



# CROWN OF FANGS

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## TABLE OF CONTENTS

<b>CHAPTER BACKGROUND</b>	334
<b>PART 1: STREETS OF CHAOS</b>	336
<b>PART 2: ASSAULT ON THE CASTLE</b>	344
<b>PART 3: LEGACY OF BLOOD</b>	378
<b>CHAPTER CONCLUSION</b>	390

## MAPS

<b>CASTLE KORVOSA (DUNGEON, FIRST FLOOR, GROUNDS, AND SIDE VIEW)</b>	349
<b>CASTLE KORVOSA (SECOND TO FOURTH FLOORS, ATTIC, AND TOWERS)</b>	356
<b>THE SUNKEN QUEEN</b>	380



## CHAPTER BACKGROUND

### ADVANCEMENT TRACK

The PCs should begin Chapter 6 well into 15th level.

**16**

The PCs should reach 16th level at some point during the assault on Castle Korvosa.

**17**

The PCs should be 17th level before confronting Ileosa in the Sunken Queen.

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 Korvosa's military has been replaced by her loyal and cruel Gray Maidens.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

Queen Ileosa hasn't been idle while the PCs continued to oppose her minions and build their resources for an eventual confrontation. By the time this final chapter of Curse of the Crimson Throne begins, the PCs may have struck a blow against the Red Mantises and the Gray Maidens that was powerful enough to force Queen Ileosa to back off from keeping Korvosa under oppressive



CROWN  
OF  
FANGS

CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION

6

martial law, but her presence continues to cast its long shadow over the city nevertheless. Great new statues of the city's vain queen are being raised in her honor via the sweat and blood of an enslaved populace, and while the Gray Maidens no longer patrol the streets in as much force as before the raid on Deathhead Vault, those patrols have grown more violent in nature, and devils and perhaps even a dragon have joined them. Even rumors that Magnimar is preparing an intervention to put an end to the madness fall on deaf ears—Ileosa won't need Korvosa much longer, as she plans on ascending to immortality well before Magnimar can make a direct move to stop her. What little resistance remains is bottled up below Gray District, nervously awaiting the return of the heroes who have pledged to rescue them all.

Queen Ileosa's unprecedented rise in power is attributable to several factors, the most important of which is the *Crown of Fangs*. Fashioned from the fangs of Kazavon with the aid of powerful devils, the artifact increases the raw potency of the fangs themselves. Not only does the *Crown of Fangs* protect Ileosa and strengthen her, but it also allows fragments of Kazavon's memories and experiences to empower her, resulting in a rapid increase in her level. Yet Ileosa hasn't stopped there; she's also secured the aid of a devil named Sermignatto, allowing her, among other things, to bind the essence of an erinyes devil to her to even further increase her power. Yet these are little more than steps toward her true goal: to follow in the footsteps of Runelord Sorshen and achieve eternal youth and unlimited power through the blood sacrifice of thousands. While much of the runelord's details remain shrouded in mystery, Ileosa has been able to confirm that Sorshen ruled as Runelord of Lust from the dawn of Thassilon to its fall, a span of well over a thousand years. That Sorshen did so without resorting to undeath intrigued Ileosa, and the idea of eternal youth has increasingly become an obsession for the queen.

Ileosa hasn't actually explored the deeper chambers below Castle Korvosa yet, but she knows that Sorshen once held the seat of her power there thousands of years ago. Thanks to a combination of research, communion with otherworldly powers, and the advice of wise and intelligent advisors, Ileosa hasn't attempted to explore the deep chambers where Sorshen's hold remains strong, knowing that even with her newfound power, she may well be getting in over her head with the dangers that dwell so close to home. However, Ileosa has also determined that she need not directly confront Sorshen's most dangerous minions and remaining legacies in order to get what she wants, for the secret to Runelord Sorshen's immortality lies not below Castle Korvosa but at a site to the northwest—at a place known today as the Sunken Queen.

The final stage of Ileosa's mad quest has taken her to the Sunken Queen, a Thassilonian ruin in the Mushfens some 160 miles west of Korvosa, where she must enact a complex and lengthy ritual to link her soul to the souls of her oppressed followers—loyal and downtrodden alike. Yet she knows she cannot leave Korvosa unguarded during this time, and has left the city in the charge of her devilish minion, Sermignatto, and her bodyguard, Sabina Merrin. To further the illusion that she is still in Korvosa, Ileosa used the magic of the Sunken Queen to create a *simulacrum* of herself out of blood, then installed the false queen on the Crimson Throne. If she can complete the ritual in the Sunken Queen, the additional power she would gain should be more than enough to allow her to raid Sorshen's chambers deep below Castle Korvosa and thus empower herself above and beyond anything that has been seen in Varisia since Thassilon's fall so many ages ago.

To the populace of Korvosa, Queen Ileosa has never left the city—the belief that their petty ruler has simply ensconced herself in her castle holds firm, and that belief, combined with her increasingly visible aid from dragons and devils, keeps the citizens of Korvosa in check. The budding rebellion the PCs are involved in, headed by such notables as Cressida Kroft and Bishop d'Bear, is more than ready to move against the queen as this final part of the Curse of the Crimson Throne begins, but until the PCs are ready to strike down the threats in the castle, they must hold their blades in check.

The time to rebel against Queen Ileosa and take back Korvosa has come, but it falls to the heroes of Curse of the Crimson Throne to be the ones to lead the charge!

## NPC DEVELOPMENTS

Use the following notes to expand the roles of NPCs encountered in the previous chapter as you see fit if the PCs seek them out during "Crown of Fangs."

**Thousand Bones:** If the PCs impressed his people in Chapter 4, the Shoanti shaman Thousand Bones may return to Korvosa at this time, knowing that the city is on the precipice of a great change. He brings with him several other Shoanti from various tribes, including Krojun and Tekrakai, both so these notable Shoanti can witness the heroism of the PCs, and so they can aid the rebels in battle as needed. Feel free to have one or two or more Shoanti NPCs the PCs have befriended join them in their cause and aid in the raid on Castle Korvosa.

**Vencarlo Orisini:** This chapter assumes one of the PCs has taken on Blackjack's role, with Vencarlo continuing to lie low among the rebels. If no PC has taken on the role, the confrontation with the efreeti on page 338 makes a perfect point for Vencarlo to step in and have one last appearance in the campaign.

## PART 1

# STREETS OF CHAOS

The beginning of the Korvosan rebellion is presented in Part 3 of “A History Of Ashes.” In that section of the campaign, the PCs can take preliminary steps to oppose some of Ileosa’s more mundane servants, such as the Red Mantis and the Gray Maidens. Yet although the PCs may have forced most of the Red Mantis agents to abandon support of Ileosa’s plan and driven the Gray Maidens out of the Longacre Building and into the castle itself, Ileosa’s power has only grown.

**W**ith the Sable Company gone, the Korvosan Guard reduced to little more than a shadow of its former glory, the silence of the noble houses, the retreat of the Hellknights and the wizards of the Acadamea into their respective fortresses, and finally the church of Abadar’s public declaration of support of the city’s new ruler, the formerly vibrant city has dulled. Merchants still come and go from Korvosa, but they are taxed heavily and tend not to stay overnight. Locals no longer have to fear riots, plagues, or even much in the way of thievery, but the Gray Maidens (who if anything have become more aggressive after abandoning the Longacre Building) have little patience for lawbreakers of any sort. Compounding this are Queen Ileosa’s numerous new and often ridiculous laws, which force the city’s citizens into ever-increasing debt and despair.

## THE FINAL HARRROWING

The last of Zellara’s harrowings should occur soon after the PCs liberate Serithial but before they’ve had a chance to reply to the rebels’ call for help. The primary goal of this final harrowing is to encourage the PCs to turn their attention toward Castle Korvosa and to prepare them for the final confrontation against Queen Ileosa. Cards that come up representing the past should symbolize various important events that have occurred during this Adventure Path. Cards representing the present should speak to the oppression that currently stifles Korvosa, of the growing rumors of devils and a dragon in the city, and of the Gray Maidens. Cards representing the future should foreshadow encounters in Castle Korvosa or the climactic battle with Ileosa; they should not indicate the Sunken Queen, since you don’t want the PCs to skip straight to the end of the chapter without first recovering several important pieces of information and magic from Castle Korvosa. Use these cards to imply to the PCs that force of personality will be important in their immediate future, and that they should embrace their hero status and become figures to follow in battle.

## PREPARING FOR THE FINAL BATTLE

As this final chapter begins, the Korvosan rebels remain based in the Dead Warrens, with the church of Pharamsa helping to hide their presence. When you’re ready to begin this final chapter, have one of the PCs receive a *sending* spell from Bishop Keppira d’Bear that invites them to return to the Dead Warrens to meet with their allies to plan the final liberation of Korvosa.

Upon arriving in the ossuary (area D1 of the Dead Warrens; see page 60), the PCs are reunited with Cressida, Neolandus, Vencarlo, and any other NPCs of note who have become important parts of the rebellion. As the PCs arrive, they are quickly greeted by a joyful and thankful Cressida Kroft, a bit more ragged and rough-looking than before but no less friendly and supportive. Others like Amin Jalento or Grau Soldado also reunite with the PCs at this time. After the reunion, Cressida asks for updates on the PCs’ adventures in Scarwall (or perhaps even the Cinderlands if they’ve not returned to Korvosa since then)—feel free to play this scene out as much as you want. The goal here should be to reinforce the PCs’ ties to Korvosa and its citizens and to give them a chance to feel like what they’ve accomplished so far is worthy of praise. In other words, they should be made to feel like heroes.

Eventually, Cressida gets to the problem at hand. She explains to the PCs that things are rapidly approaching a critical point in Korvosa, and that if the move against the queen is to happen, it must happen before she and her forces are too entrenched. The relatively minor victories the PCs may have had earlier against the Red Mantis and Gray Maidens have helped, but now the remaining assassins and Gray Maidens have retreated into Castle Korvosa, where they are free to plot with impunity.

Cressida’s plan represents a final legal gambit—she intends to publicly reveal that seneschal Neolandus yet lives, and that Queen Ileosa attempted to have him assassinated. With him still alive, Korvosa’s nobles and other government agencies beyond the queen have a legal

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

- Listed here are several issues that need resolution before I'm comfortable revealing to Korvosa that Neolandus still lives. I leave to you the methods for solving these problems.
1. A new "hero of the people" has been fighting rebels in the streets. These rebels are false; they're not my people, and I suspect that this hero, a man named Trifaccia, is false as well. Find out who or what he is.
  2. I have it on good authority that the rumors of a black dragon taking nest in Castle Korvosa are legitimate. If the rumors prove true, the dragon must be defeated.
  3. The role of castle seneschal is currently held by a bloated wizard named Togomor. If you can defeat him or secure his surrender, we'll avoid a long legal complication over the revelation that Neolandus still lives.
  4. Our friend Ishari Dhatri, Abadar priest and vocal opponent of his church's public endorsement of Ileosa, has vanished. My initial investigations indicate that he was last seen approaching the castle. Perhaps some clues to his fate lie hidden within?
  5. Rumor holds that a new group of Red Mantis assassins, along with a more powerful leader, have taken up residence in the castle after you besieged their previous den. If you can find proof that Ileosa is the reason the Red Mantis has come to Korvosa in the first place, this will go a long way toward undermining the queen's position in the city.
  6. The Gray Maidens are a menace, and they need to be disbanded. Kordaitra's defeat at Longacre dealt them a blow, but the Maidens' commander Sabina Merrin and their chief indoctrinator, a mysterious woman whose identity remains unknown outside of the organization, have likely retreated to the castle. If you can secure the defeat or surrender of these two remaining leaders, the Gray Maidens will lose much of their command structure. It will throw the entire organization into chaos long enough for us to reclaim the streets from them.
  7. Rumors of devils involved with the monarchy disturb me as well. If you can find proof that Ileosa is trafficking with devils, or that devils dwell within Castle Korvosa, that should significantly help our case against her in the eyes of the city's government.
  8. Ileosa must answer for her crimes. She hasn't been seen publicly recently except for brief appearances on the castle walls. She's in there, somewhere. If we can capture her, a lot of our work will be easier.

## HANDOUT #6-1

option beyond open rebellion to depose Ileosa. Cressida hopes that this will rally the noble houses, arbiters, and magistrates, but she also fears that doing so will spur Ileosa to step up the violence to even greater levels.

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

Cressida has prepared a list of tasks for the PCs to accomplish. She's hesitant to make her move with Neolandus to reclaim control until the majority of these tasks are accomplished, but in the end listens to the PCs' advice as to when it's safe to do so. The list of Cressida's tasks is presented as Handout #6-1 above.

It would be best if the PCs didn't draw too much attention to the Dead Warrens by lingering within the area for long, and if the PCs can find another place in the city to hide out when they need to recover and regroup between forays into the Castle, that would be best for all involved. To aid the PCs in this, Cressida supplies them with three scrolls of mage's magnificent mansion she's gathered expressly for this purpose.

If the PCs speak with Vencarlo or Grau about Sabina, both offer the same observation: the Sabina they knew loved Korvosa but was honorable to a fault. It was her rigidity of thought and personality, Vencarlo muses, that

6

held back her progress back when she was his student. Both Grau and Vencarlo have a hard time believing Sabina could condone what Ileosa has done to Korvosa. They suspect the queen uses some sort of magic to control the Gray Maiden, and urge the PCs to try to use nonlethal methods in dealing with her.

### THE KORVOSAN REBELLION

As the PCs work to provide the proof Cressida wants and to undermine Ileosa's power in the city, they earn Rebellion Points (abbreviated "RP"). These points track the city's general attitude and citizens' willingness to rise up against Ileosa's regime. Korvosa isn't truly safe again until Ileosa is defeated, but since she is currently not in the city, accomplishing these lesser goals can start returning Korvosa to normal.

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

- Blackjack defends the city's citizens: 1 RP
- Defeat all major devils in the castle: 1 RP
- Defeat Sabina Merrin: 1 RP (increases to 3 RP if her life is spared and she is recruited to the rebellion's cause)
- Expose Trifaccia as an efreeti in Ileosa's employ: 1 RP
- Publicly defeat the dragon Zarmangarof: 2 RP
- Recover the infernal contract from area A9o: 1 RP
- Remove Togomor from power: 1 RP
- Secure proof that Ileosa hired the Red Mantis: 2 RP

As these points accumulate, the city's rebels grow more and more active and bold, as summarized below. Use these notes as background flavor and descriptions—Curse of the Crimson Throne doesn't place the PCs in the actual action of the fighting on the streets, as their role as the heroes who face the queen and her powerful minions should consume their resources, but if you wish to involve the PCs more, feel free to do so!

**0–2 RP:** The rebels must continue hiding under Gray District; the PCs are considered enemies of the city and cannot openly travel the streets without being accosted. Use the city's Korvosa (Unrest) statistics (see page 399), unless the PCs failed to disrupt Deathhead Vault, in which case continue using Korvosa (Martial Law).

**3–5 RP:** The rebels stage swift strikes against various strongholds under Ileosa's direct control. At this point, the key NPCs in the castle take aggressive steps to assassinate the PCs if their places of rest and recovery are known. Scrying and other magical attempts to locate the PCs might be used, depending on which key NPCs still survive.



TRIFACCIA

Surviving NPCs in the castle contact Ileosa via magic, who tells them to hold their ground while she completes her task in the Sunken Queen. Use the city's Korvosa (Martial Law) statistics (see page 399).

**6–7 RP:** Rebellion! Riots and battle fill the streets as the rebels begin taking back neighborhoods from remaining Ileosan loyalists, Gray Maidens, and other holdouts. The PCs can show their faces publicly and don't have to worry about assassination attempts, as the remaining key NPCs in the castle now switch to a defensive stance, intending to hold out long enough for Ileosa to return. Use the city's Korvosa (Anarchy) statistics (see page 399).

**8+ RP:** The rebellion is successful as long as Ileosa does not return; agents of the queen can no longer show their faces in public, but until Ileosa is dealt with, the threat of civil war remains. The PCs do not need to fear assassination attempts or other violence if they publicly walk the streets. At this point, if the PCs have determined that Ileosa herself is not in Castle Korvosa, their attentions should turn to tracking her down. Use the normal statistics for Korvosa.

**Story Award:** Once the PCs reach 8 or more Rebellion Points, award them 76,800 XP.

### EVENT 1: KORVOSA'S NEW HERO (CR 15)

Queen Ileosa is not actually in Korvosa at this time, but her presence can still very much be felt. She's left a *simulacrum* in Castle Korvosa, along with several powerful and dangerous subordinates. Once it becomes obvious that the PCs have returned to Korvosa, these underlings realize that they face their greatest challenge yet. Now that his services are no longer in as much demand for the crafting of Gray Maiden arms and armor, the efreeti Yzahnum heads out in the guise of a new defender of the people, the faux hero Trifaccia, to work against the PCs' rising popularity.

In the form of a masked, robed swordfighter, Yzahnum spent the last few weeks engaged in a war of propaganda and false information—the PCs may have heard rumors of Trifaccia during previous visits to Korvosa, in fact. Posing as Blackjack's replacement, Yzahnum as Trifaccia has been taking steps to protect and aid the oppressed common folk, helping them out where needed against a small group of "rebels." Typically, these alleged rebels (actually a particularly loathsome gang of Chelish thugs eager for a semi-regular payday from Ileosa's coffers) move into a region and cause trouble—robbing citizens, beating them, and worse. Just when things are about to

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

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

**Creatures:** This encounter can occur anywhere in Korvosa, but should probably wait until a bit after the PCs have done something particularly obvious to indicate their presence to the city—perhaps not until they make their first foray into the castle. If they slaughter a patrol of Gray Maidens or openly demand Ileosa show herself in a public square, Yzahnum takes note. The encounter begins as a group of about a dozen “rebels” surround the PCs and begin shouting taunts and flashing weapons. The thugs threaten the PCs, insulting them and demanding they leave the city, saying that if they truly were here to defend Korvosa, they would never have left the city to go adventuring in the wilds in the first place. As the thugs taunt the PCs, they also make some of their wishes known—unfortunately for the PCs, Yzahnum waits nearby, disguised in his human form as Trifaccia and hidden in

an alleyway as he watches the spectacle. As each of the thugs makes a wish, the efreeti grants it for them, hitting the party with up to three potent effects. You can use the three sample wishes below, or come up with your own insult wishes to inflict on the PCs. If you work to come up with your own, the wishes should manifest as the effects of established spells that don’t create an obvious link between the hidden efreeti and the target. All spell effects from these wishes function at CL 12th.

**“I wish you’d go to Hell!”** A random PC is targeted by a *plane shift* spell (Will DC 22) that, if successful, transports that character to Hell.

**“I wish you looked more like the ungrateful pig you are!”** A random PC is targeted by a *balful polymorph* (Fortitude DC 22) that, if successful, transforms that PC into a small pig.

**“I wish you’d just up and die!”** A random party member is affected by a *finger of death* spell (Fortitude DC 22).

Once all three wishes have been used, or once the PCs have either defeated the thugs or have noticed the lurking Yzahnum, the efreeti steps out to confront the PCs. In his disguise, he appears as a slender human man dressed in black clothes and a long flowing hooded cloak. His features are obscured by a brass mask with stylized

6



CROWN OF FANGS

339

features, including frowning brows, sharp cheekbones, and a goatee. He wields a golden scimitar that flickers with fire. As he enters the conflict, his mocking laughter is strong and clear.

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

"Greetings, heroes of yesterday! My name is Trifaccia. Have you heard of me? No matter. I'm the true hero of the people of Korvosa, for I defend the loyal citizens of our beloved queen instead of fomenting chaos in the streets. As you can see, with the exception of a few clots of filthy rebels, Korvosa is at peace now, and soon prosperity and happiness will smile over it again. I dare say that harmony first began to return not long after you vanished from our streets, and judging by the

nature of the divine retribution visited upon you just now, I would say that even the gods might agree. We do not want further trouble in our town, but since I know you mean to continue disrupting the tranquility in my fair city, it looks like I'll have to stop you. But instead of a fight that would end in your humiliation, perhaps you'll agree to a duel? Me against one of you, with the winner agreeing to leave Korvosa for good, along with all allies?"

Yzahnum is a potent foe, but he'd rather face off against one PC in a duel than take them all on at once. His overall goal is to be able to either defeat that PC, or force the other PCs to step in to save their ally, therefore exposing their inherent lack of honor before a gathering crowd of gawkers. He hopes to make the PCs seem like part of the problem facing Korvosa, rather than a solution. His great weakness is, of course, his true nature; if the PCs can expose the efreeti for what he really is (perhaps via *antimagic field*, or using enchantment magic to make him reveal his true form), his work as Trifaccia comes crumbling down.



CR 15

**XP 51,200**

Male efreeti fighter 4/rogue 7 (*Pathfinder RPG Bestiary 140*)  
LE Large outsider (extraplanar, fire)

**Init** +10; **Senses** darkvision 60 ft., *detect magic*; Perception +25

**DEFENSE**

**AC** 30, touch 18, flat-footed 23 (+4 armor, +2 deflection, +6 Dex, +1 dodge, +8 natural, -1 size)

**hp** 238 (21 HD; 7d8+14d10+130)

**Fort** +15, **Ref** +19, **Will** +13 (+1 vs. fear)

**Defensive Abilities** evasion, trap sense +2, uncanny dodge; **Immune** fire; **Resist** cold 10

**Weaknesses** vulnerable to cold

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee (as Trifaccia)** Medium +1 *flaming scimitar* +29/+24/+19/+14 (1d6+15/15–20 plus 1d6 fire)

**Melee (as Yzahnum)** Medium +1 *flaming scimitar*

+26/+21/+16/+11 (1d6+15/15–20 plus 1d6 fire), **slam** +21 (1d8+4 plus 1d6 fire) or

2 slams +26 (1d8+8 plus 1d6 fire)

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

**Special Attacks** heat, sneak attack +4d6

**Spell-Like Abilities** (CL 11th; concentration +15)

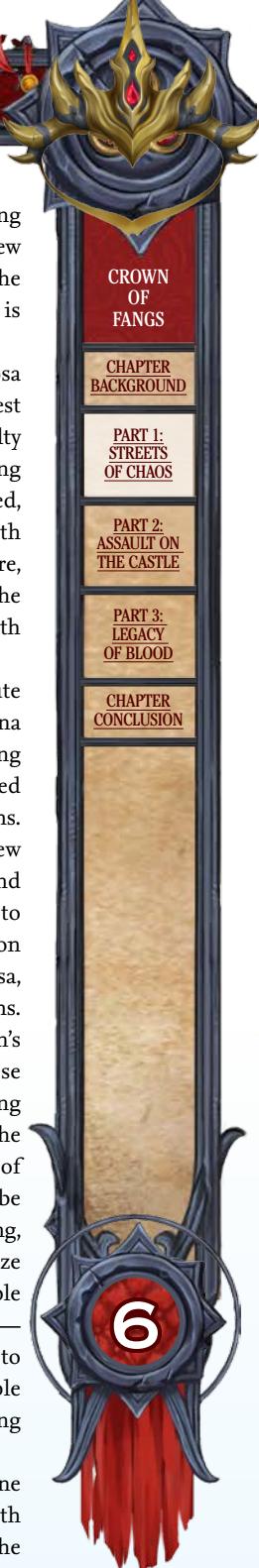
Constant—*detect magic*

At will—*plane shift* (willing targets to the Elemental

Planes, Astral Plane, or Material Plane only, DC 21), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* 3/day—*quickened invisibility*, *quickened scorching ray*, *wall of fire*, *wish* (to non-genies only)

2/day—*change size*

1/day—*gaseous form*, *permanent image* (DC 20)

**TACTICS**

**During Combat** As Trifaccia, Yzahnum avoids the use of his spell-like abilities. When he fights in human form, his size is Medium, making his AC 1 higher, and he uses his "Melee (as Trifaccia)" attack. If he is reduced to fewer than 150 hit points, he reverts to his true form so he can use flight, cast *scorching ray* and *wall of fire*, and use change size to shrink foes. He reverts to melee only as necessary.

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

**STATISTICS**

**Str 26, Dex 23, Con 22, Int 12, Wis 12, Cha 18**

**Base Atk +19; CMB +28; CMD 47**

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

**Skills** Bluff +32, Craft (weapon) +23, Diplomacy +22, Disguise +27, Fly +12, Perception +25, Sense Motive +19, Spellcraft +25, Stealth +20

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** armor training 1, change shape (humanoid or giant; *alter self* or *giant form I*), rogue talents (combat trick, offensive defense<sup>APG</sup>, resiliency), trapfinding +3

**Gear** Medium +1 flaming scimitar, bracers of armor +4, minor ring of cold resistance, ring of protection +2

**FALSE REBELS (12)**

**CR 3**

**XP 800 each**

Charlatans (*Pathfinder RPG NPC Codex* 145)

**hp** 21 each

**EVENT 2: THE GRAY MISTRESS (CR 15)**

The rumor of a dragon nesting in Castle Korvosa is quite true. Queen Ileosa first encountered the black dragon Zarmangarof living near the Sunken Queen, and after charming the creature, she invisibly brought him back to Castle Korvosa to serve as a guardian. Originally, Ileosa hoped to use the dragon to quell uprisings and generally add to her arsenal of terror against Korvosa's citizens. However, Sabina Merrin stepped in with a different plan—she requested the use of the dragon as a mount, explaining to Ileosa that with such a creature held in reserve, she could quell a large and organized uprising with ease. Ileosa agreed, and with his permission (and magical compulsion via a *geas*), Zarmangarof agreed to serve Sabina. To date,

Sabina's been careful to take the dragon out only during the night—she's been saving a public unveiling of her new mount for the right moment when she can engineer the dragon's defeat. Her first confrontation with the PCs is just such a moment.

There's more to Sabina Merrin than most of Korvosa suspects, for she represents one of Ileosa's greatest mistakes. While Ileosa was quick to secure the loyalty of her followers via magic (*charm monster* and *geas* being favorite methods), she knew that magic could be dispelled, and that true loyalty was a much stronger bond. With Sabina, she felt she had just such loyalty; furthermore, Sabina's devotion and honor, both to Korvosa and to the queen, gave Ileosa a perfect creature to leech off of with her *misdirection* spells.

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

Yet the forced recruitment of Gray Maidens was only one of the ways that Ileosa had turned against Korvosa. With each passing week, Sabina learned of a new atrocity: the introduction of blood veil into the city, Ileosa's bargaining with devils to gain more power, the appointment of Togomor as seneschal, cold-blooded murders, and the enslavement of a hateful and destructive dragon. Sabina long ago realized that Ileosa never loved her—further, that Ileosa has never loved anyone, with the possible exception of herself. Yet by that point, Sabina was in too deep. She felt powerless to change Ileosa's unceasing brutality on her own, so she continued to take advantage of her close proximity to temper the queen's cruelty whenever she

could. The stress has become nearly overwhelming, and when she learns that the PCs returned to Korvosa—those same heroes she met what feels like a lifetime ago on the eve of Eodred II's death and who, perhaps, helped to rescue some of the women imprisoned below the Longacre Building—Sabina realizes they might be her only chance for redemption and to save the city from the woman she thought she loved.

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

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

**SABINA MERRIN****CR 14****XP 38,400****hp** 193 (see page 454)**TACTICS**

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

**During Combat** Sabina doesn't directly attack the PCs. Instead, she swoops low to confront them with her dragon mount, urging him through her Ride skill (since she and the dragon don't share a language) to land amid the PCs rather than pursue a more tactically sound aerial assault. As the battle commences, Sabina continues to use Ride to maneuver the dragon into awkward positions; if she succeeds at a DC 25 Ride check as a standard action, her tugging and kicking distract the dragon, rendering him flat-footed and giving him a -4 penalty to AC and on attack rolls. Eventually, the dragon realizes what she's up to (see Zarmangarof's tactics below) and begins attacking her, at which point she dismounts (Ride DC 20 to fast dismount) and cries out, "We need to kill this beast fast, before it realizes it has an entire city at hand to destroy!" She then focuses all of her attacks on the dragon, working with the PCs as best she can to kill it.

**Morale** Once Zarmangarof is defeated, Sabina casts aside her arms and removes her helm. The time has come for her to choose sides—see Development on page 343.

**ZARMANGAROF****CR 15****XP 51,200**Male very old black dragon (*Pathfinder RPG Bestiary 92*)

CE Huge dragon (water)

**Init** +4; **Senses** dragon senses; Perception +31**Aura** frightful presence (270 ft., DC 23)**DEFENSE****AC** 43, touch 8, flat-footed 43 (+4 armor, +27 natural, +4 shield, -2 size)**hp** 250 (20d12+120)**Fort** +18, **Ref** +12, **Will** +16**DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 26**OFFENSE****Speed** 60 ft., fly 200 ft. (poor), swim 60 ft.**Melee** bite +29 (2d8+15 plus 2d6 acid), 2 claws +28 (2d6+10), tail slap +26 (2d6+15), 2 wings +26 (1d8+5)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** acidic bite, breath weapon (100-ft. line, DC 26, 18d6 acid), crush (Small creatures, DC 26, 2d8+15)**Spell-Like Abilities** (CL 20th; concentration +23)Constant—*speak with animals* (reptiles only)At will—*darkness* (90-ft. radius), *plant growth*

1/day—corrupt water

**Sorcerer Spells Known** (CL 9th; concentration +12)4th (4/day)—*hallucinatory terrain* (DC 17), *phantasmal killer* (DC 17)3rd (7/day)—*major image* (DC 16), *slow* (DC 16), *suggestion* (DC 16)2nd (7/day)—*glitterdust* (DC 15), *mirror image*, *web* (DC 15), *whispering wind*1st (7/day)—*alarm*, *mage armor*, *ray of enfeeblement* (DC 14), *shield*, *silent image* (DC 14)0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *open/close*, *prestidigitation***TACTICS****Before Combat** Zarmangarof casts *mage armor*, *mirror image*, and *shield* before combat.**During Combat** Zarmangarof is under a *geas* to serve as Sabina's mount and is charmed to be an ally to Queen Ileosa and her minions. These magical effects ensure his cooperation, and he follows Sabina's commands via her Ride skill as demanded, but since he doesn't speak Common and Sabina doesn't speak Draconic, they have limited communication. While he would rather stay in the air and use magic and acid against foes on the ground, he lands as directed by his rider. Once melee begins, each

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

time Sabina attempts a Ride check to render Zarmangarof flat-footed, the dragon gets to attempt a free Sense Motive check opposed by the result of Sabina's Ride check to realize what she's up to. In any event, once the dragon is reduced to fewer than 100 hit points, his frustration gets the better of him anyway and he turns on Sabina in anger. Once the dragon lashes out at Sabina, he immediately takes a -3 penalty to each of his ability scores from the *geas*. If, at any time, the *charm monster* effect on the dragon is dispelled, he takes to the air and uses breath weapons and magic against the PCs and Sabina alike unless he feels confident that he can finish the party off without putting himself in danger.

**Morale** Zarmangarof fights to the death.

**STATISTICS****Str** 31, **Dex** 10, **Con** 23, **Int** 16, **Wis** 19, **Cha** 16**Base Atk** +20; **CMB** +32; **CMD** 42 (46 vs. trip)

**Feats** Alertness, Combat Expertise, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

**Skills** Fly +15, Handle Animal +23, Intimidate +26, Knowledge (arcana) +26, Knowledge (history) +26, Perception +31, Sense Motive +6, Spellcraft +26, Stealth +21, Swim +41

**Languages** Aklo, Boggard, Draconic, Thassilonian

**SQ** speak with reptiles, swamp stride, water breathing

**Development:** After Zarmangarof is defeated, the PCs have a decision to make. Sabina has surrendered to them, throwing herself upon their mercy. If they give her a chance, she confesses to the PCs the full extent of her participation in Queen Ileosa's cruelty, but begs them to give her a chance to undo what she allowed to happen through her inaction. Her first request, though, is to find somewhere safer to speak. If the PCs suggest the Dead Warrens, Sabina implores them to pick another site that won't be put at risk when the queen's minions come for her. There are agents within Castle Korvosa who know nothing of kindness or pity, and if they don't already know of Sabina's surrender (which is unlikely, especially if this event happens in a public location after an eye-catching dragon fight), they will soon enough when she doesn't return to her quarters in the castle.

Assuming the PCs accept Sabina's surrender and grant her asylum, she has plenty to offer them. The start of the

next part of the chapter outlines the various ways she can help prepare the PCs for an assault on Castle Korvosa. Sabina would rather not accompany the PCs into Castle Korvosa, however—she instead wants to aid the rebellion in retaking Korvosa. While the Gray Maidens ensconced in the castle are completely loyal to the queen, some of those in the city proper still see Sabina as their commander. If she can use this loyalty to gain their aid, the rebels suddenly gain a potent fighting force on their side when the time comes. That said, if you feel that the PCs could use some help, feel free to send Sabina with them into Castle Korvosa; as detailed in the next part, her knowledge of the castle isn't as exhaustive as one might hope, but at the very least, having one more strong sword and shield could make the difference between success and failure.

**Story Award:** If the PCs ally with Sabina, award them XP as if they had defeated her in combat.



ZARMANGAROF

## PART 2

# ASSAULT ON THE CASTLE

The foundation upon which Castle Korvosa is built is much older than the castle itself, dating back thousands of years to ancient Thassilon. Other remnants of that time still stand as well, the Gatefoot and the Pillar Wall being notable examples. In those days, the Grand Mastaba served as Runelord Sorshen's home. The chambers below were her laboratory and, eventually, where she went into hibernation. Sorshen sleeps still, unsuspected and unknown, in a deep vault under Castle Korvosa.

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

## PRELIMINARY RESEARCH

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

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

**Neolandus, Sabina, and Trinia:** When Trinia was commissioned to paint King Eodred II's portrait, she was escorted up to the castle's fourth floor; she can sketch for the PCs the most direct route from the entrance hall (area A46) to the art gallery (area A49) as a result. She can also describe the cell she was held in while she was awaiting execution (area A22), but she was blindfolded during her trips to and from that prison.

Neolandus's and Sabina's knowledge of the castle is much greater. They can provide a rather detailed map of the castle for the PCs to use to plan out their attack, including secret doors and hidden chambers. Of course, knowing the castle's layout is only part of the solution. While Neolandus has been out of the castle too long to be able to provide useful information about its current guardians, Sabina can provide the PCs with information about many of the major NPCs they will face within. Over the past several months, she's been spending more and more of her time outside of the castle, as she's been feeling increasingly unwanted therein; she hasn't ventured beyond the third and fourth floors much at all. She knows that Ileosa's been recruiting devils to aid her, but isn't sure how the queen's been able to pull this off—she initially suspected a link to the Acadamae, but her investigations into that theory have shown no support. She knows Ileosa has some large hell hound pets, that a horned devil named Mavrokeras guards the towers (although she's not sure where he lurks), and that three barbed devils known as the Yallops have been increasingly annoying and disruptive. The belier devil Sermignatto has concealed his presence from her entirely. Sabina also knows that a few Red Mantis agents have recently claimed portions of the fourth floor and that a powerful new leader has arrived from the distant south to reorganize them after their recent troubles, but Sabina avoids contact with them and knows little else about the assassins. Finally, she explains that Ileosa has grown even more cold and grim of late, and for the past several weeks she has rarely left her chambers. She certainly hasn't called for Sabina's companionship since she started wearing that "ugly new



CROWN  
OF  
FANGS

CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION



crown,” and Sabina has finally admitted to herself that Illoosa likely never loved her—an admission that has driven her to finally turn against the monarchy.

## A CASTLE KORVOSA

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

The maps for Castle Korvosa can be found on pages 349 and 356. The aerial view of the castle grounds on page 349 shows the layout of the main features of the complex. These areas, while constantly under the watch of guards in the castle itself, are mostly abandoned today, and can provide cover to parties seeking a stealthy approach.

**1. Public Courtyard:** This terrace, built for public festivals, is where the climactic scene of “Edge of Anarchy” occurred.

**2. Grand Mastaba:** This ancient Thassilonian pyramid serves as the castle’s foundation.

**3. The Castle:** The interior of Castle Korvosa is presented in detail on the following pages, but keep in mind that although Castle Korvosa might look like a standard “dungeon crawl,” it is not. Since the PCs can get details on the castle’s interior from their allies (particularly Sabina and Neolandus), its layout is no mystery—the focus should be its occupants, not exploration. Treat Castle Korvosa as a set of extended encounters with numerous foes. Let the walls serve to keep fights manageable, not just to funnel PCs through specific routes. Don’t be too disappointed if your group teleports into the throne room and attacks the queen but then never even bothers to explore the other floors. Sure, they’ll miss clues and treasure here and there, but you should let the PCs determine the course for this part of Curse of the Crimson Throne. Let them decide where and how they’re going to achieve their list of goals. They’ve come a long way from fighting against decrepit old crime lords and running errands for the city guard. They’re heroes now (hopefully), so don’t be afraid to let them take charge of the plot.

**4. Great Ramp:** A more recent construction, the Great Ramp was built to facilitate wagon traffic to the castle.

**5. Gardened Terraces:** Mature green areas of small size but remarkable beauty, the Gardened Terraces were commissioned by Queen Domina.

6



CROWN OF FANGS

345

## GETTING INSIDE

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

**Physical Entry:** There are numerous physical entrances into the castle via doors, windows, arrow slits, or even chimneys or soil pipes. Some of these might require characters to be gaseous or to break bars, and most of them have guards posted nearby. Wise characters take the time to scout out physical entrances before risking them. Sabina recommends the secret entrance via the armory (area A28) if the PCs ask her opinion, although approaching via flight while invisible gives them the option to enter the castle



from any number of locations (in which case Sabina's recommendation changes to the hole in the floor of area A79).

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

**Ethereal Entrance:** While walking into the castle via the Ethereal Plane might sound like a good plan, it actually just forces an early encounter with Sermignatto, a battle that the PCs might not be prepared for (see area A59).

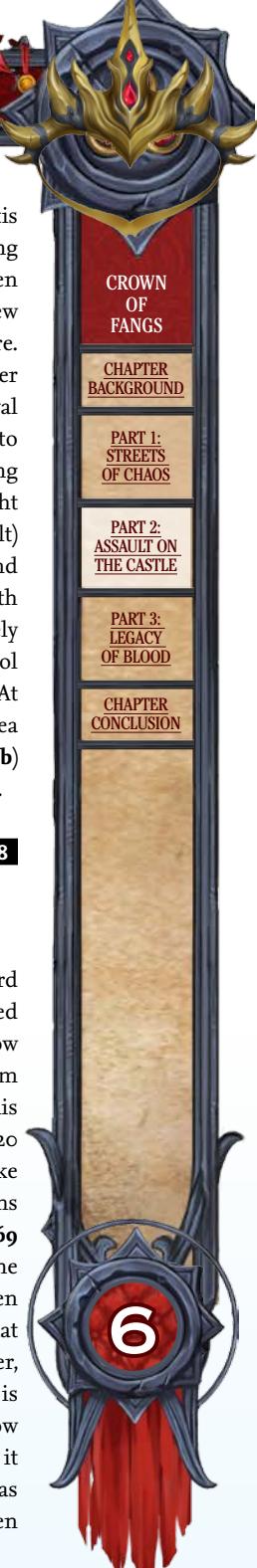
**A Note on Castle Defenses:** Castle Korvosa's defenses may seem lackluster when it comes to preventing powerful intruders such as the PCs from getting inside. This is intentional. For Ileosa, there's little left of import in Castle Korvosa; by the time the PCs invade Castle Korvosa, everything she needs to complete her goals has been moved to the Sunken Queen (which is much better defended—see Part 3).

While there are certainly secrets and resources that can help the PCs in Castle Korvosa, Ileosa believes that they won't be of much use to her enemies. In addition, allowing the PCs to revel in their ability to enter and leave the castle without having to exert many resources overcoming its defenses helps them feel like the high-level heroes they've spent the entire campaign becoming. The true focus of the challenges awaiting the PCs in Castle Korvosa are key fights against the castle's powerful occupants, not the castle's defenses. Feel free to bolster Castle Korvosa's defenses if you wish, but keep in mind that, sandwiched between Scarwall and the Sunken Queen as it is, it's okay for this fortress to be one where the PCs don't have to expend all of their resources just to enter.

## PATROLS

Three types of guards make regular patrols through Castle Korvosa: erinyes devils, Gray Maidens, and Red Mantis assassins. A fourth “patrol” exists in the castle's upper works—the ghost of Eodred's half-brother, Venster Arabasti.

**Erinyes Devils:** There are six erinyes devils stationed in the lower guardroom (area A17) on the castle's first floor. Periodically, the devils use *greater teleport* to pop into other rooms on this floor, spending a few minutes in each room to look it over and ensure that everything's okay. Once an erinyes spots intruders, she immediately begins alerting all other devils, Togomor, and other castle guardians via telepathy, raising the castle's alarm to full readiness in a matter of seconds.



**Gray Maidens:** There are 26 Gray Maiden palace guards active in Castle Korvosa, and once Sabina abandons the order to ally with the PCs, leadership of them falls to Vavana Dhatri, Ishani's sister and the so-called "Arbiter of Allegiance" for the organization (see area A52). Vavana does not patrol, though the 12 Gray Maidens who quarter in the two barracks (areas A30 and A38) do. A patrol of Gray Maidens consists of four palace guards who move as a group in clockwise rotations through all unlocked areas of the castle, remaining for a few rounds in each room to ensure all is well. At all times, one patrol is active on the second floor and another is active on the third floor. You can have the PCs encounter a floor patrol when you feel the drama of the game warrants it, or you can simply say that there's a 10% chance of encountering a patrol every 5 minutes. Keep in mind that since a patrol of four palace guards is merely a CR 12 encounter, it alone won't significantly threaten the PCs—but having a patrol raise an alarm or join an already active encounter in progress can be another matter entirely!

#### GRAY MAIDEN PALACE GUARDS (4)

CR 8

XP 4,800 each

Female human fighter 9

LE Medium humanoid (human)

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

##### DEFENSE

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

**hp** 99 each (9d10+45)

**Fort** +11, **Ref** +5, **Will** +5 (+2 vs. fear)

##### OFFENSE

**Speed** 30 ft.

**Melee** +1 longsword +15/+10 (1d8+7/17-20)

**Ranged** +1 composite longbow +12/+7 (1d8+4/x3)

**Special Attacks** weapon training (heavy blades +2, bows +1)

##### TACTICS

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

**Morale** Gray Maiden palace guards fight to the death.

##### STATISTICS

**Str** 14, **Dex** 12, **Con** 18, **Int** 10, **Wis** 8, **Cha** 14

**Base Atk** +9, **CMB** +11 (+13 bull rush), **CMD** 22 (24 vs. bull rush)

**Feats** Improved Bull Rush, Improved Critical (longsword), Improved Iron Will, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Shield Wall<sup>APG</sup>, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Intimidate +14, Perception +8, Sense Motive +8

**Languages** Common

**SQ** armor training 2

**Gear** +1 full plate, +1 heavy steel shield, +1 composite longbow (+2 Str) with 20 arrows, +1 longsword, cloak of resistance +1, 31 pp, 4 gp

**Red Mantis:** After the PCs defeated the Red Mantis in Deathhead Vault during Chapter 4, the surviving assassins left in the city fled to Castle Korvosa. The queen graciously gave them the castle's fourth floor as a new hideout, pending the securing of another base elsewhere. Soon thereafter, the commander of their previous leader Cinnabar arrived from Mediogalti Island. This new arrival is Mistress Kaytanya, a remorseless assassin eager to salvage what she can of the Korvosa operation. Unwilling to admit defeat yet, Kaytanya and her remaining eight assassins (plus any survivors from the Deathhead Vault) hope to be able to see things through to the end and thus return to the Crimson Citadel far to the south with stories of a successful mission. The assassins are largely in control of the castle's fourth floor, where they patrol the halls, keeping to the shadows and moving stealthily. At any one time, five Red Mantis assassins are at rest in area A72. Each of the suspended bridges (areas A83a and A83b) are patrolled by one assassin, as is the catwalk (area A71).

#### RED MANTIS ASSASSINS (4)

CR 8

XP 4,800 each

**hp** 78 each (see page 144)

**Venster:** Although the ghost of King Eodred II's bastard half-brother is hardly a patrol, he does have a limited ability to sense the arrival of new minds in the castle. Now and then, he attempts to contact the PCs, guiding them as best he can toward his prison in area A89, although his ability to do so is limited to whispers (grant a PC a DC 20 Perception check to hear a brief voice say something like "...save me..." or "...game room..."), minor manifestations of his presence (such as those that take place in area A69 or A88), or dream sendings (he can create these only if the PCs actually sleep somewhere in the castle, and even then his dreams are confusing—the sleeping PC dreams that Ileosa comes to seduce him into poisoning his brother, the king). Contacting and communicating with Venster is not one of Cressida's goals for the PCs (she doesn't know of his existence as a ghost in the castle, after all), but it should be something that the PCs eventually seek out, as there is much the ghost can tell them of what has taken place within the castle walls.

#### DUNGEON

Very few know of the existence of this lowest level of Castle Korvosa; traditionally, knowledge of its existence was restricted to the royal family, the seneschal, and a few high-ranking officers in the military. These chambers were thought to be unholy by the Shoanti, and even the builders and modern dwellers of Castle Korvosa found the chambers to be oppressive and grim. The dungeon was used mostly as vaults to store the castle's wealth and

dead, but today relatively little of value remains here. After looting these chambers, Ileosa had no use for them, and most of what remained of the Arabasti fortune has been relocated to the Sunken Queen (see area **B2** on page 382). As a result, the dungeons of Castle Korvosa are perhaps the safest place to hide. Ceiling height ranges from 15 feet in the corridors to 30 feet in the larger chambers.

### A1 VAULT OF FANGS

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

This room served for many hundreds of years as the repository for the fangs of Kazavon. The chill in the air is all that remains of the ancient relics. The coffer was used to store the fangs, and while it is empty now, a glance inside reveals several fang-shaped shadows burnt into the interior.

### A2 EMPTIED TREASURY

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

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

### A3 ROYAL CRYPTS

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

Originally a crypt for Sorshen's favorite consorts, the tomb now serves the Korvosan monarchy as a burial site. Each of the five sarcophagi bears the name of a deceased king or queen. Starting from the westernmost coffin, in counterclockwise order, they are Lord Arbust, King Eodred I, Queen Domina, King Eodred II, and (far from the others) King Cardraith. An inspection of each sarcophagus reveals that all of them have been opened relatively recently; Ileosa pried them open to plunder the valuables the previous monarchs were buried with not long after her husband, Eodred II, died. The bodies within the four older repositories are leathery and long-dead, but should the PCs investigate the contents of Eodred II's

sarcophagus, they are in for a shock, for his body is not the only thing within. Ileosa has placed dozens of dead stirges, their bodies crushed and broken, throughout the coffin with his corpse—a final insult to the man once known as the Stirge King for his spendthrift ways. Attempts to use *speak with dead* don't reveal Ileosa's role in the king's death, for even as he died he did not suspect his wife of ill-doing. Attempts to use *resurrect* on the king are likewise fruitless, as Eodred II has been judged by Pharsma and gone on to his role in the Great Beyond, and is thus beyond the reach of mortal magic.

### A4 EMPTY VAULTS

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

### A5 THE HIDDEN WAY BELOW

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

An investigation of the huge central pillar reveals that it is cooler to the touch than the surrounding walls. A successful DC 45 Perception check is enough to reveal something unusual: the pillar seems to extend through the floor into a recess. The pillar is in fact an immense plug that seals the entrance to the deeper dungeons below—dungeons still haunted by the undead and immortal slaves of Runelord Sorshen. No simple method to remove this pillar is apparent.

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

These lower four dungeon levels are, in fact, a complex puzzle built to someday awaken and begin siphoning blood down to the lowest level to slowly rouse Runelord Sorshen from stasis. One of the middle dungeon levels is a large menagerie of strange and exotic beasts and creatures, each of whose blood contains a different element of the



CROWN  
OF  
FANGS

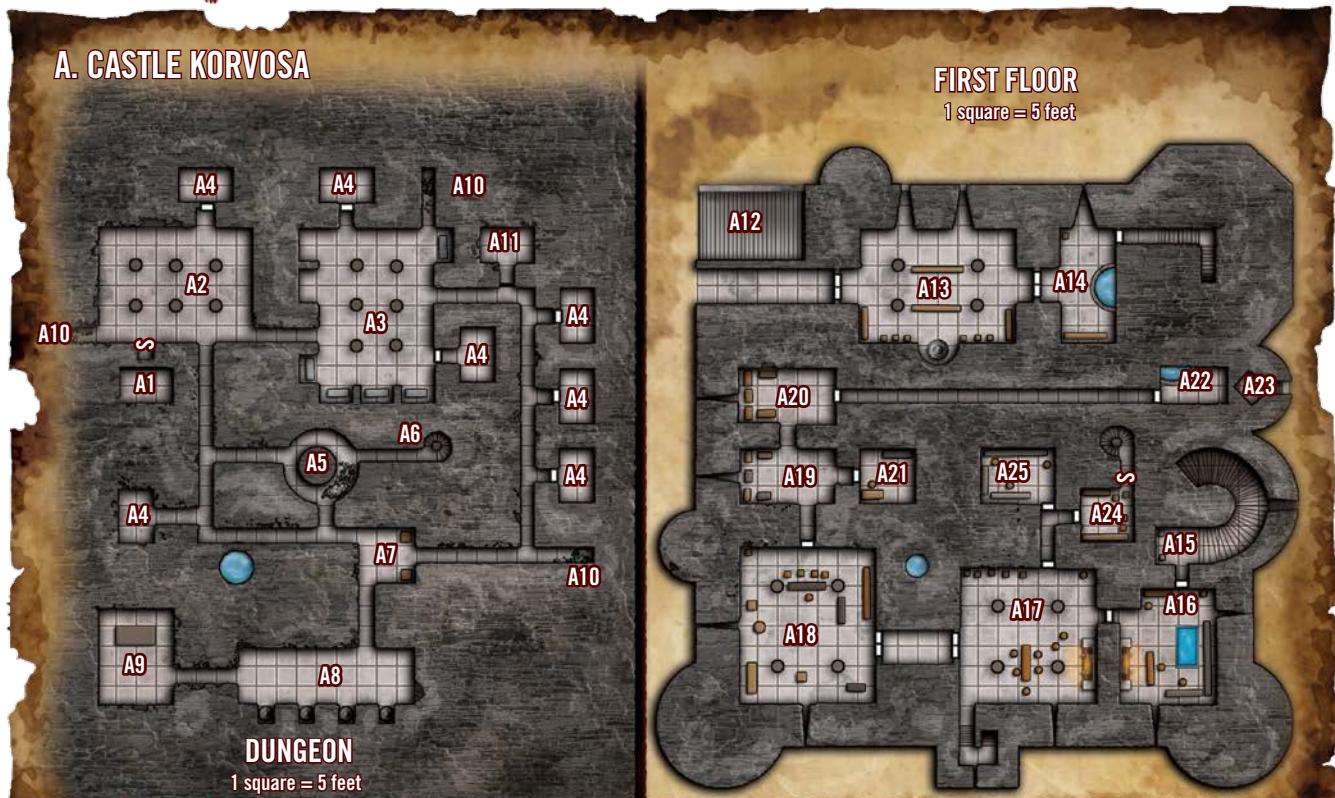
CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

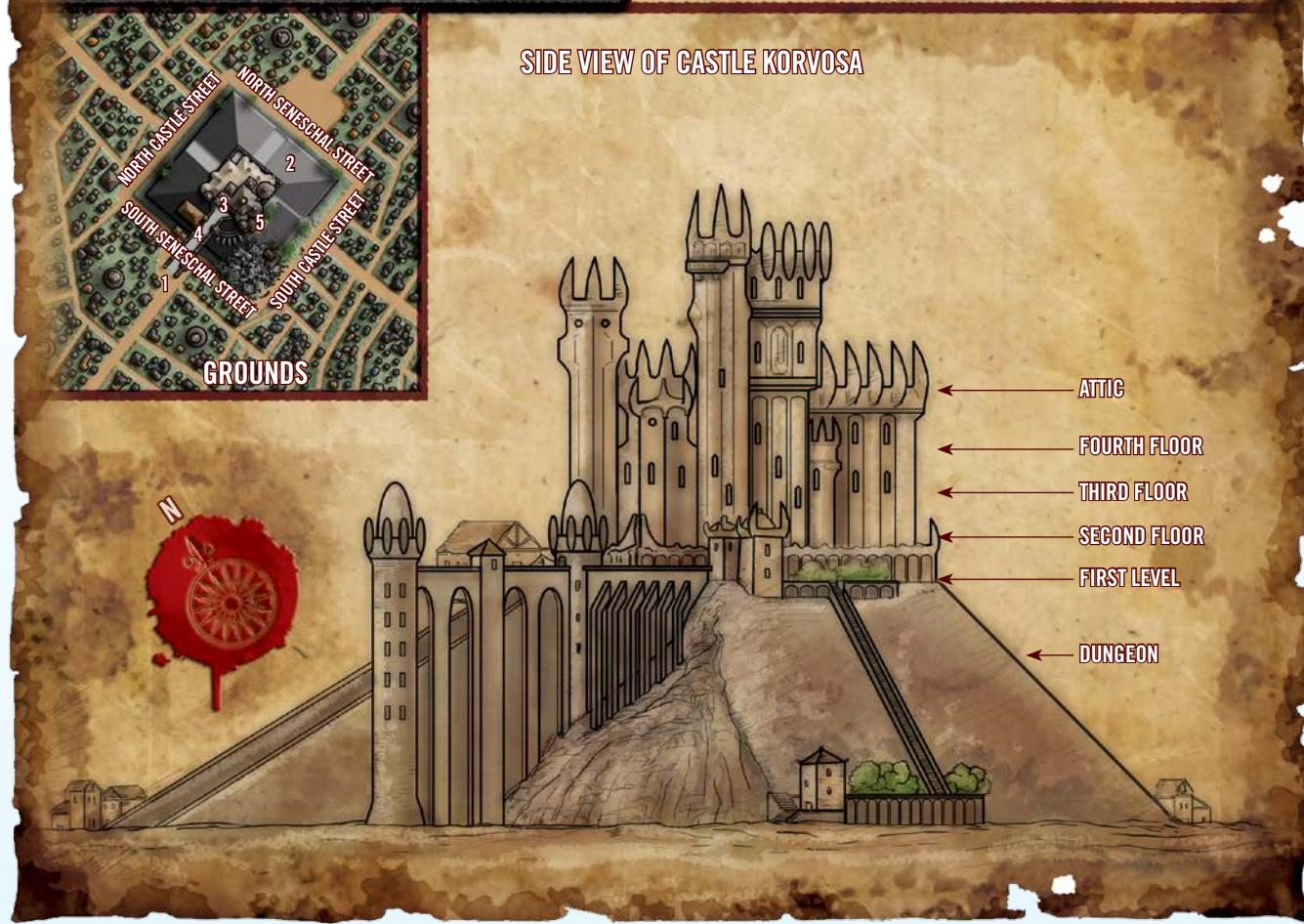
PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION



SIDE VIEW OF CASTLE KORVOSA



6

required combination needed to awaken Sorshen. The deepest dungeon is a huge magical machine built to leech blood from this menagerie when the time is right; bound demons and constructs toil here still to keep the machinery and blood channels clear and ready for an activation that might never occur. Full details on these deeper levels are beyond the scope of the Curse of the Crimson Throne Adventure Path.

### A6 SECRET STAIRCASE

This spiral staircase leads 70 feet up to area A24.

### A7 ANCIENT GUARDROOM

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

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

### A8 SHINING STATUES (CR 16)

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

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

**Trap:** Whenever any form of light is shed on the statues, they begin glowing. One round later, all characters in area A8 feel what can only be described as a much more powerful and overwhelming mind brush against their own—a brief contact that could potentially leave everyone in the room held in place, paralyzed, in a combination of awe and humility. On the round after that, the glowing energy on the statues detaches and resolves into a group of four shining children, called in by Sorshen's ancient magic to destroy those who would intrude upon her first consort's resting place.

### PARALYTIC PULSE

CR 16

**XP 76,800**

Type magic; Perception DC 33; Disable Device DC 33

#### EFFECTS

**Trigger** proximity (any light source); **Onset Delay** 1 round; **Reset** automatic (after 2 minutes)  
**Effect** spell effect (*mass hold person*, CL 20th, Will DC 23 negates, affects all creatures in area A8) and summons four shining children (the summoned shining children vanish in 20 rounds as the trap resets)

### SHINING CHILDREN (4)

CR —

hp 152 each (*Pathfinder RPG Bestiary 2* 245)

### A9 KUSASFA'S TOMB

The ceiling of this chamber is covered by mosaics depicting a huge constellation of seven-pointed stars. A huge limestone sarcophagus lies at the northeast end of the room. The sarcophagus is open, and its heavy lid lies on the floor, broken into three pieces. On the lid is the carved image of a regal man with a drum-shaped hat.

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

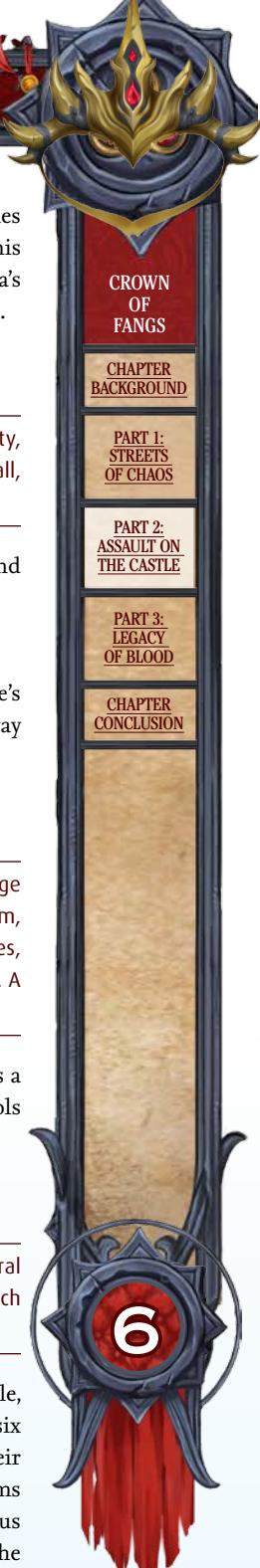
### A10 COLLAPSED PASSAGEWAY

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

### A11 VENSTER'S END

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

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



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

## FIRST FLOOR

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

### A12 MAIN ENTRANCE STAIRS

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

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

### A13 CHAPEL

The large wooden doors that open into the chapel from the exterior are locked with an *arcane lock* (CL 16th) placed by Togomor.

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

The man depicted in the stained-glass window and by the statue is the dead god Aroden (identifiable as such with a successful DC 15 Knowledge [religion] check). Originally meant to offer guidance to lower-class worshipers, this

locale saw less and less use once several actual temples were built in the city proper. With Aroden's death, this chapel fell even further into disuse, and since Ileosa's ascent to the throne, the monthly cleanings have ceased.

### A14 FOUNTAIN CHAMBER

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

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

### A15 EPOCHAL TOWER STAIRS

This major flight of stairs is the foundation of the castle's tallest tower. The stairs ascend from this point all the way to area A92, with landings at every floor in between.

### A16 LAUNDRY

The air in this room smells of soap and lavender. A large washbasin dominates the southeastern part of the room, while elsewhere stand numerous racks for drying clothes, dress forms, stools, and tables strewn with sewing notions. A cold fireplace sits against the opposite wall.

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

### A17 LOWER GUARDROOM (CR 14)

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

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

Roll 1d6 to determine how many erinyes are in this room when the PCs enter, adjusting the result as necessary to account for devils the PCs might have defeated already. Erinyes not present are patrolling this floor of the castle.

Once combat begins, the erinyes use telepathy to alert any of their sisters, who arrive via *greater teleport* on their initiative roll the next round. At the same time, the erinyes quickly alert all other defenders in the castle in the same manner, putting the entire structure on full alert.

Note that when the PCs first assault the castle, one of Ileosa's furies (herself a more powerful erinyes) is stationed here as well, but as soon as word spreads of the PCs' attack, this fury teleports back to the Sunken Queen to join her companions there and report to Ileosa. If the PCs manage to catch this fury off guard here, she does not stay here to fight but immediately teleports away—see page 386 for her statistics if they become necessary.

her via a *scroll of sending*. She answered in a way that made him fear she was being held against her will and lured him into the castle, where she captured him. Ishani knows now that his sister is beyond redemption, for it was at her hands he was bound and then sacrificed to the akaruzug, yet he holds her no ill will. He does not seek revenge, and wants only to escape. If the PCs make their goals obvious, he asks them to be swift in their dealings with Vavana, but warns them she is not to be trusted. If she would sacrifice her own brother, who can say what betrayals she might seek to inflict on those who have caused the organization she's helped to build so much trouble?

Beyond this information, Ishani can't actually reveal much more about the castle's defenders to the PCs; he met his sister in the chapel (area A13) but was knocked out when she betrayed him there. He woke again in this room, only to die upon the akaruzug's chest. He does have one important piece of information to reveal, though. He knows that Queen Ileosa isn't actually in the castle, and that the woman who seems to be her is in fact some sort of illusion or magical creation—information his sister mockingly revealed to him just as she betrayed him. Davana didn't reveal where Ileosa was, but only that she was at a “place of great power, and when she returns, those of us who served her loyally will earn incredible rewards.”

**ADVANCED ERINYES DEVILS (6)** CR 9  
**XP 6,400 each**  
**hp** 112 each (*Pathfinder RPG Bestiary* 294, 75)

**A18 JUSTICE CHAMBER (CR 14)**

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This large chamber smells of seasoned wood. It contains a long table with four wooden chairs on one side and a single stool on the other. Torture implements, including a rack, an iron maiden, and a complex pulley machine, are arranged near the walls, together with a wide range of crafty restraining devices.

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

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

**AKARUZUG** CR 15  
**XP 51,200**  
**hp** 220 (see page 466)

**Development:** Ishani is quite dead, but if the PCs defeat the akaruzug and retrieve his body, they can restore the Abadaran priest to life using *raise dead* or similar magic. The poor man screams and wails in grief upon being restored to life, but soon recovers his composure and can tell the PCs his sad tale—upon hearing rumors that his sister Vavana Dhatri still lived and had taken up with the Gray Maidens (perhaps something he may have learned from the PCs if they discovered this information during their raid on Deathhead Vault in Chapter 4), he contacted

**ISHANI DHATRI** CR 4  
**XP 1,200**  
**hp** 36 (see page 81)

**Story Award:** If the PCs raise Ishani from the dead and learn what he knows, award them 38,400 XP.

**A19 SOUTH PRISON ROOM**

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

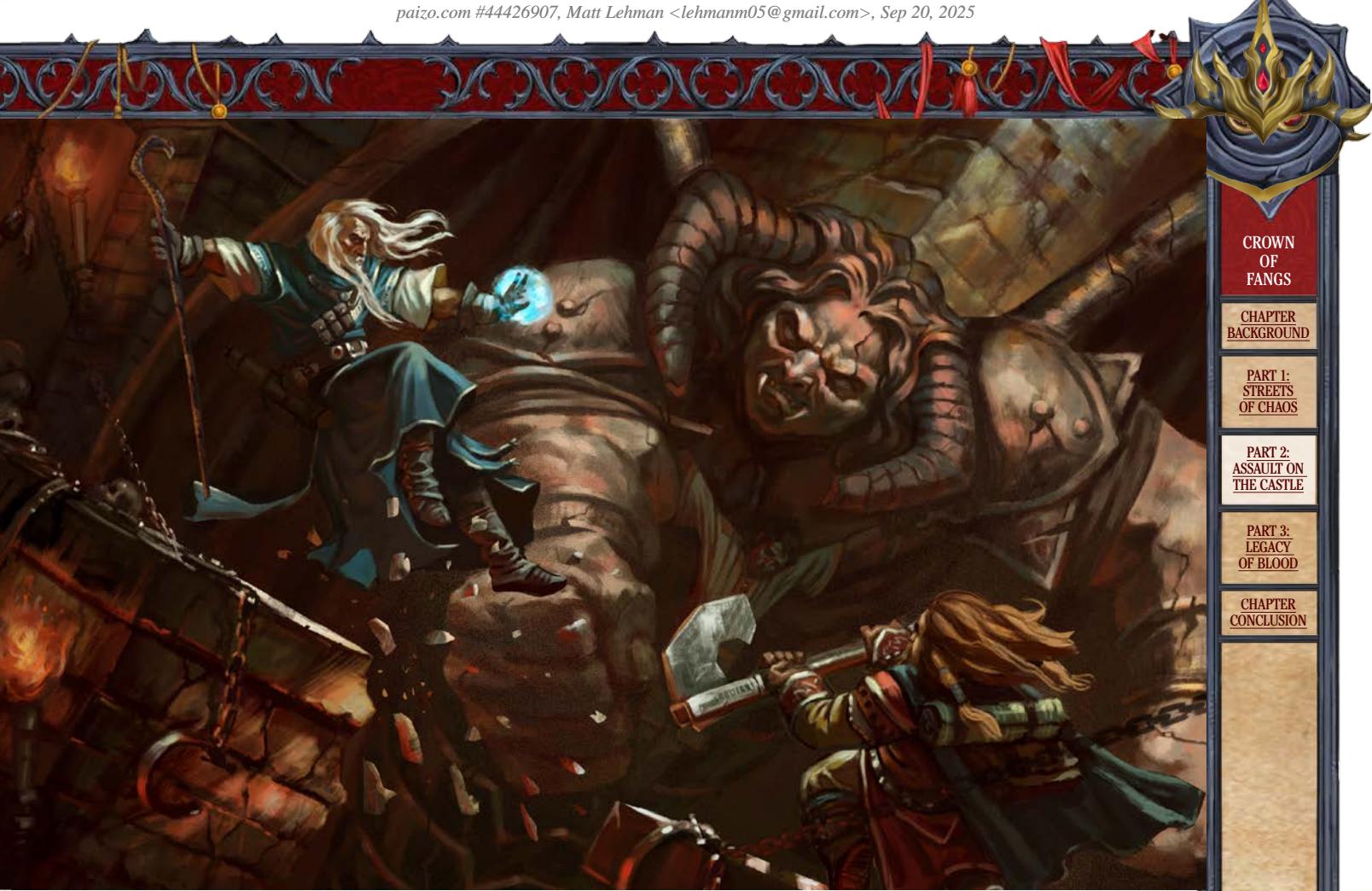
Each of the cages is empty and unlocked; Togomor has the keys, and he might place PC or NPC prisoners in here once he finishes torturing them for information. The cages themselves are quite sturdy and well-constructed. Picking the lock to a cage requires a successful DC 40 Disable Device check, while breaking one open requires a successful DC 28 Strength check.

**A20 NORTH PRISON ROOM**

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

This room is similar to area A19, but the cage that contains the body is locked. The body is that of Gaveten

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

6

Veen, the castle jailer. Ileosa found it amusing to keep him here, a victim of his own cages, for many months. The man went insane and eventually starved here after he was forgotten. In life, Gaveten was a 4th-level expert—if *speak with dead* is cast on his body (or if he’s brought back to life), he has little he can tell the PCs that they don’t already know.

### A21 JAILER'S ROOM

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

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

### A22 OUBLIETTE

This lone cell contains a wooden stool, a small pool of water, and a moldy swath of straw. The chamber is dark and cold and forbidding—little hope can be found here.

This chamber is the most remote of all Castle Korvosa's prisons, one set aside for special prisoners to live out an entire life sentence. Their only hope at a change of

scenery was that some other poor soul would vex the king or queen so much as to be placed within this oubliette, in which case the previous victim would be transferred to a regular cell, released, or executed, depending on the ruling monarch's whim. Ileosa kept Trinia (or the false Trinia) prisoner in this cell.

### A23 GARDEROBE SHAFT

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

### A24 WOOD STORAGE

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

The secret door in the southeast wall can be discovered with a successful DC 35 Perception check; the stairs beyond lead down to area A6 and up to area A36.

**A25 CELLAR**

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

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

**SECOND FLOOR**

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

**A26 GATEHOUSE ARCHWAY**

Anyone using the main stairs to approach the castle must pass through this archway landing en route to the main entrance (area A46). This passage connects two segments of ascending stairs to the keep's main entrance. The ceiling is 20 feet high and features four murder holes (see area A54) and a portcullis. When the PCs approach, the portcullis is down (hardness 10, hp 60, lift DC 25). It can be raised from area A54. The Gray Maidens in that area wait for at least two PCs to come into range before they upend green slime through the murder holes.

**A27 SENTINEL POST**

The door to this small room is not lockable but can be bolted from the inside (break DC 25, Disable Device DC 35). The door has a shuttered eyehole. Inside are just a small table and a chair; this post is currently unguarded.

**A28 ARMORY**

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

A secret door in the southeast wall leads to the keep's postern, where a second secret door grants an escape route. Both doors are kept locked (Disable Device DC 35) and can be discovered with a successful DC 35 Perception check.

From the outside, the door is 15 feet above the ground (hence the ladder under the table).

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

Togomor knows about the secret door here, and placed a silent mental permanent *alarm* spell on the exterior door. If this *alarm* goes off, he (and by extension Sermignatto) immediately realizes what's going on and raises the castle's general alarm. The trio of barbed devils known as the Yallops (see area A37) are informed swiftly, and they teleport into this room 1d3 rounds after the alarm goes off to attack anyone they find herein.

**A29 SEAWATCH TOWER STAIRS**

These stairs lead up to area A76 and then continue up to areas A93 and A95; they bypass the third floor of the castle entirely.

**A30 WEST BARRACKS (CR 12)**

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

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

**GRAY MAIDEN PALACE GUARDS (4)**

CR 8

XP 4,800 each

hp 99 each (see page 347)

**A31 KITCHEN**

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

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

**A32 GRAY TOWER STAIRS**

These stairs lead up to area A61.

**A33 PANTRY**

The crates stored here and the shelves that line the room contain all manner of spices, herbs, and preserved foodstuffs such as spiced pork, salted meat, smoked salmon, cheese, jams, honey, nuts, and dried figs.

**A34 WORKSHOP**

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

**A35 SMITHY**

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

**A36 WORKSHOP STORAGE**

The secret door in the northeast wall can be discovered with a successful DC 35 Perception check; the stairs lead to area A24.

**A37 MESS HALL (CR 14)**

The occupants of this room enjoy using illusions to mask the room's actual appearance. The text below reveals the room's actual appearance, but feel free to add illusory trenches of burning damned souls or other hellish obstacles in here as you see fit to add flavor and perhaps opportunities for concealment against those who don't realize the images are illusory.

Four stone pillars support the ceiling of this large mess hall. Between each pillar stretches a long table lined on either side by high-backed chairs, although many of the chairs are slashed and savaged, or in some cases little more than ruins heaped on the floor. The table is piled with old pieces of rotting meat, broken bones, shattered weapons, bits of armor, and dozens of long barbs and quills. A fire burns in the large fireplace in the west corner, slowly cooking what appears to be a mostly plucked and skinned hippogriff. The scent of the cooking meat from the hippogriff isn't quite enough to mask the rancid stink of decay.

**Creatures:** Recently, this mess hall became the favored haunt of three barbed devils who collectively refer to themselves as the Yallops. Unless specifically ordered to come to the castle's defense (such as if the alarm in area A28 goes off), these devils ignore any telepathic alarms in favor of their slowly cooking feast, passing the time by singing loudly and using *major image* to create eerie visual and sound effects for their own amusement, transforming much of the room into a hellscape of burning pits of tar and flesh, cauldrons of tormented souls, and trenches of the howling damned. As the PCs approach this room, they can distinctly hear three voices singing a nearly incomprehensible song in Infernal about the pleasures of banqueting. The refrain, however, is in the Common tongue.

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

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

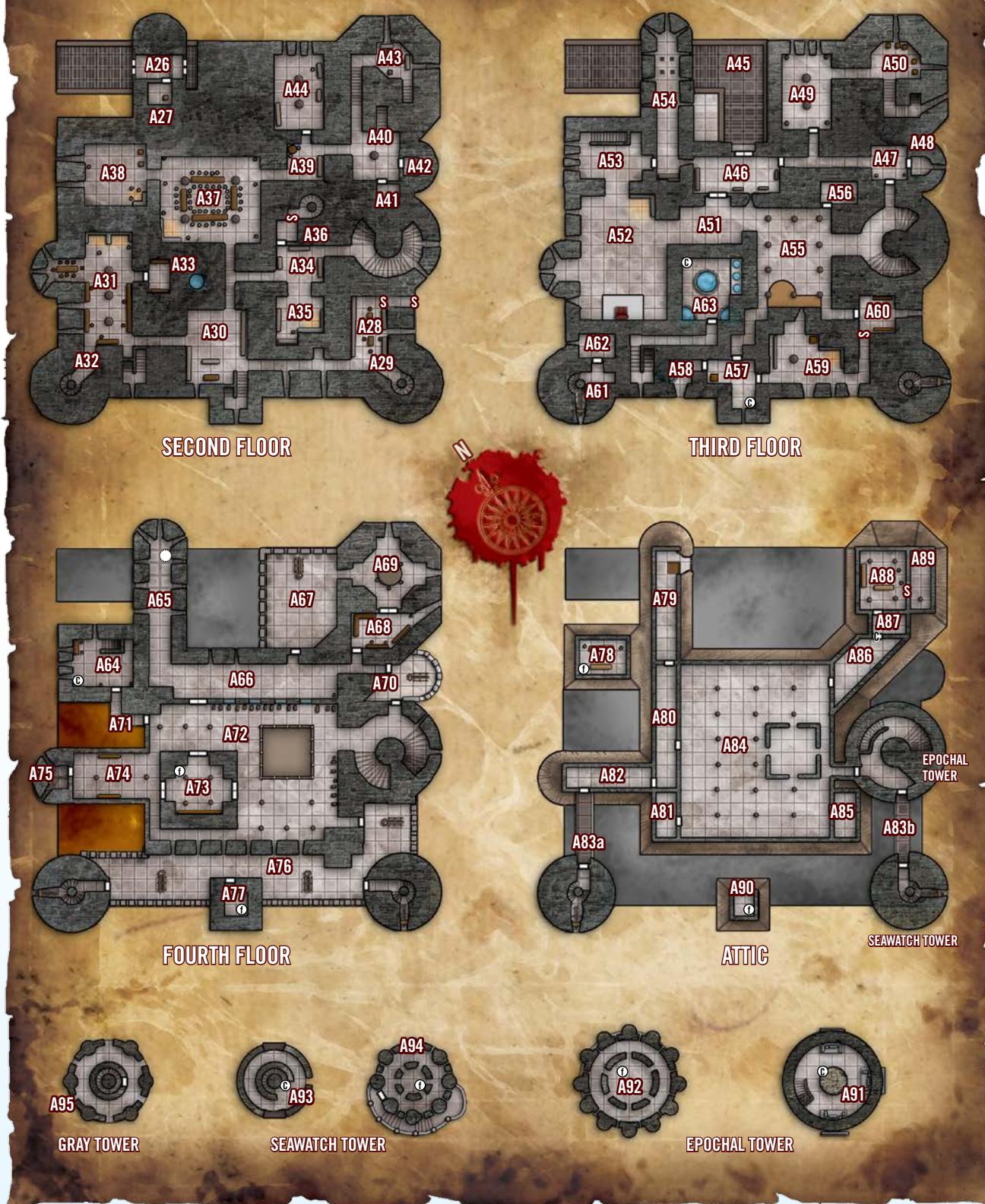
The Yallops are a trio of barbed devils bound to Sermignatto's service ever since the belier devil hand-picked the tormented souls of the three brothers from a trench of scalding lead deep in Hell. In life, the Yallop brothers were cowardly opportunists who exploited child labor and cared about nothing but their illicit business. Sermignatto was taken by their camaraderie, even in their torment, and cashed in several favors to have them promoted from the damned into devils. The Yallops remember their names and the brotherly bond they shared as mortals, but have no actual memories of their previous lives. They have continued to prove their usefulness to Sermignatto, rising quickly through the infernal ranks over the past several centuries to their current position as hamatulas. The devils are quite excited by their recent catch—hippogriffs have grown exceedingly rare in the Korvosa region of late, after all.

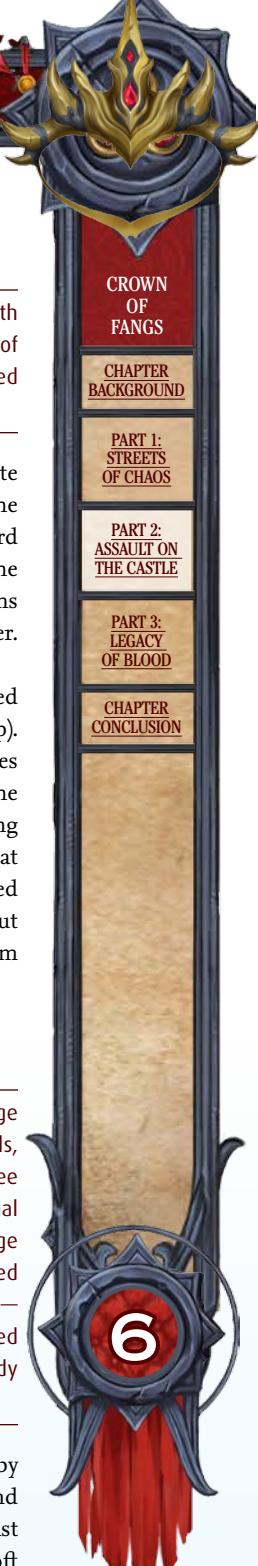
As with all the castle's devils, the Yallops know and recognize the PCs for who they are unless the characters are disguised. If they aren't, the barbed devils yelp in shock, saying things like, "They're here!" or "It's them!" Each Yallop attempts to summon an additional barbed devil during the first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

As soon as one of the Yallops is reduced to 20 hit points or fewer, or if one of them feels the holy bite of Serithia's

## A. CASTLE KORVOSA

1 SQUARE = 5 FEET





blade ("Yaaa! Yallops, it hurts like heaven!"), the barbed devils' bravery collapses and they teleport to Sermignatto's side in area A59.

#### **THE YALLOPS (3) CR 11**

**XP 12,800 each**

Barbed devils (*Pathfinder RPG Bestiary 72*)

**hp** 138 each

#### **A38 NORTH BARRACKS (CR 12)**

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

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

#### **GRAY MAIDEN PALACE GUARDS (4) CR 8**

**XP 4,800 each**

**hp** 99 each (see page 347)

#### **A39 PUBLIC PARLOR**

This little junction room contains a table with two stools and a wooden cupboard embellished with gilt designs. The cupboard contains a reserve of candles, matches, torches, and oil lamps.

#### **A40 OLD TOWER GUARDROOM**

The stairs in the northeast wall lead down to area A24.

#### **A41 ARCHIVE**

This small room seems to be some sort of archive; on the wall opposite the door is storage for vellum, paper, and writing implements. The other two walls are fitted with shelves that sag with rows of books and scrolls.

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

#### **A42 SECOND-FLOOR GARDEROBE**

This garderobe is mostly used by guards and servants, but also by the seneschal. Its soil pipe discharges waste into the garderobe shaft below (area A23).

#### **A43 SCRIPTORIUM**

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

This room is used by the royal scribes to write documents on the seneschal's behalf. The map in the showcase is marked with red ink in several areas to record the queen's ambitious building plans, including the creation of her four statues throughout the city. The plans contain no indication of her projects' purpose, however. The stairs lead up to area A50.

**Treasure:** The rolled parchments are all highly detailed maps of Korvosa and Varisia (worth a total value of 400 gp). One of the maps is of the eastern Mushfens and provides an accurate marking of the Sunken Queen's position. The map was drawn by Togomor during his early adventuring days and indicates a path named "Trail of the Frog" that leads to the Sunken Queen from a coastal site named "Greenrust Reef." With this map (reproduced as Handout #6-2 on page 138), the PCs should have no problem reaching the secluded site in Part 3 of this chapter.

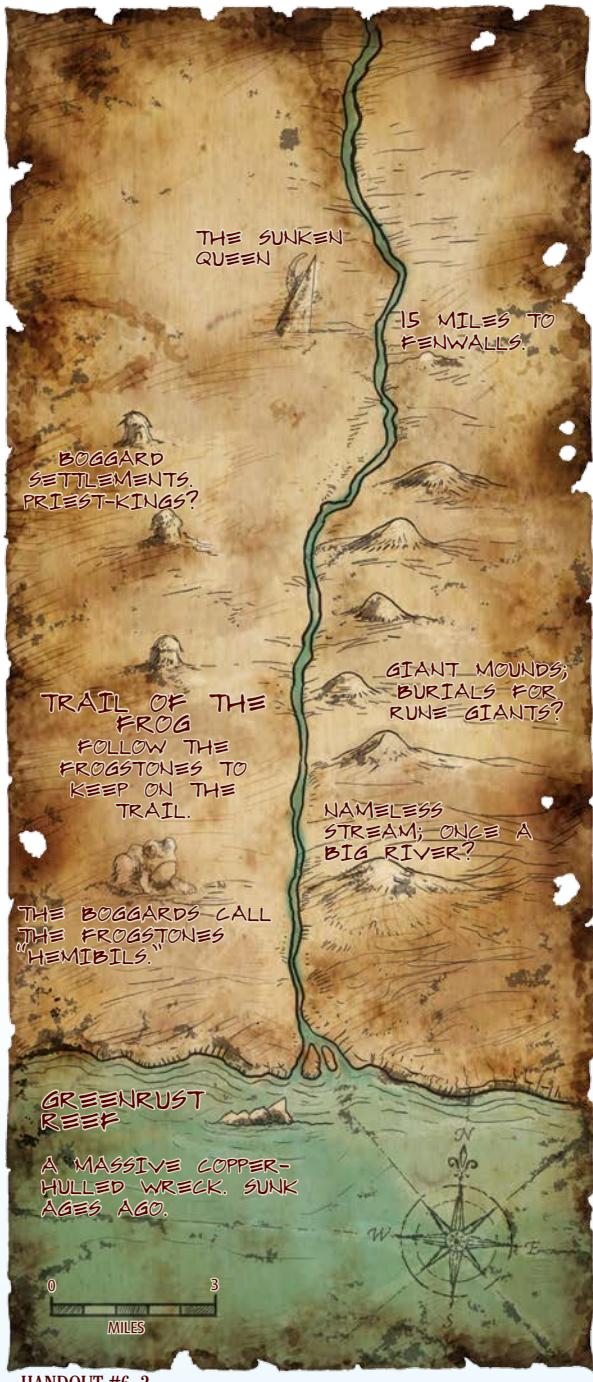
#### **A44 SENESCHAL'S APARTMENT (CR 15)**

This room contains a canopied bed, a desk, a trunk, and a large cupboard. Colorful woolen tapestries hang from the walls, while exotic carpets decorate the floor. To the northeast, three narrow barred windows have been covered with additional tapestries. A standing lamp in a corner looks like a strange swamp plant with wrought-iron leaves and a single, oversized fruit of amber-colored glass. The stink of discarded food—bread crusts, chunks of moldy cheese, and bones with tattered remnants of meat—competes with the stale smell of body odor and sweat that fills this room.

**Creatures:** This room, furnished to a high standard by Neolandus Kaleopolis, is now occupied by a foul and obese man named Togomor. A *continual flame* spell cast within the lamp's globe illuminates the room with a soft orange glow at all times. Togomor's poor personal habits and hygiene are the cause of this room's nastiness.

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

A middle-aged obese man with a bald head, the Magnimarian wizard Togomor was quite the adventurer



HANDBOUT #6-2

in his youth. Many of his early adventures took place in the Mushfens—it was there that he first learned of hemotheurgy from a group of bloatmages. Impressed with the power of their magic, Togomor abandoned his adventuring party and sought out the secrets of hemotheurgy, a quest that eventually led him to the city of Kaer Maga. There, Togomor found more than he bargained for. While he learned the initial secrets of bloat magic and even became a bloatmage initiate, he also came

to the attention of the devil Sermignatto, who had recently lost interest in his then-current project (manipulating a violent schism among the Brothers of the Seal). Impressed with Togomor's skills, Sermignatto possessed the man and sent him down to Korvosa to begin the long and delicate process of investigating the true nature of the headmaster of the Acadame.

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

**TOGOMOR****CR 15****XP 51,200**

Male human wizard 7/bloatmage 9 (*Pathfinder Campaign*)

*Setting:* City of Strangers 61)

LE Medium humanoid (human)

**Init** +3; **Senses** arcane sight, darkvision 60 ft., see invisibility; Perception +16

**DEFENSE**

**AC** 19, touch 9, flat-footed 19 (+4 armor, -1 Dex, +2 natural, +4 shield)

**hp** 162 (16d6+103)

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

**Defensive Abilities** contingency, corpulence

**OFFENSE**

**Speed** 10 ft., fly 30 ft. (average)

**Special Attacks** hand of the apprentice (9/day)

**Wizard Spells Prepared** (CL 16th; concentration +22)

8th—*horrid willing* (DC 24), *telekinetic sphere* (DC 25)

7th—*quickened displacement*, *prismatic spray*, *project*

*image* (DC 23)

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

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

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

3rd—*dispel magic*, *extended false life*, *lightning bolt* (2, DC 20), *nondetection*

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

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

1st—*charm person (DC 17), feather fall, grease (DC 17), mage armor, magic missile, shield*

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

**TACTICS**

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

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

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

**STATISTICS**

**Str** 14, **Dex** 8, **Con** 20, **Int** 22, **Wis** 10, **Cha** 12

**Base Atk** +7; **CMB** +9; **CMD** 18

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

**Skills** Acrobatics +12, Craft (armor) +23, Diplomacy +10, Fly +0, Knowledge (arcana) +25, Knowledge (local) +25, Knowledge (nobility) +25, Knowledge (planes) +25, Perception +16, Spellcraft +25, Use Magic Device +20

**Languages** Aklo, Common, Draconic, Infernal, Shadowtongue, Shoanti, Varisian; *tongues*

**SQ** arcane bond (imp named Pudgyknuckles), bloat, blood pool, hemophilia, permanent spells, possessed

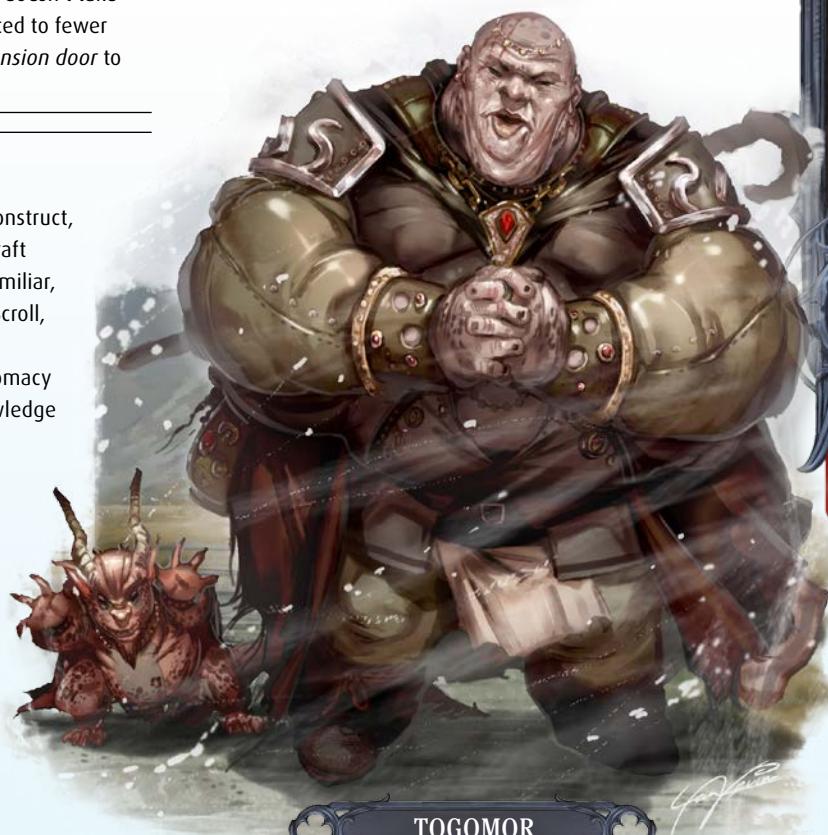
**Combat Gear** scroll of *break enchantment, scroll of greater dispel magic, scroll of greater teleport, scrolls of stoneskin (2), scroll of wall of force* (CL 10th),

*staff of evocation* (10 charges); **Other Gear** handy haversack, headband of vast intelligence +4 (grants ranks in Acrobatics and Use Magic Device), necklace of adaptation, ring of keys (opens all locks in the castle unless the lock's description says otherwise), spell component pouch, 20 gp, 12 cp

**SPECIAL ABILITIES**

**Bloat (Su)** Togomor can exert himself up to three times per day as a free action to gain 1d12 blood points to use with his blood pool ability (see below). This can fill his blood pool to a point beyond his normal limit of 9 blood points, but as long as his blood pool contains more than 9 blood points (but fewer than 18 blood points), Togomor is sickened. If this ability fills his blood pool to 18 blood points or more, he flies into a homicidal rage and attacks randomly with his most damaging attacks and abilities at friends and foes alike for 1d6 rounds or until his blood point total is reduced to 0 (whichever comes first); at the end of this rage, Togomor's hit points drop to ~1 and he begins dying.

**Blood Pool (Su)** Togomor has a blood pool that represents an overload to his system of excess blood to extend his arcane abilities beyond their normal level. Togomor's blood pool consists of 9 blood points that can be spent at



6

TOGOMOR

CROWN OF FANGS

359

the time of casting to cast a spell without using that spell's spell slot, leaving it available for further use later in the day. When he does so, Togomor spends blood points equal to the spell slot being retained. Togomor's blood pool refills to its normal maximum of 9 when he rests to regain spells; if he has more than 9 points at this time (due to use of his bloat ability), he gains no additional points from rest. Some bloatmages conduct constant rituals involving leeches or exsanguination in an attempt to regulate their systems and to minimize the results from using the bloat ability (and to help prevent overbloating), but Togomor does not use these rituals. Instead, he simply avoids using his bloat ability until his blood pool is at 5 or lower.

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

**Corpulence (Ex)** Togomor is so massive that his rolls of fatty, blood-laden flesh grant him a +2 natural armor bonus but reduce his base speed by 10 feet—combined with the fact that his weight results in him carrying a medium load, this means his speed is effectively 10 feet.

**Hemophilia (Ex)** Togomor is particularly susceptible to bleed effects, and the DC of any Heal check to stop a bleed effect on him is 5 higher than normal. In addition, if Togomor takes bleed damage, he loses 1 blood point from his blood pool; this loss of blood points is cumulative for multiple bleed attacks, but not each time he takes damage from the same attack.

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

**Possessed (Su)** Togomor is possessed by the belier devil Sermignatto, who languishes on the Ethereal Plane as long as he controls the bloatmage (see area A59).

### PUDGYKNUCKLES

CR —

Imp familiar (*Pathfinder RPG Bestiary 78*)

hp 73

**Treasure:** Besides his equipment, Togomor keeps his personal treasure hidden behind a secret panel in the wall above his bed. A successful DC 26 Perception check reveals this panel; inside are a pouch containing 70 pp, a scroll of *greater teleport*, and all of Togomor's spellbooks. These books contain all of his prepared spells, plus 2d6 additional spells of your choice for each spell level (including *arcane sight*, *darkvision*, *see invisibility*, *tongues*, *contingency*, *permanency*, all three *planar binding* spells, and all the spells necessary for the creation of an akaruzug—*enervation*, *magic jar*, and *limited wish* [to duplicate the effects of *unhallow*]). The spellbooks contain additional notes on topics such as hemotheurgy, the creation of several constructs (including the process of creating

an akaruzug), rejuvenating blood baths, and other ways to achieve immortality as a construct, an undead, or an outsider. These last notes indicate that Ileosa has some sort of plans to use blood as an element to aid in immortality, but to date, she has not revealed to Togomor how she intends to achieve this goal, despite his intense curiosity. Finally, Togomor's books contain scores of unfinished drawings of wormlike monsters with three faces at one end and a fanged mouth at the other. These sketches are a manifestation of Sermignatto's possession over the wizard, since whenever Togomor began scribbling notes in his spare time on how he might escape being possessed, Sermignatto took over and Togomor later discovered what he thought he'd been writing were only lovingly drawn sketches of his tormentor. With a successful DC 30 Knowledge (planes) check, a PC can identify the creature illustrated as a belier devil.

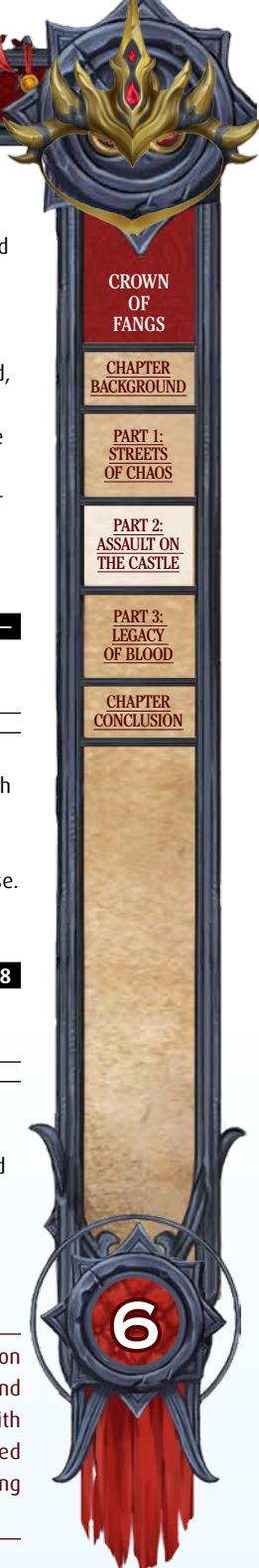
**Development:** If Togomor is slain, a strange smile of relief spreads on his face—if able, he speaks a few dying words: “Thank you....” Long a slave of Sermignatto, Togomor doesn't quite realize he's escaped one torment only to begin an eternity of another in Hell.

If the PCs can remove Sermignatto's possession without killing Togomor, though, the man immediately ceases fighting and drops to his knees, begging for mercy and protection from “that horrible three-faced worm!” Togomor is willing to say or do anything to aid the PCs in killing Sermignatto, for he knows that if he simply flees, the devil will just track him down and capture him again. After having been possessed for so long, Togomor has learned a lot about Sermignatto, and he can describe to the PCs most of the devil's history and reasons for being here, as well as much about Sermignatto's strengths and weaknesses (see area A59). He can also verify that Queen Ileosa signed some sort of pact with several devils to bind an erinyes to her soul to gain additional power—Togomor was present at the contract signing and knows that the contract is kept in area A90. He can tell the PCs how to enter area A90 using the *phase door* in area A77, and urges the PCs to do so, since the contract might contain information they can use.

Once Sermignatto has been slain, Togomor's loyalty to the PCs dwindles fast; he attempts to escape (likely via *dimension door*) as soon as he can. If the PCs don't have his spellbooks, he returns to his room to collect them first—otherwise, he flees Korvosa as soon as possible and does not return.

### THIRD FLOOR

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



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

### A45 MAIN ENTRANCE LANDING (CR 18)

This landing is where the main stairway (area A12) turns to lead up to the main entrance (area A46). This balcony is empty and uninhabited—at least, it is as the PCs approach. If their approach is noticed by the guardians (either by the Gray Maidens in area A54 or by Mavrokeras from above), Togomor waits to greet them.

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

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

#### MAVROKERAS

CR 16

XP 76,800

Male horned devil (*Pathfinder RPG Bestiary 76*)

hp 217

**TACTICS**

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

**Morale** Mavrokeras teleports to area A94 to regenerate if brought below 30 hit points. Once he's restored to full health, he begins flying in circles above the castle, keeping an eye out for the PCs or waiting for a telepathic call to come aid in a battle below.

#### TOGOMOR

CR 15

XP 51,200

hp 162 (see page 358)

**TACTICS**

**During Combat** Togomor casts *project image* from area A54 to create an image of himself at the head of the stairs here, and uses the image to order the PCs to abandon their "foolish assault on enemies who vastly outstrip their paltry capabilities." If the PCs do not abandon the assault

immediately, he begins casting spells at them through the image, beginning with *prismatic spray* and quickened *magic missile*, and following up during the next rounds with his other devastating spells. If the PCs discover his actual location, he casts quickened *invisibility* and then teleports via *dimension door* to area A67. The next round, he casts *greater invisibility*, after which he flies up into the air and circles the area, peppering the PCs with some more spells.

**Morale** Togomor fights until he's reduced to 30 hit points or fewer, at which point he casts *dimension door* to flee to area A59 to recover.

#### PUDGYKNUCKLES

CR —

Imp familiar (*Pathfinder RPG Bestiary 78*)

hp 73 (see page 360)

**TACTICS**

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

**Morale** Pudgyknuckles flees when its master does.

#### GRAY MAIDEN PALACE GUARDS (5)

CR 8

XP 4,800 each

hp 99 each (see page 347)

**TACTICS**

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

**Morale** The Gray Maidens fight to the death.

### A46 ENTRANCE HALL (CR 10)

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

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

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

**GRAY MAIDEN PALACE GUARDS (2)****CR 8****XP 4,800 each****hp** 99 each (see page 347)**A47 CLOAKROOM**

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

**A48 THIRD-FLOOR GARDEROBE**

This garderobe is similar to area A42, but the interior is tiled with fine ceramic and furnished to a higher standard.

**A49 ART GALLERY**

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

This room was once a harem, but King Eodred II repurposed it as an art gallery after he married Ileosa. Ileosa has recently been at work here ruining the works of art; the shredded portrait of Eodred II bears Trinia's signature in the lower right corner.

**A50 CHAIR STORAGE**

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

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

**A51 ANTECHAMBER (CR 4)**

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

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

**IMPS (2)****CR 2****XP 600 each****hp** 16 each (*Pathfinder RPG Bestiary* 78)**A52 THRONE ROOM (CR 15)**

This magnificent room is lavishly decorated with frescoes, mosaics, and hanging tapestries of crimson silk embroidered with gold thread. Three colorful stained-glass windowpanes present scenes of past kings and queens. A huge fireplace stands in the east corner, its mantle shaped like an enormous stone tree that has spread its branches up to the ceiling. Against the southwest wall, on a low dais of granite, sits the Crimson Throne, an iron throne draped with deep red silks and crimson velvet cushions.

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

When the castle alarm goes off, the false Ileosa swiftly relocates to this chamber, taking her seat upon the Crimson Throne and patiently awaiting the arrival of the intruders. Normally, Sabina would be in attendance as well, but by this point, the commander of the Gray Maidens should have already defected to the PCs' cause (if not, then she should do so soon after the PCs exit the castle following this encounter)—in her place, Vavanaugh Dhatri, the Arbiter of Allegiance of the Gray Maidens, commands a group of three palace guards here, along with three glowering and growling Nessian hell hounds.

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

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

performance, targeting the party's strongest fighter with a suggestion to drop his weapons and leave Korvosa.

**FALSE ILEOSA**

CR 9

**XP 6,400**

Female human simulacrum aristocrat 1/bard 9

LE Medium humanoid (human)

**Init +3; Senses** Perception +10**DEFENSE****AC** 28, touch 23, flat-footed 25 (+5 armor, +10 deflection, +3 Dex)**hp** 87 (10d8+39)**Fort** +6, **Ref** +9, **Will** +6; +2 morale bonus vs. charm and fear, +4 vs. bardic performance, language-dependent, and sonic**Defensive Ability** redirection; **Immune** illusions, mind-affecting effects**OFFENSE****Speed** 30 ft.**Melee** +1 returning dagger +12/+7 (1d4+5/19-20)**Special Attacks** bardic performance 25 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 19])**Bard Spells Known** (CL 9th; concentration +14)

- 3rd (4/day)—charm monster (DC 19), confusion (DC 19), displacement, slow (DC 18)
- 2nd (5/day)—hold person (DC 18), mirror image, misdirection, suggestion (DC 18)
- 1st (7/day)—feather fall, grease, hideous laughter (DC 17), saving finale<sup>APG</sup> (DC 16), silent image (DC 16)
- 0 (at will)—detect magic, light, mage hand, message, open/close (DC 15), prestidigitation

**TACTICS**

**During Combat** The false Ileosa starts combat by using inspire courage on all her allies, then maintains that performance as she casts spells using Harmonic Spell, starting with *displacement* on the first round. In each subsequent round, she casts *suggestion* on one PC, suggesting he abandon his weapons and leave Korvosa. She relies on her guardians to prevent anyone from engaging her in melee, but if this tactic fails, she draws her dagger and fights back as best she can.

**Morale** The false Ileosa fights until destroyed. Once reduced to 0 hit points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood. A character who succeeds at a DC 27 Spellcraft check recognizes she was some form of variant *simulacrum*, although further details are not available until the PCs can study the *Everdawn Pool* in the Sunken Queen.

**STATISTICS****Str** 10, **Dex** 16, **Con** 16, **Int** 9, **Wis** 7, **Cha** 20**Base Atk** +6; **CMB** +8; **CMD** 19**Feats** Arcane Strike, Fencing Grace, Harmonic Spell<sup>ISWG</sup>,

Spell Focus (enchantment), Weapon Finesse, Weapon Focus (rapier)

**Skills** Intimidate +18, Knowledge (arcana) +3, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nobility) +9, Perception +10, Perform (oratory) +18, Perform (sing) +18, Use Magic Device +18**Languages** Common**SQ** bardic knowledge +4, lore master 1/day, versatile performances (oratory, sing)**Gear** +1 *glamered chain shirt*, +1 *returning dagger*, replica nonmagical *Crown of Fangs* worth 5,000 gp**SPECIAL ABILITIES****Crimson Throne (Su)** As long as she remains seated in the

FALSE ILEOSA

6

CROWN OF FANGS

363

Crimson Throne, the false Ileosa gains a +10 deflection bonus to her AC and is immune to illusions and mind-affecting effects.

**Redirection (Su)** As long as this *simulacrum* lives, any divination spell that attempts to locate or otherwise target the real Queen Ileosa is instead redirected to target this *simulacrum*. The caster of the divination spell has a small chance to notice the redirection with a successful DC 40 Spellcraft check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also affects long-distance spells like *demand*, *dream*, *nightmare*, and *sending*, but not mental communication such as telepathy.

### VAVANA DHATRI

CR 9

XP 6,400

Female human enchanter 9

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +9

**Aura** despair (30 ft., 9 rounds/day)

#### DEFENSE

**AC** 25, touch 17, flat-footed 22 (+4 armor, +3 defending dagger, +1 deflection, +3 Dex, +4 shield)

**hp** 88 (9d6+54)

**Fort** +9, **Ref** +8, **Will** +8

#### OFFENSE

**Speed** 30 ft.

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

#### Arcane School Spell-Like Abilities

(CL 9th; concentration +13)

7/day—*dazing touch*

#### Enchanter Spells Prepared (CL

9th; concentration +13)

5th—*dominate person*

(DC 21), *feeblemind*

(DC 21)

4th—*charm monster* (DC

20), *crushing despair* (DC 20),  
*dimension door*, *phantasmal*  
*killer* (DC 18)

3rd—*dispel magic*, *displacement*,  
*fireball* (DC 17), *hold person* (DC 19),  
*suggestion* (DC 19)

2nd—*acid arrow*, *cat's grace*, *hideous*  
*laughter* (DC 18), *mirror image*,  
*scorching ray*, *touch of idiocy*

1st—*charm person* (DC 17),

*grease*, *mage armor*,

*shield*, *silent image*

(DC 15), *unseen servant*



VAVANA DHATRI

0 (at will)—*acid splash*, *arcane mark*, *light*, *prestidigitation*  
**Opposition Schools** divination, necromancy

#### TACTICS

**Before Combat** Vavana casts *mage armor*, *shield*, *cat's grace*, *false life*, and *unseen servant* and uses a charge from her *wand of bear's endurance* before combat.

**During Combat** Vavana uses her +3 *defending dagger* to bolster her Armor Class but remains within 5 feet of the false Ileosa at all times. She casts *displacement* on the first round of combat, followed by *mirror image*. She uses a *scroll of mind fog* on the third round. On the fourth round, she uses her offensive spells against the PCs, using *dominate person* on non-spellcasters (ordering them to leave the combat and await further instructions to serve, later, as her personal assistants) or *feeblemind* on spellcasters. She's fond of using *suggestion* and charms to compel victims to discard their gear or remove armor—discarded items are carried away by her *unseen servant*. She saves the use of her wands for tormenting prisoners or training new Gray Maidens, and is loath to use them in combat.

**Morale** Vavana retreats to area A56 via *dimension door* if the false Ileosa is slain, or if she herself is reduced to fewer than 20 hit points. From there, she gathers her spellbooks before attempting to flee the castle and seek shelter with the Arkonas.

#### STATISTICS

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

**Base Atk** +4; **CMB** +3; **CMD** 20

**Feats** Combat Casting, Craft Wand, Greater Spell Focus (enchantment), Greater Spell Specialization<sup>UM</sup>, Scribe Scroll, Spell Focus (enchantment), Spell Specialization (*suggestion*)<sup>UM</sup>, Toughness

**Skills** Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (arcana) +16, Perception +9, Sense Motive +9, Spellcraft +16

**Languages** Common, Elven, Infernal, Shoanti, Varisian, Vudrani

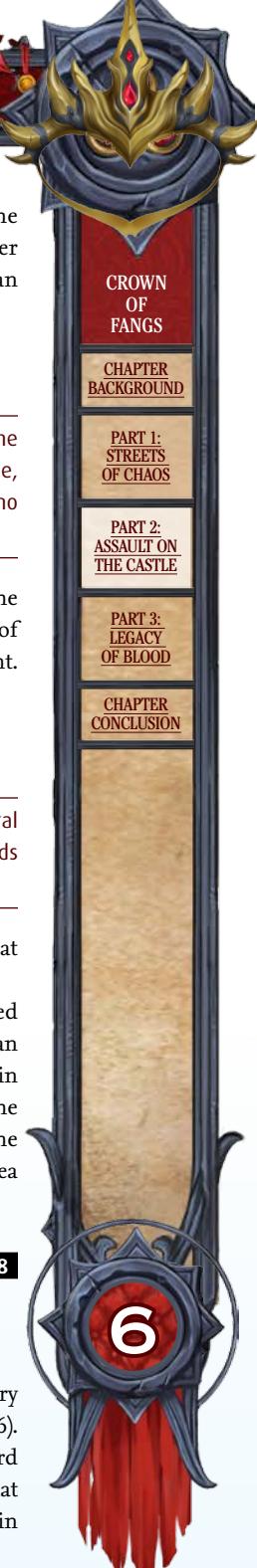
**SQ** arcane bond (*wand of pain strike*), enchanting smile, wealth

**Combat Gear** *scroll of mind fog* (2), *wand of bear's endurance* (10 charges), *wand of disfiguring touch*<sup>UM</sup> (15 charges), *wand of magic missile* (CL 9th, 20 charges), *wand of pain strike*<sup>APG</sup> (32 charges); **Other Gear**

+3 *defending dagger*, *cloak of resistance* +2, *ring of protection* +1, spell component pouch, 49 pp, 3 gp

#### SPECIAL ABILITIES

**Wealth** Vavana's position among the Gray Maidens has allowed her increased wealth



and potent gear, and her CR is 1 point higher than normal as a result.

### NESSIAN HELL HOUNDS (3) CR 9

**XP 6,400 each**

**hp** 114 each (*Pathfinder RPG Bestiary* 173)

#### TACTICS

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

**Morale** The hell hounds fight to the death.

### GRAY MAIDEN PALACE GUARDS (3) CR 8

**XP 4,800 each**

**hp** 99 each (see page 347)

#### TACTICS

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

**Morale** The Gray Maidens fight to the death.

**Treasure:** The tapestries in this room are magnificent—there are six in all, and each is worth 1,000 gp. The Crimson Throne is a work of art worth 10,000 gp, but finding a buyer willing to risk the wrath of the Korvosan public should prove difficult. Those willing to pay for the throne likely do not have Korvosa's best interests at heart, and certainly heroes who seek to loot the throne would be looked upon almost as traitors by the citizens and nobles of Korvosa, despite the cruelty and evil of the current queen.

The Crimson Throne is not a magic item, but Ileosa has placed magical effects on it with the aid of her infernal allies. Anyone of the royal bloodline (including simulacra like the false Ileosa) who sits in the Crimson Throne gains a +10 deflection bonus to her Armor Class and is immune to illusions and mind-affecting effects. Anyone else who sits in the Crimson Throne is affected by a potent curse—one of Ileosa's design that duplicates the effects of a *robe of powerlessness* (*Pathfinder RPG Core Rulebook* 542). A successful DC 25 Will save negates this curse, but a creature must attempt a new save each round it remains seated on the throne. The effects on the Crimson Throne can be removed with a successful casting of *break enchantment*, *dispel evil*, or *remove curse* (but not *dispel magic*); if they're removed the Crimson Throne

reverts to its normal nonmagical state. In any event, the legendary curse that Korvosans believe befalls whoever sits upon the Crimson Throne is nothing more than that—a legend.

## A53 ROYAL RECEPTION ROOM

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

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

## A54 GATEHOUSE LOWER GALLERY (CR 13)

This gallery contains a missile weapon rack and several baskets full of ammunition. Four sturdy ceramic urns with lids sit next to a set of four trapdoors to the northeast.

The four trapdoors in the floor cover murder holes that overlook area A26.

**Creatures:** A group of five Gray Maidens are stationed here at all times. Depending on the situation, they can support Togomor in his battle before the keep's main entrance (area A45), the Gray Maidens stationed in the entrance hall (area A46), or the false Ileosa in the throne room (area A52). Against foes in the gatehouse below (area A26), they upend the urns of green slime.

### GRAY MAIDEN PALACE GUARDS (5) CR 8

**XP 4,800 each**

**hp** 99 each (see page 347)

**Hazard:** Near each murder hole are ceramic urns, every one filled with a colony of green slime (*Core Rulebook* 416). Upending an urn through a murder hole is a standard action. Alternately, a solid blow against an urn that shatters it (hardness 4, hp 8) causes the green slime within to splash out in a 5-foot spread around the urn.

## A55 STAGE HALL

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



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

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

### **A56 ARBITER'S CHAMBERS (CR 9)**

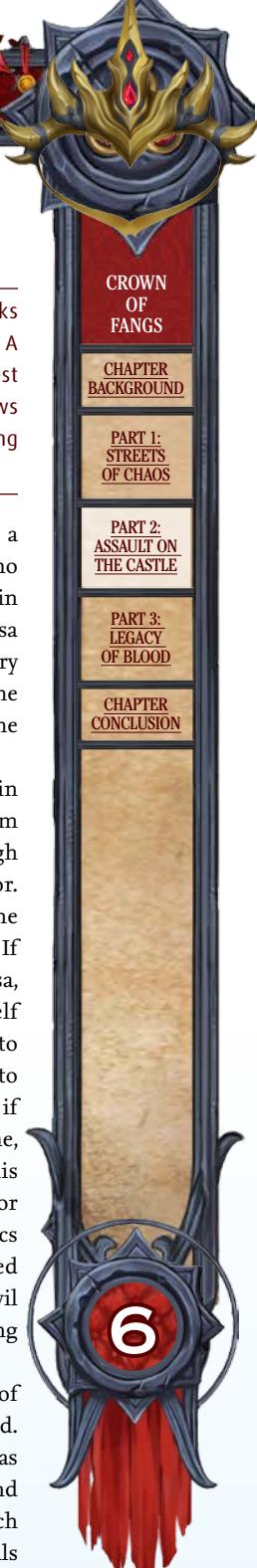
Colorful tapestries depicting complex geometric and spiraling patterns adorn the walls of this room, and the floor is carpeted with a deep scarlet rug. A large bed sits against the southeastern wall, while a reading desk with several candles and books atop it sits opposite the only door into the chamber.

**Creature:** Once an area used to store props for the stage hall, this room is now the personal quarters of Arbiter of Allegiance Vavana Dhatri, the woman responsible for the training and torment of new Gray Maidens. Although she wasn't present in Deathhead Vault when the PCs invaded it back in Chapter 4, they may well have investigated her room there and no doubt will recognize her decor.

Vavana is most likely to encounter the PCs in the throne room (area A52), but if they find her here, she's poring over her spellbooks or relaxing on her bed. She reacts to intruders with rage and indignation and attacks on sight.

Once, long ago, Vavana loved her brother Ishani, but those days are long behind her. She's spent the past several years facing prejudice and sexism during her grueling time as a student at the Acadamae, and without her mother's support to help bolster her through these tough times adjusting to her new life in Korvosa, she emerged from her training a bitter and cruel woman. She isn't sure who recommended her talents to Queen Ileosa, but she took to the role she was offered with eagerness. As Arbiter of Allegiance, Vavana helped craft the methods of torture, blackmail, and mind control Ileosa uses to ensure loyalty among her Gray Maidens—and Vavana's enjoyment of that task increasingly led her to clash with the order's leader, Sabina.

When Ishani contacted her recently in an attempt to reconcile with her, Vavana saw it not as a chance at redemption but an opportunity to provide a particularly ironic soul to one of Togomor's latest creations. If the PCs happen to be accompanied by her brother Ishani, or if they confront her about what she's done to her



brother, she laughs disdainfully and observes merely that Togomor will need to build a new “house” for her brother’s soul now.

### VAVANA DHATRI

**XP 6,400**

**hp** 88 (see page 364)

**CR 9**

**Treasure:** Vavana’s spellbooks are on the table—they contain all of the spells she has prepared plus an additional 1d4 spells of each level she can cast. The eight tapestries on the walls are each worth 500 gp.

### A57 ROYAL FOYER

The door to this room is made of strong wood and locked with an *arcane lock* (CL 16th) that can be bypassed with the passphrase “Long live the queen!” The door is decorated with the Arabasti crest.

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

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

### A58 ROYAL BATHS

This chamber is dominated by a lavishly decorated marble bath filled with steaming water. A large silver mirror hangs on the southwest wall above a short counter covered with vials of perfume, unguents, and grooming tools. To the northeast, a long but shallow planter box gives a leafy green vine a place to root—the vine grows along the walls of the chamber, and its deep crimson flowers fill the room with a sweet floral scent. A stained-glass window featuring the Arabasti crest is set in the wall to the southwest.

This bath chamber served Queen Ileosa well over the past several months, giving her a private place to relax after long days of despotism and cruelty. The chamber is protected by a permanent *mage’s private sanctum* effect (CL 16th). The marble bathtub is a magical item that cannot be removed from the room without destroying it. The tub remains full of water at all times, and the water’s temperature, scent, and purity can be controlled by anyone within the tub as a standard action.

**Treasure:** The exotic perfumes, creams, and grooming devices on the counter are worth 1,200 gp in all.

### A59 ROYAL BEDROOM (CR 16)

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

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

**Creature:** Sermignatto is the most insidious villain in the castle. This belier devil patrols the keep from the Ethereal Plane, peering out into this world through the eyes of his favorite puppet, the bloatmage Togomor. Sermignatto prefers to watch the PCs do battle so he can learn their tactics before physically manifesting. If that means they kill off several devils, the false Ileosa, or even Togomor before he chooses to make himself known, Sermignatto is fine with that—it’s far better to know your enemies than to expose yourself too early to unknown powers, after all! He confronts the PCs early if they attempt to infiltrate the castle via the Ethereal Plane, but otherwise he waits until either the PCs reach this chamber or they defeat both the false Ileosa and Togomor before attacking. Although Sermignatto and his tactics are presented here, he could in theory be encountered anywhere in the castle. If the PCs fight the belier devil elsewhere, use his tactics here as a baseline for running an encounter with him.

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

entranced by Ileosa than by Togomor, seeing in her many parallels with his ancient mistress, Sorshen.

**SERMIGNATTO** CR 16  
**XP 76,800**  
Belier devil (*Pathfinder RPG Bestiary 2* 85)  
**hp 212**

**TACTICS**

**During Combat** Sermignatto remains hidden on the Ethereal Plane until Togomor is slain, at which point he manifests here in the Material Plane. As soon as he does, he uses *demand* on a PC he's familiar with (possibly via Togomor) to attempt to compel that PC to seek the devil out here, alone. If the PC manages to do so, Sermignatto tries to possess that PC to wreak havoc on the party from within. If forced into combat, the belier devil uses his spell-like abilities, keeping his distance from the PCs if he can via flight. If forced into melee, he uses *mass suggestion* to suggest to the PCs that they fight him one at a time—the belier devil enjoys one-on-one fights, since they give him more time to enjoy the sensation of strangling mortal throats.

**Morale** If reduced to fewer than 40 hit points, Sermignatto decides it is time to abandon the Material Plane for a while and attempts to escape back to Hell via *plane shift*. He does not consider returning to Korvosa for many years to come—certainly not as long as the PCs live.

**A60 SABINA'S ROOM**

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

This chamber belongs to Sabina, although the leader of the Gray Maidens did not spend much time here before she staged her bogus attack on the PCs earlier. She returned here only to catch a few fitful hours of sleep each night, spending the majority of her days on patrol. The secret door in the west corner can be found with a successful DC 30 Perception check.

**A61 GRAY TOWER LANDING**

The stairs here descend to area A32 and ascend to the wide balcony at area A76.

**A62 GRAY TOWER OUBLIETTE**

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

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

The room is warded by a permanent *dimensional lock* (CL 16th).

**A63 RESERVOIR**

A pool of water stands in the middle of this chamber. A pair of stone basins stands in the west and south corners, and a series of stone cisterns take up most of the southeast wall.

As the castle reservoir, the 120-foot-deep cistern is filled with water. Numerous lead pipes branch off from the shaft, leading to various chambers on the lower floors to provide running water to kitchens, baths, and other areas.



## FOURTH FLOOR

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

### A64 BREAK ROOM

This room is furnished with tables, chairs, and stools, and was used as a place for servants to gather and rest while working on either the third or fourth floor. The stairs here lead down to area A53.

### A65 GATEHOUSE UPPER GALLERY

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

The mound of rags and filth served the black dragon Zarmangarof as a lair. Much to the dragon's impotent rage, Ileosa did not allow him to keep any treasure here. The fact that Zarmangarof barely fit in the relatively narrow hall and was rarely allowed the opportunity to go outside to stretch his wings only served to further frustrate the charmed dragon.

### A66 TROPHY HALL

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

### A67 MAIN ENTRANCE BALCONY

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

The catapult, as with those placed elsewhere on the castle's balconies, is fully functional and has a dozen rounds of ammunition stacked nearby. This is where the horned devil Mavrokera (see area A94) lies in wait if the alarm is raised and the PCs approach via the main stairs. If the PCs wander out here without being stealthy, the

devil has a relatively good chance of spotting them if he's on one of his patrols (20% chance when the PCs enter this area).

### A68 EMPTY LIBRARY

The walls of this dusty room are lined with empty oak bookcases emblazoned with the crest of the Sable Company.

### A69 GAME ROOM

This polygonal room is illuminated by three windows set in deep, tall niches. To either side of each niche are two white marble statues on high pedestals. Each of the six three-foot-tall statues depicts a woman in the same pose, hands high above her head and clutching an object. The statue on the left of the northwest niche grasps a large key, while the one to the right holds an open book. Proceeding clockwise through the room, the statues near to the northeast niche hold a shield and a star, and the ones near the southeast niche hold a hammer and a crown. In the middle of the room is a round table with six chairs. A small wooden case sits on the table.

The statues symbolize the suits of a harrow deck. This is where King Eodred II often met with his half-brother Venster to play cards or entertain each other by performing harrow readings. The small case on the table contains a simple and well-worn harrow deck. If the case is opened, a sudden wind blows through the room, causing the cards to fly into a vortex near the ceiling in the north corner of the room for a moment before they flutter to the floor. All of the cards land face down except for the Midwife card, which lands up on the ceiling in strange violation of gravity until it is plucked away from its resting spot. With a successful DC 20 Knowledge (arcana) check, a character recalls that this card represents the arrival of new life or new information. This strange manifestation is created by Venster's ghost in the room above in a desperate attempt to get the PCs' attention and lure them upward; see areas A88 and A89 for more details.

This room was once connected to Venster's attic apartment above via a ladder in the north corner. After Venster's "disappearance," the ladder and trapdoor in the ceiling were removed and the resulting hole closed with *stone shape*. A successful DC 35 Perception check reveals the different texture here (a PC examining the ceiling gains a +10 bonus once the Midwife card attaches to the spot). A PC who succeeds at a DC 23 Spellcraft check recognizes the use of *stone shape* to close an opening in the ceiling.

**A70 BUTTRESS BALCONY**

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

**A71 CATWALK (CR 8)**

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

**Creatures:** A Red Mantis assassin is always posted here as a guard; the assassin clings to the roof just 7 feet above the door in area A72 and, unless noticed, does not attack the PCs as they pass through but rather stalks them, awaiting a good chance to strike one character who becomes separated from the group. If discovered, the assassin tries to flee to area A72 to join the group there.

**RED MANTIS ASSASSIN****CR 8****XP 4,800****hp** 78 (see page 144)**A72 GRAND SALON (CR 16)**

The wooden floor, walls, and ceiling of this large hall present a rich and harmonic scheme of decorations. The twenty-five-foot-high ceiling is supported by pillars inlaid with ivory and partially hidden by a hanging forest of silk draperies in the colors of autumn. Near the walls, these draperies reach down to the floor in cascades of deep red and yellowish-orange silk. Circular crimson couches sit around the base of the pillars, with matching stuffed stools and low ebony tea tables with stained-glass tops. In the middle of the hall are an empty space that serves as a dance floor and a balustrade opening to the stage hall below.

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

**Creatures:** After the PCs raided Deathhead Vault during Chapter 4, Ileosa extended an invitation to her Red Mantis allies to take up residence on this floor of Castle Korvosa. The assassins readily agreed, and were soon thereafter joined by Mistress Kayltanya, the commander of their previous leader, Cinnabar. The assassins who have remained in Korvosa have been itching for a chance to exact revenge, yet Kayltanya has forbidden any such action. The PCs have already proven adept at defeating Red Mantis agents, so she has ordered

her subordinates to remain patient until Ileosa finishes her work in the Sunken Queen and Kayltanya can secure additional funds from the queen to justify calling in more assassins from the south. Of course, the PCs' arrival in the castle changes everything, and if they can take out the PCs, Kayltanya will have a much less embarrassing report to issue to the Blood Mistress of the Red Mantis when she returns home to Mediogalti.

The Red Mantises have erected large hammocks high up along the ceiling, concealed by the hanging silks. If the castle's alarm has not been raised, 1d4 of the assassins sleep in their hammocks while the others stand against the walls, hidden and observant. Otherwise, all five assassins wait near the ceiling in their hammocks for the chance to strike. Kayltanya herself waits in area A73, but once she hears combat erupt here, she swiftly joins the battle. Once a fight begins, the assassins do their best to fight in pairs, with the fifth assassin holding back in hiding if possible to line up a sneak attack with a thrown dagger at a spellcaster, timing the throw in an attempt to disrupt a spell being cast.

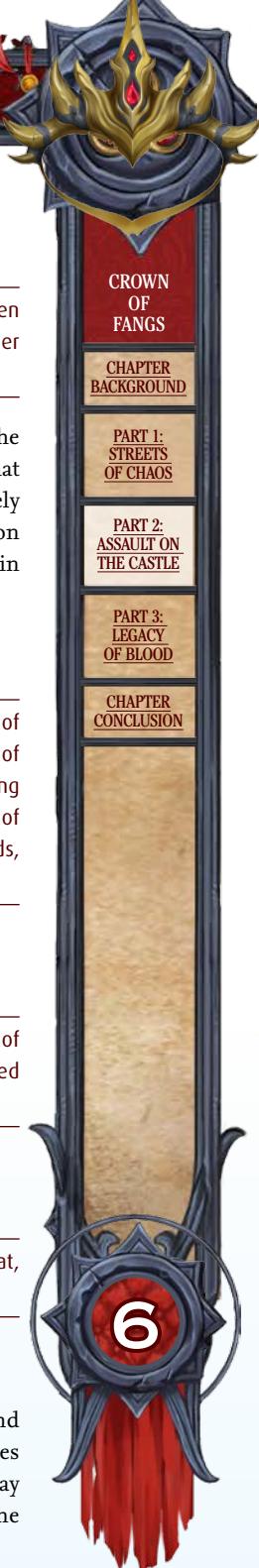
**KAYLTANYA****CR 15****XP 51,200****hp** 159 (see page 446)**RED MANTIS ASSASSINS (5)****CR 8****XP 4,800****hp** 78 (see page 144)**A73 BAR**

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

The temperature and humidity of this room are regulated by a minor but permanent magical effect designed to keep the room from becoming too hot, allowing this small room to double as a wine cellar. Most of the good alcohol once stored here is long gone. The hammock is where Kayltanya sleeps, but she is encountered here only if the PCs manage to avoid raising any alarms and engaging the assassins in area A72.

**A74 SMOKING HALL**

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



This section of the grand salon has been set aside for smoking pleasures, although it hasn't been used since Illeosa closed off the palace.

### A75 SUNSET ROOM

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

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

### A76 GREAT BALCONY

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

### A77 DOMINA'S TOWER ENTRANCE

An iron door blocks the entrance to this small tower—the door is kept locked with an *arcane lock* (CL 16th). The room inside is empty, but is the only easy way to enter the hidden chamber above; a permanent *phase door* in the ceiling 20 feet above acts as a hidden trap door. Anyone touching an Arabasti family symbol (be it from a signet ring, banner, scroll, shield, or other source) to the *phase door* can use it to enter area A90 above.

### ATTIC AND TOWERS

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

### A78 VINEGAR ATTIC

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

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

### A79 CONSTRUCTION STORAGE

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

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

### A80 WOOL STORAGE

This long room is stacked full of wool bales. There are also a pair of floor looms; several castle spinning wheels with ivory finials; and racks of carders, extra bobbins and shuttles, warping boards, and other spinning and weaving equipment.

### A81 EMPTY ATTIC

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

### A82 GRAIN STORAGE

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

### A83 SUSPENDED BRIDGES (CR 8)

These two identical wooden bridges (areas A83a and A83b) are suspended 30 feet over the roofs and balconies of the castle below, and respectively connect the Gray Tower (area A95) to the castle's main body and the Seawatch Tower (area A93) to the Epochal Tower.

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

#### RED MANTIS ASSASSIN

CR 8

XP 4,800

hp 78 (see page 144)

**A84 MAIN ATTIC**

This airy, pillared area under the keep's roof is almost empty. The excellent construction of the roof plating and of the dormer windows keeps the room dry.

A narrow hallway to the southeast leads to a large circular stair that ascends the Epochal Tower to areas **A91** and **A92**.

**A85 PIGEONRY**

Half of this room is filled with pigeon cages, empty except for a thick layer of pigeon corpses lining the bottoms.

**A86 JUNK STORAGE**

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

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

**A87 LOW CEILING**

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

**A88 VENSTER'S APARTMENT**

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

This room once served Venster Arabasti as home. The shut-in typically left this room only to visit with his brother

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

The secret door leading to area **A89** is very cleverly hidden, requiring a successful DC 40 Perception check to discover. Yet only a few moments after the PCs arrive here, a furtive scratching sound comes from this wall at the door's location. If the PCs don't discover the door on their own, Venster uses his telekinesis ability to open the door a crack, hoping to lure them into area **A89** where he can contact them directly.

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

**A89 VENSTER'S BOXROOM (CR 6)**

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

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

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

Until the PCs gather Venster's remains from area **A11**, he can do little else (unless he's attacked—see his tactics on page 373). The strain of speaking (and possibly of opening the secret door to this room) swiftly causes the ghost to fade away, but after a few hours he can manifest again for a similarly short time. Fortunately for the PCs, Venster's close ties to the harrow and the mysterious forces surrounding it allow Zellara a bit more insight into the situation. She uses empathy to urge the PC who carries her harrow deck to seek out Venster's bones; once Venster's manifestation here occurs, she can sense where those bones lie, and if the PC follows her empathic urgings, she can lead the party directly to area **A11** (although this might lead the PCs through other dangerous areas in the castle).

**VENSTER ARABASTI****CR 6****XP 2,400**

Male tiefling ghost aristocrat 6 (*Pathfinder RPG Bestiary* 264, 144)

N Medium undead (incorporeal)

**Init** +3; **Senses** darkvision 60 ft.; Perception +18

**DEFENSE**

**AC** 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

**hp** 57 (6d8+30)

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

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +7 touch (6d6)

**Spell-Like Abilities** (CL 6th; concentration +10)

1/day—*darkness*

**Special Attacks** telekinesis (DC 17)

**TACTICS**

**During Combat** If attacked, Venster is able to focus his undead nature enough to fight back, using his telekinesis ability to force intruders out of his abode or lashing out with his corrupting touch.

**Morale** Venster fights until destroyed, only to rejuvenate swiftly after such destruction. When he rejuvenates, he does not attack again until he is himself attacked.

**STATISTICS**

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 13, **Cha** 18

**Base Atk** +4; **CMB** +7; **CMD** 21

**Feats** Deceitful, Skill Focus (Disguise), Skill Focus (Stealth)

**Skills** Bluff +17, Diplomacy +13, Disguise +18, Fly +11,

Perception +18, Sense Motive +10, Stealth +25

**Languages** Common, Infernal, Shoanti, Varisian

**SPECIAL ABILITY**

**Rejuvenation (Ex)** Venster's rejuvenation works more swiftly than that of most ghosts. When destroyed, he rejuvenates after 2d6 rounds. His method of permanent destruction is detailed below, under Development.

**Development:** Once Venster's remains are brought into this room, the ghost manifests again, but this time not as a vague misty outline. Venster can now manifest as a full ghost, appearing as a translucent elderly tiefling man with a deck of harrow cards that periodically flies out of his hands to spiral around him before returning to his clutches. He regards the PCs with kind but sorrowful eyes before he speaks. His first words are thanks for taking his bones out of that “dreadful dark room below.” He goes on to speak of Ileosa, of how she murdered his half-brother with poison, and of his own shameful role in that act. As long as Ileosa continues to live, he remains bound here, incapable of emerging from this room. He is imprisoned

here by his own shame and guilt and thus unable to directly move against her.

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

In particular, Venster knows that Ileosa plans on using potent magic found in a place called the “Sunken Queen” to achieve eternal youth. Although he doesn't know exactly what this entails, he does know that the ritual is based on

**CROWN OF FANGS**

**CHAPTER BACKGROUND**

**PART 1: STREETS OF CHAOS**

**PART 2: ASSAULT ON THE CASTLE**

**PART 3: LEGACY OF BLOOD**

**CHAPTER CONCLUSION**



**6**

**VENSTER ARABASTI**

**CROWN OF FANGS**

**373**

ancient magic that requires the lifeblood of an army of unknowing sacrifices. In short, he fears that Ileosa has been grooming the citizens of Korvosa to be those sacrifices she needs to achieve immortality. He urges the PCs to seek her out at the Sunken Queen and stop her before she can complete the ritual, warning them that even now he can feel strange and potent forces gathering in the spirit world as she makes ready to take the final step.

Venster quickly grows frustrated if the PCs begin asking more questions; his grief, madness, and undead state have wreaked havoc on his mind, and he finds it difficult not only to remember what he knew in life, but also to speak aloud of what he's learned by spying on the snatches of Ileosa's desires and thoughts he's been able to "overhear." He does suggest that the PCs seek out his "mother's tower," a place where the monarchs of the Arabasti line could go for peace and solitude. He speaks of Domina's study (area A90)—he has sensed Ileosa in this location several times, and often her most notable bursts of sudden inspiration and power occurred in this chamber. If you wish, you can use Venster's insight into Ileosa's mind to answer any other lingering questions the PCs may have.

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

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

If the PCs agree to this, Zellara and Venster both manifest in the room, and the cards of Zellara's harrow deck fly out of their container to spiral and spin in the air between them. As the ghosts concentrate, the anger and wrath of the city's dead siphon through them to infuse the

cards, which begin glowing brighter and brighter. After only a few rounds, with a final flash of light, the cards settle in a neat and tidy stack on the table, at which point both ghosts vanish.

At this point, both Zellara and Venster have bonded with the haunted harrow deck, which has transformed into a *harrow deck of many things*—see page 426 for more details on this potent magical item. If the PCs choose not to draw any cards at all from the deck, this does not bar the ghosts from moving on, and their spirits still continue to the Boneyard for their final rewards.

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

**Story Award:** If the PCs learn what Venster has to tell them and manage to lay his spirit to rest, award them 51,200 XP.

## A90 DOMINA'S STUDY

This room contains a large bookshelf filled with dozens of books and scrolls. A desk and chair stand nearby. Sitting on the desk is a single large book with a black leather cover. The walls of this study have been decorated—recently by the look—with dozens of spiky runes.

This room has long served the Arabasti family as a secret retreat—only a few knew of this place's existence. The only method of entering and leaving this room is via the *phase door* at area A77, although teleportation works as well once a character knows of the room's existence.

Ileosa was fond of using this remote and secure chamber as both a place to meditate on the strange urges growing in her mind and a meeting room where she could interact with infernal callers. It was here that she first met with Sermignatto, where she (with the aid of the bdellavritra and Togomor) incorporated the fangs of Kazavon into the *Crown of Fangs*, and where she signed the contract to bind an erinyes to her soul. She first developed her plans to poison the king here, drafted her initial letter of contact to the Red Mantis here, and plotted out the use of blood veil to murder many of Korvosa's undesirables at this very desk. Many of the scrolls and books here are on subjects connected to Ileosa's plans, and the PCs can use this information

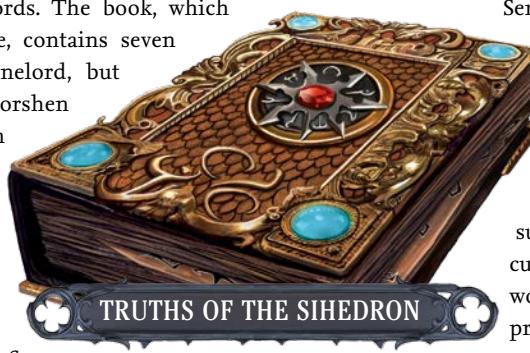


to not only prove the depths of her cruelty, but also to answer any lingering questions about earlier events in the campaign as you see fit.

The large book on the desk is an immense volume titled, in Infernal, *Truths of the Sihedron*. The book's contents (also written in Infernal) were penned by none other than Sermignatto himself, and chronicle the various cruelties and torments inflicted upon the people of Thassilon by the runelords. The book, which smells faintly of brimstone, contains seven chapters, one for each runelord, but the chapter on Runelord Sorshen has been heavily notated in Ileosa's impeccably fine penmanship. Ileosa seems to have been particularly obsessed with something called the *Everdawn Pool*, a device she believes still exists today in the ruins of the Sunken Queen. According to her many notes, this magical artifact granted Sorshen her immortality, and the gathering of samples of blood from thousands of "supplicants" is but the first step to replicating this achievement. Once the *Everdawn Pool* is ready, it can draw forth the lifeblood of these thousands to infuse a single creature with eternal youth. In short, Ileosa intends to sacrifice many of Korvosa's citizens to attain immortality. Among the papers are lists of all the people whose blood she has surreptitiously gathered. Feel free to include the PCs or some of their allies on this list, with indications that Ileosa's agents (or perhaps the queen herself) gathered the few drops needed from any one of the countless battles the PCs engaged in during the course of their time in Korvosa.

**Treasure:** A search of the scrolls in this room turns up several powerful magic items, including a scroll of banishment, two scrolls of binding, a scroll of ethereality, a scroll of gate, a scroll of greater planar ally, a scroll of greater planar binding, and a scroll of plane shift. A copy of Ileosa's agreement with the Red Mantis assassins is found here as well—a document that has little monetary value but is priceless as hard evidence of Ileosa's true nature even to her most devoted followers. An elegant teak and ivory potion rack (itself worth 900 gp) contains 3 doses of fool's leprosy (see page 432) left over from the king's poisoning, along with a short note on how to administer the venom.

Another piece of treasure here might go unseen. Sitting on the top shelf of the bookcase inside a permanently invisible gold and ruby scroll tube worth 3,000 gp is an infernal contract between Ileosa and Sermignatto. A PC who succeeds at a DC 40 Perception



TRUTHS OF THE SIHEDRON

check locates the scroll tube without using *see invisibility* or similar methods. Inside the scroll tube is a sheet of human-skin parchment containing a contract written in blood. The parchment is presented as Player Handout #6–3 on page 376.

While much of the contract is, by design, unknowable by mortal minds, a PC who succeeds at a DC 30 Knowledge (planes) check determines that, essentially, the devil Sermignatto has agreed to provide Ileosa with infernal aid, minions, and even a bound devil to augment Ileosa's body and mind in return for her promise to turn over part or all of Korvosa to the bdellavritra and his unspecified superiors once she has finished her current goals. Destroying the contract won't free Ileosa from the payment she promised or release the devils from her service, since a copy of the contract has been safely filed away in the Fallen Fastness in Dis.

## A91 EPOCHAL TOWER CLOCKWORKS

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

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

## A92 EPOCHAL TOWER ROOF

The top of the Epochal Tower is a massive, unfinished space built by Eodred II to accommodate a new, more grandiose clock for the castle—a project that may likely never see completion. This huge place is almost completely bare. The walls are partially fitted with wooden scaffolds and the floor is littered with construction materials and tools. A trap door leads down to area A91; this trap door is augmented by an *arcane lock* (CL 16th).

## A93 SABLE COMPANY GUARD POST

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

CROWN  
OF  
FANGS

CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION

6

MATERIAL PLANE, being the FOURTH Incarnation of  
the THIRD Cycle of Mortality, on file in Fallen Fastness  
9485784,3728,7845,9888495.

This is a lawful contract between SERMIGNATTO, Lord of the  
Bloody Quicksands, and ILEOSA ARABASTI, honored Queen of the  
Mortal City of Korvosa.

HEREAFTER shall all agents of SERMIGNATTO be consigned to  
the rule of ILEOSA, such that the following agents of the Nine be bound  
by her word: MAVROKERAS; the brothers known as YALLOPS; the  
eringes DE CABBARA, EVEANIE, SVISHANI, and VERASIA; and  
all Imps and Lesser Bodies who report directly to the agents listed above.

IN ADDENDUM shall the eringes heretic ZANZINARIA be  
BOUND body and mind to ILEOSA, forthwith to augment her flesh  
and spirit against all things vexing and unforeseen until such time as she  
might wither and die, whereupon such bondage shall be null and void.

In recompense, shall all pending debts held betwixt these agents of  
the Nine and SERMIGNATTO be declared null and cancelled by  
SERMIGNATTO in case of ILEOSA'S successful commitment to  
perform the following services on a forfeit basis:

1. Support and preparation for future expansion as deemed necessary  
and desirable to one whose name shall be found on file in Fallen Fastness  
4420,40200,0,88490 upon the Salt Towers of Dis, whose name is  
struck from this contract yet known by the undersigned to be one whose  
hand guides these words.

2. Pursuant to her own goals, ILEOSA pledges the fundament and  
development of Korvosa as open ground and fertile soil for infernal use,  
as recorded by the Infinitum Charters and the Voiceless Vexations of the  
First-Flensed.

In code 9485784,3728,7845,9888495. Subject to Asmodeus's veto,  
honor to his name.

Signed in blood and bound by soul—

Ileosa Arabasti

HANDOUT #6-3



## A94 SEAWATCH TOWER (CR 16)

The top of the Seawatch Tower is the highest point in Korvosa. Here, tall windows provide a panoramic view of the surrounding city. The room contains a cumbersome bull's-eye lantern used for visual signaling. The door that opens onto the narrow, circular catwalk outside the tower is sealed with an *arcane lock* (CL 16th).

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

### MAVROKERAS

CR 16

XP 76,800

Male horned devil (*Pathfinder RPG Bestiary 76*)

hp 172

**Gear** +1 unholy adamantine spiked chain, *ring of invisibility*

## A95 GRAY TOWER

The top of the Gray Tower, second-tallest tower of the keep, is currently abandoned. The door to the stairwell bears an *arcane lock* (CL 16th); the stairs beyond lead down to area A83a.

## AFTERSHOCKS

Once the PCs defeat Castle Korvosa’s defenders and have accomplished Cressida’s goals, Castle Korvosa stands more or less empty. The Red Mantis assassins who remain in the region officially retreat, returning to Mediogalti Isle to report their failure to their commanders. The Gray Maidens disband, but the survivors do not vanish entirely. New sects of mercenaries will eventually rise, some seeking to avenge their fallen queen and some seeking other causes far beyond Korvosa’s walls, but for the remainder of this campaign the Gray Maidens cease to be a threat. Of course, if the PCs don’t press the advantage and continue to fight Ileosa, she will eventually return to reclaim her castle, but for now, the fate of Korvosa’s most distinctive landmark is in the PCs’

capable hands—or more likely, in the hands of their allies. As the PCs turn their attention west toward the Mushfens and the Sunken Queen, Cressida Kroft mobilizes the remnants of the Korvosan Guard to reestablish order. Other leaders, such as Neolandus or Endrin, can step forward to help as well, but for the moment Sabina remains in the shadows. Korvosa’s citizens have been through a lot lately, and until Ileosa is defeated for certain, they aren’t quite ready to celebrate, but Cressida is swift to note that it’s not too early to begin the job of rebuilding. For the most part, you can assume that the task of repairing damage to the city, reinstating the Korvosan Guard, and bringing order back to the streets is handled by the various NPCs the PCs have allied with over the campaign, leaving them to focus their unique powers and skill sets where they’re most needed: the Sunken Queen and its latest inhabitant, Queen Ileosa.



MAVROKERAS

CROWN OF FANGS

CHAPTER BACKGROUND

PART 1: STREETS OF CHAOS

PART 2: ASSAULT ON THE CASTLE

PART 3: LEGACY OF GOD

CHAPTER INCLUSION

## PART 3

## LEGACY OF BLOOD

Although reaching 8 or more Rebellion Points as a result of numerous assaults on Castle Korvosa can bring the heroes great fame and the city's support, the PCs should have also learned by this point that Ileosa is attempting to become immortal, and they might even know that the true threat to Korvosa has yet to be averted—if Ileosa is allowed to finish her ritual, thousands in Korvosa will die to grant her eternal youth. To stop this, the PCs must travel into the swamplands known as the Mushfens to confront Ileosa in a final battle at the Sunken Queen.

**C**lues regarding Ileosa's plans and her current location are scattered throughout Castle Korvosa, but the PCs could also learn that information through the use of divination magic. Some of this magic is blocked by the Sunken Queen's magical properties or the presence of the false Ileosa, but a tenacious or cunning party can still determine that their true quarry isn't in Castle Korvosa at all. Of course, bypassing the castle before assaulting the Sunken Queen is a foolish tactical move, since Ileosa can (and will) call upon her allies in the castle once she realizes the PCs are after her. A fight against Ileosa and her few current guardians at the Sunken Queen is tough enough, but if she gains the help of Togomor and several additional devils, who can teleport to the surrounding region and then swiftly come to their queen's aid, battles there might quickly grow out of control. Worse, such an attack enrages Ileosa enough that she orders her remaining minions in Korvosa to punish the citizens for the PCs' moves. Waves of executioners, be they Gray Maidens, Red Mantises, or devils, begin a city-wide massacre that ends only with the PCs' or the queen's death.

A far better plan would be to neutralize her allies who remain in Castle Korvosa and return the city to the rule of her nobles, arbiters, and magistrates; with things somewhat stable again in Korvosa, the PCs can effectively corner Ileosa in the Sunken Queen. When the PCs first start this final part of Curse of the Crimson Throne, a timer of sorts begins. Queen Ileosa needs only 10 more days to finish her ritual to gain extended youth, at which point thousands of Korvosans (and likely the PCs as well) will drop dead, their lives absorbed to grant the queen

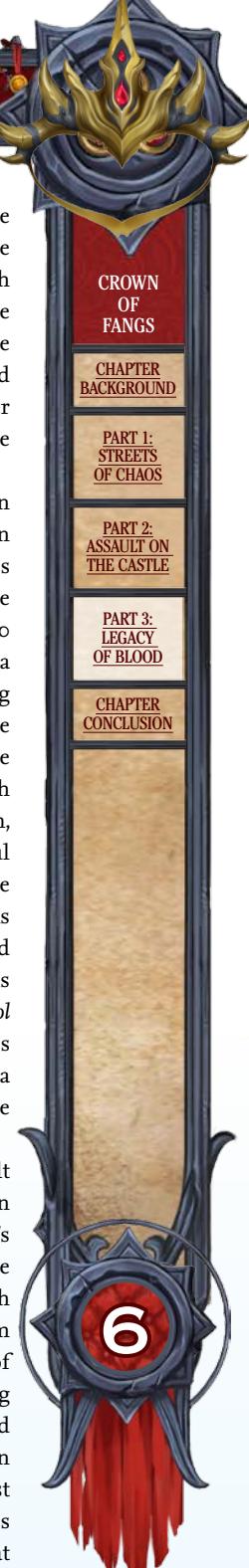


an equal number of years of vitality. You can adjust this deadline as you wish, and the PCs can (through their actions or inaction) adjust it as well. For example, if they attack the queen and she decides to spend some of the *Everdawn Pool*'s charges to create a replacement taminiver guardian, she'll need to spend a few extra days rebuilding the expended charges to continue her ritual. See area B20 and the entry for the *Everdawn Pool* on page 433 for more details.

## THE MUSHFENS

The Mushfens are a wild, dangerous region, and while the Sunken Queen is an infamous site, the shifting waterways make the exact route to its location difficult to track. The map drawn by Togomor found in the castle's scriptorium (area A43) places it in relation to a commonly known coastal landmark, the Greenrust Reef. With the map, a PC who succeeds at a DC 15 Knowledge (geography) check can determine the route—without it, a successful DC 40 Knowledge (geography) check is required to find the pyramid. Flight makes locating the Sunken Queen easier, for spotting the structure from the air is relatively simple; a flying party gains a +10 bonus on the Knowledge (geography) check to successfully navigate to the Sunken Queen. A failed Knowledge (geography) check represents a loss of 12 hours—too many failed checks can thus put the queen dangerously close to finishing her ritual.

The Greenrust Reef is an odd, rocky formation on a sand bank a few hundred yards from the swampy coast of the Mushfens, 30 miles directly south of the Sunken Queen. The path indicated on the map as the "Trail of the Frog" is in fact a boggard route marked periodically by 18-inch-tall stones shaped like squatting, humanoid frogs. This trail leads north through the swamp. Following it on



foot with the aid of Togomor's map allows the PCs to make the journey without needing to attempt Survival checks; otherwise, a traveler along the Trail of the Frog must succeed at a DC 25 Survival check each hour to progress to the next marker on the trail. You can use the Mushfens Encounters table on page 465 to liven up this journey as you see fit, but eventually the PCs should find themselves drawing near to the ancient Thassilonian ruin known as the Sunken Queen. Of course, powerful PCs can use flight, *shadow walk*, or teleportation to shorten these distances and travel times.

## B THE SUNKEN QUEEN

In ancient times, the Thassilonian monument known today as the Sunken Queen served Runelord Sorshen as a symbol of her enduring power and as the site for one of her greatest discoveries: the *Everdawn Pool* (see page 433).

In Sorshen's heyday, the majority of her realm of Eurythnia was fertile farmland. With the fall of Thassilon, much of her nation slipped into the sea, and most of what remained above the surface became the vast wetland known now as the Mushfens. Over the ages, the Sunken Queen began to capsize into the Mushfens, tilting 20 degrees toward the southeast before coming to rest on a shelf of solid bedrock under the swampland. The magical reinforcements that girded the structure kept it mostly intact—over the centuries, only one of its three metallic horns has collapsed into the surrounding swamp. As the PCs arrive at the site, read or paraphrase the following.

---

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

---

The Sunken Queen is surrounded by a murky pond that acts much like a castle moat; the water drops to a depth of 40 feet along the deepest side of the structure. When Ileosa first arrived, she found the site to be the lair of an enormous devilfish named Beirawash that had grown too large to make it back to the sea. Trapped in the waters surrounding the Sunken Queen and bolstered by decades of exposure to the site's latent magical energies, this devilfish had long been worshiped as a god by a local tribe of boggards. Ileosa used her magic to charm Beirawash and several of the boggard tribe's champions, and in so doing became their new goddess. The boggards have taken

to calling her "Mother Queen" and believe her to be the living incarnation of the figure carved on the side of the Sunken Queen. With their aid, Ileosa cleared away much of the undergrowth, mud, and debris surrounding the Sunken Queen and managed to find the original entrance about 40 feet underwater. Since then, she has created a smaller tunnel into the second level to allow quicker access to the interior, but had Togomor hide this entrance with a permanent *illusory wall* (CL 16th) months ago.

Aside from the main entrance and this smaller hidden side entrance, there are a few other methods the PCs can use to enter the structure. Air vents allow gaseous creatures to enter most rooms on the third level, but spotting these exits from outside is tricky, requiring a successful DC 40 Perception check. The structure's walls are enhanced via magic, increasing the stone's hardness to 24 and tripling its hit points to 1,620 hp per 5-foot square. In addition, the walls have the *ghost touch* special ability; they cannot be bypassed by incorporeal creatures or via passage through the Ethereal Plane. Finally, any attempt to teleport within, into, or out of the Sunken Queen requires a successful DC 32 caster level check. Otherwise, the spell fails and the teleporting creature takes 20d6 points of damage as his body is wrenching and twisted by the violently disrupted magic (a successful DC 24 Fortitude save halves this damage). Creatures that have bathed in the *Everdawn Pool* (this currently includes only Ileosa and her four erinyes furies, but back in the day it included Sorshen and a select few of her minions) can teleport into and out of the structure without risk.

The Sunken Queen's interior is made of hewn basalt blocks. The floors, walls, and ceilings are finished in white or green marble tile, and despite the structure's age, they are clean and unscathed. Unless otherwise indicated, there is no lighting in the chambers, although some of the rooms on the third floor receives dim natural lighting during the day. While the steep angle of the chamber's floor is unlikely to matter much to flying characters or to swimming characters in the flooded areas, it does make it navigating through the pyramid on foot difficult. The floor slopes down toward the southeast at a 20-degree angle. Movement along the floor requires a successful DC 15 Acrobatics check—remember that when a creature balances in this way, it is considered flat-footed. Whenever a walking creature fails one of these Acrobatics checks by 5 or more, it falls prone and slides to the southeast until it strikes a wall, taking 1d6 points of damage.

Unless otherwise noted, the ceiling height in the chambers averages 50 feet, while the ceiling height in passageways averages 25 feet. The first level of the Sunken Queen is completely flooded with swamp water, and the southeast section is buried entirely under layers of

### SECOND LEVEL



### THIRD LEVEL



### FOURTH LEVEL



### B. THE SUNKEN QUEEN



### FIRST LEVEL



ONE SQUARE = 10 FEET

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

mud and silt. The second level is partially flooded, and non-flooded areas are clammy and damp. The third and fourth levels are dry and cozy, with their temperature and humidity maintained at comfortable levels by the structure's ancient magic. The Sunken Queen's design made flight, teleportation, or other alternate modes of movement a necessity, for the floors are connected only by open shafts without stairs or ladders to aid in navigation. Sorshen herself relied on magic items for flight in the Sunken Queen (as she couldn't cast transmutation spells like *fly* or *levitate*), but considered this an acceptable minor inconvenience—especially since she usually used teleportation spells to come and go from the structure.

Ileosa is currently undergoing a lengthy attunement process with the *Everdawn Pool* in area B2o. As long as this process continues, her senses extend throughout the entirety of the Sunken Queen; she effectively has an unlimited number of *clairaudience/clairvoyance* sensors in all of the complex's chambers. She can still be fooled by Stealth, but her *true seeing* ability extends through these sensors. As soon she notices the PCs inside the Sunken Queen, she alerts her four erinyes furies, who in turn telepathically rally the structure's defenders. The primary guardians of the Sunken Queen are six boggard champions—these are the most powerful barbarians from several regional tribes, and were each initially recruited to Ileosa's cause via *charm monster*. The boggards are now loyal to their new queen, and swiftly move to intercept the PCs once they are ordered to do so.

**BOGGARD CHAMPIONS (6)**

CR 10

XP 9,600 each

Boggard barbarian 8 (*Pathfinder RPG Bestiary 37*)  
CE Medium humanoid (boggard)

**Init** +4; **Senses** darkvision 60 ft., low-light vision;  
Perception +17

**DEFENSE**

**AC** 17, touch 8, flat-footed 17 (+6 armor, +3 natural, -2 rage)  
**hp** 150 each (11 HD; 3d8+8d12+85)

**Fort** +15, **Ref** +3, **Will** +8; +2 resistance bonus vs. confusion,  
insanity, polymorph, and lawful effects

**Defensive Abilities** fortification 25%, improved uncanny  
dodge, trap sense +2; **DR** 1/-

**OFFENSE**

**Speed** 20 ft., swim 30 ft.

**Melee** +1 *thundering greatclub* +19/+14 (1d10+11/19–20),  
sticky tongue +12 touch (special)

**Special Attacks** rage (22 rounds/day), rage powers (chaos  
totem<sup>APG</sup>, clear mind, knockdown<sup>APG</sup>, lesser chaos totem<sup>APG</sup>)

**TACTICS**

**During Combat** The boggards rage on the first round and use  
their terrifying croak as soon as they encounter the PCs;  
the volume is enough to alert all nearby areas to the event.

They use their tongues to keep archers, rogues, flying  
enemies, and spellcasters from gaining ranged advantages,  
and generally focus on one target per two boggards.

**Morale** The boggard champions fight to the death.

**STATISTICS**

**Str** 24, **Dex** 11, **Con** 23, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +17; **CMD** 25

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

**Skills** Escape Artist +2, Perception +17, Stealth +8 (+16 in  
swamps), Swim +13; **Racial Modifiers** +4 Perception,  
+8 Stealth in swamps

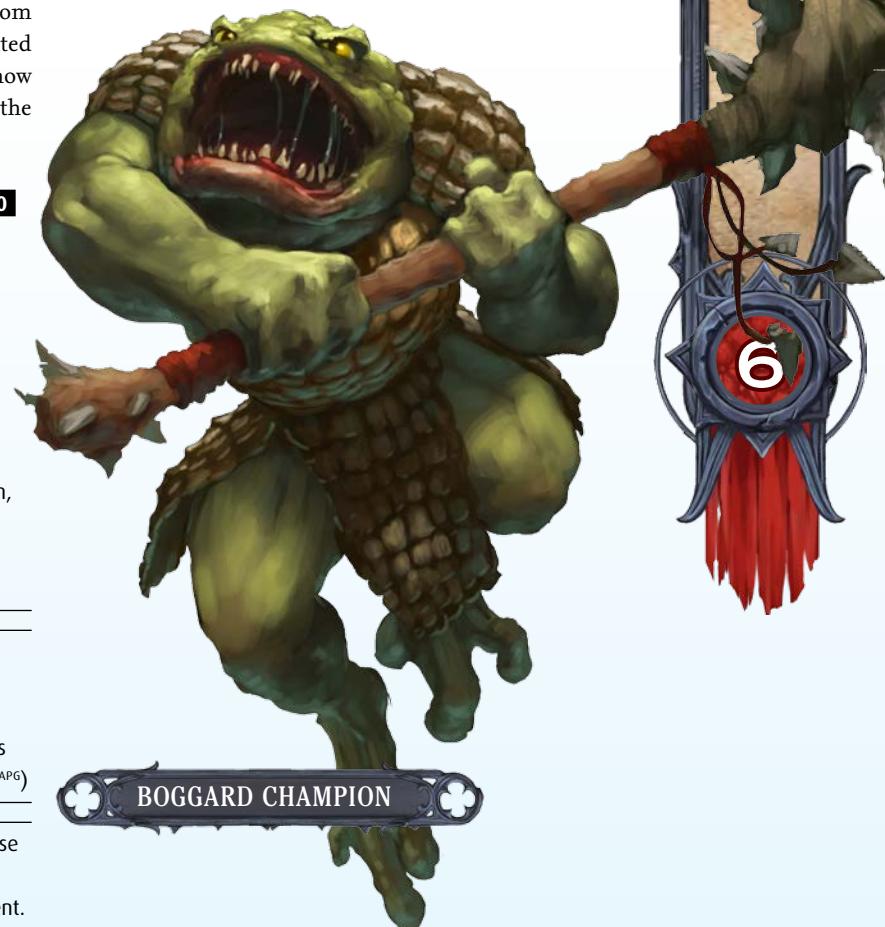
**Languages** Boggard

**SQ** fast movement, hold breath, swamp stride, terrifying croak

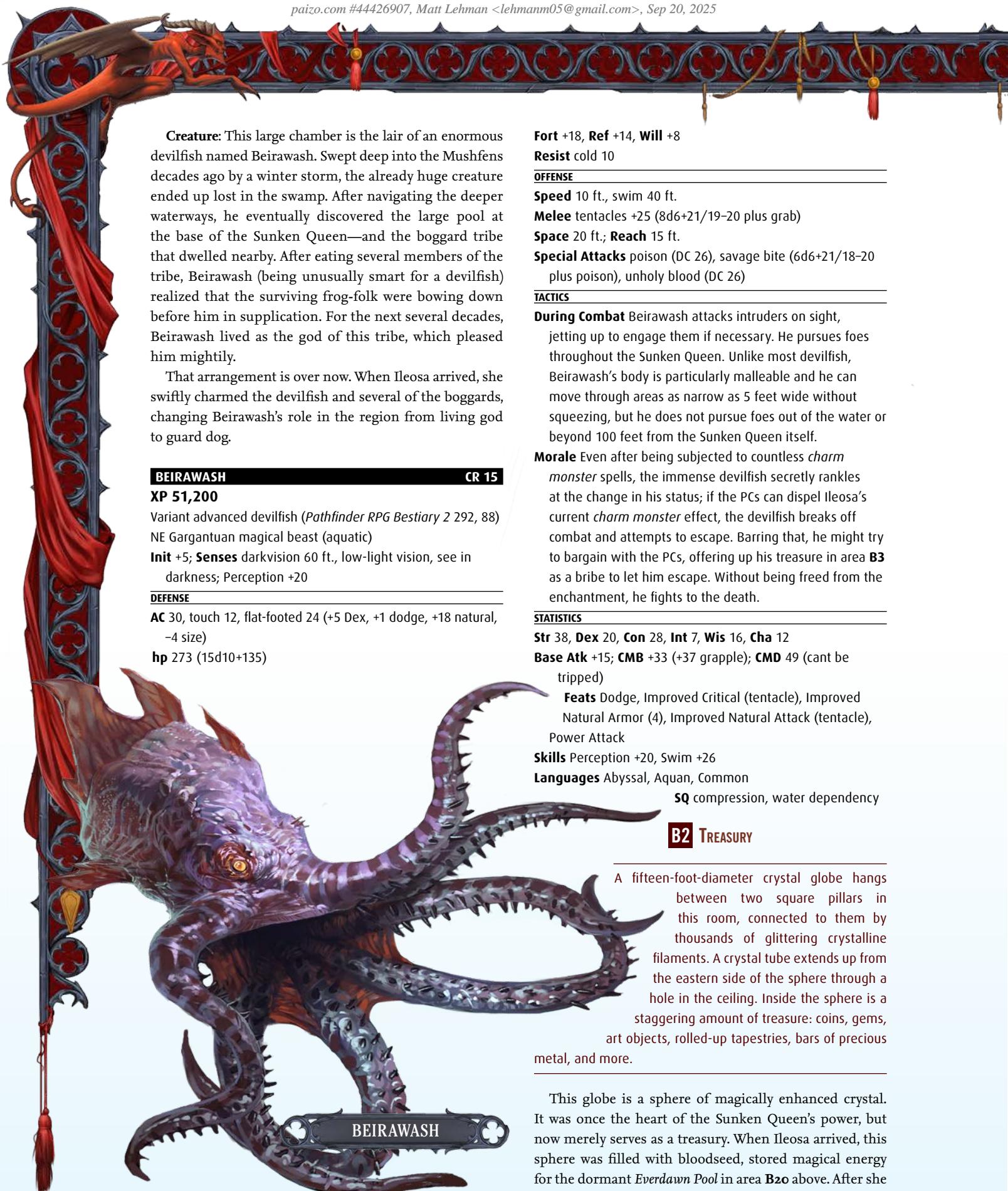
**Gear** +2 *hide armor*, +1 *thundering greatclub*

**B1 ENTRANCE HALL (CR 15)**

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

**BOGGARD CHAMPION**

6



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

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

<b>BEIRAWASH</b>	<b>CR 15</b>
<b>XP 51,200</b>	
Variant advanced devilfish ( <i>Pathfinder RPG Bestiary 2</i> 292, 88)	
NE Gargantuan magical beast (aquatic)	
<b>Init +5; Senses</b> darkvision 60 ft., low-light vision, see in darkness; Perception +20	
<b>DEFENSE</b>	
<b>AC</b> 30, touch 12, flat-footed 24 (+5 Dex, +1 dodge, +18 natural, -4 size)	
<b>hp</b> 273 (15d10+135)	

**Fort +18, Ref +14, Will +8**  
**Resist** cold 10  
**OFFENSE**  
**Speed** 10 ft., swim 40 ft.  
**Melee** tentacles +25 (8d6+21/19-20 plus grab)  
**Space** 20 ft.; **Reach** 15 ft.  
**Special Attacks** poison (DC 26), savage bite (6d6+21/18-20 plus poison), unholy blood (DC 26)

**TACTICS**  
**During Combat** Beirawash attacks intruders on sight, jetting up to engage them if necessary. He pursues foes throughout the Sunken Queen. Unlike most devilfish, Beirawash's body is particularly malleable and he can move through areas as narrow as 5 feet wide without squeezing, but he does not pursue foes out of the water or beyond 100 feet from the Sunken Queen itself.

**Morale** Even after being subjected to countless *charm monster* spells, the immense devilfish secretly rankles at the change in his status; if the PCs can dispel Ileosa's current *charm monster* effect, the devilfish breaks off combat and attempts to escape. Barring that, he might try to bargain with the PCs, offering up his treasure in area **B3** as a bribe to let him escape. Without being freed from the enchantment, he fights to the death.

**STATISTICS**  
**Str** 38, **Dex** 20, **Con** 28, **Int** 7, **Wis** 16, **Cha** 12  
**Base Atk** +15; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)  
**Feats** Dodge, Improved Critical (tentacle), Improved Natural Armor (4), Improved Natural Attack (tentacle), Power Attack  
**Skills** Perception +20, Swim +26  
**Languages** Abyssal, Aquan, Common  
**SQ** compression, water dependency

**B2 TREASURY**

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

This globe is a sphere of magically enhanced crystal. It was once the heart of the Sunken Queen's power, but now merely serves as a treasury. When Ileosa arrived, this sphere was filled with bloodseed, stored magical energy for the dormant *Everdawn Pool* in area **B20** above. After she

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

6

reawakened the *Everdawn Pool*, the bloodseed drained into the chamber above. Realizing that the crystal vessel was both an excellent display and a strong container, Ileosa filled it with the remaining treasure stolen from Castle Korvosa's treasury.

Apart from being transparent, the crystal of the globe has the same statistics as the stone that makes up the Sunken Queen's walls. The only physical entrance is via several thin pipes that lead down from area **B20**, pipes that eventually empty into the central tube—a route requiring *gaseous form* or other similar magic to navigate. Ileosa uses *dimension door* to enter and exit the treasury as needed, and transports wealth via *portable hole*. The globe is filled with air, and if broken, the sphere floods quickly.

**Treasure:** The vast majority of the treasure in the globe consists of art objects and coins—in all, the collection is worth 215,000 gp. Of course, all of this treasure technically belongs to the city of Korvosa; characters who abscond with it are likely to find an entire city government or an irate evil queen after them. The only magical item in the collection is a single empty *portable hole*, folded and draped over the original Korvosan crown (an art object worth 5,000 gp on its own) near the southern edge.

**Development:** If Ileosa senses the PCs looting her treasure, she sends her furies down to investigate (see area **B16**). If they find intruders, the furies attack at once, but they retreat to Ileosa's side if reduced to 80 or fewer hit points.

### B3 BEIRAWASH'S LAIR

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

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

**Treasure:** Ileosa let the devilfish think it was allowed to keep the treasure it had accumulated over the decades of being worshiped by the boggards, when of course she can change her mind and claim the loot here whenever she wishes. The treasure hoard consists of 7,304 gp, 1,300 pp, 12,400 gp in various minor art objects, a gold statuette of Sorshen worth 2,500 gp, a *headband of mental prowess +4* (Int and Cha; Bluff and Diplomacy), a +2 *dancing dagger* in a *scabbard of keen edges*, and a *medallion of thoughts* bearing the image of the Sihedron rune.

### B4 BEIRAWASH'S LARDER

This ancient chamber's flagstone floor is almost completely covered by a bed of rotting swamp algae, which is piled up in

a ten-foot-high heap in the south corner. The mangled, rotting carcass of a fifteen-foot-long alligator floats in the north corner near a huge pile of strange bones.

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

### B5 CHAMBER OF THE LYNX

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

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

### B6 SECOND-LEVEL ACCESS SHAFT

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

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

### B7 SURFACE ENTRANCE (CR 10)

Cleverly concealed by mangrove shrubs, this entrance to the Sunken Queen was created via *disintegrate* spells. The entrance is hidden by an *illusory wall* spell (CL 16th); once this illusion is penetrated, spotting the entrance through the mangroves still requires a successful DC 30 Perception check.

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

#### BOGGARD CHAMPION

**XP** 9,600

**hp** 150 (see page 381)

**CR 10**

CROWN OF FANGS

383

**B8 BOGGARD QUARTERS (CR 15)**

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

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

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

**BOGGARD CHAMPIONS (5)****CR 10****XP 9,600 each****hp** 150 each (see page 381)**B9 STORAGE**

A horizontal wooden platform has been built into the northwest portion of this chamber. On the platform are a large barrel and a heavy wooden chest. Several big fillets of smoked, spiced fish hang from a row of pegs along the wooden platform's edge.

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

**B10 SHAFT DOWN**

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

**B11 FLOODED CHAMBER**

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

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

**B12 CRYSTAL TUBE**

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

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

**B13 WATER STORAGE**

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

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

**B14 SHAFT UP**

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

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

**B15 GREAT HALL (CR 17)**

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

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

**Creature:** During the height of Thassilon, the runelords made use of numerous strange and otherworldly creatures as minions and guardians. This chamber contains one such ancient creature, a particularly powerful arachnid scarlet walker named Ithier. When Sorshen initially created the *Everdawn Pool* well over

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

11,000 years ago, she drew in many scarlet walkers from the nightmare realm of Leng to serve as resources and advisors. Ithier is the sole remaining member of that group, an ancient and essentially immortal monster bound forever to the Sunken Queen as a guardian. It initially resented Ileosa's presence here, but the queen managed to win Ithier's allegiance over by proving her skill at manipulating the energies within the *Everdawn Pool* and promising to release it from servitude to return to Leng once she has finished here.

**ITHIER****CR 17****XP 102,400**

Advanced sorcerer scarlet walker (*Pathfinder RPG Monster Codex* 248, *Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 414)

**LE** Huge outsider (evil, extraplanar, lawful)

**Init +11; Senses** bloodsense, darkvision 60 ft.; Perception +29

**DEFENSE**

**AC** 32, touch 20, flat-footed 20 (+11 Dex, +1 dodge, +12 natural, -2 size)

**hp** 272 (19d10+152); fast healing 10

**Fort +13, Ref +22, Will +18**

**Defensive Abilities** evasion, unusual anatomy (50%);

**Immune** acid, cold, poison; **SR** 27

**Weaknesses** vulnerable to electricity

**OFFENSE**

**Speed** 40 ft., climb 40 ft.; *air walk*

**Melee** 2 claws +28 (3d6+9/19–20 plus bleed), tentacle +23 (4d6+4 plus paralysis and bleed)

**Space 15 ft.; Reach 30 ft.**

**Special Attacks** bleed (1d6), blood-draining gaze, long limbs (+15 ft.), paralysis (1d4 rounds, DC 26)

**Scarlet Walker Spell-Like Abilities** (CL 16th;

concentration +25)

Constant—*air walk*, *detect thoughts* (DC 21)

At will—*sending*

3/day—*confusion* (DC 23), *demand* (DC 27), quickened *lesser confusion* (DC 20)

1/day—*feeblemind* (DC 24), *insanity* (DC 26), *true seeing*

**Sorcerer Creature Spell-Like Abilities**

(CL 19th; concentration +28)

12/day—*acidic ray* (1d6+8 acid)

**Sorcerer Creature Spells Known** (CL 19th;

concentration +28)

6th (3/day)—*greater dispel magic*

5th (4/day)—*dominate person* (DC 24), *mind fog* (DC 24)

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

**TACTICS**

**During Combat** Ithier casts *mind fog* on the first round of combat and uses quickened *lesser confusion* each round on a fighter, a barbarian, or another well-armed PC.

The scarlet walker casts *greater invisibility* on the second round, following that up with its mind-affecting spells and spell-like abilities. It keeps Ileosa informed of the battle via telepathy. It pursues foes throughout the Sunken Queen, but not into the flooded areas. If it manages to affect the target of the soultrapping gem in area **B19** with *dominate person* or *demand*, it orders that person to go fetch the gemstone and thus fall victim to the gem's effects.

**Morale** Ithier fights to the death.

**STATISTICS**

**Str 28, Dex 33, Con 25, Int 18, Wis 24, Cha 29**

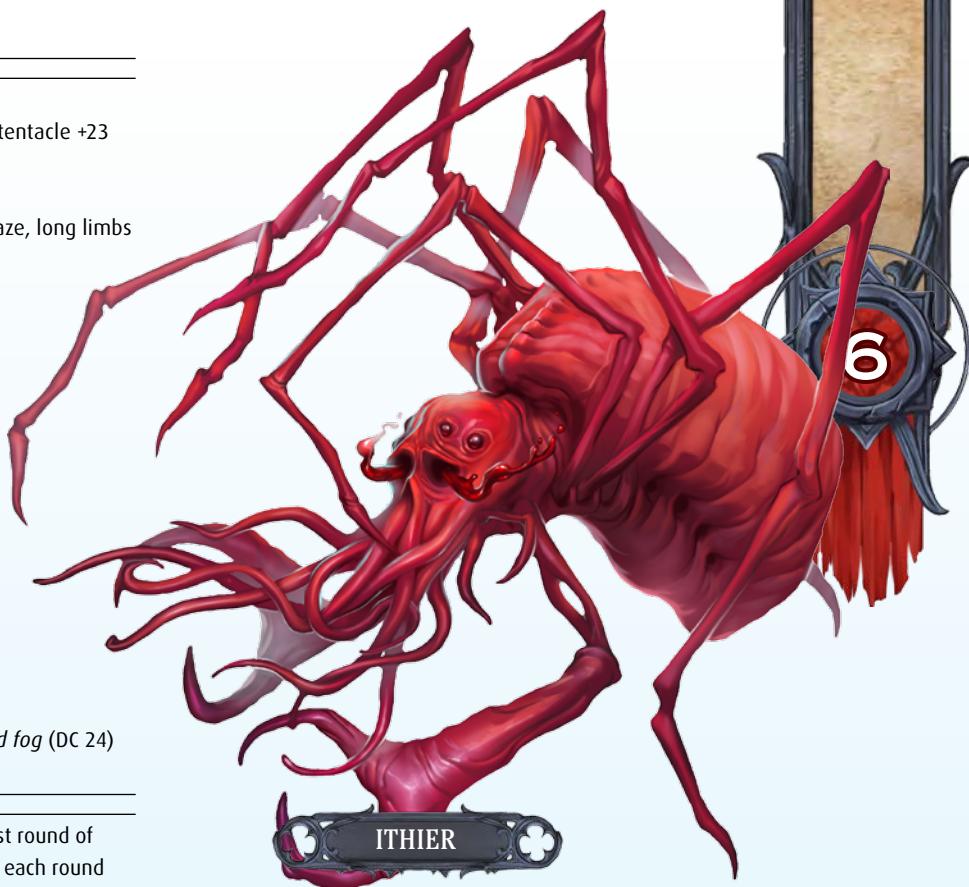
**Base Atk +19; CMB +30; CMD 52 (60 vs. trip)**

**Feats** Combat Reflexes, Dodge, Improved Critical (claw), Improved Natural Attack (claw), Mobility, Power Attack, Quicken Spell-Like Ability (*lesser confusion*), Spring Attack, Toughness, Weapon Finesse

**Skills** Acrobatics +33, Climb +17, Intimidate +31, Knowledge (arcana) +26, Knowledge (nature) +26, Knowledge (planes) +26, Perception +29, Sense Motive +29, Spellcraft +23, Stealth +25, Use Magic Device +28

**Languages** Abyssal, Aklo, Infernal, Thassilonian; telepathy 300 ft.

**SQ** bloodline arcana (+50% duration on polymorph effects), compression, no breath



ITHIER



### ILEOSA'S FURY

#### SPECIAL ABILITIES

**Blood-Draining Gaze (Su)** All creatures within 20 feet of a scarlet walker are subject to the monster's eerie blood-draining gaze. Affected creatures must succeed at a DC 26 Fortitude save or thin streams of blood pour from their eyes, flowing through the air and into the eye-socket-like pits in Ithier's face. This does not impact the victim's vision, but deals 1 point of Constitution damage and sickens the victim for 1 round from the hideous pain. A creature already suffering from a bleed effect takes a -4 penalty on the saving throw. This is a bleed effect. The save DC is Constitution-based.

**Bloodsense (Su)** Ithier can sense living creatures with blood in their veins and undead creatures that feed on blood (such as vampires). This ability functions like blindsight to a range of 60 feet.

#### B16 ILEOSA'S FURIES (CR 16)

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

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

**Creatures:** Ileosa has taken to calling her four powerful erinyses—Decabbara, Eveanie, Suishani, and Verasia—her “furies.” These four erinyses, once Sermignatto’s elite assassins, were gifts from the bdellavritra to Ileosa in return for allowing Sermignatto such an open-ended free reign over Korvosa in the contract they both signed once Ileosa loses interest in the area. These four erinyses sit in meditation on the chairs here when at rest; as soon as the Sunken Queen goes on alert, the four of them wait for Ileosa to notify them when the PCs reach this floor, or teleport to her side if the PCs confront her in area B2o.

#### ILEOSA'S FURIES (4)

CR 12

XP 19,200

Erinyses devil fighter 4 (*Pathfinder RPG Bestiary 75*)

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

#### DEFENSE

**AC** 27, touch 14, flat-footed 23 (+7 armor, +3 Dex, +1 dodge, +6 natural)

**hp** 166 (13d10+95)

**Fort** +18, **Ref** +17, **Will** +11 (+1 vs. fear)

**DR** 5/good; **Immune** bleed, fire, poison; **Resist** acid 10, cold 10; **SR** 19

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (good)

**Melee** +1 flaming returning trident +22/+17/+12  
(1d8+10/19-20 plus 1d6 fire)

**Ranged** +1 flaming returning trident +24 (1d8+10/19-20 plus 1d6 fire) or  
rope +22 touch (entangle)

**Spell-Like Abilities** (CL 12th; concentration +19)

Constant—*true seeing*

At will—*fear* (single target) (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 19), *unholly blight* (DC 21)  
1/day—summon (level 3, 2 bearded devils 50%)

#### TACTICS

**During Combat** The furies prefer to fight in melee, wielding their tridents two-handed and using Power Attack, but each round one of them hits the largest group of enemies she can with an unholy blight; if their foes prove resistant to this tactic, the erinyses instead joins her companions in melee. If a single foe proves particularly troublesome, the four devils target that foe with fear spells, hoping at least one of the spells will take effect—but keep in mind the furies are forewarned of the PCs’s abilities and won’t

CROWN  
OF  
FANGSCHAPTER  
BACKGROUNDPART 1:  
STREETS  
OF CHAOSPART 2:  
ASSAULT ON  
THE CASTLEPART 3:  
LEGACY  
OF BLOODCHAPTER  
CONCLUSION

6

bother trying to cast fear on a paladin or other character they know is immune to this effect. They generally use their rope attacks against clerics or other healers. They avoid using their summon devil spell-like ability, saving that for emergencies or for a fight at Ileosa's side.

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

#### STATISTICS

**Str** 24, **Dex** 28, **Con** 24, **Int** 12, **Wis** 18, **Cha** 24

**Base Atk** +13; **CMB** +20; **CMD** 40

**Feats** Combat Reflexes, Dodge, Improved Critical (trident), Iron Will, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (trident), Weapon Specialization (trident)

**Skills** Acrobatics +21, Bluff +19, Diplomacy +16, Escape Artist +12, Fly +19, Intimidate +19, Knowledge (planes) +7, Knowledge (religion) +7, Perception +16, Sense Motive +10, Stealth +15

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SQ** armor training 1, entangle, *Everdawn infusion*

**Gear** +1 chainmail, +1 flaming returning trident, cloak of resistance +1, silk rope (50 ft.)

#### SPECIAL ABILITIES

**Everdawn Infusion (Ex)** The furies have bathed in the *Everdawn Pool* recently. As a result, they can teleport in the Sunken Queen without restriction, modify their hit point totals with their Charisma modifiers rather than their Constitution modifiers, and are immune to bleed effects.

## B17 MAGICAL WORKSHOP

The western portion of this room is occupied by an L-shaped wooden platform. All sorts of laboratory equipment and tools for crafting magical items lie haphazardly atop the platform.

**Treasure:** Ileosa used this room to research the *Everdawn Pool*, but also to work on magical items to further augment her power. Currently, she has a set of *ring gates* about halfway through the process of creation (without access to *gate*, the DC to craft these items for Ileosa is 27, a result she automatically achieves). A PC who meets the requirements can pick up where Ileosa left off. The various magical components in the area, worth 10,000 gp in all, are all ready to be used for this project.

## B18 ILEOSA'S ROOM

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

lotus flowers. Next to the bed stands a beautiful harp with a matching stool.

The globes that light this chamber are crystal spheres containing *continual flames*. Ileosa stayed in this room when she first arrived here, but hasn't spent much time here since she began her attunement ritual in area **B20**.

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

## B19 BLOOD REPOSITORY (CR 17)

This chamber smells of blood. The eastern portion contains a large square basin, the rim of which is decorated with a convoluted bas-relief that resembles a jumble of snakes and slugs. Within the basin is a drop of three feet to the surface of a pool of what appears to be blood. Numerous thin crystalline tubes extend out of the wall above the basin, pass through its rim, and emerge along the inner rim, each one protruding like a tiny spigot over the pool below.

A wooden platform to the southwest of the basin is cluttered with various alchemical supplies and surgical tools. A small iron stand sits on the platform—cradled in it is a dark blue gemstone the size of a child's fist.

**Creature:** This pool of blood is "overflow" from the *Everdawn Pool* in area **B20**—in the event of an emergency shortage of blood, the pipes and siphons in the Sunken Queen could originally replenish the *Everdawn Pool*'s expended charges with blood drawn from here. The basin radiates faint necromancy magic—this is from the magical property that keeps blood held within fresh, warm, and unclotted. Ileosa avoided using the blood here to refill the *Everdawn Pool*, though, for she discovered a fascinating side effect—over the ages, the blood that has gathered here has achieved sentience of a sort and can no longer recharge the *Everdawn Pool*. Instead, it functions as an immortal ichor, but unlike most of these powerful oozes (which generally form from the spilled blood of a dead evil deity), this particular immortal ichor formed from potent residue left behind from Runelord Sorshen's personality and mind. In time, Ileosa hopes to use this fragment of the Runelord of Lust to further empower herself, but for the moment she has allowed the strange mass to remain here, and has even set up a cunning and dangerous trap for the immortal ichor to use. The monster rises up into a semi-human form when it senses the PCs, appearing as a vague approximation of Runelord Sorshen (a PC who succeeds at a DC 35 Knowledge [arcana or history] check recognizes

the resemblance). The immortal ichor can tell which of the PCs Ileosa has chosen as the target of the room's trap. If it manages to charm that PC, it orders him or her to pick up the gemstone and thus fall victim to its effects. Unlike most immortal ichors, this one understands Thassilonian instead of Undercommon, but still cannot speak.

**IMMORTAL ICHOR****CR 17****XP 102,400****hp** 270 (*Pathfinder RPG Bestiary 4* 156)

**Trap:** The gemstone is an immense sapphire on which Ileosa used a *scroll of trap the soul* to lay an insidious trap for one of the PCs, using the trigger object variation of the spell to inscribe that PC's name on the crystal. Which PC she chooses for this doom depends on whom, in your campaign, Ileosa has the biggest grudge against—if possible, this should be the PC who has claimed *Serithtial* as his own. If the immortal ichor still lives when this trap is activated, it swiftly grabs the gemstone (using *telekinesis* if needed) and attempts to retreat to area **B20** to hand it over to Ileosa.

**SOULTRAPPING GEM****CR 9****XP 6,400****Type** magic; **Perception DC** 33; **Disable Device DC** 33**EFFECTS****Trigger** touch**Effect** spell effects (*trap the soul*, CL 20th)

**Treasure:** The sapphire is worth 20,000 gp.

**B20 THE EVERDAWN POOL (CR 22+)**

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

The oval windows in the wall correspond to the eyes of the carving of Sorshen on the face of the Sunken Queen outside. While from the outside her eyes are opaque, they

serve as windows here, allowing those within to look out over the swamp. The mosaic map on the wall is a pictorial map of the nation of Eurythnia at the height of Sorshen's rule; the depiction of the pyramid on the map coincides with the eye windows, and the coastline falls at the base of the wall. The map is extremely detailed, but few of its features are recognizable today, with the exception of the Grand Mastaba and the Sunken Queen (though it is shown fully upright in the map).

The floating mass of blood is the *Everdawn Pool* (see page 433), one of Runelord Sorshen's greatest discoveries. Fully glutted on the blood of thousands of unknowing donors and by Ileosa's regular blood offerings (from herself and sacrifices she has undertaken here), the pool is a powerful tool that can be used to manipulate life and death.

**Creatures:** Ileosa is here, suspended at the heart of the *Everdawn Pool* in a state of semi-trance. Inside the pool, she has no need to breathe or eat. As she is slowly infused with magical power, her youth becomes more and more permanent. Each of her sessions in the *Everdawn Pool* lasts a day, after which a charge is expended and she grows closer to finalizing her ritual. This chapter assumes that when the PCs arrive, Ileosa has 10 days left before she completes the ritual, but the actual time she requires is left to you to decide. It's best to pick a duration that shouldn't force the PCs to rush through this chapter, but is short enough to preserve a sense of impending doom for the PCs if they use spells like *commune* and *divination* to determine how much time they have left. A good rule of thumb is to assume that the PCs have enough time to attempt to defeat Ileosa twice—if they confront her two times and are forced to flee a second time before they destroy her, she'll finish her attunement and eternal youth will be hers—at a tragic price for the people of Korvosa (see What If Ileosa Wins on page 391).

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

Unfortunately for the PCs, Ileosa isn't the only creature in the *Everdawn Pool*. She already used it to create six additional simulacrum of herself, and keeps them stored in the pool until she needs them. As her face shrieks at the PCs, she unleashes the simulacra against them. In addition, all of her surviving erinyes minions immediately teleport in to aid her when a fight begins, and if it still



CROWN  
OF  
FANGS

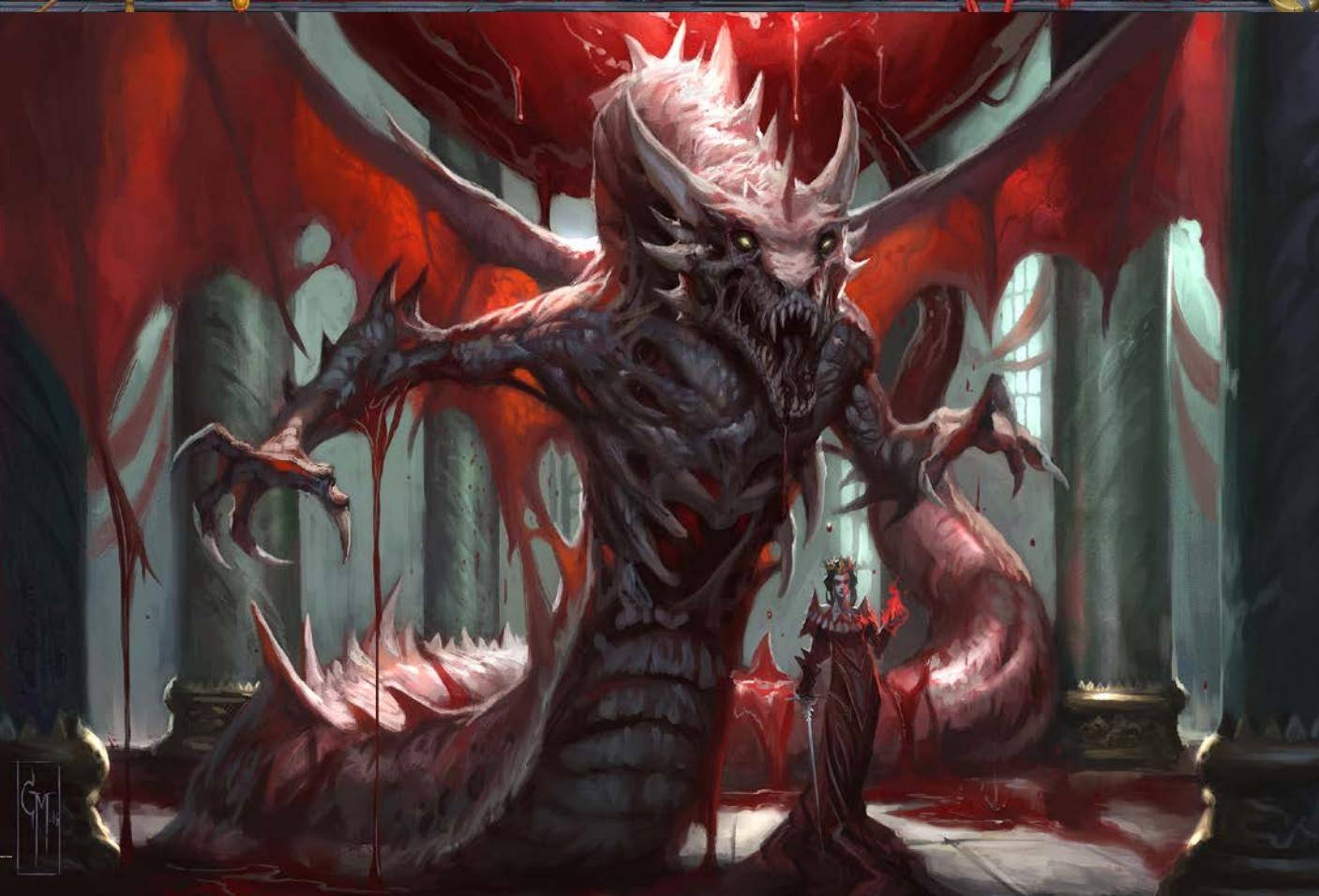
CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION



lives, the scarlet walker Ithier clammers up into this chamber from below to join the fight as well.

Yet Ileosa's most dangerous guardian is the spirit of Kazavon itself. As the battle begins, the blood of the *Everdawn Pool* explodes as it gives body to an enormous, diseased, serpentine dragon—a physical manifestation of Kazavon infused with the source of the greatest pain and blight the queen inflicted on the city: blood veil. This manifestation takes the shape of a creature called a taniniver, but one that can exist only as long as the *Everdawn Pool* feeds it blood. Manifesting the taniniver of Kazavon costs the *Everdawn Pool* 5 charges. If the *Everdawn Pool* has enough charges available, it can create a brand new taniniver once the previous one is slain as a standard action (the *Everdawn Pool* takes this action at the start of the round after the previous taniniver is slain), but can never have more than one taniniver in existence at any one time. The taniniver follows Ileosa's commands without pause, but cannot travel further than 1 mile from the *Everdawn Pool* in pursuit of fleeing PCs.

#### FALSE ILEOSAS (6)

**XP 6,400 each**

**hp** 87 each (see page 363)

**CR 9**

#### QUEEN ILEOSA ARABASTI

**CR 21**

**XP 409,600**

**hp** 391 (see page 444)

#### TANINIVER

**CR 17**

**XP 153,600**

**hp** 270 (*Pathfinder RPG Bestiary 4* 258)

#### SPECIAL ABILITIES

**Disease (Ex)** This taniniver's natural attacks always inflict blood veil (DC 27) on those affected.

**Treasure:** The *Everdawn Pool* is this room's greatest treasure. The abilities of this major artifact are detailed in full on page 433.

**Development:** If Ileosa is slain, the energies she has been building in the *Everdawn Pool* swiftly grow unstable. If the PCs manage to defeat the queen without slaying her, these energies similarly grow unstable soon thereafter as they sense the change in the mad queen's soul. If the PCs don't act quickly, these volatile energies could well go haywire and begin rebuilding Kazavon himself! See the Chapter Conclusion on the next two pages for details on this final climactic encounter of Curse of the Crimson Throne.

6

# CHAPTER CONCLUSION

The ritual for lasting youth that Queen Ileosa has spent the last several weeks performing in the *Everdawn Pool* has built power within the ancient artifact. While Ileosa was able to leave the pool for short periods of time (be it to rest or to confront the PCs), once she's defeated, the energy within the pool quickly grows unstable. With the target of its power suddenly removed from the equation, the *Everdawn Pool* is forced to refocus this energy elsewhere—into Kazavon's soul!

Just as the *Everdawn Pool* was infusing Ileosa, so were the fangs of Kazavon infusing their power into the pool, and when Ileosa's attunement ritual ends prematurely, the backlash of magic interacts with the fragment of Kazavon's soul in a horrifying way—it begins to rebuild the dragon's body in much the same way that it created the taniniver, save that this time, the pool is recreating Kazavon himself!

## RISE OF THE DRAGON (CR 25)

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

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

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

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

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

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

The creation of the great wyrm takes only 10 rounds. If the PCs haven't stopped it by then, they have a legendary CR 25 blue dragon on their hands—see Kazavon's statistics on page 448 for more guidelines on what to do in this event.

### KAZAVON

CR 25

XP 1,638,400

hp 573 (see page 448)

## IMMEDIATE REPERCUSSIONS

With the defeat of the manifestation of Kazavon, things finally grow silent in the Sunken Queen. Likewise, things quickly stabilize in the city of Korvosa, for the PCs have been victorious! Ileosa has been vanquished, and any remaining devils that linger in Castle Korvosa swiftly depart as they are drawn back to Hell (fleeing with Sermignatto if he still lives). Yet one thing remains to be addressed.

Although Ileosa has been defeated, the *Crown of Fangs* remains, and Kazavon's spirit remains strong in the evil artifact. The *Crown of Fangs* can be sundered with a strong blow from *Serithial*, shattering it into splinters with a flash of light, yet even then the indestructible fangs of Kazavon lie cold and motionless on the stone floor. The fangs can be truly destroyed only by reuniting them with the six other relics of Kazavon, allowing the dragon to be



CROWN  
OF  
FANGS

CHAPTER  
BACKGROUND

PART 1:  
STREETS  
OF CHAOS

PART 2:  
ASSAULT ON  
THE CASTLE

PART 3:  
LEGACY  
OF BLOOD

CHAPTER  
CONCLUSION



reborn, and then once again defeating him—see page 394 of Continuing the Campaign for more details. For the moment, the fangs of Kazavon are again quiet, their ability to influence the world lessened for a time (as determined by you). For now, the fangs can be handled safely, without fear of Kazavon's malign influence.

When the PCs return to Korvosa, their success is already known to the public, if only because Neolandus and the rebels have likely reclaimed control of Castle Korvosa. Cressida is able to rebuild the Korvosan Guard, and by the time the PCs arrive, the remaining Gray Maidens have gone into hiding and talk of restoring the Sable Company is on many lips. Cheering crowds await the PCs' return, and where things go from here depends largely on the desires of Korvosa's newest heroes. Consult the Continuing the Campaign section for several additional adventures that might await the PCs.

### WHAT IF ILEOSA WINS?

If the PCs fail to stop Ileosa before she finishes her final attunement ritual in the *Everdawn Pool*, a horrific tragedy strikes the city of Korvosa. As the ritual ends, Ileosa draws upon the lifeblood of all those whose blood she fed to the *Everdawn Pool*—including all of the Gray Maidens and

perhaps even some of the PCs. Thousands of Korvosan citizens are wracked with sudden pain. Blood pours from their bodies and just as swiftly evaporates into the air. Within a mere few seconds, these thousands lie dead and bloodless on the ground, while in the Sunken Queen, Ileosa enjoys her first taste of eternal youth.

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

If you wish to continue using Ileosa as a villain, treat the completion of this ritual as her mythic ascension (*Pathfinder RPG Mythic Adventures* 10). She retains the benefits of the devil-bound template, but she also gains a mythic tier as a trickster, selecting surprise strike as her trickster attack and mythic spellcasting as her first path ability. Where she goes after this is left for you to determine!

6



CROWN OF FANGS

391