards. But occasionally, during volcanic eruptions or other explosive geological events, lava lurkers are forced from their comfortable homes, becoming unwilling riders on blazing rapids. While these disasters rarely threaten lava lurkers' elemental forms, they do often force the creatures into—or worse, strand them in—areas they find uncomfortably cool.

Dull-witted lava lurkers eagerly sow fires and throw magma as they wander semi-aimlessly, doing what they can to create more comfortable surroundings or seeking other nearby warm places—like furnaces or bonfires—as they try to find their way back to active volcanic flows. They care little for non-elemental creatures, being baffled and annoyed by the shrill noises such creatures make when they're exposed to even the slightest fleck of molten rock.

Though lava lurkers live in earth and flame, they die with a chilling inward gasp. If slain, the final surge of a lava lurker's animating fires consumes the nearby air, creating a momentary vacuum that extinguishes surrounding flames. This instantly transforms a lava lurker's body into a perfectly cool hunk of rock and often quells lesser flames nearby, if only temporarily.



MOON SPIDER

Pale and round-bodied, this giant spider is the size of a large dog. Its crimson eyes glitter with malign intelligence.

MOON SPIDER

CR 2



XP 600

NE Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +10

DEFENSE

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

hp 22 (3d10+6)

Fort +5, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+1 plus poison)

Special Attacks poison, web (+11 ranged touch, DC 19, 10 hp, DR 5/slashing)

Spell-Like Abilities (CL 5th; concentration +3)

3/day—*obscuring mist*

1/day—*gaseous form*

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 5, **Wis** 14, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 16

Feats Ability Focus (poison), Improved Initiative

Skills Climb +21, Perception +10, Stealth +10; **Racial Modifiers**

+16 Climb, +4 Perception, +4 Stealth

Languages Common (can't speak)

SQ moon spider webs

ECOLOGY

Environment temperate forest

Organization solitary, pair, or colony (3-8)

Treasure standard

SPECIAL ABILITIES

Moon Spider Webs (Ex)

The webs created by a moon spider are especially strong and sticky, and the creatures weave net-like snares to trap their enemies. A moon spider's web attack is a ranged touch attack with a +6 racial bonus to the save DC needed to burst or escape the web. The spider also holds a trailing tether that prevents an entangled creature from moving away from the spider until it gets free.

Moon spiders frequently set web traps throughout areas where

they live. Anyone who enters a square of moon spider web must succeed at a Reflex save (DC 13) or become entangled as though it had been hit by a web attack (though the spider doesn't have a tether to it). If a creature that is already entangled enters a square of moon spider web, it must save again or become grappled. The save DC is Constitution-based.

A moon spider's webs have 10 hit points and DR 5/slashing. A web that's set on fire takes an additional 1d6 points of fire damage each round until it's destroyed.

Poison (Ex) Bite—*injury*; **save** Fort DC 15; **frequency** 1/round for 5 rounds; **effect** 1d3 Str; **cure** 1 save.

Moon spiders are malevolent giant spiders that haunt the Echo Wood and other forests in the western vales of the Sellen River. They are far more intelligent than most of their arachnid kin; while they aren't as smart as humans, they possess a sly cunning and magical talents that make them much more dangerous than other giant spiders—they even hunt cooperatively and share their kills.

Moon spiders are web-weavers, and often create huge traps of sticky webbing. A creature that enters a square of moon spider webbing can easily become entangled or grappled. Typically, a moon spider uses its *obscuring mist* to hide the extent of its webs when prey approaches, using its tremorsense to keep track of its prey's struggles.

Moon spiders do not speak any humanoid language, but communicate with each other in clicks and taps of their legs on the ground, and they can understand simple concepts in Common (which is useful when they're listening to prey).



SHADOWFIRE CREATURE

Burning with a wispy blue-and-purple flame, this ghostly creature has a roughly humanoid shape and stands nearly ten feet tall.

LARGE SHADOWFIRE FIRE ELEMENTAL CR 7

XP 3,200



N Large outsider (elemental, extraplanar, fire)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 16, flat-footed 13 (+6 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +12, **Will** +4

Defensive Abilities fire absorption, incorporeal step, shadow blend (20% miss chance except in bright light); **DR** 5/—;

Immune cold, elemental traits, fire; **Resist** electricity 10; **SR** 13

OFFENSE

Speed 50 ft.

Melee 2 slams +13 (1d8+3 plus shadow touch and burn)

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

Special Attacks burn (1d8 fire, DC 16), shadow touch (1d6 negative energy)

Spell-Like Abilities (CL 8; concentration +10) 1/day—*shadow step*^{UM}

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +15 (+23 when jumping), Climb +10, Escape Artist +13, Intimidate +11, Knowledge (planes) +5, Perception +11; **Racial Modifiers** +8 Acrobatics when jumping

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

Created through rituals that suffused elemental fire with the dark corruption of shadow, shadowfire creatures were spawned from the evil cult led by Yarrix (see page 103). Cruelly transformed from their true forms by their ancient creators, they flicker between existence and nothingness, reality and oblivion, feeding on pain and flame and the screams of those who dare stand against them.

Creating a Shadowfire Creature

“Shadowfire creature” is an inherited template that can be applied to any creature that has the shadow creature template (*Pathfinder RPG Bestiary 4* 238) and 5 or more Hit Dice, referred to hereafter as the base creature. It retains all the special abilities of the base creature, except as noted here.

CR: Same as the base creature +1.

Type: The shadowfire creature gains the elemental and fire subtypes if it does not already have them. Do not recalculate the creature’s base attack bonus, saves, or skill ranks.

Defensive Abilities: A shadowfire creature gains immunity to fire and cold, and loses any vulnerability it has to fire or cold. In addition, a shadowfire creature gains the following defensive abilities.

Fire Absorption (Su): A shadowfire creature regains 1 hit point for each point of fire damage it would take from normal fire, a flaming weapon, or magical fire were it not immune. Any hit points gained above the shadowfire creature’s full normal hit point total are temporary hit points that disappear after 5 minutes.

Incorporeal Step (Su): When a shadowfire creature moves, it gains the incorporeal subtype and special ability, including a deflection bonus to AC equal to its Charisma bonus. It loses the incorporeal subtype and special ability when it stops moving.

Special Attacks: A shadowfire creature gains the following special attack.

Shadow Touch (Su): A shadowfire creature’s touch chills the target and saps away its life energy. All of a shadowfire creature’s slam attacks and attacks with natural weapons deal an additional 1d6 points of negative energy damage to living creatures.

Spell-Like Abilities: A shadowfire creature can use the *shadow step* spell (*Pathfinder RPG Ultimate Magic* 237) as a spell-like ability once per day, with a caster level equal to its Hit Dice. If it has 11 or more Hit Dice, it can instead use this ability three times per day.

Ability Scores: Str +2, Dex +2, Cha +4.



XIOMORN

This towering, spindly, four-armed entity appears to be made of stone and crystal, yet it moves with a fluid grace.

XIOMORN (VAULT KEEPER)

CR 14



XP 38,400

LN Medium outsider (earth, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +23

DEFENSE

AC 28, touch 19, flat-footed 19 (+8 Dex, +1 dodge, +9 natural)

hp 200 (16d10+112); fast healing 5

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

DR 10/adamantine and bludgeoning; **Immune** elemental traits; **SR** 25

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 claws +24 (2d4+6/19–20 plus crystallization)

Special Attacks crystal burst, crystallization (DC 25), rend (2 claws, 2d4+9)

Spell-Like Abilities (CL 16th; concentration +23)

- At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 19), *statue*, *stone shape*, *stone tell*
- 3/day—command stone (DC 26), *flesh to stone* (DC 23), *spike stones* (DC 21), *wall of stone*
- 1/day—*summon monster VII* (earth elementals only), *symbol of scrying*^{UM}

STATISTICS

Str 22, **Dex** 27, **Con** 25, **Int** 27, **Wis** 18, **Cha** 24

Base Atk +16; **CMB** +22 (+24 sunder); **CMD** 41 (43 vs. sunder)

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder,

Mobility, Power Attack, Spring

Attack, Weapon Finesse

Skills Acrobatics +20 (+24 when jumping), Climb +30, Craft (sculptures) +15, Disable Device +24, Heal +20, Knowledge (arcana) +27, Knowledge (dungeoneering) +24, Knowledge (planes) +27, Knowledge (geography) +24, Knowledge (nature) +24, Perception +23, Sense Motive +23, Spellcraft +27, Stealth +27, Use Magic Device +26;

Racial Modifiers +4 Acrobatics when jumping

Languages Terran; telepathy 300 ft.

SQ item mastery

ECOLOGY

Environment any

Organization solitary, pair, or cabal (3–6 plus 4–12 pechs and 2–6 earth elementals)

Treasure double

SPECIAL ABILITIES

Command Stone (Sp) This ability functions as *dominate monster*, equivalent of a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.

Crystal Burst (Su) As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 25 half). The save DC is Constitution-based.

Crystallization (Su) A creature struck by a xiomorn's claw must succeed at a DC 25 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Constitution-based.

Item Mastery (Ex) A xiomorn can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

The xiomorns consist of two castes: the mythic Vault Builders and the non-mythic Vault Keepers. The Vault Builders ruled over their less powerful counterparts, but both are among the most ancient forms of life—primeval elemental beings who travel to raw, new worlds upon the Material Plane, pursuing strange ecological experiments into the nature of life. The worlds these enigmatic beings have visited possess strange ruins in remote regions and immense, vault-like caverns deep underground where ecologies that shouldn't exist flourish. Xiomorns have little interest in protecting a world's indigenous life, except as necessary for their experiments' goals, and often war against such races when native empires encroach upon the xiomorns' experimental realms.



MYTHIC XIOMORN (VAULT BUILDER)

CR 20/MR 8

XP 307,200

LN Medium outsider (earth, elemental, extraplanar, mythic^{MA})
Init +10; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +26
Aura frightful presence (30 ft., DC 27)

DEFENSE

AC 38, touch 21, flat-footed 27 (+10 Dex, +1 dodge, +17 natural)
hp 317 (19d10+213); fast healing 5

Fort +13, **Ref** +21, **Will** +17

Defensive Abilities block attacks, fortification (50%); **DR** 10/ adamantine and bludgeoning and epic; **Immune** elemental traits; **SR** 31

OFFENSE

Speed 40 ft., burrow 30 ft., climb 40 ft., earth glide

Melee 4 claws +29 (2d4+10/19–20 plus crystallization)

Special Attacks crystal burst (see xiomorn), crystallization (DC 28, see xiomorn), mythic magic (3/day), mythic power (10/day, surge +1d10), rend (2 claws, 2d4+9), xiomorn spellcasting

Spell-Like Abilities (CL 19th; concentration +27)

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 20), *statue*, *stone shape*, *stone tell*
3/day—command stone (DC 27, see xiomorn), *flesh to stone* (DC 24), *spike stones* (DC 22), *wall of stone*
1/day—*permanency*, *summon monster VII* (earth elementals only), *symbol of scrying*^{UM}

Wizard Spells Prepared (CL 19th; concentration +28)

8th (1/day)—*earthquake*^M, *maze*, *repel metal or stone*
6th (1/day)—*disintegrate*^M (DC 24), *flesh to stone*^M (DC 24)
3rd (1/day)—*fly*^M

M mythic spell

STATISTICS

Str 22, **Dex** 31, **Con** 25, **Int** 29, **Wis** 18, **Cha** 26

Base Atk +19; **CMB** +25 (+31 sunder); **CMD** 46 (52 vs. sunder)

Feats Ability Focus (crystallization), Combat Reflexes, Dodge, Extra Mythic Power, Improved Critical (claw), Improved Sunder^M, Iron Will, Mobility, Power Attack, Spring Attack^M, Weapon Finesse^M

Skills Climb +33, Craft (sculptures) +39,

Disable Device +29, Heal +23, Knowledge (arcana, planes) +39, Knowledge (dungeoneering, engineering, geography, nature) +28, Perception +26, Sense Motive +26, Spellcraft +31, Stealth +32, Use Magic Device +30;

Racial Modifiers +8 Craft (sculptures), +8 Knowledge (arcana), +8 Knowledge (planes)

Languages Terran; telepathy 300 ft.

SQ item mastery (see xiomorn), item shaper, secret of the *Vault Seed*

ECOLOGY

Environment any

Organization solitary, pair, or foundation (2 plus 4–20 Vault Keepers)

Treasure triple

SPECIAL ABILITIES

Item Shaper (Ex) A mythic xiomorn can create magic items at a rate of 1 hour per 1,000 gp in the item's base price instead of 8 hours. For items made primarily of crystal, stone, or earth, this time and the item's cost to create are halved.

Secret of the Vault Seed (Su) Mythic xiomorns possess an innate understanding of *Vault Seeds*—the magic-rich artifacts that grow into the xiomorns' underground vaults. This process includes finding the raw crystals the seeds are formed from on the Plane of Earth, facetting the gem and using magic to grow it into its shape, and nurturing the seed with the proper spells once it's planted in the raw earth from which the *Vault* will grow.

A mythic xiomorn gains regeneration 10 while in a *Vault* it created or directly helped create. No attack form causes this regeneration to stop functioning; a mythic xiomorn can be killed by hit point damage only if removed from its *Vault* first.

Xiomorn Spellcasting (Su) This ability functions as simple arcane spellcasting, except that the xiomorn can change its spells each morning as though preparing spells, choosing a number of spells with a combined level equal to twice its CR. Each xiomorn knows a number of spells with a combined level equal to three times its CR—choosing from the spells listed above, as well as *create demiplane*^{UM}, *mythic move earth*, and *terraform*^{MA}.



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