

SECOND EDITION

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Blood Lords

ADVENTURE PATH

GHOST KING'S RAGE

By Jessica Catalan

Mechitar

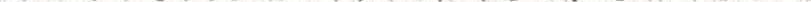
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EPIPHENOMENA OSSUARY 1 SQUARE = 5 FEET



CATHEDRAL PINNACLE 1 SQUARE = 5 FEET



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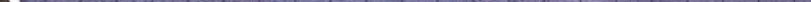
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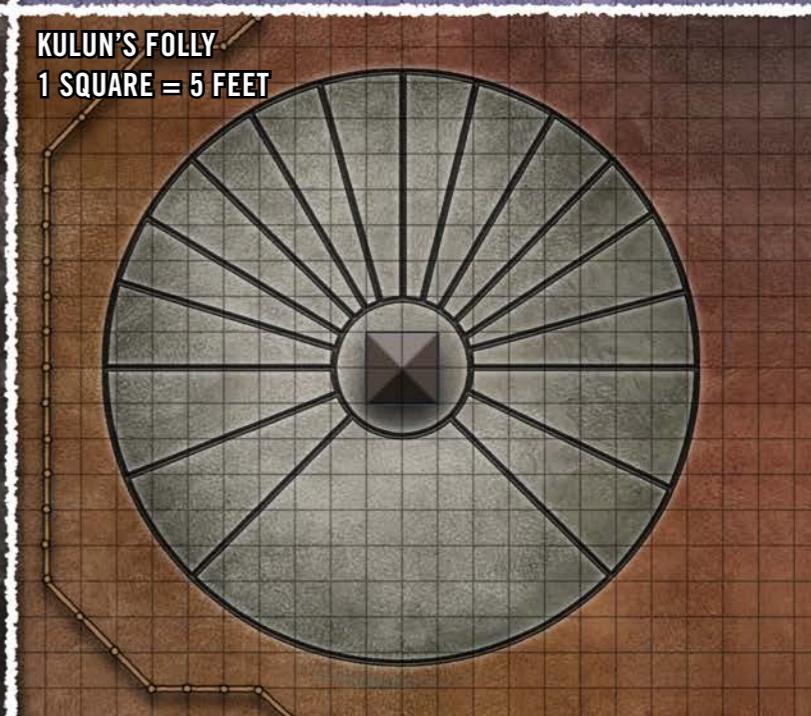


EBON MAUSOLEUM LIBRARY 1 SQUARE = 5 FEET

KEMNEBI'S OFFICE 1 SQUARE = 5 FEET



KULUN'S FOLLY 1 SQUARE = 5 FEET



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AUTHOR
Jessica Catalan

DEVELOPER
Adam Daigle

ADDITIONAL DEVELOPMENT
Ron Lundein

DESIGN LEAD
Logan Bonner

EDITING LEAD
K. Tessa Newton

EDITORS
Avi Kool, Ianara Natividad, Solomon St. John, and
Shay Snow

COVER ARTIST
Natasha Nanook

INTERIOR ARTISTS
Rael Dionisio, Wilmar Ballespí Escarp, João Fiuza,
Sammy Khalid, Robert Lazzaretti, and Firat Solhan

ART DIRECTION
Sonja Morris and Sarah E. Robinson

GRAPHIC DESIGN
Sonja Morris

PUBLISHER
Erik Mona



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo® paizo.com



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Chapter 1: Picking Up the Pieces 4

Chancellor Kemnebi has gone to ground! To uncover the location of his hidden sanctum, the characters must find and seize the tattered remains of a tortured soul. Their search begins in the ruins of the old Carter Consortium stronghold and ends in the Boneyard, at a hospice for damaged souls.

Chapter 2: Prelude to Death 28

Geb prepares a ritual to pry information from Balji's soul fragments while the characters acquire five rare components for the ritual. In each location, they may choose to acquire an additional component, which Geb can use to unshackle his tether to his throne, enabling him to move beyond Mechitar's borders.

Chapter 3: Striking at Shadow 54

The characters seek to destroy Kemnebi within his sanctum, an extra-dimensional shadow realm accessible through Peridantia's shadows.

BACK TO THE CAPITAL

In this adventure the characters return to Mechitar, where they have already spent time tracking down evidence of Kemnebi's plots and have accommodations within. Though time is of the essence, it's not so crucial the characters can't see to affairs already ongoing or check in on any contacts. However, this isn't the time to begin new downtime activities that could allow Kemnebi the time to either escape or fortify his position. If you need to refresh yourself with the people and places in Mechitar, more information can be found on pages 140-157 of *Pathfinder Lost Omens: Impossible Lands*.

Newest Blood Lords: The characters have only been appointed their new role as Blood Lords in recent weeks, and they had some chance to see how the general public, as well as peers or near peers reacted to their station. This adventure gives the characters a chance to see how their position and reputation with Geb's factions can play out. Beginning in Chapter 2, the Reputation Points earned (or lost) with the various factions can affect situations when they're acquiring the necessary ritual components. You can also bring this into play as the characters move about town and take care of any personal business. Some shopkeepers may offer them exclusive deals, crowds aligned with one faction or another can be helpful to the characters, or the city guard might be inclined to look the other way when they otherwise would not.

ADVANCEMENT TRACK

"Ghost King's Rage" is designed for four characters.

18 The characters begin this adventure at 18th level.

19 The characters reach 19th level after escaping the Boneyard.

20 The characters reach 20th level after acquiring Geb's ritual components.



Chapter 1: Picking Up the Pieces

Kemnebi's plans have been thwarted, his ambitions crushed, and his allies killed. Yet, there's more the new Blood Lords must do, for Kemnebi himself still lives. The traitorous chancellor has gone to ground, hidden in his shadow sanctum, and not even Geb has discerned his location. For the nation of Geb and its neighbors to be safe, Kemnebi must die. This task falls to the characters.

Getting Started

This adventure begins with the characters returning to Geb's capital of Mechitar and attending a meeting with the ghost king in his audience chamber within

the Cinerarium. It's likely the characters requested the audience to report to Geb, the only person within the nation with more power than Kemnebi. If they don't initiate this meeting, Geb summons them to report their findings. When they arrive, Geb is drifting back and forth through the air, though he settles above his throne as the characters recount the results of their investigations. When they complete their report, Geb is furious. His eyes flash, and the edges of his spectral form roil and waver, blurring in his rage. When he speaks, his voice is cold and dripping with contempt but measured, revealing none of his emotions. Read or paraphrase the following to your players.

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CHAPTER 1 SYNOPSIS

Tasked by Geb with destroying Kemnebi, the characters seek Kemnebi's secret lair—a place so well-hidden not even Geb has discerned its location. They begin at the ruined stronghold of the Carters Consortium in hopes of learning about the Boneyard and the fate of souls damaged by predation—souls like Balji, a monk Kemnebi killed long ago who nonetheless remains a part of the vetalarana. The characters discern Balji's location and enter the Boneyard to seize what remains of him from a psychopomp-run hospice that mends broken souls.

CHAPTER 1 TREASURE

The permanent and consumable items available as treasure in Chapter 1 are as follows.

- +2 greater striking longsword (5)
- +2 greater striking light hammer (5)
- +2 resilient leather armor (5)
- +1 striking dagger
- cold iron ingots (10)
- dispelling sliver
- greater maestro's instrument (violin)
- greater winged rune (*Pathfinder Advanced Player's Guide* 265)
- high-grade cold iron dagger
- indestructible shield
- major cognitive mutagen
- major drakeheart mutagen (*Advanced Player's Guide* 253)
- major goggles of night
- major potion of retaliation (*Advanced Player's Guide* 259)
- major silvertongue mutagen
- mithral ingots (2)
- potion of undetectability
- robe of eyes
- scroll of overwhelming presence
- scroll of telepathic demand
- selenite crystal ball
- silver ingots (10)
- true endless grimoire (*Pathfinder Secrets of Magic* 162)

"Kemnebi's plans are foiled, and war is averted, but my traitorous ex-chancellor lingers. He hides, even as we speak, in a dark corner beyond my ken. I can sense his hideaway, shrouded in shadows at the fringes of our plane, but I cannot see within nor determine its entrance. He thinks to escape me, as Nex once did, but he is a worm meddling with giants. He is not safe. He cannot hide for long—not from me." He flashes his gaze at the group. "Not from you. You will find and destroy Kemnebi. Permanently.

"Kemnebi will be difficult to kill. As a vetalarana, he feeds off the thoughts and memories of the living, draining his victims until they remain a comatose husk. He assimilates these memories and, while this may confuse newborn vetalaranas, Kemnebi has long curated his meals to grant him knowledge, skills, and traits he desires. He is one soul bolstered by countless thousands.

"Upon Kemnebi's death, his psyche will inhabit one of his nearby comatose victims, enabling him to continue living in the body of another—which will make him impossible to find and destroy. But Kemnebi's psyche cannot transcend planar boundaries. This will serve you well. If you defeat Kemnebi within his extraplanar hideaway, Kemnebi's psyche will only be able to transfer to a victim nearby within that hideaway—any victims he may have groomed for future occupation in Mechitar will be unreachable. There's sure to be vessels awaiting his occupation even within his hideaway, so ensure you remove them from the equation before killing Kemnebi.

"Of course, you must find Kemnebi's lair first. For this, retrieve the fractured soul of Balji. When Kemnebi was newly risen, he fed upon a simple Iroran monk. Kemnebi was clumsy, and Balji was an enlightened soul. Kemnebi became overwhelmed by the monk's spirit, letting in far more of Balji than he should have, and even today, much of Kemnebi's personality—his poise, his patience, even his so-called enlightened wisdom—stems not from Kemnebi himself, but from Balji. The monk is long dead, but Kemnebi's predations would have left Balji's soul in tatters. Such souls are incapable of moving on from the Boneyard. Instead, damaged souls such as Balji's are preserved in repositories until repaired, either by the ministrations of its resident psychopomps, or by the return of the other pieces of those shattered souls. As Balji's soul fragments remain intertwined with Kemnebi's soul, Balji will surely be in such a facility.

"Tell me, what do you know of the Carters Consortium?"

After the characters share what they've discovered with Geb, Geb fills them in further, providing them any information below they don't already know.

Knowledge of the Boneyard's inner workings are rare in Geb, but the once-vaunted Carters Consortium, a Great Faction reduced to a Lower Faction a generation ago, was knowledgeable in such matters. In addition to information on the Boneyard and the psychopomps who inhabit it, the Carters Consortium knew the locations of several soul repositories within the Boneyard, and even counted numerous duskwalkers and shabtis among their ranks—hidden, of course. The leaders of the Carters Consortium were unmasked as Pharasmins responsible for the assassination of numerous powerful undead throughout Geb, including some Blood Lords. Chancellor Kemnebi led the charge against the Carters Consortium; he ensured the leaders were executed and turned into mindless undead, the faction was lowered in status, any Pharasmins among the guild's general populace were rooted out, and the Consortium's secret base of operations was found. The base proved dangerous to undead, and though Kemnebi urged Geb to sacrifice as many souls as needed to destroy it, Geb ordered

REPUTATION IN PLAY

Throughout this campaign, the characters have had a chance to accumulate Reputation Points with the various factions in Geb. This has played into how others have treated the characters, giving the group an advantage or disadvantage. While there's still time for the characters to completely ruin their reputations, they find their standing coming into play more frequently during this adventure, particularly in Chapter 2. If characters have 5-14 Reputation Points with a particular faction, they're considered liked. If they have 15-29 Reputation Points with a particular faction, they're admired, and if they have 30 or greater, they're revered. These three categories come into play during this adventure. More information on the factions can be found starting on page 71 of *Pathfinder Adventure Path #181: Zombie Feast*, and details on the reputation system can be found in *Pathfinder Gamemastery Guide* on page 164.

the base closed and forgotten—meaning it still exists. Considering Kemnebi's treachery, Geb suspects Kemnebi only moved against the Carters Consortium when the Consortium planned to target Kemnebi himself. If Geb's suspicions prove true, the Carters might have additional information that could be of use to the characters in their attack against Kemnebi.

To this end, Geb dispatches the characters to explore the ruins of the Carters Consortium stronghold for information on Balji, find and seize the old monk's soul from the Boneyard, and bring Balji to Geb. Upon arrival, Geb will use Balji's soul to find Kemnebi. The characters must then enter Kemnebi's hideaway, handle his husks, and destroy Kemnebi. If Kemnebi isn't at his lair, Geb is certain Kemnebi will sense the intrusion and arrive to confront them soon.

Impatient to squash Kemnebi, Geb expects the Blood Lords to follow his commands in a timely manner. If the characters delay their departure longer than a day or two, they receive a message reminding the characters they serve only at Geb's desire. The message is delivered by the lowest ranking employee of the Cinerarium: **Scumlicker** (LE male ghoul janitor 2), a barely sentient ghoul so deteriorated he's more bone than flesh who cleans the Cinerarium's (rarely used but nonetheless foul) offal pits with his tongue.

Much as the group of newly minted Blood Lords were themselves used as an insult toward Kortash Khain, Scumlicker's missive should be a reminder to the characters of the tenuousness of their position and dependance upon Geb's favor.

Questioning the Carters

The characters travel to the secret base of the Carters Consortium. Although many of the Consortium's holdings were public knowledge and easily accessible, their hidden base of operations was a closely guarded secret that Kemnebi later sought to suppress. Most who once knew its location are dead or have forgotten it remains. The easiest way to discern its location is to simply ask Geb or the Carters Consortium.

If the characters visit the Carters Consortium for information on the ruined base, they're referred to **Castel Iotor** (LN male human master trader 10), a master trader who operates out of Mechitar and has traveled the length and breadth of Geb. Castel is a

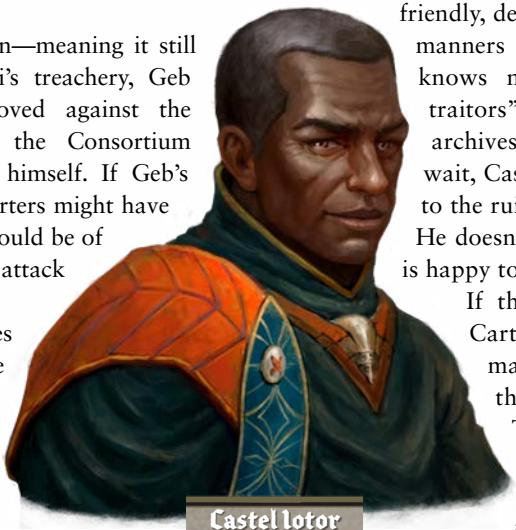
friendly, deferential fellow with impeccable manners and fine clothes who claims he knows nothing about "those deluded traitors" but offers to check the faction's archives on their behalf. After a short wait, Castel returns, providing directions to the ruin and an old key he discovered. He doesn't know what the key opens but is happy to be rid of it.

If the characters are liked by the Carters Consortium, Castel doesn't make them wait; he instead asks them to join him in his office.

There, Castel admits he stumbled upon a cache left behind by an old leader of the Consortium a few years ago. The cache contained contraband-tools to destroy undead, Pharasmin religious objects, and so on—so he destroyed them, as he didn't want to keep such objects in his possession. He also found directions to the secret base, a key, and an oft-repeated phrase. Castel learned the phrase was written in Requian, the language of psychopomps, then stopped investigating for fear of the repercussions. The phrase is a short Pharasmin prayer that translates to "I walk the Spiral."

Castel gives the group directions, the key, and relates the phrase to the characters (any undead speaking the phrase aloud feel light discomfort), and he asks them to keep his discoveries quiet so he doesn't get in trouble. If they agree to remain discrete, they receive 2 Reputation Points with the Carters Consortium.

Castel Iotor



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The Shattered Stronghold

The secret stronghold of the Carters Consortium is located in a field of tall grass, prickly bushes, and short, stunted trees off an overgrown road a few days west of Mechitar. Once accessible via a busy trade road patrolled by the Consortium, the road has been abandoned since the secret stronghold was discovered to distance guild survivors from their ex-leadership's transgressions.

The stronghold is an underground complex with two levels accessible via surface entrance. The entrance and upper level of the complex were destroyed by Kemnebi and agents of Geb long ago, but the lower level was never discovered and remains occupied by the last of the Pharasmin survivors.

THE BROKEN SPIRAL

TRIVIAL 18

The stronghold's surface entrance is surrounded by a ring of low stones carved with Pharamsa's spiral. The spiral on each has been defaced, transformed by poor carvings to resemble a maggot curled in on itself, suggesting the bloated fly imagery of Urgathoa's faith. A character who succeeds at a DC 38 Religion check determines these stones were once a ward that prevented undead from entering and perceiving within the circle, even via magic; the ward no longer functions.

In the center of the ring is a stone dome that once spiraled like a snail's shell. This dome is shattered and has collapsed into a mound of rubble with vines and plants growing through it. To enter the underground base, these stones must be excavated.

Creatures: Two wemmuths have grown among the rubble, glutted on the blood of the Consortium members killed long ago. When the characters approach the rubble, the wemmuths attack.

WEMMUTHS (2)

CREATURE 15

Pathfinder Bestiary 326

Initiative Stealth +30

Excavating the Rubble: Clearing away the rubble by hand requires 8 hours of work. The rubble remains charged with positive energy, and undead that touch the rubble suffer discomfort. After a few minutes of contact, undead develop a rash and become clumsy 1 for 12 hours (DC 38 Fortitude negates). If undead characters find a way to excavate the rock without touching it, excavate incredibly quickly, or bypass the need to excavate completely, they aren't subject to this condition.

Treasure: The wemmuths have placed a sack of gold collected from their previous victims atop this pile as bait to lure in thieves. The sack contains 8,000 gp, which is partially spilled out over the rocks.

THE BROKEN SPIRAL

1 SQUARE = 5 FEET



UPPER LEVEL

As creatures with negative healing enter the upper level, they feel an unpleasant tingling across their body. This feeling lasts as long as they remain on the upper level but doesn't otherwise cause harm.

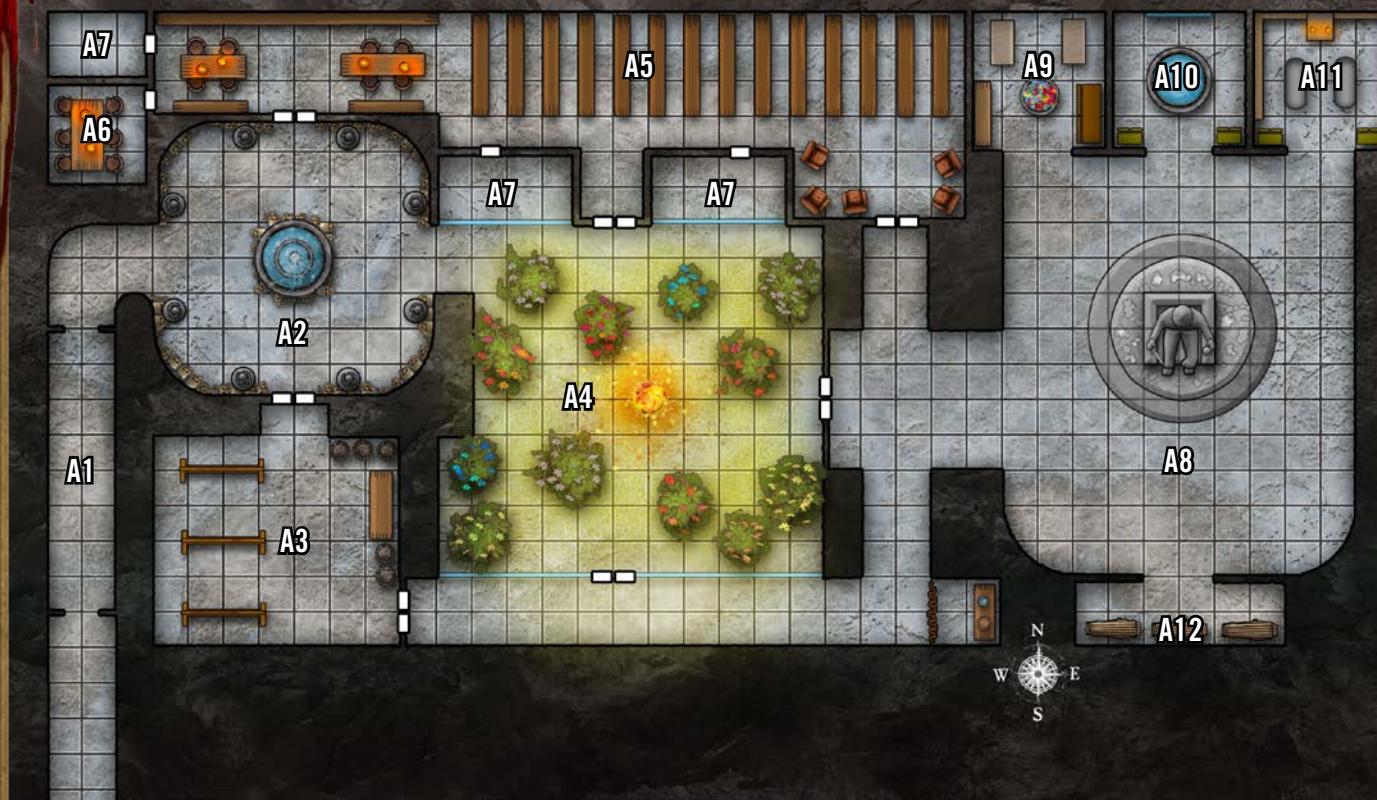
The stronghold's upper level is ruined and ransacked, damaged by battle and purposeful destruction. Furniture is broken, the walls are scorched by both magic and flame, and the remains of destroyed undead are scattered throughout. No dead Pharasmins remain here, as their bodies were animated as mindless undead to work the farmlands, nor are there any personal possessions or valuables, which were stolen or destroyed by Kemnebi's agents. The entire upper level is dark.

The excavated entrance becomes a ramp that spirals down through the earth. This main hall is lined with living spaces, then community living areas, including a kitchen and lounge. At the spiraling complex's center is a single large room with a mosaic tiled floor—the secret entrance to the lower level of the Pharasmin stronghold. The following locations are on the upper level. As no combat is expected to take place on this level, no map has been provided.

Cells: Forty spartan personal bedrooms line the spiraling narrow hall of the upper level. Each contains a simple bed frame, a shattered clay chamber pot, and a stone shelf built into the wall.

THE SHATTERED STRONGHOLD: LOWER LEVEL

1 SQUARE = 5 FEET



Devotion Chamber: Empty bookshelves line the walls of this small circular chamber, and moldering fragments of parchment and paper—the remains of this chamber's holy texts and prayer books—carpet the floor. A raised platform in the center is topped with sand and glass (a shattered hourglass).

Kitchen: The kitchen is a scorched mess with soot-stained black walls and ash-strewn floors. It was clearly ravaged by fire.

Lounge: This chamber was once a gathering place that could've held two dozen people. The chairs, tables, and couches have been cleaved to splinters.

Washroom: This mostly undamaged chamber has a few wooden washtubs, a well, and cleaning implements.

Treasure: A character who succeeds at a DC 38 Perception check while examining the upper level uncovers a few objects of interest missed by Kemnebi's agents, including a major drakeheart mutagen (*Advanced Player's Guide* 253) and a potion of *undetectability*.

THE WAY BELOW

At the center of the upper level is a large circular chamber with filth-stained murals decorating its walls.

Beneath the grime and paint purposefully smeared across walls to hide the murals peek the eyes of Pharamsa, streams of serene souls, and the masked visage of her various psychopomp servants. The floor is tiled in a glowing blue spiral that sheds dim light despite being buried beneath layers of filth.

Believing it was the worship room of the Pharasmins and the end of their stronghold, Kemnebi's agents vandalized this grand chamber. In truth, this chamber is a sacred passage marking the transition from living spaces to holy sanctuary. The tiled floor is a door that grants passage to the complex's lower level. Incorporeal creatures can't pass through this floor while it's whole.

A character who examines this chamber and succeeds at a DC 38 Perception check identifies 11 tiles along the spiral's path that depress when weight is placed upon them. Traditionally, worshippers would stand at the tiled comet (the largest part of the spiral) and walk along the comet's tail in a spiral, triggering the tiles in order with their steps. If a character presses all 11 tiles in order, a tile at the very center of the mural rises from the floor, revealing a keyhole. Stepping on a tile in the wrong order causes all depressed tiles to rise back up.

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When unlocked, the tile mosaic spirals down into the ground like a ramp, granting passage to the lower level. After 1 minute, the ramp returns to its original position.

The key from Castel Iotor unlocks this secret door. Alternatively, a character can pick the lock with six successful DC 36 Thievery checks. The floor has Hardness 18 and HP 72 (BT 36).

XP Award: When the characters enter the lower level beyond the mural door, they gain 30 XP.

LOWER LEVEL

Unlike the upper level, the lower level remains uncorrupted and is a holy space to Pharsma. It's well maintained, clean, and dimly lit by permanent dancing lights shaped like blue comets that orbit each chamber near the ceiling. Within the lower level, no corpse can become undead, and incorporeal creatures can't move through the walls, floors, or ceiling in any chamber. When an undead creature enters the lower level, they become clumsy 2 and enfeebled 2 for as long as they remain on the lower level. An undead character who succeeds at a DC 38 Fortitude save is clumsy 1 and enfeebled 1 for the duration instead.

When the Consortium's Pharasmin stronghold was attacked, most of the Pharasmins went to the upper levels to defend their stronghold or escape. Some remained behind in the lower level to maintain the temple and its relics. Those who survived the attack were supposed to regroup in the lower level when it was safe, but none survived. Instead, those on the lower level remained in isolation and were sealed inside by the destruction of the surface entrance. Over the last generation, these mortal Pharasmins passed away leaving only the immortal Pharasmins inside alive. These immortals are shabtis (*Pathfinder Bestiary* 3 229) who maintain their vigil over the lower temple, awaiting the arrival of allies long dead. These shabtis are led by the wise and well-respected **Raphira** (LN female votary of Pharsma 18) in area A8.

Although encountering shabtis on Golarion is rare (particularly in Geb), numerous shabtis have been released from the Boneyard directly into the temple (area A8) over the last millennia—presumably drawn by the presence of the *passage pane* in area A10. One of the shabtis, Erthrais, could be an ally to the characters and is valuable to numerous factions. See area A5 for more information.

A1. BLESSED ENTRY

This long hallway connects the entry ramp to the lower level. A grand lintel above each of the hall's ends is carved with intricate script—prayers denouncing undead in Requian.

TRIVIAL 18

Hazard: This hall is a trap meant to prevent spies and assassins from entering the stronghold. Although the trap triggers whenever a creature reaches the midpoint of the hall, animals, plants, and worshippers of Pharsma are immune to the trap's effects. The Pharasmins who once lived here used the triggering of this trap as an opportunity to pray.

CLEANSING HALL

HAZARD 18

RARE COMPLEX FORCE MAGICAL TRAP

Stealth +29 (master)

Description The hall's entry and exit seal with a force barrier, then waves of force surge through the hall.

Disable DC 48 Thievery (master) to deface the script without triggering, DC 47 Arcana (master) to redirect the magical energy, or DC 46 Religion (master) to quote Pharasmin prayers

Force Barrier (abjuration, divine, force) **Trigger** A creature reaches the hall's midpoint; **Effect** Force barriers seal the hall's entrance and exit for 1 minute. The trap then rolls initiative.

Routine (1 action) A wave of force flows down the hall from north to south, dealing $3d10+20$ force damage to each creature in the corridor. Each creature must attempt a DC 40 basic Reflex save. On a failure, a creature is pushed back 5 feet (10 feet on a critical failure). If this movement would cause a creature to hit another creature, both creatures take $1d6$ bludgeoning damage. If this movement would cause a creature to hit a force barrier, the creature takes $2d6$ bludgeoning damage. Animals, plants, and worshippers of Pharsma are immune to this force damage.

Reset The trap deactivates and resets after 1 minute.

A2. OSSUARY OF THE DEFIANT

MODERATE 18

A three-tiered stone fountain carved with imagery of rose bushes and plump little birds is the centerpiece of this large circular chamber, filling the echoing space with the sounds of splashing water. Nestled among the carvings are a few bars of soap, and folded on the edge of the fountain's lowest basin are two threadbare towels. The walls are richly decorated with skulls and bones. Each of the room's four connecting hallways are flanked by a pair of silver statues of skeletal humanoids with a vulture's skull, feathered wings, and sharp scythes.

This magical fountain currently serves as a washbasin, bathtub, and well for the inhabitants of the lower level.

Each of the silver statues is constructed from mithral. A creature that succeeds at a DC 23 Religion check determines they depict vanth psychopomps, resolute soldiers of the Boneyard.



The bones lining the walls are the remains of Pharasmins. Although it might seem macabre, each is a citizen purposefully hidden from Geb and interred, rather than being reanimated. These Pharasmins, their relatives, and their compatriots risked death for such defiance. Hiding their faith couldn't have been easy.

Hazard: The fountain depicts whippoorwills and black rose bushes, both holy to Pharsma. The fountain spouts clean, cold, holy water. Any creature that touches or falls into the water takes 1d6 good damage per exposure. As with holy water, this good damage only harms fiends, undead, and creatures that have a weakness to good damage.

Creatures: Four of the statues, one at each entrance, are Medium-sized mithral golems that attack any creature not previously granted access to the complex by a priest of Pharsma.

MITHRAL GOLEMS (4)

Pathfinder Bestiary 3 117

Initiative Perception +26

Melee ♦ fist +31 (agile, magical), **Damage** 3d12+12 bludgeoning

CREATURE 16



Melee ♦ spike +31 (deadly 2d10, magical, reach 15 feet), **Damage** 3d10+12 piercing

Faction Reputation: The skeletons in this ossuary are valuable commodities and by law belong to the Reanimators, who would turn the bones into mindless skeletal laborers. If the bones are given to the Reanimators, the characters receive 2 Reputation Points with that guild. However, Prime Cabalist **Daikhāl** (NE male heretic priest of Urgathoa) of the Celebrants would like to make a spectacle of the Pharasmins. If the characters offer him the bones, they earn 4 Reputation Points with his guild. If the characters give the bones to the Celebrants, the Reanimators are affronted, and the characters lose 2 Reputation Points with the Reanimators.

A3. SACRISTY

TRIVIAL 18

This storage room is filled with shelves, barrels, and weapon racks, all picked nearly bare. What remains are clerical vestments, religious symbols, vials of holy water, weapons constructed from a variety of materials, and specialized tools and oddments for fighting undead that vary from wooden stakes to garlic cloves to salt.

The walls are painted with geometric shapes, spirals, and complex runes.

The Pharasmins nearly emptied this storage room in defense of the upper level a generation ago. Despite this, the sacristy is clean and well-maintained.

Creatures: Each of the room's four walls has a living symbol hidden among the murals. The symbols attack anyone not wearing Pharsma's religious symbol. If combat lasts longer than 3 rounds, the noise alerts the inhabitants of area **A8**, who prepare as described in that area.

ELITE DIVINE LIVING RUNE (4)

Pathfinder Bestiary 3 6, 163

Initiative Perception +26

CREATURE 14

Faction Reputation: A character who succeeds at a DC 36 Society check while examining the contents of this chamber discovers a decorative scepter that once belonged to **Gulvar Ugtep** (NE male vampire moneylender 13), a Blood Lord with connections to the Tax Collectors Union. Gulvar believes the scepter stolen by his brother, **Lugvar Ugtep** (LE male vampire architect 13), a Blood Lord with connections to the Builders League. The duo has had a bitter rivalry since the theft. In truth, the scepter was dropped by Gulvar

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during an illegal feeding frenzy and picked up by an opportunistic Carter. Returning the scepter to one of the brothers earns the characters 1 Reputation Point with that brother's associated faction and a *robe of eyes* as a gift of thanks. Alternatively, the characters can give the scepter to Master Trader Castel Iotor, who panics at the sight of it. If the characters agree to take it away and never speak of it again, they earn 2 Reputation Points with the Carters Consortium.

Treasure: The following items of value remain in the sacristy: a *dispelling sliver*, a *greater winged rune* (*Advanced Player's Guide* 265), an *indestructible shield*, a *major potion of retaliation* (*Advanced Player's Guide* 259), 10 cold iron ingots, 10 silver ingots, and 2 mithral ingots.

A4. GARDEN

TRIVIAL 18

This indoor garden is bursting with trees, herbs, and flowers. The room is brilliantly bright, lit by a hovering orb that looks like a miniature sun, and the air is heavy with moisture and pollen. Countless birds, insects, and a variety of small mammals live in the garden, and their overlapping calls, chirps, and buzzing creates a chaotic cacophony.

A character who succeeds at a DC 31 Nature check recognizes that nearly all the plants within the garden are edible or have medicinal properties, while the birds are primarily whippoorwills, and the insects are primarily bees, beetles, and butterflies.

Due to the constant noise here, combat in the garden doesn't alert the residents of nearby areas to the characters's presence.

Hazards: When an undead or a creature with negative healing enters this garden, the whippoorwills sense them and get worked into a frenzy. The birds flap their wings, chirp loudly, and fly through the chamber in a panic. Bolstered by this holy place, the birds have great power and function as a complex trap.

AVIAN RAGE

HAZARD 18

RARE | COMPLEX | ENVIRONMENTAL

Stealth +45 (master)

Description Hundreds of panicked whippoorwills swarm through the area.

Disable DC 43 Nature (master) to calm the birds, DC 45 Occultism (master) to alter your aura, or DC 45 Performance (master) to imitate the living

Panic!  (sonic) **Trigger** An undead or a creature with negative healing enters the garden; **Effect** The birds



Avian Rage

screech in panic, dealing $3d12+20$ sonic damage to all creatures in the garden (DC 44 basic Fortitude save). On a failure, the creature becomes stunned 1 (stunned 3 on a critical failure). The trap then rolls initiative.

Routine (1 action) The birds swarm wildly through the garden, pecking and slashing at all undead creatures and creatures with negative healing in the garden, dealing $3d10+20$ slashing damage and $1d10$ persistent bleed damage (DC 44 basic Reflex save).

Reset The trap deactivates and resets if 1 minute passes without any undead or creatures with negative healing in the garden.

Faction Reputation: One of the bushes in this garden is an extinct strain of raspberry bush with plump purple berries. While this plant is valuable and could be sold to the Export Guild for 1 Reputation Point, a major cognitive mutagen, and a major silvertongue mutagen, the Reanimators could cultivate the bushes, resulting in more wealth over time and a new food crop. Unfortunately, planting the bushes requires time and investment, and the characters receive Berline's thanks and 1 Reputation Point if they turn the bushes over to the Reanimators, with the promise of future payment in a few years. Giving the bush to the Export Guild is shortsighted and causes the characters to lose 1 Reputation Point with the Reanimators.

Treasure: The orb illuminating this chamber is a permanent magical light created from captured sunbeams and powerful magic that emits daylight, providing nourishment like the sun and enabling the plants in this chamber to grow. This orb, the *sunspark*, counts as sunlight, and could be dangerous to any vampires in the party. The *sunspark* emits heat but doesn't burn and can't ignite flammable objects. The *sunspark* is useful in the Ossum Lighthouse in Chapter 3 of this adventure.

A5. ARCHIVE

LOW 18

This large archive is brightly lit and packed to bursting with books and scrolls, two writing desks, and a few reading chairs. The shabtis who live on the lower level spend a good deal of time in the library, as reading is one of the only hobbies available to them.

Creatures: Three shabtis are in this room. Two, **Arcule** (NG agender shabti theologian 16) and **Limini** (N female shabti militant 16), sit in reading chairs with books in their laps, loudly debating the finer points of Pharasmin theology. Their argument drowns out the sounds of conversation in the library and combat in other areas. If these shabtis spot the characters or are attacked, they loudly shout an alarm, alerting their leader, Raphira, in area **A8** to trouble. The two are devout and loyal, and they also hate Kemnebi, blaming him personally for the death of all their friends. If the characters mention their desire to kill Kemnebi, these shabtis cease hostilities (as long as the characters do) and are willing to speak. However, they won't do more to aid the group without consulting Raphira and offer to guide them to her to see if they can strike a bargain. If the characters refuse, Arcule and Limini choose to defend their home and resume combat against the characters.

The other shabti is **Erthrais** (CN female shabti apostate 16), a recently born shabti sick and tired of living in hiding while waiting for people she has never met. Erthrais was released from the Boneyard 5 years ago and has never known life

outside these walls, people beyond her fellow shabtis, or encountered faith beyond Pharsma. She's curious, impatient, and gullible. Erthrais is a facsimile of the Blood Lord Advocate **Mirgona Zede** (NE female human necromancer 16) created as a fail-safe for Mirgona's planned ascension to lichdom. Although Advocate Mirgona has yet to attempt her ritual, she choked to death 6 years ago, triggering Erthrais's creation, and was promptly resuscitated. Erthrais could be a valuable tool to a number of factions.

Erthrais is wandering the archive in boredom and likely notices the characters soon after their arrival. Rather than fight, Erthrais approaches and speaks to the characters in a hushed whisper, gesturing they should be silent. She wants to know where the characters come from, what they're doing here, and most importantly, if the way to the surface is clear.

It's obvious Erthrais wants to leave more than anything, and if the characters promise Erthrais freedom, an escort away, and safety, she's willing to betray her companions and join with the characters. If the characters attack Erthrais, she yells for the help of Arcule and Limini, who arrive in 1 round.

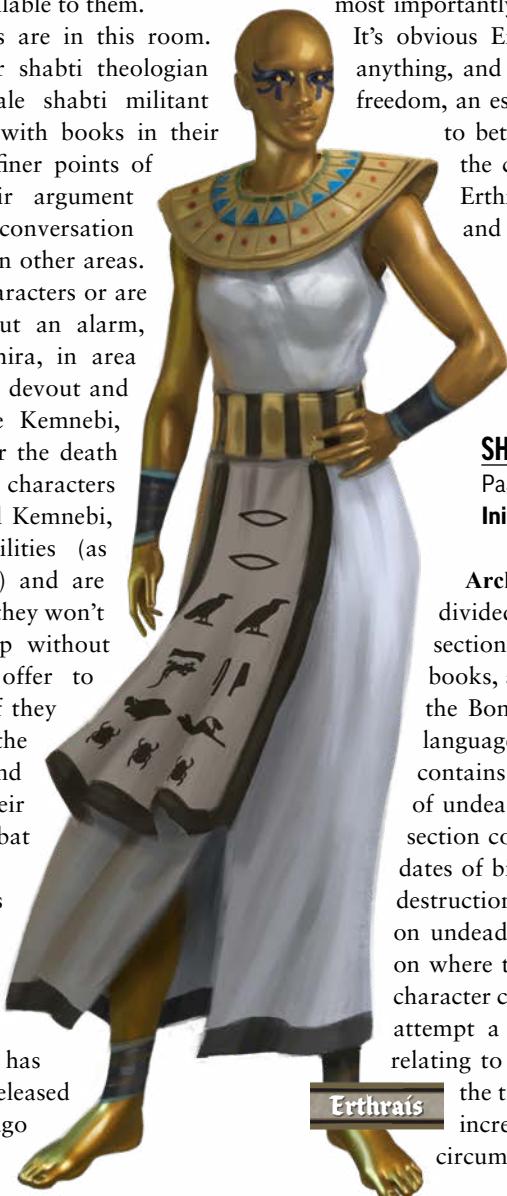
A shabti who's reduced to 100 Hit Points or fewer attempts to retreat to area **A8**, while the others cover their escape and continue the fight.

SHABTI SLAYERS (3) CREATURE 16

Page 84

Initiative Perception +25

Archive Contents: The archive is divided into three sections. The first section contains religious texts, prayer books, and information on psychopomps, the Boneyard, the cycle of souls, and the language Requian. The second section contains information on different kinds of undead and how to kill them. The third section contains citizenry records, including dates of birth, marriage, death, reanimation, destruction, and property deeds. Many files on undead citizens also contain information on where the individuals spend their time. A character can reference this archive when they attempt a skill check to Recall Knowledge relating to the archive's contents. If they do, the time it takes to Recall Knowledge is increased to 2 hours, and they gain a +4 circumstance bonus to the check.



Erthrais

Ghost King's Rage

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There are two obvious gaps on the archive shelves. A character who succeeds at a DC 38 Society check or a DC 36 Library Lore check deduces these missing gaps should contain information about vetalarana vampires and Chancellor Kemnebi. These missing texts are in area **A6**.

Faction Reputation: Erthrais could be used against Advocate Mirgona in countless plots and schemes, making it imperative Advocate Mirgona acquires and kills the shabti. If the characters give Erthrais to Mirgona, they earn 4 Reputation Points with the Export Guild.

Alternatively, the characters could give Erthrais to Mirgona's primary opponents, the Blood Lords Minister **Alagun Faulks** (CE genderfluid dwarf fleshwarp magus 14) of the Tax Collectors Union and Consul **Quarnim IX** (NE male devourer oracle 10) of the Builders League. Each earns the group 2 Reputation Points with their respective faction. Minister Alagun additionally offers a *scroll of telepathic demand* while Consul Quarnim additionally offers a *scroll of overwhelming presence*. Finally, the characters could set her free, but they would earn no Reputation Points.

Treasure: A character who succeeds at a DC 38 Perception check while searching the archive discovers a *true endless grimoire* (*Secrets of Magic* 162). They additionally discover a collection of property deeds that can be sold for a total of 10,000 gp or can be given to a faction of their choice for 2 Reputation Points.

Story Award: If the characters ally with Erthrais, grant them 20 XP as if they defeated her in combat, plus an additional 20 XP.

A6. STUDY

Numerous studies are located off the archive. In the past, they were used as a staging area for planning the assassination of Blood Lords or mass eradication of undead livestock. Today, only this study retains its original purpose.

At the time of the Pharasmins' destruction, they were planning the downfall of Chancellor Kemnebi. Although he didn't move against them at first—they'd been useful in destroying his rivals over the years—as soon as the Pharasmins learned the location of Balji's soul, he realized they might truly uncover his secrets. He unmasked the Pharasmin Carters and set out, with Geb's blessing, to eradicate them. Fortunately for the characters, Kemnebi never personally entered the complex for fear of its wards, and his agents never discovered the lower level. Geb ordered the site closed and Kemnebi was forced to comply.

ERTHRAIS'S AID

If the characters convince Erthrais to join them in exchange for freedom and safety, Erthrais can provide the following aid.

Erthrais can tell the characters about the other shabtis in the lower level, including their names and abilities. She has no knowledge of the traps or other opponents in the lower level, as they don't activate against the shabtis.

She can tell the characters about the lower level's layout and the purpose and history of each room.

She grants the characters access to Requian.

She can teach the characters a few phrases in Requian, including "Balji."

She can aid any characters searching the archive or can search the archive on their behalf.

She can show the characters the intel on Kemnebi.

She can join the characters in battle throughout the upper level.

She can explain and activate the passage pane.

She doesn't participate in any fights against psychopomps, to whom she owes her life.

Knowing Kemnebi was responsible for the death of their fellows, the Pharasmins within the lower level have continued plotting against Kemnebi over the past generation, so they would be ready for the day their allies finally returned to join them. This study room contains the fruits of this research. All available material on vetalaranas and Kemnebi is in this room as well as some sources referencing damaged souls, soul repositories, and the psychopomp usher Narakaas. An image on the wall of Kemnebi is used for dagger practice, and it's currently pinned to the wall with two daggers.

Notes handwritten in Requian further detail the location of Balji's soul (Reprise, a hospice for damaged souls staffed by psychopomps in service of Narakaas), postulate which powerful psychopomps might be in the repository (see the "Psychopomp Politics" sidebar on page 14 for more information), and speculate over Kemnebi's powers (see page 88 for information on Kemnebi's abilities; provide your players clues as desired). A character who doesn't speak Requian but succeeds at a DC 38 Society check to Decipher Text deduces how to spell Balji's name in Requian from these papers.

Anyone examining the room notices a highly detailed drawing of a magic mirror, which is clearly important to the Pharasmins' plan to assassinate

PSYCHOPOMP POLITICS

Notes handwritten in Requian postulate that the following four powerful psychopomps might be within Reprieve, the soul repository containing Balji's soul. All four are devotees or servitors of Narakaas.

Arbiter Alcrazaal (N male yamaraj psychopomp high arbiter): Unwavering. High Arbiter of surrounding court. Believes any damage dealt to souls is fated to happen and is a necessary trial such souls must endure—a painful experience that nonetheless shapes the souls as they react, suffer, sacrifice, and grow.

Commander Kaethrix (N agender vanth psychopomp soldier): Resolute. Protects surrounding court. Serves Arbiter Alcrazaal. Gold mask. Doesn't allow intruders. Run?

Matron Uldrula (N female shoki psychopomp soul archivist): Lead soul archivist at Reprieve. Feels empathy for the souls under her care. Believes soul predators should be assassinated by psychopomps. Kindred soul? Reports to Arbiter Alcrazaal. At odds?

Nesara (N agender eseneth psychopomp surgeon): Eight-armed. Performs emergency surgery on the most damaged souls and sensitive cases. Serves at numerous soul repositories. Do not interrupt surgery and should be fine?

Chancellor Kemnebi. Notes in Requian identify this as the *passage pane*, which was acquired by the Carters Consortium millennia ago and has been stored in the Chapel of Fate (area A10) ever since.

Treasure: One of the two daggers in the wall is a high-grade cold iron dagger.

A7. LIVING SPACES

Once study rooms, these chambers were converted into communal living spaces for the surviving Pharasmins (now only shabtis). Each contains furnishings from other areas, including prayer mats used as mattresses, tapestries used as bed linens, folded holy vestments used as pillows, and the floor and tabletops used as beds.

Treasure: The characters can find the following items scattered throughout the living spaces (up to 2 in each room) with a successful DC 37 Perception check: a black velvet bag containing two small rubies (200 gp each), a silver and emerald hand mirror (worth 250 gp), an elaborate glass prism (worth 150 gp), a gold censer (worth 400 gp), an onyx and quartz whippoorwill (worth 100 gp), and a book of romantic poetry with gilded pages and colorful illustrations (50 gp).

A8. TEMPLE

MODERATE 18

The walls of this large circular worship chamber are painted with elaborate murals depicting the nation of Geb given over to the living. Smiling, healthy people walk its promenades, tend its shops, and exchange pleasantries—there are no undead depicted.

Upon a raised circular platform in the chamber's center is a towering marble statue of Pharsama seated upon a throne identical to Geb's own. She holds an hourglass in one hand and a dagger in the other. At her feet, carved from stone, is Geb's head. The surrounding platform is covered in layers of paper, except for a small space that holds a well-used prayer mat.

Behind the statue of Pharsama stand three small chapels, each dedicated to different aspects of the goddess's faith. In front of her, in a side chamber, is a trio of clumsily made coffins constructed from salvaged wood.

This grand temple once held regular services for dozens of Pharasmins. Now, only the six surviving shabtis visit. The room's pews and furnishings have been repurposed as beds and wood throughout the lower level, and much of the space is now open, used for combat training, exercise, games, or simple contemplation. The shabtis still worship regularly, but their needs are less grand. Their leader, Raphira, gives sermons while seated upon the prayer mat beneath Pharsama's grand statue while the others listen on similar prayer mats arrayed on the ground at her feet. More like story time than a true service, these events happen twice daily and are always followed by theological discussions and lessons.

The papers coating the platform are images of undead and handwritten names. The lowest papers are incredibly old and little more than dust, but the topmost layers are newer. These records note the undead killed by the Pharasmins, given as offerings to Pharsama. The most recent are from a generation ago, before the upper level was destroyed. Although Pharsama has many aspects, it's obvious from this temple the destruction of undead was what mattered most to this Pharasmin sect.

Creatures: Raphira is the eldest of the shabtis at over 700 years old. She sits on her prayer mat on the platform, telling a story in Requian to her two most loyal acolytes, **Ufei** (LN male shabi bodyguard 16) and **Yeveren** (LN genderfluid shabi sentinel 16). The trio leap up in surprise and attack at the sight of the characters. Ufei and Yeveren stand between Raphira and harm, fighting in melee to defend her. All three fight to the death to defend their home from hated enemies.

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If Raphira is aware of the characters, likely due to extended combat in area A3 or being notified by the shabtis in area A5, the trio (and any shabtis who escaped here to safety) are instead hiding behind the statue of Pharsma. Raphira has cast *energy aegis* on both of her companions and *heroism* on one of her companions. Additionally, Ufei and Yeveren both have readied an action to Strike the first intruder they see with their crossbows.

Raphira, Ufei, and Yeveren hate Kemnebi, but they don't trust the characters and won't ally with or help them even if it means Kemnebi is destroyed. They would rather die fighting enemies than ally with enemies to take down even their most hated nemesis. Mentioning that they're only here for information on Balji's soul doesn't help—the shabtis believe the characters will kill psychopomps to obtain the soul and won't trade the lives of Pharasmins or psychopomps for revenge. At best, they might be convinced to provide some information, and only if the lives of their fellow shabtis are held hostage.

If Arcule and Limini are present (even if they considered allying with the characters), the duo follow Raphira's lead and fight alongside her.

SHABI SLAYERS (2)

Page 84

Initiative Perception +25 or Stealth +28

CREATURE 16

RAPHIRA

Female shabi votary (page 85)

Initiative Perception +33

CREATURE 18

A9. CHAPEL OF LIFE

This small side chapel is dedicated to Pharsma's aspect of life, including healing and childbirth, and is both a hospice and a birthing room. Herbs hang to dry from the ceiling, filling the room with a pleasant aroma. There are two birthing tables, numerous washbasins, a cabinet filled with medicinal herbs, and a massive tub once used for water births. A small altar against the far wall is topped with a bowl of water, a well-used mortar and pestle, and a ceremonial dagger.

Although the room is clean and the herbs are dried and stored here, most of the room is used for storage; it holds additional towels, piles of wood salvaged from broken pews and benches, and cleaning supplies. The tub holds a small mound of dusty treasure that seems rather neglected.

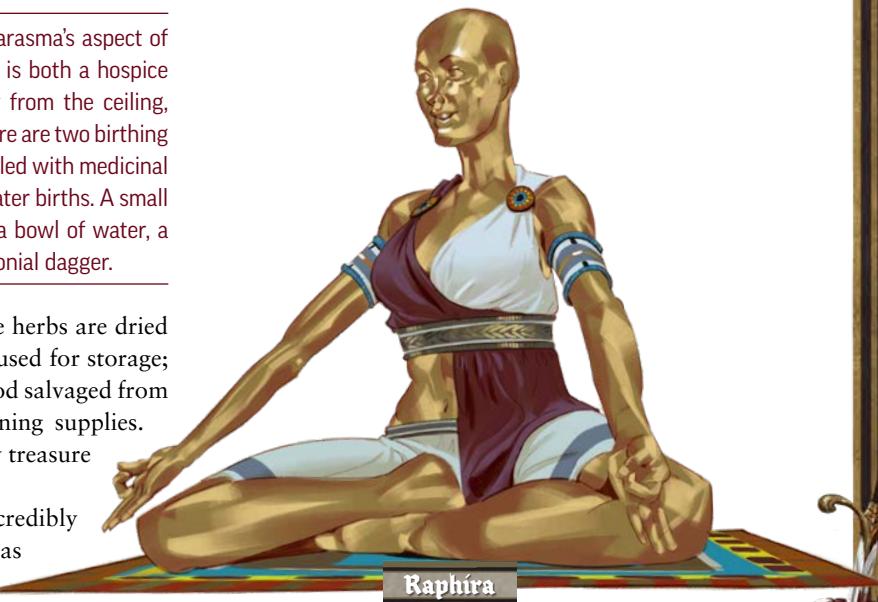
The Chapel of Life was once incredibly important to the Pharasmin Carters, as it provided a safe place for them

to birth and bless their children and pray for the continued safety of their loved ones. Since the lower level was sealed, they've had no need for the chapel. While they maintained it for a long time, no children have been here in over a generation, and the shabtis have had no desire to bring life into the world while they were trapped within the lower level—they've made liberal use of herbal contraceptives grown in the garden over the decades.

The treasure in the tub was taken from undead victims of the Pharasmins' assassinations, but whose possessions were too recognizable to be sold or used. The shabtis have no use for wealth and moved the treasure from the hidden treasury into this tub when they repurposed the treasury as a memorial (see area A12 for more information).

Treasure: The treasure in the tub consists of a greater maestro's instrument (*violin*), major goggles of night, and a vast collection of minor art objects and jewelry (worth 15,00 gp total, though it can only be sold for 5,000 gp due to the objects' provenance and notoriety unless the seller puts in a lot of work).

Faction Reputation: If the characters give the art and jewelry to **Oreen Argilt** (CE female dhampir dwarf shipping magnate 15), they can earn 2 Reputation Points with the Export Guild. She intends to sell the items abroad. Alternatively, giving these items to High Treasurer **Alunkhamen** (CE male mummy banker 14) can earn the characters 2 Reputation Points with the Tax Collectors Union. He intends to melt down and remint the items. Unfortunately, both are spiteful. If the characters give the art and jewelry to one of these faction representatives, they lose 1 Reputation Points with the faction they didn't choose.



Raphira

A10. CHAPEL OF FATE

This small side chapel is dedicated to Pharsma's role as goddess of fate and prophecy. It contains a large scrying pool inset in the floor and an elaborate mirror on the wall. Matching cabinets hold a variety of divination tools, including crystals, bones, runestones, harrow cards, star charts, colorful sticks, and more.

Treasure: The mirror is a *passage pane*, a powerful artifact that can be used to travel to the Boneyard. Although determining the mirror's purpose requires a character to succeed at a DC 40 Religion check to Identify Magic, operating it is considerably more difficult. Before the *passage pane* can be used, a user must bond with the mirror, which requires 1 hour of focus and the user to succeed at a DC 40 Religion check. This check automatically fails if the creature attempting to bond with the mirror doesn't have at least master proficiency in Religion. Only one creature can bond with the *passage pane* at a time. Once a creature has bonded with the *passage pane*, the mirror must be ritually attuned to a specific location within the Boneyard. This requires the characters to identify where Balji's soul is being held and to succeed at a DC 40 Religion check. Then, the mirror must be activated. For more information on the *passage pane* and its activation, see page 78. Undead can neither attune nor operate the mirror, so the characters might need to seek the aid of others, likely Erthrais, Raphira (under duress), or one of their mortal allies in Mechitar, such as Berline.

XP Award: When the characters successfully use the *passage pane* to reach Reprieve in the Boneyard, they gain a bonus 40 XP.

A11. CHAPEL OF DEATH

This small side chapel is dedicated to Pharsma's role as goddess of death and internment. It contains two tubs, used for blessing, washing, and processing bodies for burial or placement in the ossuary, as needs dictate. One cabinet in the chamber holds the tools needed for such work, while another cabinet contains candles, tindertwigs, strips of paper, charcoal, incense, and soot-streaked bowls. A small altar against the back wall holds a bowl of burning incense and scraps of paper and a lit pillar candle that emits no heat. Shelves lining the walls hold urns filled with ashes, each labeled with the name of a deceased Pharasmin.

The shabtis use this chamber to pray to Pharsma on behalf of their friends who died long ago in the attack on the upper level. They write the names of those they're praying for on strips of paper with charcoal and burn the scraps along with incense and a small candle from the cabinet.

Faction Reputation: If the characters take the time to record the names on the urns, they can give this information to the Carters Consortium or the Celebrants. Prime Cabalist Daikhal graciously thanks the characters, and they earn 2 Reputation Points with the Celebrants for the names, which he'll use to root out of the descendants of the Pharasmins to test their faith and ensure either their devotion to Urgathoa or their death. Daikhal's efforts will no doubt be a blow to the Carters Consortium and result in the deaths of many souls untainted by Pharsma's influence.

To protect the Carters Consortium, Master Trader Castel Iotor asks the characters to turn over the names and forget they ever saw them, insisting the Carters have "long pruned" all traces of that "cursed religion" from their membership. If the characters do so, they earn 1 Reputation Point with the Carters Consortium.

Treasure: The candle on the altar is a *soulspark candle* (page 79). When an undead or a haunt is within 40 feet of the candle, its flame turns black, emits a flash of sparks, and makes a loud crackling sound.

A12. MEMORIAL

This memorial chamber once served as a reliquary containing objects of importance to the Pharasmins and a hidden treasury underneath the floor. The contents of the treasury have been moved to the Chapel of Fate (area A10), and the treasury was instead used to inter the remains of three Pharasmins: Qilhana the Blade, High Priest Obridul, and Moth. Each was a high-ranking member of the Carters Consortium and the Pharasmin clergy who remained on the lower level to defend the church's final stronghold from intrusion. When Kemnebi sealed the upper ruins, these three were trapped inside, eventually dying of old age. The shabtis who outlived them constructed coffins for each out of broken pews and scavenged wood but hadn't planned for the stench. Soon thereafter, they emptied the secret treasury and sealed the bodies inside. The shabtis keep the coffins in place above the makeshift tomb as a memorial to their mentors and friends. Much like within the Chapel of Death (area A11), a bowl of incense burns atop each coffin.

Treasure: If the characters move the coffins, pry up the stone slab sealing the treasury, and search the corpses, they discover a few possessions the dead were buried with: a platinum and crystal hourglass with red sand (worth 3,500 gp), a moonstone bracelet (worth 1,000 gp), and a *selenite crystal ball*.

Enter the Boneyard

Balji's soul resides in Reprieve, which the characters can travel to by using the *passage pane*. Although

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it's possible the characters have access to other magic that could enable them to travel to the Boneyard, such as *plane shift*, these spells have a large margin of error, and the Boneyard is incredibly dangerous to undead and the creatures allied with them. Powerful psychopomps, psychopomp ushers, and Pharamsa herself all stand in opposition to the characters' goals, and travel through the Boneyard would prove challenging. To have any chance of success, the characters must quickly enter the Boneyard, seize Balji's soul, and leave the plane before their presence is noted. This task requires precision entry and subtlety, making the *passage pane* the characters' best option of reaching their target in short time by far.

The Boneyard is the realm of the dead and home to those who judge and protect souls. It isn't a place for the living nor undead to linger. As a plane in the Outer Sphere, the Boneyard has traits that set it apart from the Material Plane. The Boneyard has normal gravity but has the timeless trait. This means that time still passes within the Boneyard, but its effects are diminished. Age, hunger, thirst, natural healing, and afflictions (curses, diseases, and poisons) don't function in the Boneyard. Any afflictions that cease functioning while within the Boneyard resume functioning upon leaving the Boneyard, regardless of the time elapsed.

AWARENESS

The part of the Boneyard around the hospice is closely monitored for security against soul thieves. Throughout their time here, the characters accrue Awareness Points, as described in the locations that follow. This measures how much of a disturbance the characters make and determines the reinforcements that rise to oppose the characters over time. If the characters leave the Boneyard without triggering one of the waves of reinforcements, they gain XP as if they'd defeated those reinforcements they haven't triggered in combat.

When the characters accrue 3 Awareness Points, the first wave of reinforcements arrive in the hospice. They seek out and fight the characters to the death.

When the characters accrue 6 Awareness Points, the Boneyard rises in opposition against the characters. The characters feel a weight upon their soul that attempts to anchor them to the plane. The characters treat all spaces as difficult terrain for as long as they remain in the Boneyard.

When the characters accrue 10 Awareness Points, the second wave of reinforcements arrive in the hospice. They seek out the characters with determination and fight to the death.

When the characters accrue 15 Awareness Points, the spiritual weight upon the characters increases and hinders their progress. The characters' Speeds are all reduced by 10 feet for the duration of their stay in the Boneyard.

When the characters accrue 20 Awareness Points, the spiritual weight upon the characters further increases. The characters become slowed 1 for as long as they remain in the Boneyard.



Vanth Warrior

REPRIEVE

1 SQUARE = 5 FEET



REINFORCEMENTS: WAVE ONE

A morrigna leads two vanth warriors into battle against the characters.

MORRIGNA

Pathfinder Bestiary 271

Initiative Perception +28

TRIVIAL 18

CREATURE 15

VANTH WARRIORS (2)

CREATURE 14

UNCOMMON N MEDIUM MONITOR PSYCHOPOMP

Variant vanth (*Pathfinder Bestiary 2* 210)

Perception +25; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +28, Athletics +28, Boneyard Lore +25, Intimidation +25, Occultism +23, Religion +23, Stealth +28

Str +8, Dex +5, Con +4, Int +4, Wis +5, Cha +4

Items scythe

AC 37; Fort +25, Ref +22, Will +28; +1 status to all saves vs. magic

HP 255; Immunities death effects, disease; **Resistances** negative 10, poison 10

Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 34.

Attack of Opportunity ↗

Speed 25 feet, fly 40 feet

Melee ♦ scythe +29 (deadly d10, magical, trip), **Damage** 3d12+14 slashing plus spirit touch

Melee ♦ jaws +29 (agile), **Damage** 3d8+14 slashing plus spirit touch

Divine Innate Spells DC 34, attack +26; **5th** dimension door; **4th** dimension door (at will); **3rd** locate (×3), searing light (×3); **2nd** invisibility (at will; self only)

Infuse Weapon (divine, evocation) A vanth's scythe is their symbol of office and gains a measure of their personal power. This scythe becomes a +2 striking scythe and is treated as if it were adamantine while the vanth wields it. A vanth whose scythe is taken or destroyed can infuse a new one with an hour of work.

Reaping Scythe ♦ The vanth throws their scythe, which flies in a 60-foot line, dealing 6d8 slashing damage to all creatures in the area (DC 34 basic Reflex save) and returns to the vanth's hand.

Spirit Touch A vanth's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 3d6 negative damage to living creatures and 3d6 positive damage to undead.

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Vanth's Curse (curse, divine, enchantment, misfortune) **Frequency** three times per day; **Effect** The vanth bestows a curse on a creature by touching it with their scythe. The creature must attempt a DC 34 Will save.

Critical Success The target is unaffected and is temporarily immune to Vanth's Curse for 24 hours.

Success The target feels a momentary shudder of doom and is stupefied 2 for 1 minute by the distracting sensation.

Failure The target becomes morose and glum as it accepts its own inevitable fate. For 1 hour, the target is stupefied 3. Each time the target gains the dying condition, the stupefied value increases by 1, to a maximum value of stupefied 6.

Critical Failure As failure, but the effect is permanent.

REINFORCEMENTS: WAVE TWO LOW 18

Two morrignas lead three vanth warriors into battle against the characters.

MORRIGNAS (2)

Pathfinder Bestiary 271

Initiative Perception +28

CREATURE 15

VANTH WARRIORS (2)

Page 18

Initiative Perception +25

CREATURE 14

Reprise

Reprise is a hospice for damaged souls staffed by psychopomps in service of Narakaas, the Cleansing Sentence, the psychopomp usher of atonement, difficult choices, pain, and sorrow, and the changes wrought by these forces. Narakaas understands that a broken, damaged, or repaired soul is no less important than those souls that are whole or unblemished, and to them, such damage is nothing to be hidden or ashamed of, but accepted as a part of a soul's history and experience. Thus, when souls arrive in the Boneyard too damaged to be judged, these souls are given to the care of Narakaas. More information on Narakaas can be found starting on page 68.

In soul repositories, damaged souls are cared for until repaired. While many souls can be mended by the ministrations of the psychopomps working within the soul repositories, some souls that have been partially consumed don't have enough remaining soul fragments to be repaired. These shattered souls are instead preserved until enough of the missing soul fragments enter the Boneyard for the soul to be adequately reconstructed.

While not being mended, damaged souls are stored in containers called soul urns. The exterior of the soul urn is riddled with cracks, representing the damage done to the soul contained inside. Repaired cracks glow in a beautiful gold light while unrepaired cracks are black. Each soul urn is labeled with an identification code. Acquiring Balji's soul urn is the characters' objective, but determining Balji's identification code will make it easier for the characters to find his soul urn in the repository.

Reprise is located beyond the borders of Narakaas's patchwork realm of Menangerel, within the court of **Arbiter Alcrazaal** (N yamaraj judge 20), a psychopomp who believes all the pain and suffering endured during one's lifetime is a necessary experience destined to transform a soul into the person they are meant to be; those outside this cycle shouldn't interfere, only witness. Reprieve is managed by **Matron Uldrula** (N female shoki soul archivist 19), a psychopomp who believes those who damage or prey upon souls are an affront to her faith and upset the natural order; such predators should be destroyed. Though Matron Uldrula's soul repository remains under the purview of Arbiter Alcrazaal, the pair don't see eye to eye.

REPRISE FEATURES

Reprise has a single front entrance, and although it has windows, they're decorative. None of the windows open, and all are as hard as steel. All doors, windows, and walls within Reprieve have Hardness 18 and HP 72 (BT 36). All inhabitants of Reprieve speak in Requian (although they understand other languages), and all text is written in Requian.

Inside, the walls are brilliantly white and impossibly smooth with gray fixtures and furniture. The floor is a mosaic of weathered glass tiles in a rainbow of colors, and the ceiling is polished black glass.

The black glass ceiling throughout is opaque and reflects only one thing: oneself. A character who peers into the ceiling sees themselves reflected countless times, expanding in spirals from a central reflection. The center reflection is how they currently are, while each image is how they would be if they'd made different choices and sacrifices throughout their lives, revealing limitless versions of themselves that get more and more removed from their current appearance and personality the further they spiral out from the center.

Each room and hallway inside is labeled in Requian, either with the name or purpose of the room or with directions to areas accessible via those halls. A map of the hospice's layout is publicly posted in area **B2** to aid visiting spirits and psychopomp staff.

B1. NECROPOLIS

TRIVIAL 18

When the characters enter the Boneyard, read or paraphrase the following to your players.

Reprise is an imposing gothic edifice with walls cobbled together from shards of broken pottery, each mismatched fragment trimmed in white. The tall, pointed arch windows are misaligned, some low, some high, and none the same design. No line is straight, no trim is even, no pattern repeats, yet the building stands strong, a fascinating and resilient work of art rising from an endless necropolis. In the distance, past countless graves, tombs, and courtyards, and beyond endless lines of souls, is Pharsma's Palace. Above, hanging in the dark sky like a skeletal moon, is Groetus, whose orbits count down to the end of existence.

When the characters exit the *passage pane*, they enter the Boneyard, landing outside Reprieve in one of the Boneyard's vast cemeteries. The *passage pane* hangs in the air, immovable, at the point they entered the Boneyard. To leave, they must return to the mirror and climb through its pane.

Creatures: Two vanth warriors stand as sentinels outside the hospice, alert for planar predators that feed on damaged souls. Two others patrol the surrounding cemetery. Six nosoisi sit perched on weathered tombstones nearby, gossiping among themselves in Requian as they take a short break from their duties within Reprieve. A character who understands Requian overhears the nosoisi discuss the “new code,” lamenting that Noph changes it so often. They learn the last two digits are 4 and 9. This is the ending of the pin pad code to access the reception desk in area **B2**.

As the characters arrive, the nosoisi squawk in surprise and begin to fly away, heading for Arbitr Alcrazaal's court. Meanwhile, the four vanth warriors fly into battle against the characters. The vanths are ruthless; they fight to the death and attack undead characters first, followed by whichever characters are closest to Reprieve.

NOSOIS (6)

Pathfinder Bestiary 270

Initiative Perception +6

CREATURE 1

VANTH WARRIORS (4)

Page 18

Initiative Perception +25

CREATURE 14

XP Award: If the characters avoid a fight with the vanths, award them 40 XP as though they'd defeated the vanths in combat.

Awareness Points: The characters gain 1 Awareness Point if they fight the vanths and 1 Awareness Point if any nosoi escapes.

B2. RECEPTION

LOW 18

A rectangular sign in the center of the room depicts the building's layout with labels in Requian throughout. Smaller signs hang from the ceiling above each hallway and on the wall alongside each pointed-arch doorway, also written in Requian. Past the map is a rounded gray reception desk, more akin to a shop's counter than a proper desk, with a colorful array of glowing sigils inset in the countertop; there, a masked bird sits perched among paperwork. Behind the counter is a closed door with a semicircular cutout, giving the bird easy access to the room beyond.

This room is a reception area where damaged souls and psychopomps check in with the receptionist, **Noph** (N agender nosoi psychopomp receptionist 1), for repair or their scheduled work shift. In front of the counter stands a large sign depicting a map of Reprieve clearly labeled in Requian.

Hazards: At the sight of the characters, Noph shrieks in panic and calls for help in Requian. Beginning on their turn and each round afterward, Noph stomps and pecks at the colorful sigils on the counter's console, triggering a complex hazard.

The barrier of force created by this hazard has one weakness: a single door in the desk (Hardness 10, HP 40 [BT 20]; Break or Force Open DC 40) locked with a magical pin pad. Before the door can be opened, the entry code must be entered (73649). A creature can disable this pin pad with two successful DC 40 Arcana or Religion checks, three successful DC 40 Thievery checks, or *dispel magic* (4th level; counteract DC 38). A creature who heard the nosoisi in area **B1** discussing the code gains a +2 circumstance bonus on these checks to disable or counteract the pin pad.

BUTTON MASH

HAZARD 17

RARE | COMPLEX | MAGICAL | MECHANICAL | TRAP |

Stealth +24 (master)

Description The room floods with harmful effects by pressing a magic sigil on a console. Each sigil causes different results. There are six sigils on the console.

Disable DC 40 Arcana (master) to disenchant each sigil (can be done from either side of the reception desk), DC 43 Thievery (master) twice to disable the console (can only be done while behind the reception desk), or *dispel magic* (8th level; counteract DC 40) to counteract each sigil; prevent Noph from pressing the buttons by gaining access to the reception desk or other methods

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Console AC 40; Fort +32, Ref +26

Console Hardness 28, Console HP 110 (BT 55); Immunities
critical hits, object immunities, precision damage

Lockdown **Trigger** Noph or another creature arms the trap by pressing a sigil on the console; **Effect** A barrier of force forms from floor to ceiling surrounding the reception desk. The DC to counteract this barrier with *dispel magic* is 43. The trap then rolls initiative.

Routine (2 actions) Noph frantically pecks and stomps on the console, using each action to press a random sigil. Roll 1d6 to determine which sigil Noph presses. Psychopomps are immune to the effects of these sigils.

1 The area is flooded with holy light, dealing 3d12+19 positive damage to each creature in the area (DC 43 basic Reflex save).

2 The area is flooded with unholy darkness, dealing 3d12+19 negative damage to each creature in the area (DC 43 basic Reflex save).

3 The area is flooded with blue flames, dealing 3d10+19 fire damage to each creature in the area (DC 43 basic Reflex save). On a critical failure, a creature additionally takes 1d10 persistent fire damage.

4 A comet streaks through the area, attacking the nearest creature to Noph with a comet Strike.

5 Force tethers sprout from the floor, grasping at intruders. Each creature in the area is immobilized for 1 round unless they succeed at a DC 43 Fortitude save.

6 Ghostly blue mist surrounds each psychopomp in the area, healing them 3d8+19 HP and granting them concealment for 1 round.

Ranged comet +33, **Damage** 3d12+19 bludgeoning

Creatures: Three vanth warriors attack, fighting to the death to defend the souls inside the hospice. Meanwhile, Noph panics and triggers the complex hazard each round. When the characters gain access to Noph's reception desk, Noph surrenders, begging to be spared in whatever language the characters favor.

NOPH

CREATURE 1

N agender nosoi psychopomp (*Pathfinder Bestiary* 270)

Initiative Perception +6

Languages Abyssal, Celestial, Infernal, Requian; *tongues*

VANTH WARRIOR (3)

CREATURE 14

Page 18

Initiative Perception +25

Development: If Noph is spared, they can serve as a translator and guide for the characters throughout their time in Reprieve. Noph is excitable; if they accompany the characters,

they squawk a loud warning at the beginning of every encounter, ruining the element of surprise. If Noph has an opportunity to slink away, they attempt to, fleeing the hospice completely. If they escape, Noph is found perched on Arbiter Alcrazaal's shoulder at the beginning of **Event 1: Retreat**.

XP Award: If the characters avoid a fight with the vanth warriors, award them 30 XP as though they'd defeated the vanths in combat. If the characters prevent Noph from triggering the hazard, award them 30 XP as though they'd disabled the trap.

Awareness Points: The characters gain 1 Awareness Point if they fight the vanths and 1 Awareness Point if Noph joins the characters for any amount of time.

B3. RECORDS

This vast records room is far larger inside than it is from outside and contains a file on all the souls ever tended in Reprieve, written on scrolls and stored on X-shaped scroll racks. The floor drops away into an infinite drop, and the ceiling rises to an infinite height with the walls all lined completely with scroll racks. There's no means to access higher or lower levels—the nosoi receptionists can fly and have no need for stairs. A creature that falls into the pit falls for 100 feet before being automatically teleported back to the room's entrance.

The records are written in Requian and are sorted alphabetically by name, then year of death. Each file lists the soul's identification number, life history, inpatient assessment, diagnosis, care plan, and outpatient assessment (if applicable).

Finding Balji's scroll is difficult. First, the characters must determine how the records room is organized by succeeding at a DC 36 Library Lore or a DC 38



Society check. Then, the characters must succeed at a DC 38 Library Lore or a DC 40 Perception or Society check to find Balji's scroll. Reaching the scroll requires flight, or a character must succeed at a DC 35 Athletics check to climb. For each failed skill check, the characters waste time, increasing the odds they're discovered. See Awareness Points below for more information.

Alternatively, the characters can search blindly for Balji's scroll, which increases the DC to discover Balji's scroll to 43. When they find the scroll, they learn that Balji's identification code is 37295697723.

Noph: Noph has worked here for countless ages and knows where all the files are located. If they're with the characters and asked to find Balji's file, Noph fetches the appropriate file in under a minute.

Awareness Points: The characters gain 1 Awareness Point if they don't have Noph's aid and attempt to find Balji's scroll. The characters gain 1 additional Awareness Point for every two skill checks they fail while in the records room, up to a maximum of 5 Awareness Points.

B4. TRIAGE

MODERATE 18

Damaged souls awaiting mending or assessment are sorted in this waiting room, which is split in two: one area for damaged souls in stable condition and one area for souls so damaged and frayed they're degrading by the moment.

Degrading Souls: The souls in need of emergency care seep thoughts, fears, and emotions around them as they degrade. Creatures in the east half of the room see these seeping memories as flickering images; they must attempt a DC 38 Will save. On a failed save, the creature treats all creatures as concealed for as long as they remain in the area. If the soul stasis hazard is deactivated, these souls degrade faster; the DC to block out these seeping thoughts increases to 40.

Hazards: Four steel pillars emit a pulsing energy that slows the soul's processes. This is meant to help keep the damaged souls in triage from further deterioration. Psychopomps are immune to the effects of this soul stasis. Note that this trap is already active when the characters enter the room, having been triggered by the room's occupants.

SOUL STASIS

HAZARD 17

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +33 (master)

Description Four steel pillars emit pulsing energy to slow souls' processes.

Disable DC 43 Arcana or Religion (master) to reweave the magic within each pillar, DC 46 Thievery (master) to

disable each pillar, or *dispel magic* (8th level; counteract DC 43) to counteract each pillar

Pillar AC 40; Fort +32, Ref +26

Pillar Hardness 29, Pillar HP 114 (BT 57); Immunities critical hits, object immunities, precision damage

Pulse  **Trigger** A soul or creature with a soul enters the area; **Effect** The steel pillars activate with an audible hum that resonates with spirits. Each non-psychopomp creature with a soul is stunned 3 unless they succeed at a DC 43 Will save. The trap then rolls initiative.

Routine (4 actions) This trap loses 1 action each turn for each disabled pillar. Each pillar uses 1 action to emit a 30-foot-radius burst of inhibiting energy that slows souls. Each non-psychopomp creature with a soul in the area is slowed 1 unless they succeed at a DC 43 Fortitude save.

Reset The trap deactivates and resets if 1 minute passes without any souls in the area.

Creatures: An eseneth psychopomp tends to the damaged souls currently awaiting treatment. They're accompanied by 2 vanth warriors. When the vanths spot the characters, they attack while the eseneth continues tending the damaged souls. If a soul is wounded, one or more of the soul stasis pillars are deactivated, or a creature takes a hostile action against the eseneth, the eseneth joins the battle, fighting the characters to the death to defend their charges.

eseneth

creature 17

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Initiative Perception +25

vanth warriors (2)

creature 14

Page 18

Initiative Perception +25

Noph: If Noph is with the characters, they warn the characters not to disrupt the soul stasis pillars or harm the souls.

XP Award: If the characters avoid a fight with any of the psychopomps, award them XP as though they'd defeated those psychopomps in combat.

Awareness Points: The characters gain 1 Awareness Point if they fight the pair of vanths and 1 Awareness Point if they fight the eseneth.

B5. SURGERY

LOW 18

This long room has numerous beds where eseneths operate on broken souls, mending what wounds they can and stabilizing souls so each remains whole enough for storage or is repaired enough so it can move on to

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its final judgment in Pharsma's courts. Each bed is a hovering black glass slab topped by a strange and unique tombstone—a magical medical chart displayed on the stone's face, carved into the stone in Requian, with patient information for any soul placed on the slab. Currently, two eseneths operate on damaged souls, each attended by two nosoi nurses.

Creatures: When the characters enter the surgery, a nosoi demands the characters leave. If the characters don't, the nosoios take over for the eseneths in tending the soul patients while the eseneths attack the characters until the characters leave the surgery.

ESENETHS (2)

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Initiative Perception +25

CREATURE 17

NOSOIS (2)

Bestiary 270

Initiative Perception +6

CREATURE 1

Noph: If Noph is with the characters, they beg them to leave the wounded souls in peace and take another path to their goal.

XP Award: If the characters avoid a fight with the eseneths, award them 60 XP as though they'd defeated the eseneths in combat.

Awareness Points: The characters gain 1 Awareness Point for each eseneth they destroy.

Treasure: Two empty soul urns, white clay webbed with gold lines and black cracks, sit on a nearby counter, each a work of art worth 500 gp.

B6. SUPPLY

This supply room contains a variety of tools and esoteric components.

Noph: If Noph is with the group, they complain at every object the characters disturb, calling them thieves and scoundrels if they steal anything.

Treasure: A character who succeeds at a DC 38 Crafting check determines two objects in this room are of particular value: a bag of powdered diamond dust (worth 1,000 gp) and fragments of a crystallized soul (worth 1,500 gp).

B7. RECOVERY

TRIVIAL 18

Rows of recovering souls lay upon hovering glass slabs along the edges of this room, each topped with a tombstone, resting under the watchful gaze of the psychopomp medical staff. A few souls look repaired and ready to be discharged, but most are so damaged they look more like scraps of a disconnected soul held together by an invisible framework. These damaged

souls are being monitored and assessed for stability and will soon be sent back to the transference wing for storage.

Creatures: Unlike the other eseneth psychopomps within Reprieve, this one isn't currently engaged in soul-threatening work. The patients here are stable, which means the eseneth can spare the characters her attention. The eseneth attacks in outrage at the sight of the characters, loudly berating them for preying upon the wounded souls as she attacks. The eseneth chases the characters out into the hall and into other areas of the hospice. The eseneth doesn't give up her pursuit until the characters leave Reprieve completely.

ESENETH

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Initiative Perception +25

CREATURE 17

Noph: If Noph is with the characters, they cheer for the eseneth but warn her to be careful and provide her information on the characters' habits and weaknesses. If the eseneth dies, they sigh heavily and curse.

XP Award: If the characters avoid a fight with the eseneth, award them 30 XP as though they'd defeated the eseneth in combat.

Awareness Points: The characters gain 1 Awareness Point if they fight the eseneth and 1 Awareness Point if the eseneth pursues them out of the recovery wing.

B8. TRANSFERENCE

Souls that have been tended by the eseneths but remain too damaged to be judged are brought to this magical chamber where soul fragments are stored in clay soul urns. Cracks riddle each soul urn's exterior, representing the damage done to the contained soul. Repaired cracks glow in a beautiful gold light, while unrepainted cracks are black. Each soul urn is labeled with an identification code. Balji's soul isn't here.

Two carts along the wall hold two dozen soul urns, each containing a soul. The cracks on the urns on the south cart are entirely gold, indicating these souls have recently been repaired but remain in need of future maintenance and are being prepared to return to the repository in area B9. The cracks on the urns on the east cart vary, with most having streaks of gold but primarily black cracks, indicating these souls need immediate repair and are deteriorating.

The magic circle in the center of the room is a transference circle. If a soul is brought into this circle and the circle is activated by a character who succeeds at a DC 36 Sewing Lore check, a DC 36 Medicine check, or a DC 38 Arcana, Religion, or Occult check, the soul is transformed into a semisolid tapestry, depicting the

soul's life, emotions, and experiences. Any missing portions of the soul are blank regions on the tapestry, any repaired regions are connected by golden glowing stitches, and any damage in need of immediate repair is black and badly fraying. These tapestries shrink as they're placed into a soul urn, fitting inside easily.

If a soul urn is emptied into the magic circle, it likewise transforms into a soul tapestry. This can allow the characters to quickly check if a soul urn contains Balji, if they don't know his identification code, as they can examine the soul's life rather than just the tatters of his soul. Sometimes a soul that has suffered minimal degradation can be repaired by an eseneth while within this transference circle, without the need to put the soul through the trauma of returning to its damaged soul form. There are currently no eseneths at work in the transference room.

If a soul urn is instead emptied into an area outside of the magic circle, or if a soul tapestry is removed from the magic circle without being returned to its soul urn, the soul transforms into its proper form—a damaged and deteriorating soul. A soul in its soul tapestry form is more stable than in its natural soul form, so searching through soul tapestries causes less of a disturbance than searching through souls.

Noph: If Noph is with the characters, they can explain the purpose of this room. If the characters begin to empty souls out, Noph urges them to treat the souls with care, keep the souls within the circle, and replace them in their urns afterward. If the characters leave damaged souls out of their soul urns, Noph becomes frantic and does their best to drag the souls back into the soul urns themselves.

Awareness Points: The characters gain 1 Awareness Point if three or more soul tapestries are ever outside of their soul urns at a time. The characters gain 2 Awareness Points if they ever transform a soul to its natural degrading soul form, or 4 Awareness Points if they return three or more souls to their degrading form since the psychopomps within Reprieve are highly attuned to a soul in distress.

B9. REPOSITORY

MODERATE 18

The walls and central pillars of this grand repository are lined with shelves, each holding countless soul urns in

various states of repair. The ceiling rises to an impossible height, and three brilliant blue comets spiral in the chamber far above the ground.

All souls in the care of Reprieve that aren't currently undergoing maintenance, mending, or awaiting repair are stored in this soul repository within their soul urns. Each soul urn is labeled with the soul's identification code and then sorted by identification code on the shelves. Balji's soul is stored here under the identification code 37295697723. The characters might learn this code in the records room, from this room's occupant, by cross-referencing Matron Uldrula's notes from her office, or by searching blindly through the repository while emptying out soul urns (possibly in tandem with the transference room). Fetching Balji's soul urn from its shelf (if the characters know his code) requires flight or for a character to succeed at a DC 36 Athletics check to Climb the shelves.

Hazards: Many creatures that prowl the Outer Sphere prey upon souls or the quintessence they're composed of, and a repository of defenseless souls is a prime target for such creatures.

Three spiraling comets act

as a last defense against such foul predators—or thieves like the characters. As soon as a creature enters the chamber that isn't a soul stored in the repository or a psychopomp, the comets change color, flaring bright red and immediately alerting the room's occupant to intruders. The comets automatically launch themselves at intruders unless Matron Uldrula is in the room, which she is, in which case the comets attack intruders only after she wills them to.

SPIRALING COMETS

HAZARD 16

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +32 (master)

Description Three blue comets orbiting the room turn red and attack when intruders enter.

Disable DC 42 Religion (master) to command each comet to disperse with Pharasmin prayers, or *dispel magic* (8th level; counteract DC 42) to counteract each comet

Comet AC 36; Fort 25, Ref 30

Comet Hardness 25, Comet HP 100 (BT 50); Immunities critical hits, object immunities, precision damage

Intruder Alert  (divination, divine) **Trigger** An intruder enters the room; **Effect** The comets change from blue to red in color. The trap then rolls initiative.



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Routine (3 action) The trap loses 1 action each turn for each comet disabled, counteracted, or destroyed. Each comet uses 1 action to attack the nearest intruder with a comet Strike.

Ranged ♦ comet +32; **Damage** 2d12+18 bludgeoning plus 1d12 fire

Reset The trap resets after 1 hour.

Creatures: Matron Uldrula is the manager of Reprieve and a devoted servant of Narakaas. She feels for the souls within Reprieve, and their safety, comfort, and recovery is her primary concern—even if that puts her at odds with Arbiter Alcrazaal, a fellow worshipper of Narakaas whose court is located within Reprieve. Through the millennia, Matron Uldrula has paid close attention to the circumstances under which souls enter her care, keeping records on those predators who repeatedly damage souls. At first, she undertook this clerical endeavor to select appropriate defenses against possible attackers and to fill in the blanks in each soul's history, but as she grew to care for "her wards," it became personal. Many of those who prey upon souls do so regularly, and a single predator could put hundreds of souls into Reprieve. Matron Uldrula began collecting data on each of these predators, in the hopes it could be used as evidence to justify dispatching morrignas and other powerful psychopomp assassins to destroy the perpetrators.

Kemnebi has put hundreds of thousands of souls into this repository alone, and Matron Uldrula considers him one of her greatest enemies. Unfortunately, Arbiter Alcrazaal, under whose purview she falls, has refused Matron Uldrula's requests, believing that any damage dealt to these souls by such predators was fated to happen and is a necessary trial such souls must endure—a painful experience that nonetheless shapes the souls as they react, suffer, sacrifice, and grow. This fundamental theological difference of opinion between Matron Uldrula and Arbiter Alcrazaal has been the source of countless arguments over the millennia, and as her repository fills to bursting with yet more souls victimized by Kemnebi and other predators like him, Matron Uldrula has become desperate. For more information on Matron Uldrula, see page 90.

Although Matron Uldrula is opposed to the characters' presence within her repository, she senses they stand at a crossroads, with many difficult choices

before them—choices that will shape them and those around them for good or for ill—a transformative experience respected by followers of Narakaas. Curious about their intentions, Matron Uldrula speaks with the characters in Common, rather than immediately fight. When the characters enter the room, read the following aloud.



Matron Uldrula

"You're not like the others," an ancient, snail-shelled woman says, leaning heavily on her staff. "You're not here to feed upon my wards. Yet, here you stand, on a desperate quest in the Boneyard to sift through damaged souls. Have my wards not endured enough? Have they not suffered more than any deserves?"

The woman cranes her neck around, taking in the soul urns around the room. "You stand at a crossroads. Difficult choices remain before you. Choices that

will change you and those around you. For good or for ill remains to be seen. Yet, I sense your need. Tell me, intruders, what do you seek? What cause brings you to me?"

Give your players an opportunity to answer Matron Uldrula.

If the characters mention Kemnebi, Matron Uldrula laughs—a rasping cackle nonetheless filled with mirth. Read or paraphrase the following aloud, as appropriate.

"Narakaas favors me at last! I knew we could come to terms. Kemnebi has sent more souls to my repository than any single predator since the dawn of time. His death will cause a cascade of soul fragments to flood the Boneyard, returning to their true owners. Thousands of souls in my care alone will be mended, finally whole enough to be judged. Yes! Kemnebi must die, and if you will do the deed, I will aid you. I will give you Balji—under two conditions. One, destroy Kemnebi. Two, release Balji's soul after you're done with him. Balji has suffered enough. He deserves peace, not further trials. Do we have an accord?"

If the characters accept Matron Uldrula's offer, she warns them that if they renege on their deal, she'll track them down and shepherd their souls to the Boneyard herself. If they still accept, she retrieves Balji's soul urn for the characters, as promised, and bids them hurry before Arbiter Alcrazaal arrives, for he won't let them leave his court alive.

If the characters never mention destroying Kemnebi or if they attack Matron Uldrula, she triggers the

hazard and attacks, admitting, “It’s a shame we couldn’t come to terms.” She fights to the death to protect her wards, using her last breath to beg the characters not to harm her wards.

MATRON ULDRULA

Page 90

Initiative Perception +38

Noph: If Noph is with the characters, they urge them to converse with matron Uldrula, rather than attack her. Noph believes everyone might be able to come to an accord.

XP Award: If the characters avoid a fight with Matron Uldrula, award them 80 XP as though they’d defeated her in combat and deactivated the hazard. Additionally, they earn 80 XP for acquiring Balji’s soul.

Awareness Points: The characters gain 2 Awareness Points if they fight Matron Uldrula. The characters gain 4 Awareness Points if they search for Balji’s soul urn by cross-referencing Matron Uldrula’s notes from her office or 8 Awareness Points if they search blindly for Balji’s soul urn, which wastes a lot of time; this is in addition to any Awareness Points they gain for emptying out souls, as noted in area **B8**.

B10. MATRON ULDRULA’S OFFICE

Matron Uldrula’s office has a hovering glass slab—much like those the souls rest upon in areas **B5** and **B7**, but without the tombstone chart—that serves as her desk. She has no chair, as she prefers to stand, and paperwork and scrolls cover the desk. X-shaped racks on the walls hold stacks of scrolls, each carefully cataloguing the predators who preyed upon souls in her repository. Some scrolls bear a list of names with a number of souls each entry has damaged followed by those souls’ identification codes. Others contain information on a single predator with a long list of each of the souls they’ve attacked beneath.

Scrolls about some of the most dangerous soul predators (including Kemnebi) are scattered across Matron Uldrula’s desk alongside legal cases she has put forward in court to have these predators assassinated by psychopomps. Looking through the notes and records, the characters can read that each case has been turned down by Arbiter Alcrazaal—and Matron Uldrula has filed countless appeals. Kemnebi’s scroll—among the heftiest of the lot—lists all the souls he has damaged, with those in Reprieve grouped together and indexed by identification code. The scroll has countless codes,

CREATURE 19

but if the characters cross-reference this list with the approximate era of Balji’s death, they narrow the possibilities down to manageable levels. If the characters don’t know Balji’s identification code, they can use this scroll to help them find Balji’s soul urn in the repository (area **B9**).

If Matron Uldrula lives, she doesn’t allow the characters to enter her office without strong convincing.

Noph: If Noph is present, they can explain the purpose of these papers and the feud between Matron Uldrula and Arbiter Alcrazaal.

EVENT 1: RETREAT

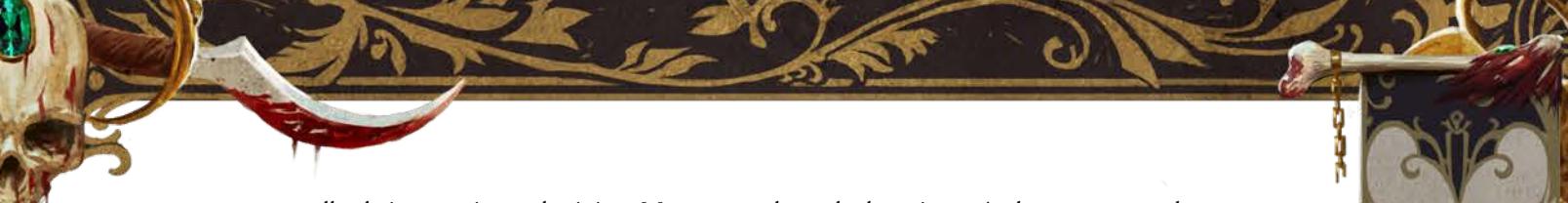
MODERATE TO SEVERE 18

When the characters exit Reprieve and enter the graveyard outside on their way to the *passage pane*, they find that Arbiter Alcrazaal is arriving. The beating of his massive wings stirs up a cloud of dust as he lands between the characters and the *passage pane*. He bellows a threat to them in Common. If Noph escaped earlier, they’re perched on Arbiter Alcrazaal’s shoulder but flutter away when combat breaks out. Read or paraphrase the following.

“Stop where you are this moment! You dare enter my court? You dare attack my holdings? You dare threaten the process! Dare to steal those under my purview? You best pray to Narakaas for atonement, for I shall bring such suffering upon you for these transgressions! You will be unrecognizable in death!”

Creatures: Arbiter Alcrazaal is the judge in charge of this region of Pharsma’s court who’s responsible for its operation and defense. He takes the characters’ intrusion into his court as a personal affront and an attack on the Boneyard, and he’s determined to destroy them. Arbiter Alcrazaal attacks immediately, sparing only enough time to spit a few threats; he continues to berate them throughout the fight with condemning statements peppered with violations he has determined they’ve committed.

Despite both serving Narakaas, Arbiter Alcrazaal vehemently disagrees with Matron Uldrula. While Matron Uldrula believes destroying Kemnebi is worth risking Balji, as it will “save” countless other souls, Arbiter Alcrazaal believes any harm souls suffer in life and any time souls spend in this hospice is time needed for the souls to transform and heal—a trial the souls here must endure if they’re to become who they’re fated to be. Aiding assassins in killing Kemnebi could interfere with this process and rob future souls of the opportunity to be tested by their own suffering. Doubly so for Balji, who shouldn’t be traded to the characters. Thus, even if the characters



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manage to talk their way into obtaining Matron Uldrula's help, Arbiter Alcrazaal can't be coerced and won't back down under any circumstances.

Arbiter Alcrazaal is accompanied by additional vanth warriors based on the characters' final Awareness Point total. If the characters have 5 or fewer Awareness Points, they face two additional vanth warriors. If the characters have between 6–14 Awareness Points, they face three additional vanth warriors. If the characters have over 15 Awareness Points, they face four additional vanth warriors.

Note that while Arbiter Alcrazaal's poison can't progress during the characters time in the Boneyard (due to the Boneyard's timelessness), the characters can still become infected at Stage 1. As soon as the characters return to the Material Plane, this poison progresses as normal, as do any other afflictions affecting the characters.

ARBITER ALCRAAZAL

CREATURE 20

N male yamaraj psychopomp (*Pathfinder Bestiary 2* 211)

Initiative Perception +37

VANTH WARRIORS (2-4)

CREATURE 14

Page 18

Initiative Perception +25

Development: A character who climbs through the *passage pane* is transported back into the Material Plane in the location they activated the *passage pane*. The psychopomps don't follow the characters

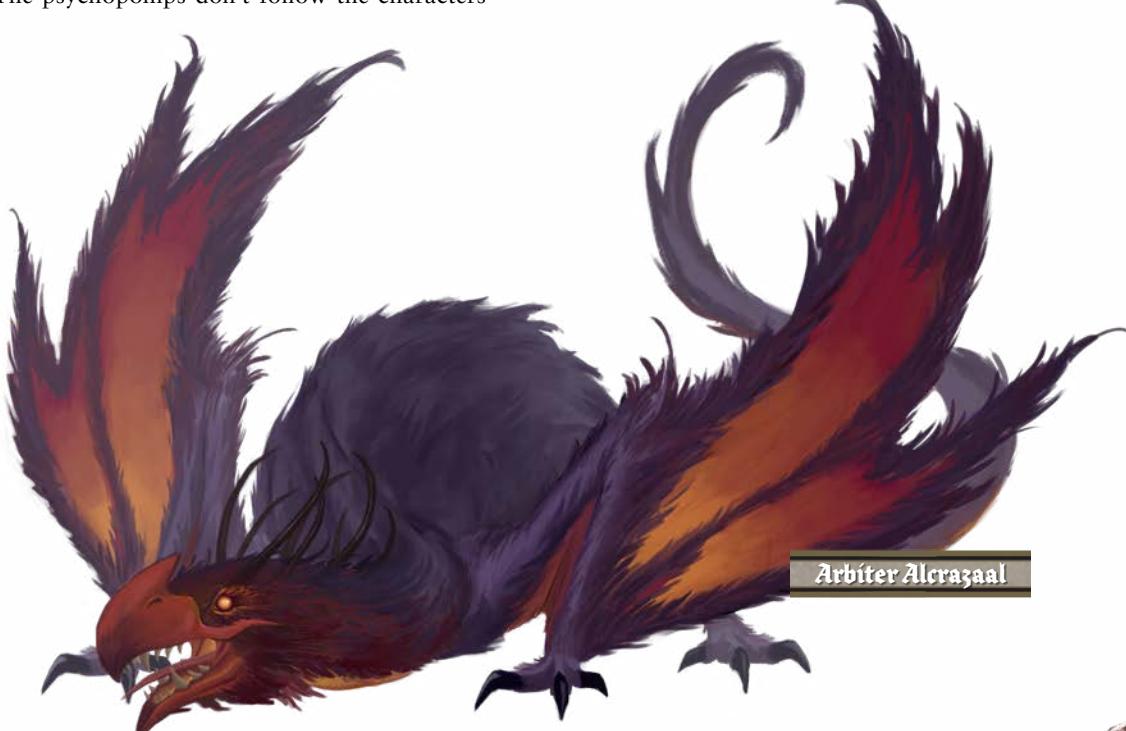
through the mirror. As long as some characters are within the Boneyard, the mirror is a rift that looks out onto the Boneyard. Once all the characters return through the *passage pane*, they can deactivate it as noted on page 78.

XP Award: If the characters escape into the Material Plane without killing Arbiter Alcrazaal or some of the vanth warriors, they receive XP for those undefeated enemies as if they'd defeated those enemies in combat.

Additionally, if the characters avoided any combat encounters, such as by avoiding those encounter areas completely, and they haven't already been awarded XP for those avoided encounters, the characters receive XP for those combat encounters as if they'd defeated those enemies in combat, as noted in each of those encounter areas' XP Award section.

Death of the Carters Consortium

When the characters next report to Geb, Geb definitively decides to close the books on the Carters Consortium by formally folding the faction into one of the Great Factions—of the characters' choice! This decision lets the characters shift over their Reputation Points accumulated with the Carters Consortium to another Great Faction of their choice on a one-for-one basis, possibly catapulting them to the top rank (revered) among the Great Faction they've most closely allied with.



Arbiter Alcrazaal



Chapter 2: Prelude to Death

The characters return to Geb victorious, having snatched Balji's damaged soul from the Boneyard against all odds. After they return, Geb accepts the soul urn, congratulates the characters on a job well done, and dismisses them to enjoy a few days of downtime while he inspects the soul and plans their next steps. Although they're free to do as they please, the characters are also expected to remain nearby in case Geb summons them. Any characters who lack the ability to teleport or otherwise move rapidly across great distances should remain in and around Mechitar. When you're ready to proceed, let the players know their characters are summoned to Cinerarium for a

meeting with the ghost king. Once everyone is settled, read or paraphrase the following.

"You've done well," Geb admits. "Proven yourselves capable and loyal. But your work isn't done. Balji's soul is in worse condition than I expected. He's little more than tatters and interrogating him is fruitless. Yet, we are not without options.

"Balji's soul retains a faint connection to those soul fragments consumed by Kemnebi. I've devised a ritual to manipulate Balji's soul, wielding this connection to pry answers not only from those pieces of him that we possess, but also from those within Kemnebi. Performing this ritual

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CHAPTER 2 SYNOPSIS

Geb prepares a ritual to pry information from Balji's soul fragments while the characters acquire five rare components for the ritual. In each location, the characters can choose to acquire an additional component, which Geb can use to unshackle his soul from his throne, enabling him to move beyond Mechitar's borders. As the characters go about their tasks, they work with or against the Great Factions and face tough decisions regarding the fates of old allies.

CHAPTER 2 TREASURE

The permanent and consumable items available as treasure in Chapter 2 are as follows:

- +2 greater striking grievous battle axe
- +2 greater striking morningstar (2)
- +2 resilient breastplate (2)
- +2 resilient half plate (4)
- +2 resilient standard-grade adamantine full plate
- anklets of alacrity
- arrow-catching shield (2)
- basilisk eye (Advanced Player's Guide 256)
- channel protection amulet
- crafter's eyepiece
- diplomat's badge
- greater mask of the banshee (Advanced Player's Guide 261)
- greater singing shortbow (Secrets of Magic 189)
- necklace of fireballs type VII
- oil of unlife (2; Advanced Player's Guide 258)
- supreme sturdy shield
- third eye
- true staff of the desert winds (Secrets of Magic 190)
- vorpal rune
- wand of manifold missiles (2; 7th level)
- wand of the snowfields (7th level; Advanced Player's Guide 265)
- wand of wall of force

will not be difficult—for me—but it does require numerous components that I don't have on hand. You will acquire them for me.

"There is another matter. I believe I can use this ritual to manipulate my own soul as well. Rather than seek memories, however, I shall untether my soul from my throne, enabling me to leave Mechitar and wander at will. Doing so will require additional components, if you can find them, but not at the expense of those components we need to destroy Kemnebi. I have time. I refuse to allow the traitor the same luxury."

Geb commands the characters to acquire several components for the ritual, which sends them to five locations around Mechitar. These components are necessary to find Kemnebi's lair and must be acquired. In each location, the characters have an opportunity to acquire one additional component, which Geb requires for his personal ritual. These additional components are optional.

Collecting Components

The characters can collect the ritual components in any order. They can leverage their Faction Reputation to make acquiring these components easier if they're at least Liked (5–14 Reputation Points) or Admired (15–29 Reputation Points) by the factions involved in each acquisition quest. If the characters are Revered (30 or greater Reputation Points), they can use the same results as if they were Admired, though you can adjust the behaviors of other NPCs toward them more in the characters' favor if you would like.

RITUAL COMPONENTS

The locations, ritual components, and additional components are noted below.

Cathedral of Epiphenomena: Located in western Mechitar; *Mandatory Component:* The skull of Algh-ahri, a powerful occultist interred in the cathedral's ossuary; *Additional Component:* Destroy the four crystalline prisms adorning the top level of the cathedral.

Cinerarium: Located in the center of Mechitar; *Mandatory Component:* Reactivate the necromantic wellspring in the flooded catacombs beneath the Cinerarium; *Additional Component:* A graveknight's armor; Geb specifically requests Seldeg's armor, due to his "past failures."

Ebon Mausoleum: Located in northern Mechitar; *Mandatory Component:* An object of Kemnebi's and an object of Balji's acquired from Kemnebi; *Additional Component:* Spectraspira, a book from the Ebon Mausoleum's library containing important information on soul manipulation.

Mechitar's Farmlands: Located west of Mechitar; *Mandatory Component:* A scrap of 9-o'clock's shadow from Kulun's Folly, a cursed sundial in the farmlands; *Additional Component:* The last gasp of the person who set the characters upon their destined path—Berline Haldoli.

Ossum Harbor: Located in eastern Mechitar; *Mandatory Component:* The Fiendflame Cage, the magical light located at the pinnacle of Ossum Lighthouse; *Additional Component:* Ossum Lighthouse's four foundational keystones.

EVENT 2: FACTION'S REVENGE

LOW 19

At some point during Chapter 2, while in between acquisition quests, the characters are confronted by a group of rival toughs from the faction with whom they have the least Reputation Points. The exact nature of this

altercation is left for you to determine and should be based upon the various insults and slights that faction has endured at the hands of the characters.

Creatures: This group consists of two human necromancers and two human corpsekillers (warriors trained to destroy wayward undead) who verbally confront the characters, then attack. This enemy encounter is altered based upon which faction these rival toughs represent, as noted below.

RIVAL CORPSEKILLERS (2)

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +28

Languages Common, Necril

CREATURE 16



Rival Corpsekiller

Skills Acrobatics +28, Athletics +32, Deception +26, Diplomacy +26, Intimidation +26, Religion +28, Society +26, Stealth +28

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

Items +2 greater striking glaive, +2 resilient breastplate

AC 39; Fort +30, Ref +28, Will +25

HP 370, negative healing

Attack of Opportunity

Speed 25 feet (20 feet with armor)

Melee ♦ glaive +32 (deadly d8, forceful, magical, reach), **Damage** 3d8+15 slashing plus corpsekiller

Circle Assault ♦ (open) The corpsekiller circles around their target then attacks, throwing their foe off balance and puncturing its defenses. The corpsekiller Steps or Strides, then attempts a glaive Strike. On a hit or critical hit, the Strike ignores 10 of their target's resistances.

Regardless of the result of the Strike, the target is flat-footed for 1 round.

Corpsekiller A corpsekiller's Strikes affect incorporeal creatures as though etched with a *ghost touch* property rune and deal an additional 2d8 slashing damage to undead creatures.

RIVAL NECROMANCERS (2)

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +28

Languages Common, Necril

Skills Arcana +32, Deception +28, Diplomacy +28, Intimidation +28, Religion +28, Society +32, Stealth +26

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

Items +2 greater striking dagger

AC 36; Fort +25, Ref +25, Will +30

HP 215, negative healing

Speed 25 feet

Melee ♦ dagger +25 (agile, finesse, magical, versatile S), **Damage** 3d4+7 piercing

Ranged ♦ dagger +25 (agile, magical, thrown 10 feet, versatile S), **Damage** 3d4+7 piercing

Wizard Prepared Spells DC 41, attack +33; **8th** *boil blood* (*Secrets of Magic* 92), *flense* (×2, page 76); **7th** *animate dead* (*Advanced Player's Guide* 214), *blister* (*Advanced Player's Guide* 216), *rouse skeletons* (*Secrets of Magic* 126); **6th** *bound in death* (page 75), *feeblemind*, *slow*; **5th** *false life*, *forceful hand* (*Secrets of Magic* 106), *tongues*; **4th** *fly*, *resist energy*, *stoneskin*; **3rd** *darkvision*, *haste*, *magic missile*; **2nd** *dispel magic* (×2), see *invisibility*; **1st** *feather fall*, *illusory disguise*, *longstrider*; **Cantrips** (**8th**) *ancient dust* (page 75), *chill touch*, *detect magic*, *shield*, *torturous trauma* (page 77)

Wizard School Spells 2 Focus Points, DC 41, attack +33;

8th *call of the grave* (*Core Rulebook* 406), *life siphon* (*Core Rulebook* 407)

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Cathedral of Epiphenomena

At the Cathedral of Epiphenomena, the characters must acquire the skull of Algh-ahri, a powerful occultist interred in the cathedral's ossuary.

Unbeknownst to the characters, the occultist is a deteriorating demilich very much in need of his skull. If the characters want to aid Geb in freeing himself, they also need to destroy the four prisms on the temple's exterior.

Upon arrival, the characters are greeted by **Rinnella Brenon** (NE child of Urgathoa summoner 16), mistress of the cathedral who the group previously encountered in *Pathfinder Adventure Path #184: The Ghouls Hunger*.

Regardless of her previous opinion of them, Rinnella is polite but not apologetic. She understands it was them she should've sided with, rather than Kemnebi, but doesn't regret her actions or attempt to make amends. If the characters gifted Yurgak's remains to Kortash Khain to serve as his new Voice, Rinnella inquires if Kortash is enjoying his new acquisition, seeming oddly pleased with the whole affair. After pleasantries are out of the way, Rinnella inquires what she can do for the group.

The Skull of Algh-ahri: Rinnella looks amused by the characters' request for Algh-ahri's skull and offers to escort them to the ossuary. At the ossuary gates, she provides the characters directions then bids them farewell. If the characters are Liked by the Celebrants, Rinnella escorts them further, bypassing the first trap at area C1. If the characters are Admired by the Celebrants, Rinnella escorts them further, bypassing the traps at areas C1 and C2. See area C for more information.

The Four Spirit Anchors: If the characters mention the four prisms on the temple's exterior, Rinnella proudly explains the prisms are spirit collectors gifted to the temple by Urgathoa herself. When she discovers the characters have come to destroy the spirit collectors, Rinnella is stunned. She stammers for a moment, completely aghast and at a loss for words, before reiterating the prisms were a gift from Urgathoa—a literal goddess—and asks them not to destroy the spirit collectors. She never openly states Urgathoa is more important than Geb, or that the group should defy Geb, but it's clear she believes it. If they insist on pressing on, Rinnella clenches her fists, bites her lip to contain her fury, and leads them to the temple's exterior pinnacle. See Event 3: Shattered Collectors for more information.



Rinnella

Bolster Dead ♦ Frequency

once per turn; Requirements

Your most recent action was to cast a non-cantrip necromancy spell; **Effect** You harness the residual energy from the spell you last cast into the body of an undead creature within 30 feet. That creature's resistances increase by an amount equal to the level of the spell cast until the beginning of the next turn.

Drain Bonded Item ♦ (arcane) Frequency

once per day; Requirements

The necromancer hasn't acted yet on this turn; **Effect** The necromancer expends the power stored in their dagger. This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.

The Builders League: Remove one rival necromancer and one rival corpsekiller from the encounter. Add one adamantine golem (*Pathfinder Bestiary* 189) to the encounter. The remaining necromancer replaces their dagger with a light hammer, and the remaining corpsekiller replaces their glaive with a warhammer.

Celebrants: The rival necromancers gain the vampire adjustments (*Pathfinder Book of the Dead* 73), and the rival corpsekillers gain the skeleton adjustments (*Book of the Dead* 73). All the rival toughs gain the Flamboyant Reposition action.

Flamboyant Reposition ♦ (visual) With a flourish, a celebrant shrouds themself in a puff of smoke, glitter, or colorful ribbons. If the celebrant is adjacent to an enemy, they attempt to Feint that adjacent enemy. The celebrant Steps or Strides; they're concealed during this movement.

Export Guild: The rival necromancers wear fancy foreign attire. Remove 2 rival corpsekillers. Add 2 clockwork dragons (*Pathfinder Bestiary* 3 51).

Reanimators: Remove two rival corpsekillers, and add one skultaker (*Bestiary* 300). Both rival necromancers gain the zombie adjustments (*Book of the Dead* 73).

Tax Collectors Union: All the rival toughs wear lots of jewelry (worth 4,000 gp total) and can be bribed to back down with a bribe of at least 2,000 gp each. Both rival necromancers have the skeleton adjustments (*Book of the Dead* 73), and their bones are plated in polished gold.

Epiphenomena Ossuary

A vast crypt and ossuary can be found beneath the Cathedral of Epiphenomena. Because the dead of Geb are reanimated as undead, the crypt doesn't store the dead. Rather, it stores the remains (if any) of undead who have been destroyed and celebrates the memory of prominent and important undead with memorials and art. Additionally, many undead choose to live within the ossuary, either because they lack the finances to acquire better lodgings or because they feel comfort among the tombs. The map for this location can be found on the inside back cover of this book.

Once a lich who loyally served Geb in the war against Nex, Algh-ahri is a demilich who long ago lost his grip on reality. Algh-ahri spends most of his time dormant, resting among other skulls and degrading demiliches. Unfortunately for the characters, Algh-ahri is very much still in need of his own skull and has no intention of giving it up.

C1. OSSUARY GATES

TRIVIAL 19

After following Rinnella's directions through twisting crypts, the characters arrive at the elaborate metal gates to the ossuary, which depict cavorting skeletons.

Hazards: The gate is electrified. If Rinnella accompanies the characters, she presses a button hidden in an eye socket of one of the skulls on the gate, bypassing the trap.

ELECTRIFIED GATE

HAZARD 19

UNCOMMON MAGICAL TRAP

Stealth DC 47 (master) or DC 50 (legendary) to notice the bypass button hidden in a skull's eye socket

Description A warded metal gate electrocutes anyone who touches the gate without pressing the bypass button.

Disable DC 47 Thievery (legendary) to destroy the ward, *dispel magic* (8th level; counteract DC 47) to counteract the ward, or press the bypass button

Electrocution  (divine, electricity, evocation) **Trigger** A creature touches the gate directly or with a tool;

Effect The trap deals $8d10+40$ electricity damage to the triggering creature (DC 46 basic Reflex save).

Reset The trap resets automatically if triggered, after 1 minute if the bypass button is pressed, or after 15 minutes if disabled or counteracted.

XP Award: If Rinnella accompanies the characters past this trap, they gain 12 XP for overcoming this trap, as if they'd endured or disabled it.

C2. SUPPLICANT'S SHRINE

TRIVIAL 19

A tall statue of Urgathoa stands atop a stone platform at the center of this chamber. Steps lead

up to the statue's base, where the stones on and around Urgathoa's skeletal feet have been worn from centuries of supplicants kneeling in prayer. Bones line the walls.

Hazards: Creatures who pass through this area without stopping to press the button hidden on Urgathoa's skeletal feet are forced to the ground by the magical trap. If Rinnella accompanies the characters, she kneels in prayer and caresses Urgathoa's feet, surreptitiously pressing the button to bypass the trap.

CASTIGATE THE FAITHLESS

HAZARD 19

UNCOMMON MAGICAL TRAP

Stealth DC 47 (master) or DC 50 (legendary) to notice the bypass button hidden in Urgathoa's skeletal feet

Description Magic forces those who pass by the statue to the ground with sudden force; pressing the bypass button deactivates the trap for 1 minute.

Disable DC 47 Religion (legendary) to deactivate the trap through prayer, *dispel magic* (8th level; counteract DC 47) to counteract the trap, or press the bypass button

Kneel.  (divine, evocation, force) **Trigger** A creature passes by the statue; **Effect** The trap deals $7d12+40$ force damage to the triggering creature (DC 46 basic Reflex save). On a failed save, the creature is knocked prone, and on a critical failure, the creature is knocked prone and takes an additional $1d12$ bludgeoning damage from the force of the fall.

Reset The trap resets automatically if triggered, after 1 minute if the bypass button is pressed, or after 15 minutes if disabled or counteracted.

XP Award: If Rinnella accompanies the characters past this trap, they gain 12 XP for overcoming this trap, as if they'd endured or disabled it.

C3. CROSSROADS

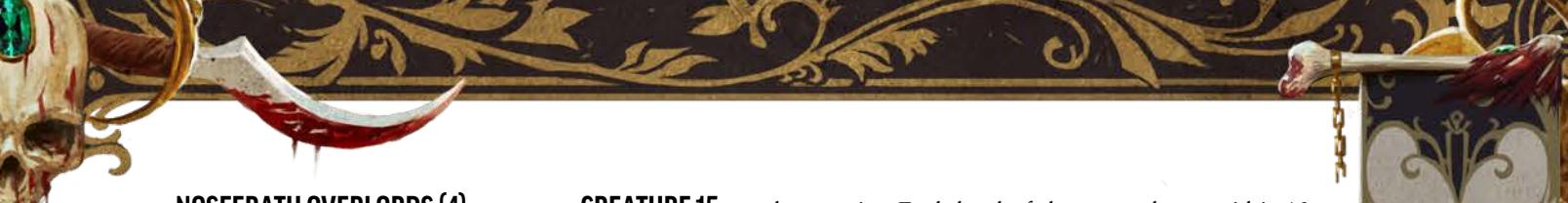
TRIVIAL 19

Numerous passages join in this mazelike ossuary. Gruesome paintings on the walls celebrate the lives of undead servants of Geb, long since destroyed.

Creatures: As the characters pass through this passage, they're confronted by four nosferatu devotees of Urgathoa who are enjoying a stroll through the ossuary's art exhibits. These nosferatu overlords attack the characters, believing them to be intruders. A nosferatu overlord retreats if reduced to 200 Hit Points or less.

If the characters are Liked by the Celebrants, these nosferatu recognize them and stand down.

If the characters are Admired by the Celebrants, these nosferatu stand down, ask them their purpose, point the way, and warn them the skull they seek isn't quite dead yet—not entirely. It's a demilich.



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NOSFERATU OVERLORDS (4)

CREATURE 15

Pathfinder Bestiary 3 285

Initiative Perception +27

XP Award: If the nosferatu overlords step down due to the characters' Reputation Points, the group gains 40 XP, as if they'd defeated the nosferatu overlords in combat.

C4. LEERING WALL

LOW 19

The characters arrive at a wall of skulls, each labeled with a nameplate in Necril. While some of these skulls belong to destroyed undead, many are hibernating or degrading demiliches or skeletons who no longer have limbs or someone to carry them around.

Creatures: When the characters seize the skull of Algh-ahri, many of the skulls fly off the wall. Three are demiliches that immediately attack and fight to the death. The rest, including Algh-ahri, form two elite sorcerous skull swarms. If the characters leave the area, the sorcerous skull swarms return to their places on the wall; they resume their attack if the characters touch any of the skulls that constitute the swarms.

DEMILICHES (3)

CREATURE 15

Pathfinder Bestiary 222

Initiative Perception +19

ELITE SORCEROUS SKULL SWARMS (2) CREATURE 15

Pathfinder Bestiary 3 6, 245

Initiative Perception +26

Development: The skull of Algh-ahri is harmless once its swarm disperses.

XP Award: If the characters acquire the skull of Algh-ahri and leave without defeating all the enemies in this encounter, they gain XP for each of the creatures they successfully flee from as if they'd defeated those creatures in combat.

Cathedral Pinnacle

If the characters want to unshackle Geb from his throne, they need to destroy the four glass prisms that act as spirit collectors on top of the Cathedral of Epiphenomena's north pinnacle. After escorting them here, Rinnella begs the characters one final time to leave the prisms undamaged, which she stated are gifts from Urgathoa. If the characters proceed, she panics in frustration and flees to the chapel to pray.

EVENT 3: SHATTERED COLLECTORS MODERATE 19

The characters arrive at the pinnacle via the central staircase, which connects the pyramid's interior to

the exterior. Each level of the stepped pyramid is 10 feet higher than the previous level, and the levels are connected by short flights of steep stairs. The map for this event can be found on the inside back cover.

Spirit Anchors: On the second highest level of the stepped pyramid are four glass prisms that shed bright light and hover 3 feet off the ground. These prisms are spirit collectors that draw in and absorb wayward spirits. Each round, all incorporeal creatures within 100 feet of a spirit collector must attempt a DC 39 Will save. On a failed save, that creature is pulled 10 feet toward the nearest spirit collector and can't move further away from the nearest spirit collector that round. If an incorporeal creature would touch a spirit collector, including through this forced movement, they must immediately attempt a DC 39 Will save; on a failure, they're sucked into the prism and bound



Nosferatu Overlord

inside; bound creatures can't take actions. A bound creature is freed when the spirit collector they're bound within is destroyed (see below).

Hazards: When one of the spirit collectors is damaged, all four spirit collectors activate; they form a complex trap that drains the spiritual energy from creatures.

SOUL-DRAINING SPIRIT COLLECTORS HAZARD 19

RARE | COMPLEX | MAGICAL | TRAP

Stealth +37 (legendary)

Description Four spirit collectors drain the souls from nearby creatures.



Disable DC 47 Religion (legendary) to sever the connection between Urgathoa and each spirit collector, DC 50 Thievery (legendary) to deactivate each spirit collector, or *dispel magic* (9th level; counteract DC 50) to counteract each spirit collector

AC 43; Fort +35, Ref +29

Hardness 33; **HP** 130 (**BT** 65); **Immunities** critical hits, object immunities, precision damage

Repulse \blacktriangleright (divine, evocation, force) **Trigger** A creature damages a spirit collector; **Effect** The damaged spirit collector releases a wave of force to repel the triggering creature, dealing $4d10+20$ force damage to the triggering creature, who must attempt a Reflex save. The trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature takes half damage and is pushed back 5 feet.

Failure The creature takes full damage, is pushed back 10 feet, and lands prone.

Critical Failure The creature takes double damage, is pushed back 20 feet, and lands prone.

Routine (4 actions) This trap loses 1 action each turn for each disabled spirit collector. Each spirit collector uses 1 action to drain the souls of all creatures within 30 feet, dealing $4d10+20$ force damage (DC 46 basic Fortitude save). On a failed save, a creature becomes drained 1 and stupefied 1 or increases their drained and stupefied conditions by 1 (by 2 on a critical failure).

Creatures: When the soul-draining spirit collectors trap activates, each spirit collector disgorges one ectoplasmic creature formed from countless souls trapped inside the prisms. These ectoplasmic amalgams fight to their destruction to protect the spirit collectors.

ECTOPLASMIC AMALGAMS (4)

CREATURE 15

RARE | CE | LARGE | UNDEAD

Perception +25; darkvision

Languages Necril (can't speak any language)

Skills Acrobatics +27, Athletics +29, Stealth +27

Str +8, Dex +6, Con +6, Int +2, Wis +4, Cha +2

AC 37; Fort +25, Ref +29, Will +23

HP 320, negative healing; **Immunities** death effects, disease, paralyze, poison, precision damage, unconscious;

Weaknesses positive 10; **Resistances** physical 10

Speed 25 feet

Melee \blacktriangleleft fist +30 (forceful, grapple, reach 10 feet),

Damage $4d12+14$ bludgeoning plus overwhelming ectoplasm

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any graveknight's armor will do, but Geb requested Seldeg's armor as further punishment for his failure to keep Arazni within Geb. As Seldeg's armor is integral to his powers and sense of self, it's incredibly unlikely Seldeg will hand over his armor willingly—nor will any other graveknight.

Creatures: When the characters enter the headquarters of the Bellator Mortus, they're confronted by **Guard Captain Marden Glipher**

(CE male human cavalier 15), who demands to know their business. When he realizes the characters are Blood Lords acting on Geb's orders, Guard Captain Glipher pales and apologizes for his brusque demeanor. Regardless, he fetches Seldeg personally at the characters' request. Seldeg arrives a few minutes later. After exchanging a curt greeting, Seldeg asks the characters what he can do for them.

There are numerous methods the characters might employ to acquire a graveknight's armor. The easiest is to attack Seldeg after he leads them to the necromantic wellspring, then claim he was destroyed by the catacomb's dangers. If the characters instead want to lure Seldeg into a trap, they'll find him easy prey, for he knows the characters have the ear of Geb, and he desires to find his way back into Geb's good graces. Seldeg agrees to meet the characters at any location they desire, presuming they have a plausible reason for him to meet with them. Once cornered, they'll need to fight and destroy Seldeg in battle.

If the characters decide to be forthcoming with Seldeg and inform him of Geb's orders, he reels in shock and fury, refusing to give up his armor for any reason and insists the characters find another graveknight to destroy (or else destroy none at all). If the characters convince Seldeg to help them find another graveknight to destroy (requiring a character to succeed at a DC 40 Deception, Diplomacy, or Intimidate check), Seldeg orders **Corporal Elegrai** (LE female graveknight 14), a graveknight warmaster (*Book of the Dead* 110), to join himself and the characters on their journey down to the necromantic wellspring (if they've yet to descend into the catacombs), or he gives the characters the name of Corporal Elegrai and her upcoming work schedule, then wishes them happy hunting (if they've already activated the necromantic wellspring). Corporal Elegrai patrols alongside three Bellator Mortus soldiers (page 39).

Finally, the characters might decide to find and assassinate a graveknight they don't know. A character

Ranged ectoplasm +28 (range increment 60 feet), **Damage** 3d12+10 bludgeoning plus overwhelming ectoplasm

Overwhelming Ectoplasm An ectoplasmic amalgam's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune. A creature damaged by an ectoplasmic amalgam's Strikes is stunned 1 unless they succeed at a DC 36 Fortitude save, as the thoughts and emotions of the amalgam's constituent souls invade their mind.

Pummeling Barrage

The ectoplasmic amalgam attempts a melee Strike against each enemy within the amalgam's melee reach. Each attack counts toward the amalgam's multiple attack penalty but don't increase the amalgam's penalty until it has made all its attacks.

Spew Ectoplasm (divine, evocation) The ectoplasmic amalgam releases a burst of ectoplasm that deals 16d6 bludgeoning damage in a 60-foot cone (DC 36 basic Reflex save). On a failed save, a creature is additionally stunned 1 (or stunned 2 on a critical failure). Spew Ectoplasm functions as a force effect for the purposes of affecting incorporeal creatures. The ectoplasmic amalgam can't use Spew Ectoplasm again for 1d4 rounds.

Cinerarium

Deep beneath the Cinerarium, below the headquarters of the Bellator Mortus, is a winding network of flooded Osirian catacombs. Within are the pyramid's guardians, treasures stored by Geb, and a necromantic wellspring he once used to fuel his most powerful spells during the war with Nex. Geb recently ordered these catacombs reopened after sealing them millennia ago. The characters must descend into these flooded catacombs and reactivate the necromantic wellspring. **Seldeg Bheldis** (LE male graveknight spymaster 17), of the Bellator Mortus, will act as the characters' guide to the wellspring.

Necromantic Wellspring: Upon hearing their mission, Seldeg agrees to escort them to the necromantic wellspring but warns them the way hasn't yet been cleared, and he doesn't know what dangers have moved in since he last ventured below. See Flooded Catacombs (area D) for more information.

EVENT 4: GRAVEKNIGHT ARMOR

TRIVIAL 19

If the characters want to aid Geb in freeing himself, they also need to acquire a graveknight's armor. Technically,



Seldeg Bheldis

can find a graveknight with a successful DC 37 Mechitar Lore, Perception, or Society check while within Mechitar. The characters must find a way to ambush or lure the graveknight to a remote location, requiring two successful DC 39 skill checks suited to their plan. Attacking an “innocent” graveknight in public would lead to severe repercussions, even with the characters’ standing, so they should act with subtlety. If the characters manage to get the graveknight alone, use the statistics for a graveknight (*Bestiary* 191) or a graveknight warmaster (*Book of the Dead* 110) as appropriate for their target.

GRAVEKNIGHT

Pathfinder Bestiary 191

Initiative Perception +19

CREATURE 10

GRAVEKNIGHT WARMASTER

Pathfinder Book of the Dead 110

Initiative Perception +26

CREATURE 14

SELDEG BHEDLIS

CREATURE 17

UNIQUE **LE** **MEDIUM** **UNDEAD**

Perception +26; darkvision

Languages Abyssal, Common, Infernal, Kelish, Necril, Orc, Osiriani

Skills Athletics +33, Diplomacy +30, Intimidation +30, Religion +28, Society +30, Warfare Lore +30

Str +9, Dex +5, Con +9, Int +6, Wis +4, Cha +6

Items javelin (4), longsword, +2 resilient standard-grade adamantine full plate, supreme sturdy shield (Hardness 20, HP 160, BT 80)

AC 41 (43 with shield raised); **Fort** +32, **Ref** +29, **Will** +26

HP 390 (negative healing, rejuvenation); **Immunities** cold, death, disease, paralyzed, poison, unconscious

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet.

When a creature in the aura uses a positive spell or ability, the graveknight automatically attempts to counteract it with a +27 counteract modifier.

Attack of Opportunity ↗

Iron Command ↗ **Trigger** An enemy within 15 feet damages

Seldeg. **Effect** Seldeg puts an impudent foe who dared harm him in their proper place. He commands the enemy to kneel in obedience. If they refuse, they must pay the price in pain and anguish. The triggering creature must choose one of the following options: the enemy kneels, dropping prone as a free action, or the enemy refuses and takes 5d6 mental damage. In addition, Seldeg’s Strikes against the triggering creature deal an additional 3 damage until the end of his next turn. Seldeg chooses whether the additional damage is evil or negative each time he uses this reaction.

Shield Block ↗

Speed 25 feet

Melee ♦ greater flaming longsword +33 (fire, magical, versatile P), **Damage** 3d8+17 slashing plus 2d10 fire

Melee ♦ fist +34 (agile, finesse, fire, magical), **Damage** 2d8+17 bludgeoning plus 2d10 fire

Ranged ♦ flaming javelin +30 (fire, magical, thrown 30 feet), **Damage** 3d6+17 piercing plus 2d10 fire

Champion Devotion Spells 1 Focus Point, DC 35; **8th touch of corruption** (*Advanced Player’s Guide* 229)

Devastating Blast ♦♦ (arcane, evocation, fire) Seldeg unleashes a 30-foot cone of fire. Creatures in the area take 9d12 fire damage (DC 35 basic Reflex save). Seldeg can use this ability once every 1d4 rounds.

Graveknight’s Curse This curse affects anyone who wears Seldeg’s armor for at least 1 hour. **Saving Throw** DC 35 Will save; **Onset** 1 hour; **Stage 1** doomed 1 and can’t remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and can’t remove the armor (1 day); **Stage 3** dies and transforms into Seldeg.

Phantom Steed ♦♦ (arcane, conjuration) Seldeg summons a supernatural mount as per *phantom steed* (8th level). Unlike *phantom steed*, the steed’s AC and saving throw bonuses are all 4 levels lower than Seldeg’s, and the steed has one-third of Seldeg’s Hit Points (rounded down). If the steed is destroyed, Seldeg must wait 1 hour before using this ability again.

HP 130; AC 39; Fort +28, Ref +25, Will +22

Ruinous Weapons Any weapon or unarmed attack Seldeg uses gains the effects of the +1 greater striking and greater flaming runes.

Unyielding Block At the start of each of Seldeg’s turns, he gains two additional reactions he can use only to perform a Shield Block.

Weapon Master Seldeg has access to the critical specialization effects of any weapon he wields.

Flooded Catacombs

The journey to the deepest levels of the flooded catacombs takes half an hour with Seldeg leading the way through the twisting, damp labyrinth. You can find the map for this location on the inside back cover.

If the characters intend to kill Seldeg before leaving the catacombs, they might need to memorize the path, which requires a character to succeed at a DC 39 Survival check. On a failed check, the characters memorize the wrong route, which causes them to take numerous wrong turns on the return journey, delays them by hours, and forces them past the lair of two furious banshees (*Bestiary* 34).

The region of the catacombs the characters explore with Seldeg is dark, with sandstone walls once richly decorated now worn nearly smooth by erosion and time. The water level varies by chamber, with areas D1

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and **D2** partially flooded with about 3 feet of water; areas **D3** and **D4** are completely submerged.

Faction Reputation: If the characters are at least Liked by the Tax Collectors Union, they're approached by **Narakut Orkhail** (NE agender skeleton accountant 10), who asks them to acquire a few objects from the flooded catacombs during their exploration. If they accept, Narakut provides them a list of important treasures hidden in the catacombs, along with their locations. Acquiring these items requires them to make small detours before the mapped portion of the catacombs; the characters find these objects automatically. The objects include a *vorpal rune*, *anklets of alacrity*, and a gold collar (worth 2,000 gp).

D1. TRAPPED CORRIDOR

TRIVIAL 19

The long corridor is blocked off by two portcullises, one at each end of the hall. Hoisting up each of these rusted, incredibly heavy portcullises requires a character to succeed at a DC 37 Athletics check. The lever to control the portcullises is on the far side of the hall, in area **D2**. The water in this area is about 3 feet deep, and the ceiling is 10 feet high.

Hazards: In between the portcullises is a mechanical trap set long ago to keep out tomb raiders. The trap was disabled long before Seldeg passed through but has been repaired and reactivated by this area's current denizens residing in area **D2**.

SKEWERING HALL

HAZARD 19

UNCOMMON MECHANICAL TRAP

Stealth DC 47 (master)

Description A dozen spears hidden within sockets in the walls thrust into the hall when the pressure plate is triggered.

Disable DC 47 Thievery (master) to disable the pressure plate
AC 43; **Fort** +35, **Ref** +29

Hardness 32; **HP** 130 (**BT** 65); **Immunities** critical hits, object immunities, precision damage

Skewer ↗ (attack) **Trigger** Pressure is applied to the pressure plate; **Effect** A dozen spears extend into the hall, making one spear Strike against each creature in the hall, up to a total of 12 spear Strikes.

Melee spear +40, **Damage** 8d10+40 piercing

D2. ENTRY SHAFT TRIVIAL 19

At this large, circular room's center, a flooded shaft descends into a lower level of the catacombs. The shaft is nearly 20 feet across, 80 feet deep, and opens into area **D3**. Two alcoves at the chamber's southern

end are piled with detritus, mold, bones, and rubble; each clearly serves as the nest for some foul creatures. The water is about 3 feet deep in this chamber, and the ceiling is 20 feet high.

Creatures: This circular chamber is the lair of four obrousians who moved in a few decades ago and are drawn to the presence of the necromantic wellspring in area **D4**. They're protective of their lair and attack intruders, fighting until reduced to 75 Hit Points or fewer, before fleeing down the shaft for help.

ELITE OBROUSIANS (4)

CREATURE 15

Pathfinder Bestiary 6, Pathfinder Book of the Dead 134

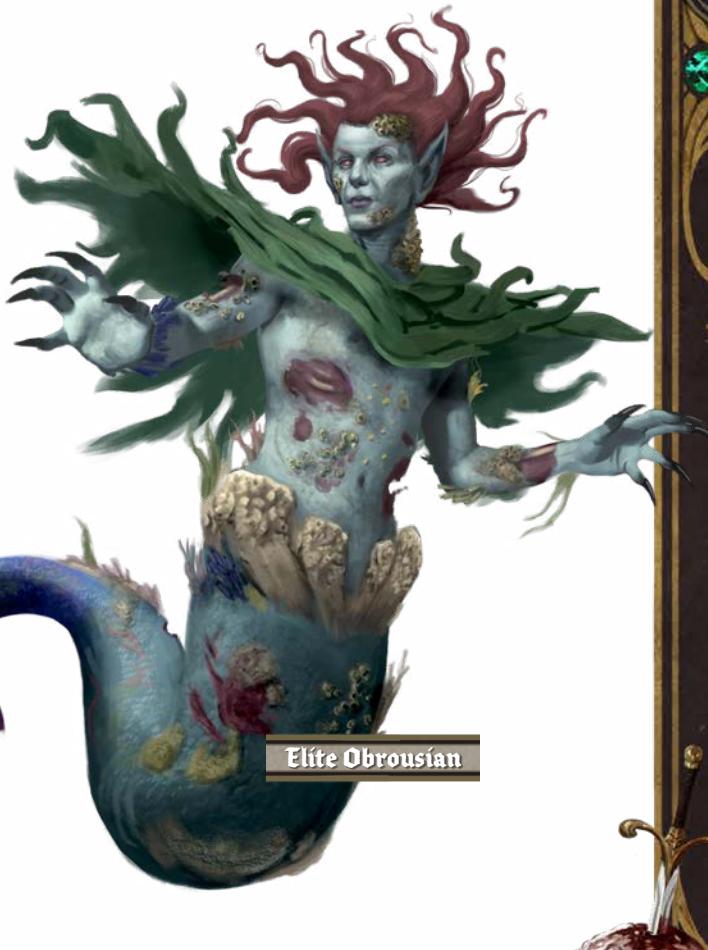
Initiative Perception +26

Treasure: A character who succeeds at a DC 39 Perception check finds two *major oils of unlife* (*Advanced Player's Guide* 258) and a large ruby (worth 500 gp) amid the obrousian nests.

D3. WELLSPRING GUARDIANS

TRIVIAL 19

The shaft from area **D2** empties into the ceiling of this diamond-shaped chamber. The room is entirely flooded with water, and the ceiling is 80 feet high. Two raised



podiums, one each in the east and west corners, hold waterlogged sarcophagi. An exit to the south leads to the necromantic wellspring in area **D4**.

Creatures: Two bloated mummies live in the sarcophagi in this chamber. Both were drawn to the necromantic wellspring and now serve the wellspring's "keeper," the undead sphinx Basiri (see area **D4** for more information). The aquatic mummies attack the characters, fighting to their destruction to retain control of the wellspring. Combat here draws the attention of Basiri, who joins the fight a round or two later from area **D4**, making the two encounters together a Moderate encounter.

BLOATED MUMMIES (2)

Page 81

Initiative Perception +30

Treasure: The mummies still wear objects they valued in life, including a gold bracelet shaped like a sphinx (worth 200 gp), a turquoise and gold cartouche (worth

CREATURE 17

100 gp), a greater mask of the banshee (*Advanced Player's Guide* 261), and a necklace of fireballs type VII.

D4. NECROMANTIC WELLSPRING

TRIVIAL 19

This irregularly shaped room is clearly a place of power; a pillar of dark, roiling energy surges up from each of the room's four corners, disappearing through the stone ceiling 40 feet above. Each of these pillars of energy is a necromantic wellspring—a natural reservoir of magic necromantic power that can scour away life, repair undead, and empower necromancy spells. At present, these wellsprings are running wild, but using the complex device at the chambers' center, each of the wellsprings can be harnessed into a single, stable necromantic wellspring under Geb's control. For information on how to manipulate the device and harness the wellspring, see Activating the Wellspring on page 39.

Hazards: A living creature that touches an unharnessed necromantic wellspring takes $4d10+20$ negative damage (DC 39 basic Fortitude). An undead creature that touches an unharnessed necromantic wellspring regains $2d10+10$ Hit Points.

Creatures: Basiri is an ancient sphinx killed long ago by Geb in his conquest of the nation that now bears his name. While her body was destroyed, Basiri's spirit lingered. Soon thereafter, Geb harnessed the necromantic wellsprings she once presided over.

Over the ages, as Geb's control slipped and the wellsprings became unbound, the echoes of Basiri's restless spirit mingled with the wellsprings, giving her form and "life" once more. Now, Basiri is the Wellspring Keeper; she feeds off its power and hopes to grow strong enough to slaughter Geb and his minions when next they enter her lair.

Basiri always remains in area **D4** and joins any combat in area **D3** from here. She fights to her destruction to maintain control over the wellsprings.

BASIRI, WELLSPRING KEEPER CREATURE 19

UNIQUE NE LARGE AQUATIC SKELETON UNDEAD

Perception +33; darkvision, true seeing

Languages Aquatic, Common, Draconic, Necril, Sphinx; telepathy 100 feet, *tongues*

Skills Acrobatics +31, Athletics +37, Bardic Lore +35, Deception +32, Diplomacy +32, Intimidation +32, Occultism +33, Religion +33

Str +10, **Dex** +4, **Con** +4, **Int** +6, **Wis** +6, **Cha** +5

Items third eye

Bardic Lore Sphinxes are naturally curious, and their love of puzzles and



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mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

AC 40; **Fort** +31, **Ref** +31, **Will** +37

HP 400 (negative healing); **Immunities** death effects, disease, paralyze, poison, unconscious; **Resistances** cold 20, electricity 20, fire 20, piercing 20, slashing 20

Speed 35 feet, swim 40 feet

Melee ♦ claw +36 (agile), **Damage** 4d8+18 slashing

Occult Innate Spells DC 41; **9th** dispel magic; **5th** locate; **4th** clairaudience (at will), clairvoyance (at will), read omens (at will), remove curse (at will), ventriloquism (at will); **Cantrips** (9th) detect magic, read aura; **Constant** (9th) tongues, true seeing

Rituals DC 41; **7th** legend lore; **6th** commune

Aquatic Assault ♦ Basiri Swims and makes a Strike at the end of that movement. If both she and her opponent are submerged underwater, she can Strike one additional time.

Harness Wellspring ♦ Basiri draws upon the necromantic wellspring to power her spellcasting. During her turn, she gains the ability to cast one of the following spells, heightened to 9th level: spirit blast or spirit song.

Wellspring Guardian Once per day, Basiri can protect the necromantic wellspring by inscribing a magical sigil around the wellspring orrery. The first time a creature other than Basiri touches the orrery, that creature must succeed at a DC 41 Will save or be affected by spirit blast (9th).

Activating the Wellspring: The wellspring controls are a strange device that looks vaguely like an orrery, though mapping to no known star system. It's made of rings and gears of varying sizes and shapes, some made from metal, while others appear ceramic or stone. To harness the necromantic wellsprings through the device at the center of the room, a character must first succeed at a DC 39 Crafting check or a DC 41 Arcana or Occultism check. Once the characters understand the device's function, they must attune it to each necromantic wellspring, one by one. Attuning the device to a single wellspring is dangerous, requiring the characters to succeed at two DC 41 Arcana or Occultism checks. Each time a creature fails at this skill check, the device backfires, dealing 2d10+20 force damage to all creatures within 20 feet of the device. When the device is successfully attuned to a necromantic wellspring, the wellspring's energy curves into the device in a tall arc, rather than blasting through the ceiling. When the device has been properly attuned to all four wellsprings, the device's many moving parts spin, and the necromantic energy forms a globe of power inside the device. At this point, Seldeg gestures positively at the characters, indicating a job well done.

Treasure: Basiri once kept a vast collection of lore in this chamber, but water and time has since destroyed all

of it. Amid these ruined mounds of papyrus and books is a *true staff of the desert winds* (*Secrets of Magic* 190).

EVENT 5: BELLATOR LOYALISTS

TRIVIAL 19

If the characters emerge from the catacombs and into the Bellator Mortus's base of operations without Seldeg, a dozen Bellator Mortus soldiers confront them, demanding to know what happened to Seldeg. A character who succeeds at a DC 40 Deception, Diplomacy, or Intimidate check convinces the soldiers to back down and disperse. The characters gain a +2 circumstance bonus to this skill check if they're Liked by the Bellator Mortus. The characters automatically succeed at this skill check if they're Admired by the Bellator Mortus. On a failed check, four of these soldiers become enraged and attack.

Creatures: Four of these soldiers are longtime allies of Seldeg's, brought together and unified only through his leadership. These four attack, and each surrenders when reduced to 100 Hit Points or fewer.

BELLATOR MORTUS SOLDIERS (4)

CREATURE 15

UNCOMMON | LE | MEDIUM | HUMAN | HUMANOID

Perception +26

Languages Common, Kelish, Necril, Osiriani

Skills Acrobatics +25, Athletics +29, Diplomacy +25, Intimidation +25, Religion +27, Society +25, Stealth +25

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +4

Items moderate sturdy shield (Hardness 13, HP 104, BT 52), +2 resilient half plate, javelins (4), +2 striking khopesh, +2 striking shield spikes

AC 37 (39 with shield); **Fort** +29, **Ref** +23, **Will** +25

HP 345

Attack of Opportunity ♦

Shield Block ♦

Speed 20 feet

Melee ♦ khopesh +30 (magical, trip), **Damage** 2d8+14 slashing

Melee ♦ shield spikes +30 (attached to shield, magical), **Damage** 2d6+14 piercing

Ranged ♦ javelin +26 (thrown 30 feet), **Damage** 1d6+14 piercing

Battering Defense ♦ The Bellator Mortus uses their shield as both a weapon and a defensive measure. Attempt a shield Strike. If the Strike hits, Raise a Shield.

Coordinated Assault ♦ The Bellator Mortus acts as part of a well-trained unit. Their Strikes deal an additional 4d6 damage to creatures within reach of at least one of the Bellator Mortus's allies.

Ebon Mausoleum

The Ebon Mausoleum is a massive necromantic academy for the rich and powerful, primarily agents and relatives of Blood Lords. Located directly north of

the Cinerarium, it's a glittering complex constructed nearly entirely from black, magically reinforced glass. The front of the complex is pyramidal, with wide thoroughfares teeming with students and courtyards bursting with heavily perfumed flowers.

Kemnebi serves as headmaster of the Ebon Mausoleum, making his office the perfect location to acquire personal possessions belonging to Kemnebi and Balji. Geb will use these objects to help settle and direct Balji's spirit. If the characters want to aid Geb, they also need to acquire a book from the Ebon Mausoleum's library entitled *Spectraspira*, which contains important information on soul manipulation.

EVENT 6: TOUGH CROWD

The characters' ascension to Blood Lords—and now the favored agents of Geb—has been sudden and meteoric. To many citizens of Geb, they're unknown. To many Blood Lords (and by extension their agents), the characters are unpredictable upstarts who stole the favor and power rightly owed to other, more experienced Blood Lords. These sentiments are prevalent at the Ebon Mausoleum, where low ranking Blood Lords mingle with the relatives and agents of more powerful Blood Lords. Every complaint and jealous tirade uttered about the characters has circulated through this complex, alongside countless rumors started by Kemnebi and his mind-controlled puppets. Popular opinion clearly isn't on the characters' side.

When the characters enter the Ebon Mausoleum's campus, students immediately point at them and whisper. Many look angry or upset. Within minutes, a large crowd of students has surrounded them, blocking their progress and accusing them of framing Chancellor Kemnebi, spreading lies about him, and driving the powerful vampire into hiding. It's obvious these students believe that Kemnebi is innocent and that the characters are manipulative liars who haven't earned their places as Blood Lords.

A character who succeeds at a DC 37 Perception or Society check notices students with ties to Blood Lords from all factions among the crowd, which simultaneously makes it difficult for the characters to effectively wield their Faction Reputation and would mean a loss of standing with many—if not all—of the factions if this confrontation turns violent. It's in the characters' best interests to talk down the crowd, either convincing them of Kemnebi's guilt or convincing them the characters' power is both real and hard-earned.

Convincing the crowd to peacefully disperse requires the characters to succeed at a series of three

TRIVIAL 19

DC 39 skill checks along with providing a clear and convincing argument. If the characters attempt to convince the crowd Kemnebi is guilty of the crimes he has been accused of, they must attempt Diplomacy or Legal Lore skill checks. If the characters attempt to convince the crowd they're powerful and earned their place, they must attempt Intimidation or Performance skill checks. If the characters attempt to convince the crowd to disperse, or else face dangerous repercussions, they must attempt Deception or Intimidation checks. If the characters attempt to convince the crowd to disperse by playing the factions against each other, they must attempt Deception or Society skill checks. If the characters choose another tactic, they can attempt other skill checks as appropriate, at your discretion.

Creatures: Regardless of the skill checks the characters attempt, if they fail at three skill checks before they succeed at three skill checks, they fail to disperse the crowd. The crowd forms a necromancer troop and attacks.

NECROMANCER TROOP

CREATURE 19

UNCOMMON NE GARGANTUAN HUMANOID TROOP

Perception +35

Languages Common, Kelish, Necril, Osiriani

Skills Arcana +35, Athletics +37, Intimidation +33, Religion +35

Str +10, **Dex** +5, **Con** +5, **Int** +8, **Wis** +6, **Cha** +6

AC 29; **Fort** +30, **Ref** +30, **Will** +35

HP 270 (16 squares); **Thresholds** 180 (12 squares), 90 (8 squares); **Weaknesses** area damage 15, splash damage 15

Troop Defenses

Speed 25 feet

Arcane Spontaneous Spells DC 46, attack +38; **9th** flense (page 76), implosion (2 slots); **8th** eclipse burst, enervation, flense (page 76) (3 slots); **7th** eclipse burst, grim tendrils, rouse skeletons (*Secrets of Magic* 126) (3 slots); **Cantrips (9th)** ancient dust (page 75), chill touch, torturous trauma (page 77)

Form Up ♦

Teach You a Lesson ♦ to ♦♦♦ **Frequency** once per round; **Effect** The members of the mob wildly swing their textbooks and supplies—primarily spellbooks and staves—in a chaotic attack at each enemy adjacent to the troop (DC 41 basic Reflex save). The damage depends on the number of actions.

♦ 2d12+14 bludgeoning damage

♦♦ 3d12+14 bludgeoning damage

♦♦♦ 4d12+14 bludgeoning damage

Troop Movement Whenever the troop Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares),

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then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

Troop Spellcasting When the necromancer troop Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that's normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Development: If the characters successfully convince the crowd to disperse, the students step aside, with many muttering or whispering among themselves. One student, **Helody Moss** (NE female dhampir necromancer 8), steps forward to offer them directions. Helody's father is a member of whichever faction the characters have the highest number of Reputation Points with. Helody can escort the characters to Chancellor Kemnebi's office (see below) or to the Ebon Mausoleum's library (page 45) as desired.

XP Award: If the characters convince the students to peacefully disperse, award them 60 XP.

Faction Reputation: If the characters fail to convince the crowd to disperse, they reduce their Reputation Points with every faction by 1.

Kemnebi's Office

Kemnebi's office is located at the center of the campus's northernmost wing, next to the office of Vice-Chancellor **Vikroti Stroh** (LE female lich necromancer 18). His office is dark (unless otherwise specified), and the shadows are thick; non-magical light sources fail to function within his office, and magical light sources have their illumination distances halved. Sound is likewise muted. No sounds from outside the office are audible inside, and no sounds from inside the office are audible outside. The ceilings in Kemnebi's office are 15 feet high. The map for this location can be found on the inside back cover.

E1. OUTER HALL

MODERATE 19

The door to Chancellor Kemnebi's office is locked and trapped.

Creatures: As the characters approach Kemnebi's office, Vice-Chancellor Vikroti Stroh, a longtime friend and ally of Kemnebi's, bursts out of her office to confront them, demanding to know the meaning of their intrusion. Vikroti refuses to let them into Kemnebi's office, insisting the Chancellor isn't present and she has nothing but the characters' word of his alleged crimes. Vikroti is accompanied by her two "aides," two ecorches who have taken the form of unassuming human students.

A character can get Vikroti to back down with a successful DC 14 Deception, Diplomacy, or Legal Lore check to convince the vice-chancellor that Kemnebi is guilty of severe crimes and has been sentenced to destruction by Geb himself. Then, the characters



must succeed at a DC 41 Deception, Diplomacy, or Intimidate skill check to make Vikroti realize that stepping aside and allowing them to handle everything are in her best interests.

A character who succeeds at a DC 39 Society check recalls Vikroti has been quietly vying for prestige and power for centuries and has made extensive use of her connections to Kemnebi to ascend as high as she has. A character who uses this information to their advantage while interacting with Vikroti, such as by insinuating she could be blamed alongside Kemnebi or by promising to help her amass power in the new political climate, gains a +2 circumstance bonus to their skill checks to interact with Vikroti.

If the characters succeed at both skill checks, Vikroti steps aside and allows them to enter Kemnebi's office. If they succeeded without using Intimidation or threats, Vikroti additionally draws a key from her pocket and unlocks Kemnebi's office door—this bypasses the trap on the door (see Hazards below).

If the characters fail at either of these skill checks, Vikroti attacks alongside her two "aides," who are in fact her bodyguards.

ECORCHES (2)

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Initiative Perception +27

CREATURE 16

UNIQUE **LE** **MEDIUM** **UNDEAD**

Perception +33; darkvision

Languages Abyssal, Common, Draconic, Infernal, Kelish, Necril, Osiriani

Skills Academia Lore +35, Arcana +35, Crafting +35, Deception +31, Diplomacy +31, Intimidation +31, Religion +35, Society +35, Stealth +31

Str +4, **Dex** +6 **Con** +5, **Int** +9, **Wis** +9, **Cha** +6

Items wand of the snowfields (7th-level spell; *Advanced Player's Guide* 265)

AC 39; **Fort** +27, **Ref** +28, **Will** +36

HP 245 (negative healing, rejuvenation); **Immunities** cold, death effects, disease, paralyzed, poison, unconscious;

Resistances physical 20 (except magical bludgeoning)

Rejuvenation (arcane, necromancy) When Vikroti is destroyed, her soul immediately transfers to her *soul cage*. She can be permanently destroyed only if her *soul cage* is found and destroyed.

Death's Chill (aura, cold, evocation) 15 feet. Vikroti is surrounded by an unnatural chill. Creatures that enter or begin their turn within the aura take 5d10 cold damage and are clumsy 2 (DC 37 basic Fortitude save).

Counterspell  **Trigger** A creature casts a spell Vikroti has prepared; **Effect** Vikroti expends a prepared spell to

counter the triggering creature's casting of that same spell. She loses her spell slot as if she'd cast the triggering spell. Vikroti then attempts to counteract the triggering spell.

Speed 25 feet

Melee  hand +33 (finesse, magical), **Damage** 6d8+8 cold plus cold beyond cold

Arcane Prepared Spells DC 44, attack +36; **9th**, *eclipse burst, frigid flurry* (*Secrets of Magic* 108), *polar ray*; **8th** *animate dead, polar ray, vampiric touch*; **7th** *cone of cold, grim tendrils, resist energy*; **6th** *dominate, false life, teleport*; **5th** *dimension door, see invisibility, wall of ice*; **4th** *dispel magic, fly, resist energy*; **3rd** *bind undead* (x2), *mind reading*; **2nd** *blur, final sacrifice* (*Advanced Player's Guide* 219), *necromancer's generosity* (*Secrets of Magic* 117); **1st** *ray of enfeeblement, true strike* (x2); **Cantrips** (**9th**) *ancient dust* (page 75), *chill touch, detect magic, ray of frost, read aura*

Cold Beyond Cold Vikroti's hand Strike deals cold damage, and the target is slowed 2. A successful DC 44 Fortitude save reduces this to slowed 1 (or negates on a critical success).

Drain Soul Cage  **Frequency** once per day; **Effect** Vikroti taps into her *soul cage*'s power to cast any arcane spell up to the highest level she can cast, even if the spell being cast isn't one of her prepared spells. Her *soul cage* doesn't need to be present for her to use this ability.

Steady Spellcasting If a reaction would disrupt Vikroti's spellcasting action, Vikroti attempts a DC 15 flat check. On a success, the action isn't disrupted.

Hazards: The door to Kemnebi's office is locked with a superior lock (requiring a character to succeed at six DC 40 Thievery checks to open). Additionally, the door is trapped and triggers on anyone who attempts to pick the lock. This trap can be bypassed completely using the key, which Vice-Chancellor Vikroti Stroh has a copy of.

MENTAL ASSAULT

UNCOMMON **MAGICAL** **MECHANICAL** **TRAP**

Stealth DC 51 (legendary)

Description Magic sigils hidden in the grain of the wooden door trigger a magic trap that damages the mind of anyone attempting to pick the door's lock.

Disable DC 48 Thievery (legendary) to deface the symbols or *dispel magic* (10th level, counteract DC 48) to counteract the trap.

Door AC 42; **Fort** +36, **Ref** +30

Door Hardness 35, **HP** 136 (**BT** 68), **Force Open DC** 48; **Immunities** critical hits, object immunities, precision damage

Shatter Mind  (evocation, mental) **Trigger** A creature attempts to Pick the Lock; **Effect** The triggering creature takes 8d10+44 mental damage (DC 42 basic Will save). On a failed save, it's additionally confused for 1 minute.

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Reset The trap resets automatically if triggered and doesn't reset if disabled.

XP Award: If the characters convince Vikroti to stand down without resorting to violence, award them 80 XP.

E2. SHADOWED HALL

TRIVIAL 19

This narrow hall is lit by a single flickering candle at its center that casts deep shadows across the hall.

Hazards: Kemnebi infused this hall with living shadows, creating a complex trap.

CHOKING TETHERS

HAZARD 20

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +38 (legendary)

Description Three shadow tethers form when a creature reaches the hall's midpoint; each lashes, grabs, and crushes creatures in the hall.

Disable DC 48 Thievery (legendary) to disable each tether or *dispel magic* (10th level, counteract DC 48) to counteract each tether

Tether AC 45; **Fort** +36, **Ref** +30

Tether Hardness 33, **HP** 132 (BT 66); **Immunities** critical hits, object immunities, precision damage

Seize (attack) **Trigger** A creature reaches the hall's midpoint;

Effect The trap attempts a shadow tether Strike against the triggering creature. On a hit, the triggering creature is automatically grabbed. The trap then rolls initiative.

Routine (six actions) This trap loses 2 actions each turn for each disabled shadow tether. Each shadow tether has 2 actions it can use to either Strike a creature or Constrict a grabbed creature, in any combination.

Melee ♦ shadow tether +38, **Damage** 4d10+22 bludgeoning plus the creature is automatically grabbed

Constrict ♦ 4d10+22 bludgeoning, DC 47

E3. OFFICE

LOW 19

Kemnebi's office appears surprisingly mundane with a desk, chair, couch, shelves of innocuous books, cabinets of administrative paperwork, and a small collection of trinkets on display. Words in Necril carved into the entry's door frame offer a final warning to intruders, threatening death to any who enter with ill intent.

Hazards: The door frame is a trap that affects anyone entering Kemnebi's office who means him ill.

CRUSH THE UNINVITED

HAZARD 20

UNCOMMON MAGICAL TRAP

Stealth DC 48 (legendary); 20 to notice the warning carved in the door frame

Description A warning carved into the door frame magically crushes any who pass through the doorway without Kemnebi's permission.

Disable DC 48 Thievery (legendary) to scratch out the warning or *dispel magic* (10th level; counteract DC 48) to counteract the magic in the warning

Impllosion (arcane, evocation) **Trigger** A creature passes through the doorway without Kemnebi's permission;

Effect The trap casts *impllosion* on the triggering creature. This is a 10th-level *impllosion* spell that deals 85 damage (DC 47 basic Fortitude save).

Creatures: **Grenvul Gore-eye** (CN male gnome wizard 16) is a promising student with a fondness for cannibalistic cooking and whose favorite dish is frozen "eye-sicles." Grenvul is one of Kemnebi's mortal minions, ensnared by the vetalarana through manipulation and memory modification. Grenvul greets the characters as they enter and identifies himself as Chancellor Kemnebi's understudy. He notifies them that Kemnebi is out for the day and insists the group should leave. Grenvul doesn't allow the characters to snoop around.

Every few years, Kemnebi gathers gifted students, like Grenvul, whom he manipulates into becoming his loyal followers. Once he has gathered a group of six or so students, Kemnebi sacrifices them, transforming the students into a nemhaith bound to protect his office. Kemnebi keeps an object from each of these sacrificed students on display on his office shelves, usually a necklace, ring, or wand. Two of these objects, a *wand of manifold missiles* (7th-level spell) and a silk glove embroidered with imagery of moths, are the objects connected to the two nemhaiths currently bound in this chamber. If the characters destroy one of these objects (Break DC 20, Hardness 5, HP 20 [BT 10]), the associated nemhaith is destroyed, and the bound souls of the dead students are set free to enter the River of Souls. Each of these ghostly students wears one of the objects on display on Kemnebi's shelves.

If the characters touch any object in Kemnebi's office, refuse to leave the office, or hurt and the nemhaiths attack, fighting until death or destruction by no choice of their own.

GRENVUL GORE-EYE

CREATURE 16

Rival necromancer (page 30)

Initiative Perception +28

NEMHAITHS (2)

CREATURE 15

Pathfinder Bestiary 3 185

Initiative Perception +31

Searching the Office: Kemnebi's office is exceedingly clean and contains no evidence of wrongdoing. However, Kemnebi has hidden one secret safe and one

secret chamber off this room, in between the Material Plane and the Shadow Plane. Finding each of these interdimensional secret areas requires a character to succeed at a DC 39 Nature or Perception check to sense something off about the shadows in the appropriate areas; a character who succeeds at a DC 39 Arcana or Occultism check determines these areas have a tenuous connection to the Shadow Plane. If the characters spend more than an hour in this office—likely due to thoroughly searching it for a possession of Balji’s—they gain a circumstance +5 bonus to these skill checks. If both checks are successful, the characters can attempt to access, understand, or stabilize the associated shadow area.

A character can access either of the shadow chambers with a successful DC 40 Arcana, Nature, Occultism, or Religion check or a successful DC 40 Thievery check in conjunction with the use of spell, item, or ability with the darkness trait. Accessing the secret safe in the east wall opens a small shadowy portal that reveals the interior of a safe, and accessing the secret chamber opens a shadowy portal in the south wall into area E4.

If a character attempts to understand or gain insight into these shadow chambers, they must attempt a DC 40 check to Identify Magic. On a success, they gain a +2 status bonus to their skill checks later to interact with the shadow areas in Kemnebi’s shadow sanctum (area H).

Finally, the characters can attempt to stabilize a shadow area by severing the connection between a shadow area and the Shadow Plane, which shunts the shadow area back onto the Material Plane. Doing so requires immense mental strain that no character can weather alone. Two different characters must succeed at a DC 42 skill check from among the following options: Arcana, Nature, Occultism, Religion, Shadow Plane Lore, or Thievery. Additionally, one of the participants must expend a spell slot of at least 8th level or higher (or 6th level or higher if the spell has the light or darkness traits). On a success, the shadow area becomes ejected from its transient location between the planes and stabilizes on the Material Plane.

That shadow area is now easily accessible to anyone. On a failure, both participating characters take 10d6 mental damage.

Treasure: The 12 trinkets on Kemnebi’s shelves that belong to deceased students include a *basilisk eye* (*Advanced Player’s Guide* 256), a *channel protection amulet*, a *crafter’s eyepiece*, a *dancing scarf*, a *diplomat’s badge*, a *greater singing shortbow* (*Secrets of Magic* 189), a *pendant of the occult*, *wand of manifold missiles* (7th-level spell), a silver ring shaped like a raven (worth 20 gp), a silk glove embroidered with imagery of moths (worth 20 gp), a dragon’s tooth on a leather cord (worth 10 gp), and a finely carved chalice constructed from charred troll bones (20 gp). Additionally, the characters find a collection of magical treatises on the bookshelves (worth 500 gp as a collection) and scrolls of the following spells: *scroll of ancient dust* (1st; page 75), *scroll of bound in death* (10th; page 75), *scroll of excise lexicon* (5th; page 76), *scroll of flense* (10th; page 76), *scroll of ravenous darkness* (6th; page 76), *scroll of steal voice* (4th; page 77), *scroll of suffocate* (9th; page 77), and *scroll of torturous wound* (8th; page 77).

If the characters find and open the shadow safe, they additionally discover a collection of seemingly mundane personal items, the most important of which is a simple faded prayer knot that once belonged to Balji and that Kemnebi uses to aid his meditations. The prayer knot and any other object from within this safe are suitable components for Geb’s ritual.

E4. SHADOW LARDER

LOW 19

This shadow chamber is located in between the Material Plane and the Shadow Plane and is only accessible through the methods described in area E3. Kemnebi uses this chamber as a larder that holds four simple beds, each with a comatose victim prepared to serve as Kemnebi’s vessel in the case of his death. Also in this chamber are a meditation platform and a small shrine to Urgathoa.

Creatures: If the characters disturb any of the comatose victims, Kemnebi takes control of them remotely, controlling them as puppets and using them to fight.

KEMNEBI’S PUPPETS

CREATURE 16

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +30

Languages Common, Necril



Grenvul Gore-eye

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Skills Acrobatics +28, Athletics +32, Stealth +28

Str +9, Dex +6, Con +6, Int -5, Wis +5, Cha -1

AC 36; Fort +30, Ref +30, Will +22

HP 365; Immunities mental

Controlled (divine, enchantment) Kemnebi can manipulate one of his comatose victims as if they were a puppet, maintaining complete control over each. Kemnebi's puppets are immune to all mental effects. Kemnebi can stop controlling one of his puppets as a free action. If he does, the puppet returns to its comatose state, becoming permanently unconscious. Kemnebi can reassert control as a free action, causing the puppet to temporarily lose the unconscious condition.

Speed 25 feet

Melee ♦ fist +32 (agile), **Damage** 3d6+15 bludgeoning plus grab

Gang Up Kemnebi's puppets work together to take down more powerful foes. A puppet's Strikes deal an additional 4d6 damage against a creature that's grabbed by at least one of the puppet's allies.

Ebon Mausoleum Library

The Ebon Mausoleum's library is in the complex's central building and is open to all visitors, whether or not they're members of the Ebon Mausoleum—although visitors who don't belong to the academy must pay steep fees for membership. As the characters are Blood Lords, their entry fee is waived by the library's student attendants, and they're waved on into the library without comment. The map for this area is found on the inside back cover.

F1. FRONT DESK

The Ebon Mausoleum's library is dimly lit and warm, and the air feels heavy with dust and time, making the entire place feel more akin to a tomb than a library. Wide stairs and arched entryways lead into the library's front desk with more archways leading from the library's entry room to the library proper. Cabinets along the walls contain records, and two stone statues, one of Geb and the other of Arazni, stand proud and solemn in the room's corners. While most public imagery of Arazni has been removed since her departure from Geb, this statue remains—Kemnebi kept it as a subtle insult to Geb.

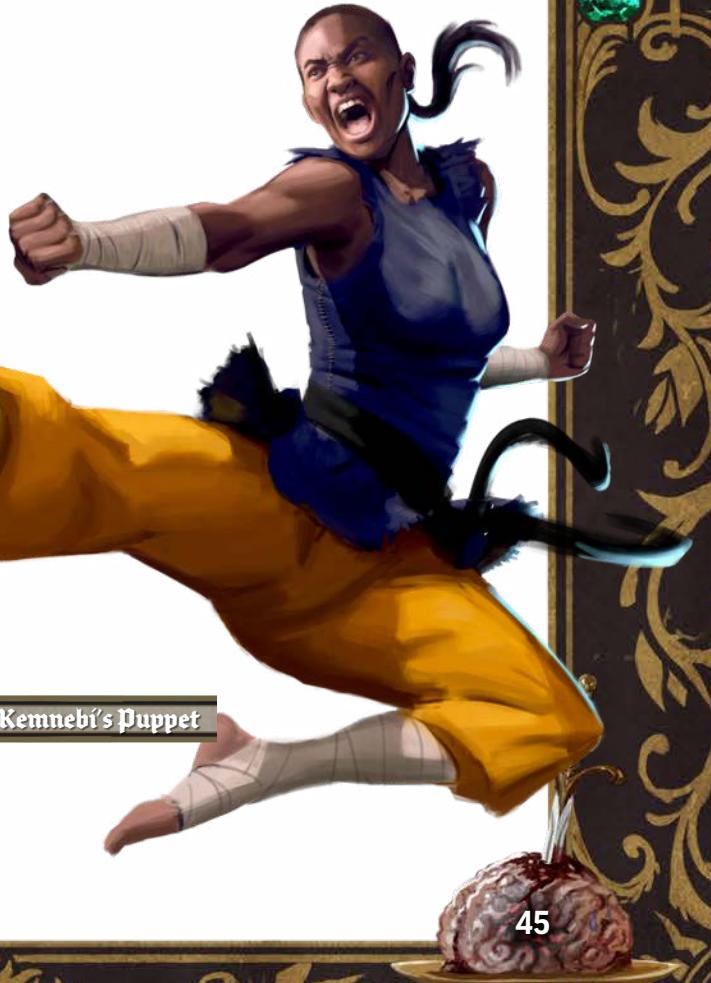
The library is quiet and still; a nearby librarian with thick spectacles reading a book at the front desk provides the only signs of movement when the characters enter. The librarian is **Tasya Ismenev** (LN female vampire spawn bard 8), an Ustalavic chronicler of folk tales and the occult who moved to Geb a

century ago alongside her creator, Blood Lord **Dukat** (LE nonbinary vampire captivator 16). Tasya isn't fond of her new undead existence but takes solace in her time working at the Ebon Mausoleum's library. She looks up from her book (a comedic fiction about a gnome herald of the Lantern King, entitled *Jester's Whim*, which was likely imported at great expense) and inquires what she can help them find today.

After learning the characters are looking for *Spectraspira*, Tasya looks puzzled and insists she doesn't believe that book is in the library's collection. Nevertheless, she asks the characters to wait a few minutes while she checks the library records. When Tasya returns, she notifies them *Spectraspira* was in the collection but was removed from circulation two centuries ago by one of the Ebon Mausoleum's professors, **Imdrigal** (NE male lich necromancer 19), the Arch-Pedagogue of Necromantic Esoterica. Lucky for the characters, Tasya spotted Imdrigal perusing the philosophy stacks a short time ago. She gives the group directions and suggests they ask Imdrigal if he recalls what happened to the book.

F2. READING ROOM (NIGHT)

This reading room stretches well over 100 feet long, has books along the walls, eight long tables in the



Kemnebi's Puppet

center, and four cozy reading chairs. The room is dimly lit by flickering candles and well-suited for visitors who prefer the dark or have aversions to light. Half of this room is depicted in the map, though it stretches further north from what's depicted there.

F3. READING ROOM (DAY)

This reading room is a mirror to area F2, but rather than being dimly lit by candles, this room is brightly lit by the sunlight that filters in through huge skylights set in the ceiling. Half of this room is depicted on the map, though it stretches further east from what's depicted there.

F4. LIBRARY STACKS

LOW 19

The library stacks are brightly lit by magical braziers, which emit light but not heat or smoke, and glowing orbs of light that float above the library aisles. The library stacks are 20 feet high, with no ladders or other mundane methods to reach the top shelves, and the ceiling rises up another 10 feet higher. A wide hall cuts through the center of the library stacks, and another goes around the room's perimeter. Nestled amid the stacks is a pair of triangular reading areas, each on one side of the central aisle.

Creatures: Imdrigal browses the library stacks, hovering 15 feet in the air down a short aisle with numerous books clutched in his skeletal arms. When addressed by the characters, Imdrigal sighs heavily and drifts down to see what they want, bearing the pompous air of an academic who disdains his students. It's immediately obvious what happened to *Spectraspira*, as Imdrigal is a runecarved lich, and *Spectraspira* is contained within his ribcage. The book serves as his spell tome and is now a part of him. Imdrigal refuses to turn over the book under any circumstances and attacks as soon as he realizes the characters might try to take it. He's careful to target only the characters and not the books or other library property.

When combat breaks out, Tasya hurries over from area F1 to see what's going on. She doesn't interfere in the battle but urges the characters not to damage library property. If they damage any books, Tasya panics a moment then scolds them, warning that they'll receive a heavy fine for this blatant destruction of property.

IMDRIGAL, ARCH-PEDAGOGUE OF NECROMANTIC ESOTERICA

CREATURE 19

Runecarved lich (*Pathfinder Book of the Dead* 122)

Initiative Perception +32

Development: If the characters caused damage to any books in the library, Tasya remains true to her word and sends them a bill, hand-delivered to their quarters at the alcazar, once she's done with work. Tasya doesn't linger, as she must report after work to her master, the Blood Lord Dukat.

The Farmlands

In the farmlands outside of Mechitar, the characters must retrieve a scrap of 9 o'clock shadow from Kulun's Folly, a cursed sundial. If the characters want to aid Geb, they also need to acquire the last gasp of the person who set them upon their destined path: **Berline Haldoli** (LE female halfling necromancer 6).

Regardless of their intent, not long after the characters arrive in the farmlands, Berline arrives to greet them with a chipper smile and a respectful curtsy, complimenting them on their rapid rise to Blood Lords. She chats with the characters for a time, reminiscing over their shared history and asking for an update on their adventures since they last met.

If asked, Berline explains she's in the farmlands to investigate a theft—some forced laborers have gone missing. Unbeknownst to Berline, these missing people are in Ossum Lighthouse, where the characters might meet them in area G. If the characters tell Berline where they are, the characters gain a +2 circumstance bonus to all checks to interact with her during this encounter.

Kulun's Folly: When Berline hears the characters are looking for Kulun's Folly, she quirks an eyebrow and giggles. Berline explains a kooky old chronomancer among the Reanimators named Kulun attempted to enchant the sundial to freeze time a few hundred years ago. She doesn't know how or why, but she does know his efforts failed, and the sundial has been cursed ever since. She admits the Reanimators could've fixed the sundial, but it's located near a back exit to some pens. Rather than repair it, the Reanimators decided to keep the sundial as a magical theft (and escape) deterrent, which allowed them to deploy the guards once patrolling that area elsewhere. For more information, see **Event 7: Snatch a Shadow**.

Berline's Last Gasp: If the characters intend to acquire Berline's last gasp, see **Event 8: Berline's Last Gasp**.

Kulun's Folly

There are numerous sundials in the farmlands, from small metal sundials perched atop plinths, to ancient shadow clocks that measure the hour by the shadows'

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path along flights of stairs or across a courtyard. Kulun's Folly is cursed, surrounded by a temporal anomaly that causes time to pass irregularly.

EVENT 7: SNATCH A SHADOW

Moderate 19

The shadow on the sundial, cast by a tall obelisk across a marked stone platform, rotates rapidly with no regard to the movement of the sun. Berline escorts the characters to Kulun's Folly. If the characters are Liked by the Reanimators, Berline warns them further about the sundial's effects, giving them a +1 circumstance bonus to skill checks to disable the hazard. If the characters are Admired by the Reanimators, Berline additionally teaches them a quick trick to settle oneself in the present. This advice enables the characters to increase their random result by 1, which will help them ignore the trap's worst effects.

The map for this location can be found on the inside back cover.

Hazards: Kulun's Folly is a complex trap.

TIME RIFT

Hazard 20

RARE COMPLEX MAGICAL TRAP

Stealth +42 (master)

Description A time rift focused on the sundial causes time to pass erratically for all creatures in the area.

Disable Three DC 48 Thievery (legendary) or DC 48 Occultism (master) checks to mend the time rift.

Pause ↳ (incapacitation) **Trigger** A creature enters the area; **Effect** The triggering creature becomes temporarily unmoored from time, becoming stunned 3. If the creature succeeds at a DC 47 Will save, they reduce this to stunned 1. The trap then rolls initiative.

Routine (1 action) On its initiative, the time rift alters each creature's timeline. Each creature in the area rolls a 1d4 to randomly determine the effect on them.

- 1 The creature becomes slowed 1 for 1 round.
- 2 The creature is unaffected.
- 3 The creature is affected erratically by time; they're concealed for 1 round.
- 4 The creature becomes quickened 1 for 1 round.

Creatures: Trapped in the time rift are a few fluxwraiths that attack the characters and are immune to the trap's effects.

FLUXWRAITHS (4)

Creature 17

Pathfinder Book of the Dead 93

Initiative Perception +35

Development: Once the fluxwraiths are defeated, the characters can attempt a DC 39 Thievery check to

seize a scrap of tangible shadows at the appropriate time. If the trap has been disabled, the DC of this check decreases to 35.

EVENT 8: BERLINE'S LAST GASP

Low 19

The characters must acquire Berline's last gasp of life if they want to aid Geb. Although some characters might simply attempt to kill Berline, others might have the means to transform her into a sentient undead after killing her and might attempt to convince her to give up her life for Geb (with the reward of immortal undeath). Unfortunately for them, Berline doesn't want to be undead and prefers to be living and breathing as much as possible. Berline looks positively devastated that they would even contemplate killing her.

Convincing Berline to sacrifice her life requires the characters to succeed at a DC 39 Diplomacy or Intimidation skill check and the promise of raising her as an intelligent undead or bringing her back to life (or a DC 39 Deception check to lie about raising her as undead or bringing her back to life). If the characters succeed, Berline begs them to ensure she isn't in pain. If given the option, Berline would prefer to be a vampire.

If the characters are Liked by the Reanimators, they automatically succeed at convincing Berline to sacrifice her life, though they must still promise to raise her or return her to life (or successfully lie about it). If the characters fail their checks, Berline refuses; she fights them if they try to take her life by force.

Some characters might think of a clever way to get Berline's last gasp without killing her, perhaps through high-level magic spells (like *alter reality*, *miracle*, *primal phenomenon*, or *wish*), enchantments that prevent Berline from literally gasping, or magical items that negate the need for Berline to breathe completely. Berline accepts such work-arounds with pleasure, as she knows the request for her last gasp comes from Geb, and she's thrilled to not be murdered.

Creatures: Berline herself is too weak to be a threat. However, Berline long ago befriended a pair of siabraes, and the duo vowed to aid her if her life was ever in danger. Unknown to Berline, when her Hit Points are reduced to 40 or fewer (whether or not Berline is willing to sacrifice her life), the siabraes and their hollow serpent pets teleport to the area. After seeing Berline near death, the protectors attack in a rage. The hollow serpents fight to their destruction, but the siabraes each flee when reduced to 50 Hit Points or fewer after offering Berline a forlorn apology.

BERLINE HALDOLI

Elite necromancer (*Pathfinder Bestiary 6, Pathfinder Gamemastery Guide 230*)

Initiative Perception +12

CREATURE 6

HOLLOW SERPENTS (2)

Hollow serpent (*Pathfinder Book of the Dead 114*)

Initiative Perception +27

CREATURE 15

SIABRAES (2)

Pathfinder Book of the Dead 144

Initiative Perception +31

CREATURE 16

XP Award: If the characters discover a way to get Berline's last gasp without killing her, they gain 80 XP.

Ossum Harbor

Ossum Harbor is a small but busy harbor that's integral to Geb's international trade, which is why it was part of the poisoning plot uncovered in "The Ghouls Hunger." The characters should recall the area from their time here with Kortash Khain. The harbor welcomes ships from all over the world and is staffed mostly by members of Mechitar's lower class who live in nearby Vassal's Alley. The characters head to Ossum Harbor to collect the *Fiendflame Cage*, a magical light located at the pinnacle of Ossum Lighthouse. If the characters want to aid Geb, they also need to collect Ossum Lighthouse's four foundational keystones.



When the characters arrive in the harbor, they're met by **Vernetta Xenophia** (LE female mohrg fighter 12), the harbor's overseer and member of the Export Guild. The characters are already familiar with Vernetta, and her reaction to their presence depends on how they treated her during "The Ghouls Hunger."

Fiendflame Cage: When Vernetta discovers the group wants to claim the *Fiendflame Cage*, she tells them they can't have it. The *Fiendflame Cage* is located at the pinnacle of Ossum Lighthouse, which is incredibly important to the harbor, its operations, and the safety of the ships that ply the harbor. Convincing Vernetta to change her mind requires the characters to promise that they'll provide a replacement light (or lie about doing so with a successful DC 39 Deception check) and to succeed at a DC 39 Diplomacy or Intimidation check. If the characters are Liked by the Export Guild, Vernetta automatically acquiesces (though they still must promise to replace the light). If the characters are Admired by the Export Guild, Vernetta additionally warns them that the *Fiendflame Cage* is a volatile ball of hellfire drawn from a balor's heart and bound in a cage of 13 halos. It emits hellfire and holy light that can be temporarily contained through ritual incantations. This information grants the characters a +2 circumstance bonus to all saving throws and skill checks made against the *Fiendflame Cage*. If Vernetta gives the characters her permission, she writes a quick note for them to give to the gurgist lighthouse keeper, Zorbin Qular, explaining their purpose.

If the characters fail to convince Vernetta to allow them to take the *Fiendflame Cage*, this doesn't mean the end of their quest. The characters can visit the lighthouse and claim the *Fiendflame Cage* without her support. If they do, they lose 1 Reputation Point with the Export Guild.

When the characters proceed to the lighthouse, see Ossum Lighthouse on page 50.

Ossum Lighthouse Keystones:

When Vernetta learns the characters want to take the foundational keystones from Ossum Lighthouse, she's surprised but indifferent. She knows nothing about the keystones and has no objection to them seizing the keystones, so long as they're careful not to damage the lighthouse's foundations. However, Vernetta also doesn't know which stones are the keystones. If the characters want to identify them, they'll need to either rely upon their own expertise or consult the Builders League. Regardless, Vernetta pens

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a quick letter to the gurgist lighthouse keeper, Zorbin Qular, explaining their purpose.

XP Award: If the characters get Vernetta's permission to take the *Fiendflame Cage*, award them 40 XP.

THE BUILDERS LEAGUE

If the characters choose to consult the Builders League, they must visit the League's local chapterhouse located on the easternmost edge of Ossum Harbor. There, they're greeted by the surprisingly cheerful **Velegor Vont** (CE male ghoul secretary 4), who soon passes them off to dour and exceedingly ponderous Master Architect **Elanamun** (LN female mummy inventor 17), who attempts to convince them to hire the Builders League to construct a building, shop, or monument. When it's clear the characters aren't here to invest, Elanamun unenthusiastically enquires how she can be of service. When she discovers the characters are interested in Ossum Lighthouse, she summons Velegor to fetch the documents relating to Ossum Lighthouse. He returns a minute later, and Elanamun spends a solid 10 minutes reviewing the paperwork and blueprints. Eventually, she shakes her head and informs the characters they can't take the keystones.

Elanamun is opposed to the characters taking the keystones from Ossum Lighthouse; not due to stability, for the Builders League builds all its structures to last for millennia, and the loss of four stones would do nothing to hamper the structure's integrity, but for the keystones' magical properties. In addition to exceptionally sturdy and sound building practices, the Builders League utilizes arcane energy, the precise placement of stones, symbology, runes, and mathematical numerology as a way to bolster, protect, or empower their structures, or even transmute those occupying the structures on a spiritual level. The engineering used in this lighthouse was intended to magically repel ships from the rocks and other dangers of the harbor—even those crews who don't see its magical light. Although Elanamun doesn't know it, Geb hopes that by harvesting the lighthouse's four foundational keystones, they can be used to help him gain freedom from a similar repulsion.

The characters can convince Elanamun to give them the location of or information on the four keystones with two successful DC 39 Diplomacy or Intimidation checks. If the characters are Liked by the Builders League, they gain a +2 circumstance bonus to these skill checks. If the characters are Admired by the Builders League, they automatically pass these checks.

Alternatively, the characters can attempt to trick Elanamun into accidentally divulging information on the keystones with two successful DC 39 Deception

checks: one to learn there are four foundational keystones located on the lowest level of the lighthouse and one to learn the general location and identifying features of these keystones.

Finally, the characters can sneak a peek at the blueprints with a successful DC 40 Perception check, or they can steal the blueprints with a successful DC 41 Thievery check. Failure on either of these checks causes Elanamun to notice their subterfuge, end her meeting with the characters early, and ask them to leave the building.

After the meeting, Elanamun asks Velegor to see the group out. She gestures to the paperwork, and Velegor picks it up on his way out, taking it with him and putting it on his desk to be filed. The characters can distract Velegor enough to examine the paperwork without him noticing with a successful DC 35 Deception check, while they can steal the paperwork from him with a successful DC 35 Thievery check. Alternatively, Velegor allows the characters to see the plans if they bribe him with at least 500 gp.

XP Award: If the characters get Elanamun's permission to take the foundational keystones, award them 40 XP.

Ossum Lighthouse

Ossum Lighthouse is in the southeast section of Ossum Harbor, isolated from the everyday hustle and

bustle of the port. The keeper of Ossum Lighthouse is a gurgist mortic named Zorbin Qular, but there's no sign of Zorbin when the characters approach the lonely lighthouse, nor does he answer anyone's hails in or outside the building. Instead, they're greeted by silence, punctuated with only the clash of the surf and the distant sounds of Mechitar. Despite the silence, the lighthouse is clearly occupied and well maintained. The map for this location can be found on page 50.

G1. LIGHTHOUSE ENTRY

A rain slicker, hat, and rubber boots all sit near the lighthouse door, along with other outdoor attire for a humanoid of moderate build. All have the stink of rot worn into them. These clothes belong to Zorbin.

Two doors lead off the main entryway, the bedroom to the west and the kitchen to the east. Stairs wind up from the lighthouse's entrance to the lighthouse pinnacle (area G2), where the *Fiendflame Cage* is stored, and down to the lighthouse's basement (area G3), where the four foundational keystones are set.

A character who succeeds at a DC 40 Perception check hears hushed voices from the basement, which quickly fade to silence. The voices are far too faint to discern words, language, a clue to the speaker, or tone. A character who succeeds at a DC 39 Survival check notices a few recent scuffs on the entryway's landing that indicate Zorbin has had numerous visitors in the last few days.

G1a: The door to Zorbin's bedroom is locked with a good lock (requiring a character to succeed at five DC 30 Thievery checks to unlock). Inside, it stinks of rot—not surprising since the occupant is a mortic. Beneath the bed, crammed into a large box, is the corpse of Zorbin Qular. Determining Zorbin's time of death is difficult due to the natural putrescence of all gurgists. A character who succeeds at a DC 35 Medicine check determines Zorbin died 3 or 4 days ago and was killed by stab wounds from a thin, long blade, likely a dagger, rapier, or similar weapon.

G1b: The door to Zorbin's kitchen is unlocked and well-oiled, sliding open without a sound. The cupboards are bare, and the kitchen smells faintly of a well-cooked meal—odd, considering gurgists typically consume raw meat.

G2. THE PINNACLE

LOW 19

At the lighthouse's pinnacle, the characters come face-to-face with the *Fiendflame Cage*, a ball of hellfire drawn from a balor's heart and bound in a cage of 13 halos. The *Fiendflame Cage* emits an intense light that a series of mirrors magnify and reflect around the harbor.

Hazards: The *Fiendflame Cage* is unstable and constantly at war with itself. Although not at risk of exploding, the hellfire fights to be free of its cage while the halos sizzle and flare with light in its efforts to contain the evil of the orb. Roiling waves of holy light and hellfire surge throughout the pinnacle and wash over anyone in its presence. This functions as a complex trap. If the characters want to claim the *Fiendflame Cage*, they must fight back against its power, temporarily weakening it until it's stabilized enough to seize safely.

The characters gain a +2 circumstance bonus to their saving throws and skill checks attempted against the *Fiendflame Cage* if Vernetta Xenopha told them about its powers.

UNSTABLE FIENDFLAME CAGE

HAZARD 20

UNIQUE COMPLEX DIVINE MAGICAL TRAP

Stealth +48 (legendary)

Description The *Fiendflame Cage* is uncontrolled, releasing holy light and hellfire in the area.

Disable DC 48 Arcana, Nature, Occultism, or Religion (master) four times on the *Fiendflame Cage* to calm it through ritual incantations

Smite ↘ (divine, evil, evocation, good, lawful) **Trigger** A creature enters the area; **Effect** The triggering creature is exposed to the *Fiendflame Cage*'s clashing energies. The triggering creature takes $8d6$ lawful damage, $4d6$ good damage, and $4d6$ evil damage (DC 47 basic Fortitude save). The trap then rolls initiative.

Routine (2 actions) On its initiative, the *Fiendflame Cage* uses 1 action to release a wave of hellfire, dealing $2d10+12$ evil damage and $2d10+12$ fire damage to all creatures in a 15-foot-radius burst (DC 47 basic Reflex save). The *Fiendflame Cage* uses its second action to release a wave of holy light, dealing $2d10+12$ good damage and $2d10+12$ fire damage to all creatures in a 15-foot-radius burst (DC 47 basic Reflex save).

Reset The trap resets after 24 hours.

Development: After the hazard is deactivated, the *Fiendflame Cage* stabilizes and shrinks, enabling the characters to claim it without harm. Over the next 24 hours, the *Fiendflame Cage*'s light and heat intensifies until the trap reactivates. Thus, it's in their best interests to return the *Fiendflame Cage* to Geb as soon as possible. The characters gain experience for disabling the *Fiendflame Cage* only once.

Once the *Fiendflame Cage* has been claimed, there's no light in Ossum Lighthouse. If the characters want to avoid angering the Export Guild and causing numerous accidents and shipwrecks at Ossum Harbor, they must replace the *Fiendflame Cage* with another

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powerful light source. The *sunspark* from area A4 in Part 1 of this adventure is the perfect object to replace the *Fiendflame Cage*; however, any powerful light source the characters supply or create will do.

XP Award: If the characters replace the *Fiendflame Cage* with another suitable light source, award them 40 XP.

G3. SUPPLY ROOMS

LOW 19

The stairs lead down the lighthouse basement, which is split into four different supply rooms. Each supply room contains one of the four foundation stones.

When the characters enter the supply room, they're greeted by **Dead Faine** (CG male human Firebrand impersonator 17); he is a Firebrand who originates from West Tkan, on Crabfield Island off the coast of Geb, and is determined to liberate all living forced laborers within Geb and smuggle them out of the nation to friendly harbors. Dead Faine keeps a low profile and is incredibly skilled at impersonating the undead. Four days ago, Dead Faine and three of his fellow Firebrands helped a dozen people escape from the pens in the farmlands outside Mechitar. They smuggled these people into the lighthouse, where Dead Faine was supposed to pay Zorbin Qular for safety and passage on a skiff headed for Jalmeray. Unfortunately, Zorbin's fear outweighed his greed, and he betrayed Dead Faine, refusing them shelter. With nowhere else to go, Dead Faine and **Ruby** (CN female halfling Firebrand braggart 17) killed the lighthouse keeper and hid the rescued people in the lighthouse basement. Dead Faine has been impersonating Zorbin ever since, utilizing Zorbin's clothes and mask. Ruby, meanwhile, has been working on securing alternative transport for the people.

In the guise of Zorbin, Dead Faine welcomes the characters to the lighthouse and apologizes for his lateness—he had to fetch candles from the supply room, which he holds up to prove his words. Dead Faine attempts to convince them to head upstairs with him so they can discuss what brought them to the lighthouse. Dead Faine can escort them to the *Fiendflame Cage* but doesn't have any advice to offer about stabilizing it.

When Dead Faine learns they need the foundational stones, he admits he isn't sure which stones they're seeking and recommends they check with the Builders League. If the group already has, Dead Faine can stall no longer and offers to aid them in securing the stones they need. Dead Faine takes them through room by room, ensuring doors to the other connecting rooms are always shut while talking loudly the entire time. This guarantees that the people in hiding know to be silent and also that Ruby knows the characters' location at all times. While Dead Faine is with the group, Ruby attempts to remain in the room opposite them in the lighthouse basement and out of sight.

Creatures: If Dead Faine or Ruby are attacked, if Ruby is spotted, if the characters discover the secret hatch, or if the characters see through Dead Faine's lies or disguise, Dead Faine and Ruby attack, fighting to the death to defend their charges. It's possible this combat occurs concurrently with the keystone repulsion hazard (see Hazards on page 52) or spills into area G4.



DEAD FAINE

CREATURE 17

UNIQUE CG MEDIUM HUMAN HUMANOID

Perception +32

Languages Common, Kelish, Necril, Osiriani

Skills Deception +36, Diplomacy +33, Intimidation +33, Religion +30, Society +30

Str +0, **Dex** +5, **Con** +0, **Int** +4, **Wis** +5, **Cha** +6

Items +2 greater striking dagger, +2 resilient padded armor

AC 39; **Fort** +26, **Ref** +29, **Will** +32

HP 315

Give Them the Slip **Trigger** Dead Faine gains the grabbed, immobilized, or restrained condition; **Effect** Dead Faine slips out of his disguise to escape; he removes the grabbed, immobilized, and restrained conditions imposed by the triggering event, then he Steps. If Dead Faine is currently Impersonating, his disguise is ruined, and he's exposed as himself.

Speed 25 feet

Melee dagger +33 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 3d4+8 piercing

Melee fist +33 (agile, finesse), **Damage** 1d4+8 bludgeoning

Innate Occult Spells DC 35; **5th** tongues; **3rd** illusory disguise; **2nd** mimic undead (x2, *Secrets of Magic* 115)

Adopt Persona Dead Faine attempts a Deception check to Impersonate. He doesn't take a penalty to this check due to lacking a disguise kit, to appear as an undead, or to appear as a specific individual.

Feinting Strike Frequency once per round; Requirements Dead Faine is within melee reach of an enemy; Effect Dead Faine Feints, then Strikes the target of his Feint.

Sneak Attack Dead Faine deals an additional 4d6 precision damage to flat-footed creatures. This increases to 6d6 against creatures flat-footed due to Dead Faine's Feint or Traitorous Betrayal.

Traitorous Betrayal Dead Faine Interacts to draw his dagger and Strikes with it. If the target believes Dead Faine was anyone other than himself, the target is flat-footed against Dead Faine's attack.

RUBY

CREATURE 17

UNIQUE | CN | SMALL | HALFLING | HUMANOID

Perception +25

Languages Common, Halfling

Skills Acrobatics +33, Athletics +29, Deception +30, Diplomacy +30, Intimidation +30, Performance +30, Stealth +33

Str +4, **Dex** +6, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5

Items daggers (4), +2 greater striking rapier, +2 resilient leather armor

Keen Eyes Ruby gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet. When she targets an opponent that's concealed or hidden, she reduces the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

AC 40; **Fort** +28, **Ref** +32, **Will** +26

HP 390

Timely Boast Trigger A creature is critically hit by Ruby, or a creature critically misses Ruby; Effect Ruby taunts the triggering creature and boasts about her prowess. Ruby attempts to Demoralize the triggering creature.

Speed 30 feet

Melee ♦ rapier +33 (deadly d8, disarm, finesse, magical)

Damage 3d6+12 piercing

Ranged ♦ dagger +33 (agile, thrown 10 feet, versatile S)

Damage 1d4+12 piercing

Daring Gambit ♦ Ruby attempts to distract an enemy with a death-defying maneuver. She attempts an Acrobatics check against the Reflex DC of one target within her melee reach. On a success, Ruby Strides up to 15 feet (or 30 feet on a critical success) without triggering reactions from her target due to her movement, and the target is flat-footed against Ruby's next melee Strike before the end of her turn. Regardless of the result of her Acrobatics check, Ruby attempts a melee Strike against the target.

Light Step Ruby ignores difficult terrain when she Strides or Steps.

Mobile Combatant Ruby's Strikes deal an additional 4d6 damage if she has moved at least 10 feet during her turn.

Secret Hatch: The eastern supply room has a secret hatch in the floor, labeled "F" on the map, that leads to area **G4**. This hatch and the room it leads to aren't on the blueprints. The room was magically carved out with *shape stone* spells to give the rebels a safe space to hide the people they're attempting to smuggle out of Geb. A character can find the secret hatch with a successful DC 40 Crafting or Perception check.

Foundation Stones: Locating a foundation stone requires a character to succeed at a DC 40 Crafting or Perception check. Characters who learned about the foundation stones from the Builders League (regardless of their tactics) gain a +5 circumstance bonus to these checks, or pass automatically if they examined the lighthouse blueprints.

Hazards: The foundation stones are stone bricks no different in appearance than the others that make up the lighthouse foundation walls. However, each is a magical object placed to repel ships from the stones in Ossum Harbor. In addition, the stones ward each other, preventing time, vandals, and saboteurs from meddling with them. When a character damages, attempts to move, or targets with a spell any of the four foundational keystones, the keystone's defenses automatically activate, forming a complex hazard.

KEYSTONE REPULSION

HAZARD 20

COMPLEX | MAGICAL | TRAP

Stealth +51 (legendary)

Description Four magic keystones repel creatures when one is damaged or tampered with.

Disable DC 48 Thievery (legendary) to remove each keystone or DC 48 Occultism (legendary) to manipulate the magic to isolate each keystone

Repel (force, occultism) Trigger A creature damages or tampers with a keystone; Effect The triggering creature is moved back 10 feet by a wave of force. A successful DC 42 Fortitude save reduces the distance moved to 5 feet. The trap then rolls initiative.

Routine (4 actions) The trap loses 1 action each turn for each removed or isolated keystone. Each keystone spends 1 action to release a wave of force, dealing 4d10+22 force damage in a 15-foot cone (DC 42 basic Reflex save) and pushing each creature back 5 feet. On a failed save, the distance a creature is pushed increases to 10 feet.

Development: When the keystone repulsion hazard is deactivated, the characters can attempt to remove a foundational keystone with a successful DC 39 Athletics, Crafting, or Thievery check. Each keystone

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must be removed separately. On each failed check, the characters cause damage to the lighthouse's structure. If the characters fail four or more of these checks, they lose 1 Reputation Point with the Builders League.

G4. SECRET CELLAR

TRIVIAL 19

This rough-hewn secret chamber was carved from the surrounding stone with magic. The floor is carpeted with blankets, mats, canvas, and other materials, which are being used as makeshift beds. Twelve people are in this room. Each is branded as an enslaved person raised in Mechitar's farmlands and has been freed by the Firebrands. These people are the same ones Berline is searching for (see The Farmlands on page 46 for more information). A simple ladder built into the stone wall leads up through a hatch in this hideaway's ceiling to area G3; the hatch is labeled "C" on the map.

Creatures: Two Firebrands, **Everly Rose** (CG female half-elf bastion 17) and **New Dawn** (CG agender human bastion 17), born and raised in East and West Tkan, a terrible place of forced labor and oppressive undead wizards, hide in this cellar with their charges. They fight to the death to defend these people and their freedom while shouting, "They won't go back to the farms," "You can't have them!", and other defiant statements.

FIREBRAND BASTIONS (2)

CREATURE 17

CG MEDIUM HUMAN HUMANOID

Perception +29

Languages Common, Elven, Kelish, Necril, Osiriani

Skills Athletics +35, Deception +28, Diplomacy +28, Intimidation +28, Medicine +31, Religion +33, Society +29

Str +6, Dex +2, Con +5, Int +2, Wis +4, Cha +1

Items arrow-catching shield (Hardness 10, HP 60, BT 30), javelins (4), +2 greater striking morningstar, +2 resilient studded leather armor

AC 41 (43 if shield raised); Fort +32, Ref +25, Will +29

HP 390

Shoving Block ♦ **Trigger** The Firebrand bastion uses the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to the bastion and is the bastion's size or smaller; **Effect** The Firebrand bastion automatically Shoves the target of the Shield Block 10 feet. If this would cause the creature to hit an object, the creature takes 6 bludgeoning damage from the impact.

Shield Block ♦

Shield Warden When a Firebrand bastion has a shield raised, they can use their Shield Block reaction when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of preventing the bastion from taking damage, following the normal rules for Shield block.

Speed 20 feet

Melee ♦ morningstar +33 (magical, versatile P), **Damage** 3d6+14 bludgeoning plus blessed armaments

Ranged ♦ javelin +27 (range increment 30 feet), **Damage** 1d6+14 piercing plus blessed armaments

Battering Blow ♦ The Firebrand bastion Strikes an adjacent creature, then Shoves the same creature.

Blessed Armaments (divine, evocation) Weapons and shields wielded by the Firebrand bastion affect incorporeal creatures with the effects of a *ghost touch* property rune and deal an additional 3d6 positive damage.

Quick Shield Block At the start of each of a Firebrand bastion's turns, the bastion gains an additional reaction they can use only to Shield Block.

Development: If one or more of the characters are living creatures, they can attempt to talk the Firebrands into ceasing hostilities, if desired. The Firebrands only pause the battle if they believe the characters are potential allies who are willing to help smuggle the people out of Geb on a ship. A character who succeeds at a DC 39 Deception or Diplomacy check convinces the Firebrands of this intention.

Faction Reputation: If the characters return the escaped field workers to Berline in the Farmlands, or give Berline directions to these people, the characters earn 2 Reputation Points with the Reanimators.

The Ritual

Once they have the necessary components, the characters can return to Geb. When they arrive, Geb bemoans their obviously ponderous pace but nonetheless congratulates them on acquiring the necessary components. If the characters acquired alternatives for any of the additional components that you ruled would work (such as another graveknight's armor), Geb complains at their inaccuracy but proceeds with the ritual.

Geb dismisses the party so he can perform the ritual alongside a select group of Blood Lords and servants. Although the characters might chafe at being dismissed, Geb believes the ritual will be draining to the participants, and he wants them at their best for their confrontation with Kemnebi. If the characters want to request Geb release Balji's spirit after the ritual, now is the time, and a character must attempt a DC 40 Diplomacy check to convince Geb to release Balji. On a success, Geb acquiesces but informs the characters that their soft emotions will one day get the better of them. On a failure, Geb refuses, citing Balji is too important to free.

XP Award: When the characters collect all five necessary components, award them 100 XP. If they acquired at least three of the five additional components for Geb, award them an additional 30 XP, or an additional 80 XP if they collected all five additional components.



Chapter 3:

Striking at Shadow

Two days after providing Geb the components for his ritual, the characters are summoned back to Geb's throne room in the Cinerarium. You can adjust this timeline as needed to allow your players to finish downtime activities or crafting, as this opportunity is the last they'll have to perform such activities. When the characters enter Geb's throne room, Geb is floating above his throne as if seated, looking incredibly smug. Once everyone is settled, read or paraphrase the following to your players.

"My ritual was a success," Geb remarks. "The time has come for you to destroy Kemnebi. His extraplanar hideaway is

located between the Material Plane and the Shadow Plane, accessible through a shadow gate within Peridantia." Geb curls his lip up in distaste. "A relic of the past that should have been destroyed long ago.

"Enter Peridantia and find the shadow gate. Once you're inside Kemnebi's shadow sanctum, find his vessels—the victims rendered comatose by his predations. If you do not remove these vessels from the equation, Kemnebi's psyche will occupy a vessel upon his death. He cannot breach the extraplanar boundaries. If he does, this would be a catastrophic failure on your part. I will not abide failure. Kemnebi must die.

"Go now with my blessing."

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CHAPTER 3 SYNOPSIS

The characters enter Peridantia to bargain with spirits and ghosts long dead and to locate the entrance to Kemnebi's sanctum, hidden within Peridantia's shadows. Inside Kemnebi's extra-dimensional shadow realm, the characters must sever Kemnebi's connection to his prepared vessels—either through death, magic, or transporting the bodies to the Material Plane—then confront and destroy Kemnebi. Along the way, they face strange beings of shadow and thought and mind-controlled puppets as well as find the captive sibling of an old foe who might have become an ally. If the characters succeed, they must flee Kemnebi's shadow sanctum before it collapses upon them, trapping them between planes forever.

CHAPTER 3 TREASURE

The permanent and consumable items available as treasure in Chapter 3 are as follows:

- +2 greater striking dagger
- antimagic oil
- belt of regeneration
- candle of invocation
- cloak of the bat
- dread blindfold
- greater daredevil boots
- greater impactful rune (*Secrets of Magic* 185)
- major goggles of night
- major ring of energy resistance (sonic)
- ring of spell turning
- ring of wizardry IV
- scroll of dirge of remembrance (10th level; page 75)
- scroll of ravenous darkness (6th level; page 76)
- scroll of spiritual torrent (10th level; page 76)
- speed rune
- staff of the magi
- wand of crackling lightning (8th level; *Advanced Player's Guide* 265)
- wand of widening (9th level)
- whisper of the first lie

With a flick of his wrist, magic surges forth from Geb and encompasses each character, empowering them at their liege's will. Each character gains resistance 20 to two of the following damage types of their choice: acid, bludgeoning, cold, electricity, fire, negative, piercing, poison, positive, slashing, or sonic. They also gain 40 temporary Hit Points for 24 hours. Finally, each character gains the following two special abilities, each usable once.

Mental Ward **Frequency** once; **Trigger** You fail or critically fail a saving throw against a mental effect; **Effect** You're unaffected by the triggering effect.

Soul Ward **Frequency** once; **Trigger** You would gain the unconscious or dying condition, or you would be destroyed; **Effect** You regain 200 Hit Points, up to your maximum Hit Points. All resistances and temporary Hit Points granted to you by Geb immediately end.

If the characters choose to ask Geb about Peridantia, he scowls and explains, “Long ago, before I gave this nation my name, I slaughtered Governor Khmet Khanrah and his associates and claimed this land from the failing, pitiful Osirian dynasties. I put their palace, the step pyramid known as Peridantia, out of my mind as I established Geb, shaping it into the great nation you see before you. Soon after, Nex consumed my attention. But Khmet and his minions did not rest easy. They returned as ghosts to haunt Peridantia and filled the palace’s corridors with a hallucinogenic mist that affects even the dead. Khmet is a problem that must be solved, but he and his ilk are bound within Peridantia’s walls. They are impotent, and I have more pressing concerns. I trust you will handle them and find Kemnebi’s shadow sanctum.”

Peridantia

Peridantia is a long-abandoned, decrepit step pyramid located in Mechitar's northeastern corner. Two other similar pyramids stand nearby. Once a mansion of the Osirian governor who ruled the region before Geb conquered it, Peridantia now remains as a haunted, mist-shrouded maze of corridors and empty rooms where only spirits of the angry dead are welcome. The ghosts of Peridantia despise Geb, and Geb's agents, including Blood Lords, are going to be unwelcome within its halls. The lord of Peridantia is **Khmet Khanrah** (LN male human ghost ranger 12), the palace's one-time governor.

The front doors are unlocked and unbarred but heavy, and they grind loudly as they’re pushed open. The palace’s furnishings were looted long ago or crumbled under the weight of ages, leaving each room and corridor looking much like every other. Dark and stuffy, Peridantia is a confusing maze and difficult to navigate, its stale air heavy with dust and a dangerous mist.

The strange blue mist that fills the halls of Peridantia clouds the minds of any who enter—even the dead. A creature within Peridantia is exposed to soul mist, a supernatural poison that seeps into the body through contact and affects any non-spirit creature, even if the creature would normally be immune to poisons. Soul mist forces those exposed to it to experience the memories of those killed within Peridantia, causing severe mental and spiritual strain.

Soul Mist (rare, alchemical, consumable, contact, poison) **Saving Throw** DC 43
Fortitude; Onset 1 minute; **Maximum Duration** 1 hour; **Stage 1** 9d6 mental damage and stupefied 2 (10 minutes); **Stage 2** 9d6 mental damage, stupefied



2, plus confused for 1 minute (10 minutes); **Stage 3** 12d6 mental damage, stupefied 4, plus confused for 5 minutes (10 minutes); **Stage 4** 14d6 mental damage, permanently stupefied 4, plus confused for 10 minutes (10 minutes)

NAVIGATING PERIDANTIA

Peridantia is a tangled maze of corridors and chambers, all similar in appearance and indistinguishable from one another. As the characters explore Peridantia, they see the soul mist take on forms and shapes, and they hear weeping, shouting, and cries of pain; these phenomena are memories and manifestations of the dead who haunt these halls.

Every 10 minutes, the characters must attempt a DC 40 Survival check to navigate their way through Peridantia. The characters attempt these skill checks as a team, with one character leading the check and the others aiding, as desired. On a success, the characters gain 1 Navigation Point, or 2 Navigation Points on a critical success. On a critical failure, the characters lose 1 Navigation Point. On a failure or critical failure, the characters additionally get lost in the mist and encounter one of the haunts (see Hazards below).

When the characters acquire 6 Navigation Points, they reach a vast hall where Khmet Khanrah once held court. Proceed to **Event 9: The Dead Court**. When the characters acquire 12 Navigation Points, they reach the entrance to Kemnebi's shadow sanctum. Proceed to **Event 10: Passage Through Shadow**.

Hazards: On a failed check to navigate, the characters encounter a random haunt, chosen from the haunts below. No map is provided; when you draw out the location, choose where the hazard originates.

PHANTOM SOLDIERS

HAZARD 18

UNCOMMON HAUNT

Stealth DC 45 (master)

Description Spirits of long-dead soldiers appear in the mist and attack intruders.

Disable DC 45 Intimidation (legendary) to scare off the soldiers or DC 46 Deception (legendary) to order the soldiers to stand down

Battle ↳ (attack) **Trigger** A creature enters the area; **Effect** Spirit soldiers lunge out of the mist and attack intruders. The spirit soldiers attempt a spear Strike against each creature within 30 feet.

Melee spear +38, **Damage** 6d12+41 piercing

Reset 1 hour.

REVISIT PAST PAINS

HAZARD 18

UNCOMMON HAUNT

Stealth DC 45 (master)

Description A spirit locked in memories of its death flies down the hall, forcing intruders to experience the agony of its death.

Disable DC 48 Diplomacy (master) to calm the spirit or DC 46 Occultism (master) to ward off the spirit

Share Pain ↳ (illusion, mental, occult) **Trigger** A creature enters the area; **Effect** Creatures within 30 feet take 6d12+41 mental damage (DC 40 basic Will save) as they experience the spirit's death.

Reset 1 hour.

SHRIEKING SOULS

HAZARD 18

UNCOMMON HAUNT

Stealth DC 48 (master)

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Striking at
Shadow

Narakaas

Adventure
Toolbox

Description A terrified soul releases an earsplitting scream.

Disable DC 44 Diplomacy (master) to comfort the spirit or DC 45 Occultism (master) to ward off the spirit

Scream  (evocation, sonic, occult) **Trigger** A creature enters the area; **Effect** The spirit screams, dealing 6d12+41 sonic damage to all creatures in a 30-foot cone (DC 40 basic Fortitude save).

Reset 1 hour.

EVENT 9: THE DEAD COURT

This event takes place when the characters enter the throne room of Khmet Khanrah, ghost lord of Peridantia. The chamber is vast with wide, highly decorative pillars and square braziers around the room's edges; a large—now dry—pool fills the room's interior. A ramp crosses the pool, bisecting it as it leads up to a central platform where Governor Khanrah's gilded throne still sits. Past the throne, another ramp leads up to a higher platform, topped by a massive stone statue of a forgotten Osirian pharaoh.

As the characters enter the room, the chamber's numerous braziers blaze to life, casting dim light throughout. There's a gust of wind, a howl of countless voices, and Governor Khanrah appears upon his throne, face twisted with rage, while countless angry spirits populate the room. Read or paraphrase the following.

"Usurpers!" the ancient ghost spits. "Murderers! Thieves! Mewling servants of traitorous swine! This is how Geb chooses to end us? Through you?" The ghost laughs, shedding bits of ectoplasm across his throne. "Stronger than you have died in Peridantia! Tell me, before your mind is unmade, what business brings more Blood Lords into my cursed halls?"

Governor Khanrah despises Geb with all his being, and neither he, nor any of the spirits within Peridantia, will rest until Geb is destroyed. He recognizes the characters as servants of Geb and refuses to help them. If the characters attempt to convince Khanrah to give up another Blood Lord (Kemnebi), Khanrah laughs. Governor Khanrah is aware Kemnebi works against Geb and inquires why he should help servants of Geb find an enemy of Geb. But there remains hope. Governor Khanrah is unaware Kemnebi's actions are hurting the living in other nations. If the characters can convince Governor Khanrah that Kemnebi is a danger to neighboring nations with a successful DC 40 Diplomacy check, Governor Khanrah regards them seriously for a time, then nods. The characters gain a +2 circumstance bonus

to this check if they emphasize the harm Kemnebi has done to Osirian citizens.

If the characters successfully convince Governor Khanrah to aid them, he provides them directions to the entrance to Kemnebi's lair, which grants them a +2 circumstance bonus to skill checks to navigate through Peridantia.

On a critical success, Governor Khanrah banishes the soul mist and orders the spirits of his court to show the way to Kemnebi. These spirits guide the party directly to the entrance to Kemnebi's lair. Proceed to Event 10: Passage Through Shadow.

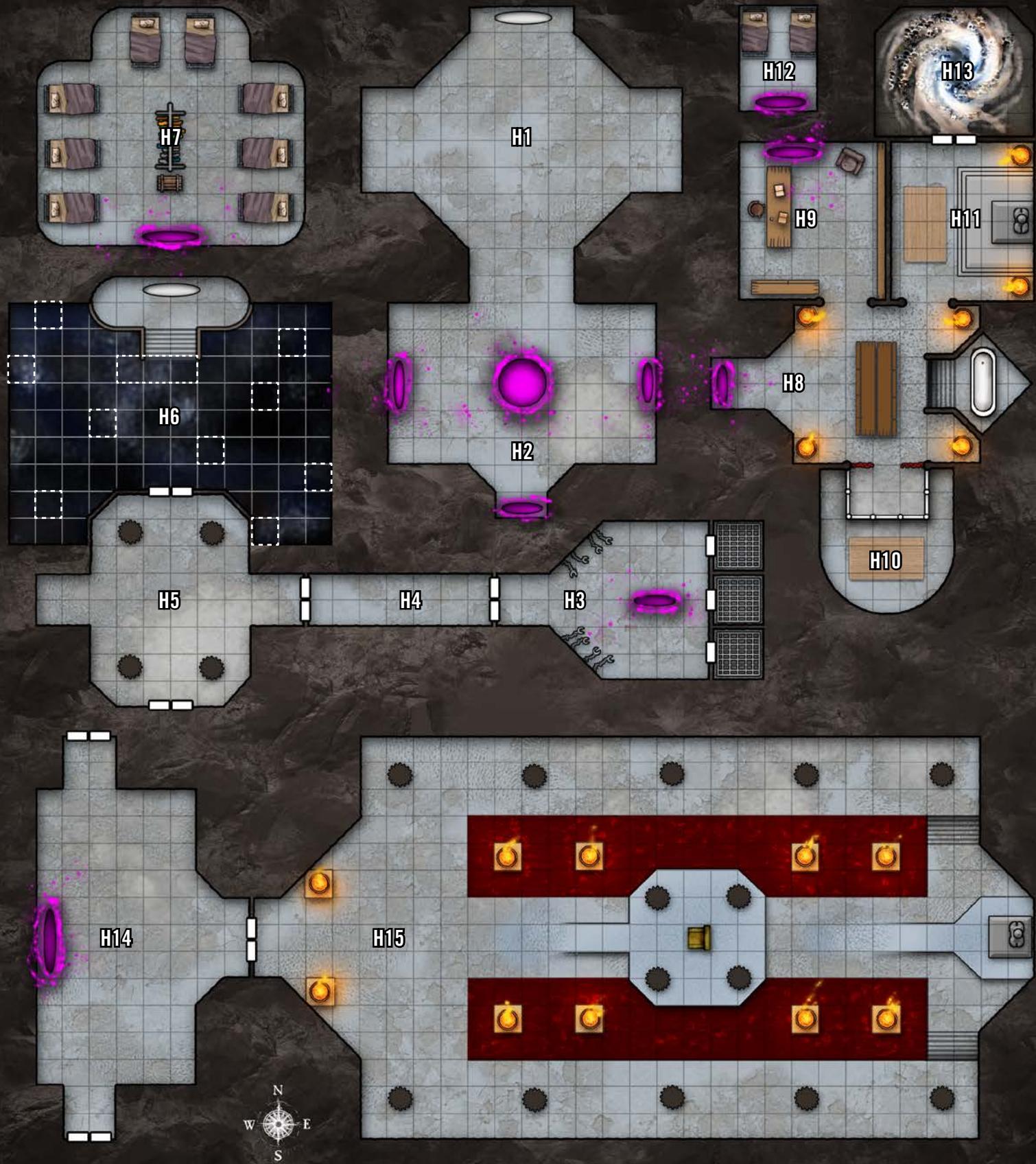
On a failure, Governor Khanrah refuses to provide aid, and the spirits vanish. On a critical failure, Governor Khanrah becomes enraged and thickens the soul mist, increasing the DC to navigate through Peridantia to 42.

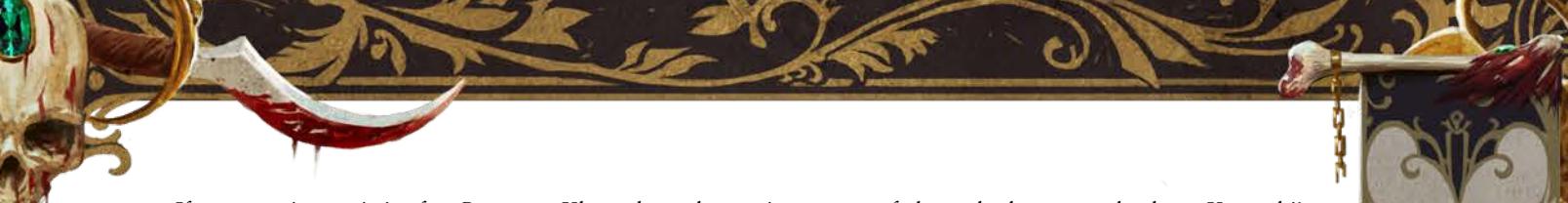
The long-dead governor has no intention of fighting the characters, and this event should be considered a social interaction rather than an opportunity at combat.



Khmet Khanrah

THE SHADOW SANCTUM
1 SQUARE = 5 FEET





Ghost King's Rage

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If you require statistics for Governor Khanrah or the ghosts in his court, use statistics for a ghost mage and ghost commoners on page 167 of *Pathfinder Bestiary*. If attacked, Governor Khanrah spends all his actions to escape, sinking down through the floor and fleeing. If he's destroyed by the characters, he rejuvenates within Peridantia in 2d4 days, and the location becomes more dangerous and difficult to navigate. In the time between his destruction and reformation, the DC of the soul mist increases to 47, and the DC of the Survival check to navigate Peridantia increases to 44.

EVENT 10: PASSAGE THROUGH SHADOW

This event takes place when the characters accrue the necessary Navigation Points and find the pathway to Kemnebi's shadow sanctum. The characters enter a small, unassuming room where the shadows deepen and the air is electric with ominous energy. Within this chamber is the shadow gate leading to Kemnebi's sanctuary. Pinpointing the location of this subtle extra-dimensional connection requires the characters to succeed at a DC 42 Arcana, Nature, Occultism, Perception, or Religion check. The characters gain a +2 circumstance bonus to this check if they have an object in their possession belonging to Kemnebi.

Once the characters locate the connection to Kemnebi's lair, they can attempt to open the gate, which requires them to succeed at either a DC 42 Arcana, Nature, Occultism, or Religion check, or a DC 42 Thievery check in conjunction with the use of a spell, an item, or an ability with the darkness trait.

Once the gate is opened, a circular well of shadows appears on the wall, which the characters can step through to enter Kemnebi's shadow sanctum. A creature passing through the shadow gate is transported to area **H1**.

The Shadow Sanctum

Kemnebi's shadow sanctum is a series of isolated chambers and levels located between the Material Plane and the Shadow Plane. Each chamber is a shadowy reflection of a similar chamber in Peridantia, with 15-foot-high ceilings in halls and 20-foot-high ceilings in chambers, unless otherwise noted.

NAVIGATING THE SHADOW SANCTUM

The layout of the shadow sanctum isn't as confusing as the halls and chambers in Peridantia, but getting from place to place is less direct. Navigating the various chambers within the shadow sanctum requires the use of a network of shadow gates, like the one the characters used to enter the shadow sanctum, that link the chambers to one another through a hub. The most

important of these shadow gates leads to Kemnebi's throne room, but the characters must collect two "keys"—objects of significance to Kemnebi—to access that gate. They can find the keys by exploring the other wings of the shadow sanctum, but first they must discover and open the shadow gates.

ACCESSING A SHADOW GATE

Each set of chambers is connected to the others through paired shadow gates. Finding a shadow gate requires a character to succeed at a DC 42 Arcana, Nature, Occultism, Perception, or Religion check. The characters gain a +2 circumstance bonus to this check if they have an object in their possession belonging to Kemnebi or if they spend at least 10 minutes examining the chamber the shadow gate is located within. The characters must succeed at this check to locate each shadow gate even if multiple shadow gates are in the same chamber being searched.

Opening a shadow gate requires the characters to succeed at either a DC 42 Arcana, Nature, Occultism, or Religion check, or a DC 42 Thievery check in conjunction with the use of a spell, an item, or an ability with the darkness trait. A shadow gate remains open for 24 hours.

The shadow gates are found in the shadow hub (area **H2**), and each lead to a specific wing or chamber of the shadow sanctum. These connected areas can be untethered from the shadow sanctum and shunted back to their counterpart chambers in Peridantia (see Untethering Shadows below).

In the shadow hub, the gates are arranged as follows.

The shadow gate in the west wall of the shadow hub leads to the hall of repose (area **H7**).

The shadow gate in the south wall leads to the gauntlet (areas **H3–H6**).

The shadow gate in the east wall leads to Kemnebi's personal wing (areas **H8–H13**).

The shadow gate in the floor of the shadow hub leads to Kemnebi's throne room (areas **H14–H15**). Opening this gate requires two keys found elsewhere in the shadow sanctum.

UNTETHERING SHADOWS

Some chambers can be untethered from Kemnebi's shadow sanctum and shunted back into the Material Plane. Removing chambers from Kemnebi's shadow sanctum in this manner can be useful in separating Kemnebi from his prepared vessels, which makes defeating Kemnebi significantly easier but isn't required for success.

Removing the chambers requires immense mental strain that no character can weather alone.

On a success, the contents of these chambers immediately appear in Peridantia, in the chambers they're a reflection of, and the shadow chamber collapses completely. Neither the chamber nor its contents exist within Kemnebi's shadow sanctum any longer.

The wing containing Kemnebi's throne room (areas H14–H15) can't be untethered from the shadow hub, as it's integral to the shadow sanctum.

UNTETHER A SHADOW GATE

CONCENTRATE **EXPLORATION** **MANIPULATE**

To untether sections of the shadow sanctum, a character must first locate and open a shadow gate and be standing adjacent to it in the shadow hub (area H2) or in the study (area H9). Two characters must work together, exerting intense mental will for 10 minutes. Both characters must then attempt a DC 42 Arcana, Nature, Occultism, Religion, Shadow Plane Lore, or Thievery check to determine success.



To successfully untether a shadow gate, both characters must succeed at the check. If one character fails (or critically fails) this check, both participating characters are affected by the failure result even if the other participating character succeeded (or critically succeeded).

Critical Success You untether the shadow gate. You also gain a +2 circumstance bonus to your next check to untether a shadow gate.

Success You untether the shadow gate, shunting the shadow chambers and their contents to their reflection within Peridantia.

Failure You fail to untether the shadow gate. You and the other participant take 10d6 mental damage.

Critical Failure You fail to untether the shadow gate. You and the other participant take 14d6 mental damage and take a -1 circumstance penalty to any subsequent attempts to untether a shadow gate for 24 hours.

H1. ENTRY

LOW 20

This large chamber looks like a hall that could be found in Peridantia, but it's devoid of dust and mist and impeccably clean.

The characters enter this chamber through a shadow gate, which remains open on the wall behind them. Inside, it's dark and cold. What would've been wide halls to adjoining areas within Peridantia are abrupt dead ends here, in the east and west of the chamber. The hall to the south appears to continue off into darkness in area H2, becoming a tunnel of solid shadow. Note that when the characters defeat the trap in area H2, the shadow tunnel is banished to reveal the room as it's shown on the map on page 58.

Hazards: One round after the characters enter the room, a psychic wave flows through the chamber, potentially scanning their minds and transmitting this information to Kemnebi.

PSYCHIC WAVE

HAZARD 21

UNCOMMON **MAGICAL** **TRAP**

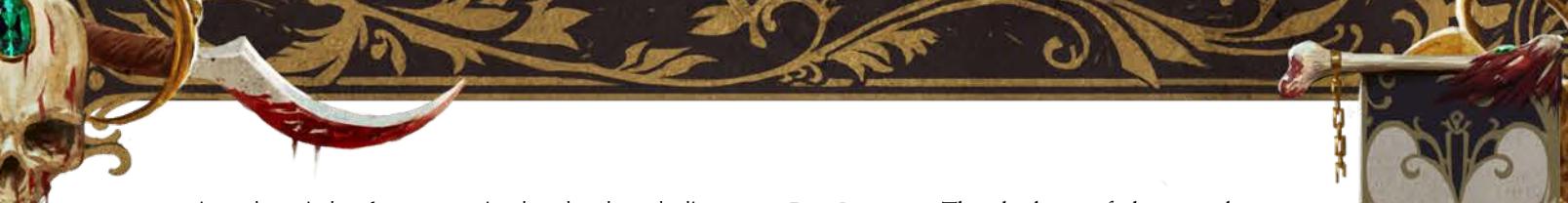
Stealth DC 53 (legendary)

Description A wave of psychic energy ripples through the room, violently prying into the minds of creatures in the area and alerting Kemnebi to the presence of intruders.

Disable DC 50 Arcana (legendary) to stymie the psychic energy before it manifests

Psychic Assault (arcane, evocation, mental)

Trigger A creature has been in the room for more than 1 round; **Effect** A wave of psychic energy slams



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into the minds of creatures in the chamber, dealing 8d10+48 mental damage (DC 44 basic Will save). On a failed save, a creature is also stunned 3.

Reset 1 hour.

Creatures: The psychic wave trap triggers the release of the three mind-controlled leydroth guardians who are unbound from their shadow prison and released into the chamber. The shadow leydroths attack the characters to the death, unable to consider any other options.

SHADOW LEYDROTHS (3)

CREATURE 17

Shadow Leydroth (*Pathfinder Bestiary 2* 163, *Pathfinder Book of the Dead* 72)

Initiative Perception +30

H2. SHADOW HUB

MODERATE 20

This chamber appears as a tenebrous, 5-foot-diameter tunnel with walls of dense shadows that bore into the south wall of area **H1**. After overcoming the compression tunnel hazard, the true nature of the shadow hub is revealed, as noted in Development below.

Hazards: The shadow passage contracts when the characters try to pass through. By pushing back against the trap, they disable it, forcing the shadows back to the room's edges and revealing the room's contents.

COMPRESSION TUNNEL

HAZARD 20

UNCOMMON COMPLEX MAGICAL TRAP

Stealth DC 51 (legendary)

Description This shadow tunnel compresses when creatures pass through.

Disable DC 46 Athletics (legendary) twice to push back the shadows or DC 48 Thievery (legendary) three times to pierce through the shadows

Shudder ➔ **Trigger** A creature reaches the tunnel's midpoint; **Effect** The tunnel shudders, knocking creatures prone unless they succeed at a DC 42 Reflex save. The trap then rolls initiative.

Routine (1 action) The tunnel compresses, crushing all creatures in it and dealing 4d10+22 bludgeoning damage (DC 42 basic Fortitude save). On a failed save, a creature additionally becomes immobilized (Escape DC 42).

Creatures: When the compression tunnel hazard is overcome and the shadows are pushed back to reveal the room's real dimensions, a shadow worm roars and attacks.

SHADOW WORM

CREATURE 20

Page 86

Initiative Perception +30

Development: The shadows of the tunnel retreat to reveal a bare, rectangular chamber with a wide hallway to the north that leads to area **H1** and a narrower hall that leads south and ends abruptly at a dead end.

There are four shadow gates in this hub chamber. The west shadow gate connects to area **H7**. The south shadow gate leads to area **H3**. The east shadow gate leads to area **H8**.

The central shadow gate is “locked” and can only be opened by Kemnebi. To open this shadow gate, the characters require two “keys”—objects of significance to Kemnebi—to trick the gate into opening for them. These keys are objects found within the shadow sanctum. The first is the ring found in area **H7**, and the second are the ancient prayer beads that once belonged to Balji, found in area **H10**. A character can determine if an item qualifies for this purpose with a successful DC 40 Arcana, Nature, Occultism, or Religion check. If the necessary keys are collected, the characters can open this shadow gate as normal. This shadow gate connects to area **H14** and is the path that leads to Kemnebi.

H3. SHADOW PRISON

TRIVIAL 20

You arrive in the center of a roughly trapezoidal chamber. Three metal-grated cells stand along the eastern wall, and manacles line two angled walls that narrow to a hallway ending in stout doors.

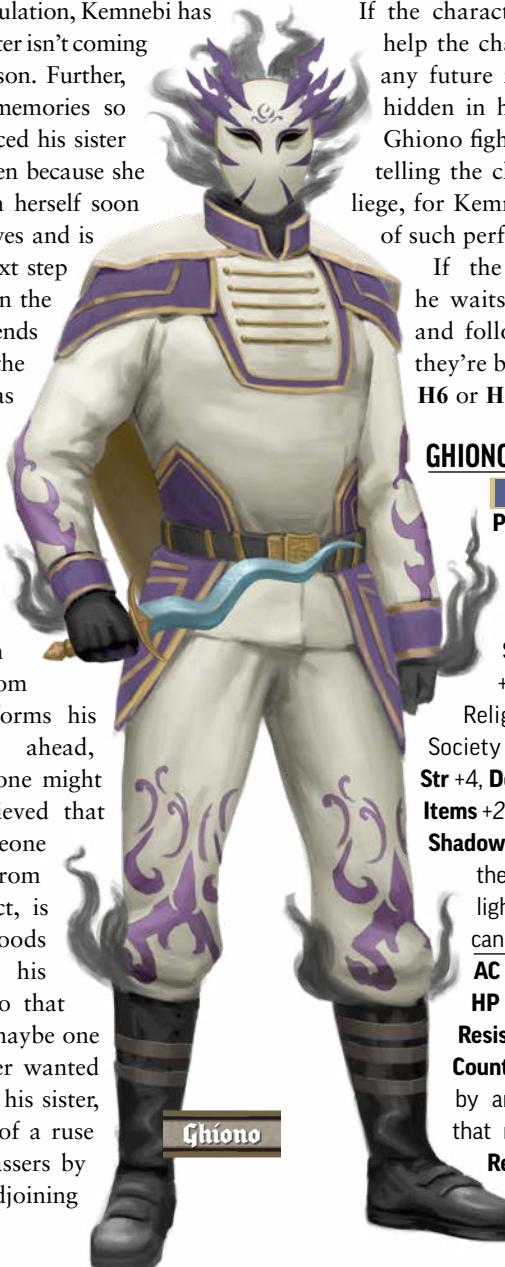
This chamber is accessible through the shadow gate at the room's center, which is connected to area **H2**. This chamber appears to be a prison or dungeon, with three cells along the east wall and manacles bolted onto the walls. The cells and manacles all function properly. A character who succeeds at a DC 40 Crafting, Engineering Lore, or Perception check notices the cells and manacles are in exceptionally good shape and are barely used.

In truth, this prison and the chambers it leads to (areas **H4-H6**) are an elaborate trap called the gauntlet. While this room is safe, each room past it in sequence isn't. These rooms exist for the sole purpose of a willing “prisoner,” who functions as both bait and betrayer, to lead the characters to their deaths.

Creatures: There's one occupant of this prison: **Ghiono** (N male shae rogue 18), the brother of **Ghiasi the Unraveler** (N female shae spy 20), who the characters encountered in *Pathfinder Adventure Path #185: A Taste of Ashes*. Kemnebi kidnapped Ghiono to use him as leverage against his sister to keep her quiet and compliant with his schemes to get the *shadow ash*

needed to complete his goals. Ghiono was furious with being kidnapped and knew he was being held to force his sister's hand. However, in short time, Kemnebi broke the shae's spirit and corrupted his mind. He allowed Ghiono to correspond with Ghiasi through letters, bringing stationary into the prison every few days and letting him write them in solitude. Of course, Kemnebi read every letter and even made slight forgeries before delivering the missives to either Ghiasi or Ghiono. In addition to controlling the flow of communication and redirecting the contents of them, Kemnebi also manipulated Ghiono's memories. He twisted many of Ghiono's youthful memories with his sister, opening the possibility in Ghiono's mind to see her in the worst light possible. Through this manipulation, Kemnebi has convinced Ghiono that his sister isn't coming to break him out of his prison. Further, Kemnebi has affected his memories so much that Ghiono is convinced his sister allowed the capture to happen because she was planning on killing him herself soon enough. In his mind, if he lives and is freed from his prison, his next step is to find his sister and return the favor—a plot Kemnebi intends to put into action after the characters are dealt with, as repayment for Ghiasi's loose lips.

Kemnebi has also instilled in Ghiono an unwavering dedication to the vampire. Ghiono is loyal to a fault and is convinced that Kemnebi is the only person capable of freeing him from his captivity once he performs his required task. Thinking ahead, Kemnebi figured that someone might come for Ghiono and believed that person to be Ghiasi or someone in her employ. This, aside from the sheer cruelty of the act, is why Kemnebi planted falsehoods and twisted memories of his sister. Kemnebi told Ghiono that supposed liberators would maybe one day show up, and if he ever wanted to be free to get revenge on his sister, he needed to play his part of a ruse to catch and kill any trespassers by leading them through the adjoining rooms of the gauntlet.



When the characters enter the prison, Ghiono begs for their aid, promising to lead the party to Kemnebi if they free him of this place so that he can reunite with his sister, Ghiasi. If the characters free Ghiono, he directs them through the rest of the gauntlet (areas H4, H5, and H6) while traveling at the back of the group and feigning weakness.

This is a good place to build up more animosity toward Kemnebi. Through conversation with Ghiono and figuring out the poor shae criminal was utterly manipulated and brainwashed, the characters can see how easily a being like Kemnebi can weave his lies to orchestrate his will while letting others pay the price.

If the characters see through Ghiono's lies to help the characters find Kemnebi (now, or in any future rooms), he attacks with a dagger hidden in his sleeve. Fanatical in his beliefs, Ghiono fights to the death without hesitation, telling the characters they'll never destroy his liege, for Kemnebi is akin to a god, and a being of such perfection can't be killed or outwitted.

If the characters don't free Ghiono, he waits for them to leave, frees himself, and follows them, ambushing them while they're busy with another foe, likely in area H6 or H14.

GHIONO

CREATURE 18

N MEDIUM SHADOW

Perception +30; darkvision

Languages Aklo, Common, Kelish, Necril, Osiriani, Shae, Undercommon

Skills Acrobatics +35, Deception +37, Diplomacy +35, Occultism +30, Religion +30, Shadow Plane Lore +30, Society +30, Stealth +35

Str +4, Dex +9, Con +5, Int +6, Wis +6, Cha +9

Items +2 greater striking dagger

Shadow Shift Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.

AC 41; Fort +27, Ref +33, Will +30

HP 339; Immunities precision;

Resistances cold 15, negative 15

Counterattack **Ghiono** is targeted by an attack from an adjacent creature that misses due to him being concealed;

Requirements Ghiono is aware of the attack; **Effect** Ghiono makes a Strike against the attacker.

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Slip ↗ Trigger A creature moves adjacent to Ghiono; **Effect** Ghiono teleports to a clear space adjacent to another creature he can see within 30 feet.

Speed 25 feet, fly 35 feet; swift steps, tenebral form
Melee ♦ dagger +35 (agile, finesse, versatile S), **Damage** 3d4+12 piercing plus 4d4 cold

Ranged ♦ dagger +33 (agile, thrown 10 feet, versatile S), **Damage** 1d4+12 piercing plus 4d4 cold

Occult Innate Spells DC 37; **7th plane shift** (self only; to Shadow Plane or Material Plane only); **4th gaseous form** (at will); **Cantrips (9th)** chill touch, detect magic

Sneak Attack Ghiono deals an additional 4d6 precision damage to flat-footed creatures.

Swift Steps Ghiono's movement doesn't trigger reactions.

Tenebral Form Ghiono can Fly at full Speed in gaseous form.

H4. GAUNTLET HALL

TRIVIAL 20

Double doors mark both ends of this otherwise featureless 10-foot-wide hall.

Hazards: When the characters reach the midpoint of this hall, the trap triggers.

SHADOW HOOKS

HAZARD 21

UNCOMMON MECHANICAL TRAP

Stealth DC 50 (legendary)

Description Hooks of solidified shadow extend from the walls, hook into creatures, and pull, tearing them open.

Disable DC 50 Thievery (legendary) to disable the trap's sensors

Tearing Hooks ↗ (cold, shadow) **Trigger** A creature reaches the hall's midpoint; **Effect** The trap attempts a shadow hook Strike against each creature in the hall. On a critical hit, a creature additionally takes 1d10 persistent bleed damage.

Melee ♦ shadow hook +43, **Damage** 6d10+48 piercing plus 2d10 cold

H5. GAUNTLET ANTECHAMBER

TRIVIAL 20

A life-sized statue of Kemnebi menaces the room from a large niche in the west wall. Four wide pillars, carved and painted in traditional Osiriani style, hold the chamber's ceilings aloft.

This chamber has functioning double doors in the north and east, and a false set of double doors to the south. Kemnebi didn't duplicate the adjoining room in his sanctum and left the doors to confuse trespassers. The double door in the north wall leads to another confusing challenge in the shadow sanctum.

Hazards: This trap triggers when a creature touches the north or south doors, any of the chamber's pillars, or the statue of Kemnebi.

CAUSTIC SHOWER

HAZARD 21

UNCOMMON MECHANICAL TRAP

Stealth DC 53 (legendary)

Description Contact with the doors, pillars, or statue causes a shower of acid.

Disable DC 48 Crafting (master) to ground the charged features or DC 50 Thievery (legendary) to disable the contact sensors

Acid Shower ↗ (acid) **Trigger** A creature touches the doors, pillars, or statue directly or with a tool; **Effect** A shower of acid rains down from the ceiling, dealing 8d10+48 acid damage to all creatures in the chamber (DC 44 basic Reflex save). On a critical failure, a creature additionally takes 1d10 persistent acid damage.

H6. GAUNTLET POOL

LOW 20

This wide room has a raised platform at the north end, topped by a freestanding arch constructed from solidified shadows. The spotless floor looks like it's made from polished obsidian.

This arch looks similar to the one that the characters entered the shadow sanctum through, but it's mundane and only designed to look important. Ghiono (if he remains with the party) claims it leads to Kemnebi. The platform to the north is accessible by a short flight of stairs that rises 5 feet above the surrounding "ground."

The ground in this chamber looks like lustrous black glass but is a thick black sludge, which is caustic and drains the thoughts of those who touch it. A creature that enters or begins its turn in this sludge takes 12d6 acid damage and must attempt a DC 40 Will save. On a failure, the creature additionally becomes stunned 1 and stupefied 2. The sludge is 20 feet deep (Swim DC 40). Ten platforms are scattered 1 foot beneath the surface, as noted on the map. A character can detect the location of one of these platforms with a successful DC 38 Perception check.

Creatures: Three soul slimes reside in this pool and attack intruders indiscriminately. If Ghiono is with the group, he turns on them when the slimes attack, but he avoids moving near the slimes.

SOUL SLIMES (3)

CREATURE 18

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Initiative Perception +27

H7. HALL OF REPOSE

MODERATE 20

Stepping through the shadow gate leads into a stone chamber with rounded corners. Shelves and chests stand in

the center of the room, and eight beds containing sleeping occupants ring the chamber's outer walls.

This communal bedroom is eerily silent, with eight comatose people laying unresponsive in eight comfortable beds arrayed around the chamber. Racks of clothing and a trunk full of shoes and accessories are stored in the room's center. This room is accessible through the shadow gate in the south wall, which is connected to area **H2**.

Creatures: The people in these beds are victims rendered comatose by Kemnebi's predations, which he keeps to serve as vessels in the case of his demise. Kemnebi selected each victim for their skills or knowledge—some trait or bit of wisdom Kemnebi wanted to acquire—and was abducted through shadow magic and loyal intermediaries. The victims were luminaries in a variety of fields and were abducted from far-flung locations throughout Golarion. Identifying one of the comatose victims requires a character to succeed at a DC 38 Society skill check. If Kemnebi uses his mental rebirth ability on one of these vessels, use the statistics for a Kemnebi's puppet on page 44.

To fully destroy Kemnebi, all eight of these victims, as well as the two in area **H12**, must be moved beyond the reach of Kemnebi's psyche. This can be achieved through two methods: killing the victims, or by removing these people from the shadow sanctum and to another plane (most likely the Material Plane). While the characters could carry the victims out themselves, they can also shunt the entire wing back into Peridantia (see Untethering Shadows on page 59).

When the characters snoop through this chamber or touch one of the victims, Kemnebi becomes aware of the characters in his shadow sanctum (if he hadn't already). He takes control of the victims and manipulates them like puppets from his location in area **H15**. Kemnebi relinquishes control of a victim when that victim is reduced to 50 Hit Points or fewer, in the hopes the party will leave that victim alive for him to later inhabit.

KEMNEBI'S PUPPETS (8)

Page 44

Initiative Perception +30

CREATURE 16

Development: If the characters spare the lives of these victims, the characters must determine their fate: perhaps keeping them, freeing them, returning the victims to their home nations as a peace offering, sending them to the farms to become undead laborers, or gifting them to Geb or another faction.

Treasure: On his last visit to these chambers to feed off the remaining thoughts of the victims, Kemnebi dropped his *major ring of resistance (sonic)*. A character who succeeds at a DC 36 Perception check can spot the ring on the floor, kicked into a corner and forgotten. This ring is ancient, from a time when Kemnebi was a mortal man, husband, and father. An inscription on the inner band reads, "Always," though the word is faded and difficult to read. This ring was Kemnebi's wedding ring, and though it looks plain and cheap, Kemnebi enchanted the ring over time. It's the only possession Kemnebi retains from that chapter of his life, a time that has long become buried under stolen thoughts of lives he destroyed. This ring functions as a key to the center gate in area **H2**.

The following objects of interest are among the clothing in this room: *belt of regeneration*, *dread blindfold*, *greater cloak of the bat*, *greater daredevil boots*, *major goggles of night*, *wand of crackling lightning* (8th level).

H8. KEMNEBI'S CHAMBERS

Through the shadow gate are elegantly appointed chambers. Four braziers burn in the corners of the room, and carved wooden wardrobes stand in the center. Steps to the east lead up to a tub, and openings in the north and south walls lead elsewhere.

This large dressing room is the central hub of Kemnebi's living quarters in the shadow sanctum and is accessible through a shadow gate in the west wall that connects to area **H2**. The floors throughout these living spaces (areas **H8–H13**) are finely tiled, and the walls are painted deep red. Each chamber is well appointed with high-quality furnishings acquired from throughout Golarion. A character who examines any of these chambers and succeeds at a DC 38 Perception check finds clues the room was recently used, such as a still-warm brazier, a damp towel near the tub, or an open book on the desk.

This dressing room has an extravagant tub in the east, recessed into the floor of a raised platform. Two large wardrobes are in the room's center, each filled with garments, accessories, and shoes; four unlit braziers sit in the room's corners. A balcony to the south is veiled by sheer curtains and overlooks a tiny chamber (area **H10**). Two arches in the north lead to an office (area **H9**) and shrine (area **H11**).

Treasure: The wardrobe contains a *staff of the magi* and *whispers of the first lie*, and a nearby bowl holds a *ring of wizardry type IV* along with a dozen other more mundane rings (worth 20,000 gp total).

H9. STUDY

Kemnebi's study has bookshelves along the east wall beside a reading chair, a cabinet in the south wall, and a desk in the center.

The shadow gate in the north wall connects to area **H12**. The room is clean and feels lived in. While there's no obvious clues to Kemnebi's now-foiled plans in the room and collecting evidence to tie Kemnebi to his crimes is unnecessary, a character who decides to search for additional connections and succeeds at a DC 38 Perception check uncovers paperwork relating to Kemnebi's plans. Potential evidence could include shipping manifests, dossiers on victims or pawns of Kemnebi's, or a sample of *shadow ash*. You should tailor this evidence to your group's actions during the campaign, providing them evidence that covers any gaps in their knowledge, answers any of their outstanding questions, or pays off any previously far-fetched theories.

The shadow gate in this room can be detected and opened as described on page 59. The characters can untether area **H12** by using the Untether a Shadow Gate activity (page 60) from this study.

Treasure: There's a *scroll of remembrance* (10th level), *scroll of spiritual torrent* (10th level, page 76), and a *scroll of tortuous trauma* (6th level, page 77) on the bookshelves, and an *antimagic oil* in a desk drawer.

H10. MEDITATION CHAMBER

A small balcony looks over a small chamber fifteen feet below. The chamber is simple and spartan, with few distractions and dense shadow marking its borders.

This room is Kemnebi's favorite place to meditate or think. A simple bowl with ash at the bottom perched upon a flat-topped stone, a candle, and a strand of ancient wooden prayer beads sit in front of a prayer mat. The prayer beads once belonged to Balji and are one of two keys to the shadow gate in area **H2**.

Treasure: A seemingly simple candle in the chamber is in fact a *candle of invocation*.

H11. SHRINE TO URGATHOA

Kemnebi is a devoted worshipper of Urgathoa and prays daily at this personal shrine, which features an elaborate statue of Urgathoa constructed from hundreds of finger bones atop a platform on the room's east side. A pair of unlit braziers flank the statue, with a fine prayer mat spread out on the ground in front of it. Numerous religious symbols of Urgathoa are arranged at the

statue's feet, each in distinct artistic styles and created from different woods, stones, and other materials. An arch in the south wall leads to area **H8**, and a double door in the north wall leads to area **H13**.

Treasure: Amid the religious symbols is a *speed rune* and a *greater impactful rune*.

H12. HIDDEN CHAMBER

Through the shadow gate is a small room containing two beds with unconscious occupants.

A comatose victim of Kemnebi's lies atop each bed in this chamber: a male elf and a female human. A shadow gate in the south wall connects to area **H9**. If the characters don't untether this chamber from the shadow sanctum, it will untether along with Kemnebi's personal wing if the characters choose to untether the entire wing from the shadow hub.

Victims: The victims here are two of Kemnebi's favored vessels, which he would prefer to occupy at the time of his demise. A character who succeeds at a DC 40 Society check determines the human is **Ergolain** (NE female human necromancer 16), a talented teacher at the Ebon Mausoleum rumored to be on vacation in Rahadoum, and **Veldowe** (N male elf philosopher 16), a representative from Kyonin who went missing a decade ago on his way to Nantambu within the Mwangi Expanse. Kemnebi doesn't manipulate these victims, as he doesn't want his "vessels" damaged. If he uses his mental rebirth ability on one of these vessels, use the statistics for a Kemnebi's puppet on page 44.

H13. THOUGHTWELL

TRIVIAL 20

This space appears to be nothing but a confusing and swirling tangle of light, shadow, and thought.

Over his lifetime, Kemnebi has consumed countless memories and thoughts. He incorporates those thoughts and skills he desires into his own mind, "perfecting" himself through memory consumption. The memories he doesn't desire, Kemnebi sheds into his *thoughtwell*—a swirling vortex of thoughts, memories, and feelings contained within this chamber.

A character who succeeds at a DC 40 Arcana, Nature, Occultism, or Religion check understands the basics of the *thoughtwell* and believes they might be able to view some of the memories stored within, but doing so requires touching the *thoughtwell* and causes severe mental strain.

Hazard: A creature that touches the *thoughtwell* is bombarded with foreign thoughts, memories, and



feelings and takes 8d10 mental damage (DC 48 basic Reflex). A creature that succeeds at its saving throw manages to isolate and experience a single memory, rather than a multitude. Each time a character successfully isolates a memory, share with them one memory of your own devising from Kemnebi or one of his victims. These memories can be useful, such as Kemnebi weeping over the graves of his family and fiddling with a ring on his finger (the ring found in area H7), or be fragmented thoughts, such as the smell of honey, the soft feeling of a beloved stuffed animal, or the first time hearing a word uttered in a foreign tongue. If the characters are having trouble, this is a good way to provide them in-game guidance and clues.

Stability: This chamber can be untethered from the shadow sanctum and shunted to the Material Plane, but it can't be done from within area H13. Instead, the characters must be in area H2. Additionally, it can't be done if the prayer beads remain in areas H8–H13. See area H2 for more information.

H14. ANTECHAMBER

LOW 20

Through the shadow gate is a vast antechamber. Three sets of doors, one to the east and two to the north and south, provide exit from this room.

Two sets of doors here are false. During the creation of his shadow sanctum, Kemnebi chose not to duplicate the halls these doors led to in Peridantia. A larger double door in the east wall leads to area H15. A shadow gate in the west wall connects to area H2.

Creatures: The large doors are guarded by two intellect assemblages, which Kemnebi created from memories he shed into the *thoughtwell*. Each fights until destroyed.

INTELLECT ASSEMBLAGES (2)

Page 80

Initiative Perception +29

CREATURE 19

H15. THRONE ROOM

SEVERE 20

Smoldering braziers cast shadows throughout this vast chamber. A platform in the center of the room features a golden throne, and a lifelike statue of Urgathoa looms from the eastern wall. Two rectangular pools of red liquid flank the throne. Massive carved pillars hold up the soaring ceiling.

Kemnebi's throne room is a mirror of the throne room of Governor Khmet Khanrah, but where Khmet's throne room was dilapidated, Kemnebi's is spotless. A central ramp runs east to west through the

room, rising up to Kemnebi's throne—a gold chair perched on a platform surrounded by four pillars and topped with an overly decorative wood canopy. Past the throne, the ramp continues up to a huge statue of Urgathoa draped in illusions to appear impossibly realistic. North and south of the ramps are a pair of matching pools that contain murky red water 5 feet deep. The vaulted ceilings in this chamber stretch 60 feet high. A walkway winds around the perimeter of the room with five pillars along the north and south walls. A total of 10 braziers burn in this chamber, casting dim light throughout—four in each pool and two flanking the doors.

When the characters enter Kemnebi's throne room, he stands in front of his throne, his expression serene. Read or paraphrase the following aloud.

"It's a cruel fate that simpering worms, such as yourselves, would derail centuries of planning with your meddling. Your simple luck is almost worth cultivating in my psyche. Now Geb has convinced you that you stand a chance against me? That you can destroy me?" Kemnebi smirks. "I am bolstered by the skills and wits of thousands. You will die here. You are not worth keeping."

Creatures: Kemnebi attacks the characters at the end of his monologue, using spells if they stay at range or a mixture of unarmed combat and spellcasting if they close to melee. If Kemnebi is attacked before he's done speaking, he continues his rant during the battle. Regardless, Kemnebi fights to the death, trusting his psyche to be reborn in one of his prepared vessels.

KEMNEBI

Page 88

Initiative Perception +39

CREATURE 21

Hazards: There are two complex hazards in this chamber. Dense shadows cover four of the pillars around the room's perimeter (the second and fourth pillars on the north and south sides). These shadows form lashing whips that attack intruders. Additionally, the statue of Urgathoa fires long-range beams from its eyes at anyone present who doesn't worship Urgathoa.

SHADOW LASH

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +38 (legendary)

Description Four pillars manifest shadow lashes that attack intruders.

Disable DC 46 Arcana (legendary) to drain the magic from each shadow lash or DC 48 Thievery (legendary) to disable each shadow lash

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Manifest  (arcane, conjuration, shadow) **Trigger** A creature other than Kemnebi enters the chamber; **Effect** Four pillars (see above) manifest a writhing whip composed of solidified shadows. The trap then rolls initiative.

Routine (8 actions) This trap loses 2 actions each turn for each disabled shadow lash. Each shadow lash has 2 actions it can use to perform the following actions.

Melee  lash +41 (reach 20 feet), **Damage** 4d10+22 slashing

Long-Range Lash  The lash lengthens, increasing its reach to 60 feet, and makes a lash Strike. The lash's length then reverts to normal.

URGATHOA'S IRE

HAZARD 20

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +38 (legendary)

Description A statue of Urgathoa fires eye beams at intruders.

Disable DC 48 Religion (legendary) to disenchant each eye through prayer or DC 48 Thievery (legendary) to disable each eye

Eye AC 48; **Fort** +36, **Ref** +30

Eye Hardness 35, **HP** 135 (BT 67); **Immunities** critical hits, object immunities, precision damage

Glare  (divine, evocation, fire) **Trigger** A creature other than Kemnebi enters the chamber; **Effect** The trap shoots a concentrated beam of fire at the triggering creature. The trap makes an eye beam Strike. If one of Urgathoa's eyes has been disabled, this Strike deals half damage. The trap then rolls initiative.

Routine (1 action) The trap shoots a concentrated beam of fire at a random intruder. The trap makes an eye beam Strike. If one of Urgathoa's eyes has been disabled, this Strike deals half damage.

Ranged  eye beam +41 (range increment 200 feet),

Damage 8d10+44 fire

Development: When Kemnebi is destroyed, his body crumbles to ash. If the characters kill Kemnebi and have removed all potential vessels from his shadow sanctum, Kemnebi is destroyed permanently. If the characters kill Kemnebi and haven't removed all of his victims from the shadow sanctum, his body crumbles to ash, and his psyche enters the body of one of the victims in area H12 (or area H7 if his preferred vessels are inaccessible) through mental rebirth. He then hunts down the characters to exact revenge for foiling his plans and invading his shadow sanctum. He prepares for a second confrontation as best he can, but Kemnebi acts quickly, hoping to not let the characters leave the sanctum alive.

The characters likely have some final wrap-up they'd like to conduct, such as returning Kemnebi's victims, offering favors to allies and slights to enemies, final downtime events, and planning future reforms for the nation.

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If the party promised Matron Uldrula they would free Balji's soul and didn't, at some point during their lifetime, Matron Uldrula and a psychopomp assassination squad arrive to reap the souls of the characters as promised.

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Concluding the Campaign

When Geb learns of Kemnebi's destruction, he smiles—likely for the first time in centuries—and compliments the newest Blood Lords on their victory. Geb gives word to a bevy of minions, and the news quickly spreads of Kemnebi's destruction. Within days, the Celebrants host a festival in Mechitar, denouncing Kemnebi as a traitor and celebrating Geb's triumph through his favored agents, the characters, and their role in averting war. Geb himself takes the podium to offer the party succinct public accolades and appoint them his new chancellors and right-hand agents in the nation. Due to this patronage, the faction most associated with the group is now supreme in Geb above the others.

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SANCTUM COLLAPSE

When Kemnebi is destroyed—not just dead, but truly destroyed—the shadow sanctum shudders and begins



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The River of Souls terminates at the Boneyard, an impossibly tall and ever-growing spire of quintessence that pierces the Astral Plane. Here, all souls pass through and are judged—sorted by Pharsma and her psychopomp servitors into their respective afterlives on the Outer Planes, as reflected by their deeds in life. It's a somber plane of graveyards and memorials separated into eight courts, one for each other plane of the Outer Sphere.

But the life of a soul isn't always easy to judge. The fate of some souls is debated in Pharsma's courts, either by the souls themselves, servitors of other planes, or the psychopomps and psychopomp ushers who, despite serving Pharsma in the vast bureaucracy of death, have their own opinions over the complexities of the soul and the intricacies of judgement. Here, Narakaas and their followers step in.

While change and transformations can be sudden and all encompassing—the transition from alive to dead, for example—other changes are completed not in moments but over years, decades, or lifetimes. When a soul is amid true, personal change but dies before their transformation is complete, they fall under Narakaas's purview. Narakaas offers such souls a choice: complete their metamorphosis, for good or for ill, and be judged upon these efforts, or be judged now, as the souls are, by the deeds of their life. Many souls choose the easy path, for transformation and change are never easy, and for mortals, true change is nearly always accompanied by pain. Thus, by choosing transformation, the soul is choosing to willingly endure arduous trials, difficult decisions, and suffering—whether emotional, physical, or psychological—within the safety of Narakaas's realm to prove their dedication and facilitate change. Upon their transformation, when their souls match the truth of their heart, these souls are released to Pharsma to be judged, not only by their deeds in life but by the person they became. Narakaas imposes no assessment upon the results of these transformations, functioning as a facilitator and providing opportunity to souls to finish their personal apotheosis and end their life's journey on their own terms.

Narakaas is also called upon to judge those souls who straddle the lines of good and evil or law and chaos but who find no middle ground in between. Souls who believe in one thing but were driven to take drastic actions against their beliefs due to external circumstances or to achieve their goals—the defenders driven to commit atrocities to defend their neighbors, the paladins willing to sacrifice for the greater good, the revolutionaries who spark war to topple tyrants, the villains who perform heroic deeds for purely self-serving reasons, and the murderers who obscure their crimes beneath a veil of charity and good deeds—all these and more fall to Narakaas to judge.

But what of those souls who arrive in the Boneyard incomplete? What of the souls degraded by time, wounded by predators, or nearly destroyed by the trials they've endured? Is it fair to judge such souls? What if the missing pieces would tell a different story?

To Narakaas, something damaged or broken—especially one repaired—is no less valuable than one unblemished. Sometimes, it's more precious for the history it now embodies. Damaged souls are no different. Thus, when an incomplete or damaged soul enters the Boneyard, it proceeds not to judgment, but to a soul repository operated by devotees of Narakaas. Within these facilities, damaged souls are mended and healed, then released when they become complete enough to be fairly judged. Sometimes, this process takes millennia, as pieces of the souls consumed by other creatures or lost along the River of Souls slowly make their way to the Boneyard.

Despite their sobering responsibilities, Narakaas is an optimist who believes in the power of redemption.

Personification and Realm

Narakaas is a composite entity, born from the untold pieces of souls cleaved off as mortals grew and discarded parts of themselves. These soul shards reflect personal choices, sacrifice of self, and countless little deaths that come before a soul arrives in the Boneyard. While Narakaas can adopt any shape, their preferred

form is an agender humanoid with four stag-like legs and elegant bone antlers. Regardless of appearance, Narakaas's body is assembled from countless soul shards held together by soothing gold light, and their face is featureless save for their black eyes that eternally weep over the pain their composite souls have suffered.

Narakaas's realm is Menangerel, a patchwork region within the Boneyard composed of countless painful memories of home. Menangerel adapts to the memories of those who pass through it, reflecting their pains and their lives. Passing through Menangerel is a sorrowful experience, often harrowing but always enlightening, and visitors are inevitably altered by their passage. Within Narakaas's realm, souls are tested and emerge changed.



Narakaas resides within the Scantling, a demesne constructed from simple clay remnants that adopts the appearance of a hovel to those who witness it, with welcoming golden light seeping out from the cracks in its seams. No beings save Narakaas frequent Scantling—not even psychopomps—but those few who do visit Scantling claim it's unimaginably beautiful and weep at the thought of it, remembering sights and feelings evoked within Scantling they lack the ability to articulate but desperately miss. Those who try often liken Scantling not to a place or a palace, but to a feeling of overwhelming acceptance, validation, and love.

Due to its shifting, transformative nature, there are few permanent structures or consistent regions within Menangerel. The Fane of Phantom Lies, a mazelike temple of mirrors, is a long-standing structure. Within the Fane, souls undergoing transformation interact with figments of the people they once knew in life, reflected in the mirrored glass, acting out scenarios and futures that will never be to simulate emotional connections and trials, provide closure and catharsis, and facilitate growth. Likewise, the Specter Dome, a circular arena where souls undergo dangerous and violent trials, has remained in operation for eons.

Only the borders of Narakaas's realm, where Menangerel brushes up against Pharsma's ordered courts, remain stable. Here, amid never-ending necropolises and monuments to the dead, are the soul repositories where damaged souls are cared for and healed. The stability of this border region, known as the Verge, eases the souls tended within such facilities.

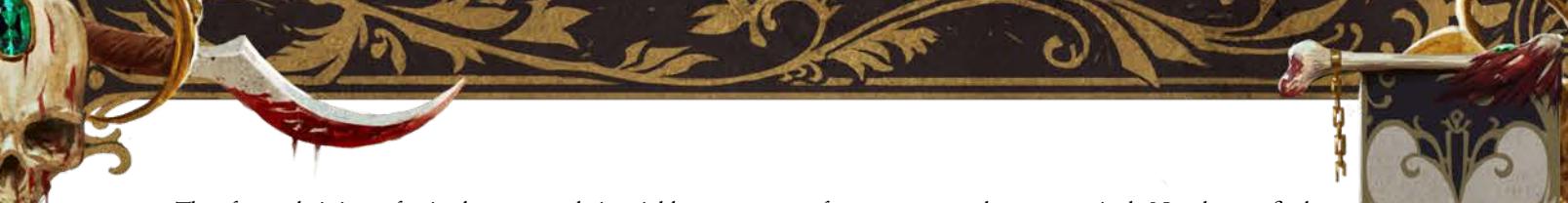
Dogma and Worshippers

Narakaas teaches that pain, whether physical, psychological, or emotional, should be accepted and respected for the growth it fosters. This acceptance isn't celebration or reverence; Narakaas doesn't revel in pain, nor do they wish it upon anyone. Furthermore, Narakaas doesn't teach that pain suffered or endured is always for the best. Rather, Narakaas teaches pain is unavoidable, transformation is beautiful, and no soul

is ever broken—they're merely changed. Narakaas respects not pain, but the ability of mortals to overcome pain, learn from trials, and grow, shedding their old self like a snake sheds its skin or a phoenix rises from the ashes of its corpse.

To Narakaas, this inner strength and triumph over hardship is a breathtaking, beautiful miracle.

Worshippers of Narakaas aren't happy to experience pain or tribulations, nor are they grateful toward those who hurt them or spread misery. Instead, they accept pain as a facet of existence and endeavor to learn from it.



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They foster their inner fortitude, support their neighbors, and have faith in their ability to overcome the challenges set before them and become more from the experience.

Narakaans believe a broken thing isn't worthless, but more precious for its experiences and history, especially if repaired. They repair and mend broken objects, rather than throw them out, and they emphasize, rather than attempting to hide, these repairs. This attitude applies to people as well as possessions, for a Narakaan believes that sorrow and scars are nothing to be ashamed of and should be accepted, examined, and valued as a part of the greater whole. For these reasons, Narakaans value experience in their leaders and clergy more than pretty words and silver tongues. Those who have overcome hardship and become a better person despite it are trusted leaders, as are the elderly, whose every line, wrinkle, and scar marks not only the passage of time but the changes wrought by experience.

Many worshippers of Narakaas become crafters and enjoy working with their hands, finding in the act of creation a transformation akin to those they themselves experience. Potters are particularly common among Narakaas's worshippers for their deep connection to Narakaas and his realm. Doctors and therapists are also common, particularly among Narakaas's clergy. Such training enables a Narakaan to heal wounds, nurture and soothe spirits, and guide those among their faith through the trials of their lives, facilitating acceptance and change in a positive manner.

Temples and Shrines

Most temples to Narakaas are ancient, built millennia ago and maintained throughout the ages. Regardless of age, Narakaan temples and shrines are rarely built from scratch in one sitting, instead being constructed in gathering places over time, through adaptation and remodeling. Sites are repurposed and changed as needed, perhaps beginning as an elder's home, a community hub, or a trading spot, and growing into something more over centuries. Such sites are never abandoned or demolished but are instead repaired, expanded, and remodeled. To a Narakaan, new isn't better, for new lacks history, memory, and heart. Even when constructed entirely from scratch for the express purpose of the erection of a temple, a Narakaan would still prefer to buy a well-loved building and alter it to suit their congregation's purposes than they would to construct a new building or demolish a building and start anew.

Narakaan temples and holy spaces are built from scavenged stone and repurposed wood, and they incorporate furniture from throughout the community, such as donated chairs and hand-me-down tapestries. None of the furnishings match, and the buildings

are often uneven and asymmetrical. Narakaans find beauty in these differences and celebrate the history of these objects. Narakaan temples are versatile and are never simply a worship space. Rooms are rearranged to serve different purposes as needs dictate and times change, for a building should never be stagnant, but ever evolving alongside the people who frequent it.

A Priest's Role

First and foremost, devotees of Narakaas are healers who offer succor and guide their congregants through pain, both mental and physical. They provide comfort, guidance, support, and acceptance free from judgment or condemnation. They're doctors, healers, and counselors, who nurture rather than lead. Most avoid giving direct advice, believing it's up to the individual to determine how they'll be changed by their experiences and actions. Instead, they facilitate introspection and self-reflection, guide healing, and promote self-care and empowerment.

In addition to these duties, members of Narakaas's clergy preside over births, deaths, and the celebration of life changes. Births are joyous events that celebrate the arrival of a new soul in the community, the hope for the person they'll become, and the changes the child will bring to those around them. Narakaan clergy also preside over death and host funerals. Unlike many faiths, a funeral isn't held for the dead, but for the survivors and the family left behind. Funerals are a mournful remembrance of the deceased, an acknowledgment of how they changed the lives of those around them, and a time for sharing memories, reminiscing, and bonding over loss. This community mourning is considered an important and healthy part of the grieving process, which promotes positive change during times of emotional pain, turmoil, and loss.

Holidays

Narakaans believe that change should be cherished and celebrated, even if the catalysts for these changes were painful. As such, they celebrate many events typically considered minor or personal as a community, including birth, death, marriage, life changes, birthdays, anniversaries, gender transitions, personal revelations, and the onset of puberty, old age, and menopause. Despite these many celebrations and gatherings, Narakaans have few formal holidays with two being relatively widespread: The Gilding and Yesteryear.

The Gilding is a celebration of healing typically hosted in early spring. Participants examine their homes, businesses, towns, and public spaces, noting everything in need of repair. These objects are then repaired by the community at large, with trained

Holy Text

Narakaas has no holy text of their own, although they're described within Pharsma's holy text, *The Bones Land in a Spiral*, alongside the other psychopomp ushers. This text describes Narakaas, their realm in Menangerel, their duties, and their place in the bureaucracy of the Boneyard. In addition to reading this text, most worshippers of Narakaas also consider *My Shattered Self* and *Shepherd of the Broken* important religious works.

Shepherd of the Broken is an excessively long research paper written 500 years ago, detailing Narakaas, their realm, their portfolio, and the practices and beliefs of their worshippers. The paper is thoughtful, well-researched, and collects scant pieces of information from countless sources into a single unified narrative. While the author begins his treatise in a dry, disinterested fashion, often misunderstanding Narakaans as a dour, masochistic faith, his opinion obviously improves over the course of the treatise, as the author came to understand Narakaas and their teachings, rather than simply repeating or recording them. By the end of the treatise, the author is faithful and respectful. Despite *Shepherd of the Broken*'s quirks, failings, and obvious bias during early chapters, the work is considered a masterpiece, for its author demonstrates true religious awakening and personal transformation throughout the course of the work—an event holy to worshippers of Narakaas.

My Shattered Self is a shorter, far more personal work written by Lady Namina, a priestess of Narakaas driven to her breaking point by the events of her life. The book is a personal memoir and journal chronicling the priestess's life—her hardships, personal trials, feelings, relationships, and coping mechanisms, culminating in her religious awakening. Lady Namina passed away 60 years ago, but her brutally honest, soul baring autobiography continues to resonate with Narakaans today. At times both heartbreak and heartwarming, it's a story of tragedy, hope, and acceptance, written by one of Narakaas's most beloved mortal religious figures.

Relations with Other Religions

As a psychopomp usher, Narakaas serves Pharsma and has a good relationship with Pharsma's other ushers, particularly Vonymos the Mourning Storm and Mrtyu, Death's Consort. Likewise, Narakaas is on good terms with Irori and the Black Butterfly, who value introspection and wisdom; Qi Zhong, who offers healing to all; Arazni, Nocticula, and Tsukiyō, who understand the transformative nature of hardship; and

artisans performing repairs, assistants fetching supplies, and others providing food and support. These objects are repaired free of charge with the knowledge that every resource expended is repaid in kind. Traditionally, these objects are repaired in a way that draws attention to the repairs as a piece of beauty and a part of the object's history, rather than obscuring or erasing the damage. Bright colors are often utilized during this process, particularly gold in honor of Narakaas. While the Gilding is openly a celebration of repairs—the fixing of the broken and the acknowledgment that damage doesn't equate uselessness—it also celebrates and reinforces community bonds and showcases the strength of unity.

Yesteryear occurs at year's end, and while most religions celebrate this night by looking forward to the future, Yesteryear is a time of reflection. Narakaans acknowledge the changes wrought over the past year, recognizing the past to prepare for the future. In addition to reminiscing and sharing memories and lessons learned over the year with the community in sharing circles and festive gatherings, participants highlight the changes in themselves, painting gold lines over their scars and wrinkles and wearing tokens to remind themselves of special events and trials they've endured.

Aphorisms

Those who worship Narakaas value diversity, uniqueness, personal history, and change, which lead each group of Narakaans to grow and adapt on their own paths. Thus, aphorisms understood by all Narakaans are incredibly rare. However, the following aphorisms resonate with many groups.

In Hope We Suffer: A common refrain among worshippers of Narakaas and a reminder that even in times of hardship, there remains hope. This aphorism is commonly uttered as a prayer for the strength to rise above pain, sorrow, challenges, and anger to become a better person, or simply for the strength to survive traumatic and painful events. It's uttered by the pained, the struggling, and the overwhelmed and also by those who have endured trials and emerged on the other side of pain, to give strength to those who are suffering or struggling to endure.

To Break is to Begin: Transformation and change, whether for good or for ill, is often accompanied by pain and sorrow. This aphorism is a reminder that hardship and trauma is painful, but when one is ready, the experience can be a catalyst for change and the beginning of a journey. It's an assurance that even at one's worst and most broken, hearts can be mended, wounds can be healed, and purpose can be found. No soul is too broken to be valued.

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Alseta and Arshea, who embrace more joyous forms of transitions, change, and self-expression.

Narakaas visits the goddess Naderi, the Lost Maiden, with increasing frequency, believing that she died and ascended to divinity mid-transformation and hasn't yet come into her own. Narakaas hopes to inspire Naderi to look into her heart, free from the influence of others, and continue her transformation on her own terms, rather than wallow in past pains or bend to the will of other divinities (such as Shelyn, Urgathoa, and Zyphus, all of whom have attempted to manipulate or influence Naderi since her ascension to divinity).

Narakaas doesn't revel in pain, and beings that do are anathema to the Cleansing Sentence. Narakaas and their followers oppose kytons, their masters, the god Zon-Kuthon at every opportunity as well as other religions that inspire its worshippers to spread pain and hardship, such as Gyronna and Lamashu, or to sow wanton destruction, such as Rovagug and Zyphus.

Narakaas (n)



Narakaas's sphere of influence encompasses atonement, difficult choices, and pain.

Edicts help others through painful changes, offer harsh punishments to the penitent, seek and allow redemption

Anathema take joy in suffering, torture an unwilling creature

Follower Alignments LN, NG, N

DEVOTEE BENEFITS

Divine Ability Constitution or Wisdom

Divine Font heal

Divine Skill Diplomacy

Favored Weapon greataxe

Domains change (*Gods & Magic* 112), death, pain, sorrow (*Gods & Magic* 116)

Alternate Domains introspection (see below)

Cleric Spells 1st: endure (*Gods & Magic* 107), 2nd: slough skin (*Gods & Magic* 110); 4th: modify memory

New Rules

The following options are available to worshippers of Narakaas. The introspection domain is an alternate domain for Narakaas (described fully in *Pathfinder Lost Omens Gods & Magic*) and can be selected using the Expanded Domain Initiate feat from that book.

AVATAR FORM

When casting the *avatar* spell (*Pathfinder Core Rulebook* 318), a worshipper of Narakaas transforms

into a creature with four stag-like legs and bone antlers. Their face becomes featureless, and their body is composed of thousands of shattered pieces of themselves, bound together with radiant gold light. They gain the following additional abilities.

Narakaas Speed 70 feet, *air walk*; **Melee** ♦ greataxe (reach 15 feet, sweep), **Damage** 5d12+6 slashing; **Ranged** ♦ shattering introspection (range 120 feet), **Damage** 5d6+3 mental plus 1d6 persistent mental

INTROSPECTION DOMAIN

You guide others in examining their lives, emotions, and motivations to ultimately become a truer version of themselves—a difficult and often painful process.

Domain Spell: *guided introspection*

Advanced Domain Spell: *confront selves*

GUIDED INTROSPECTION

FOCUS 1

UNCOMMON | ABJURATION

Cast ♦ somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You guide the target in examining their innermost feelings, their behaviors, and the motivations behind their actions, granting them clarity and insight. The target gains a +1 status bonus to saving throws against emotion and fear.

If the target would become confused, they reduce the duration of the confused condition by 1 round, to a minimum of 1 round. If the target would become frightened or stupefied, they reduce the value of the frightened or stupefied condition by 1, to a minimum of 1. Once any of these conditions occur, the spell ends.

Heightened (+3) The status bonus increases by 1.

CONFRONT SELVES

FOCUS 4

UNCOMMON | ILLUSION | MENTAL

Cast ♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You show the target the spiraling web of actions and consequences that is their life and the changes wrought by these decisions upon themselves and those around them. These events swirl around the target like shards of broken pottery. The creature must attempt a Will save to resist these visions.

Each time you sustain this spell, you force the target to confront an alternate permutation of themselves, witnessing the events of their life as if they'd chosen another path. They take 2d6 mental damage (basic Will save) and are encumbered. On a critical success, the spell ends and can no longer be sustained.

Heightened (+1) The mental damage increases by 1d6.



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The following new spells and artifacts supplement the player characters' adventures in *Ghost King's Rage*.

Spells

The following new spells are available to students of the Ebon Mausoleum or worshippers of Urgathoa who visit the Cathedral of Epiphenomena. Others are rare spells created by Kemnebi. The characters might have come across these spells during their exploration of Kemnebi's office (area H9) or elsewhere in his shadow sanctum (Chapter 3).

ANCIENT DUST

UNCOMMON CANTRIP NECROMANCY NEGATIVE

Traditions arcane, divine

Cast somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

You cough up a cloud of gray soil, echoing the dust in the graves of Kemnebi's many victims. Each creature in the area takes negative damage equal to your spellcasting modifier and 1 persistent negative damage depending on its Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage.

Failure The creature takes full damage and persistent damage.

Critical Failure The creature takes double damage and double the persistent damage.

Heightened (+2) The initial negative damage increases by 1d6, and the persistent damage increases by 1.

CANTRIP 1

an effect damages you, the target attempts a Will save, which can cause it to take part of the damage, as detailed below. The spell ends if the target is ever more than 120 feet away from you. If either you or the target is reduced to 0 Hit Points, any damage from this spell is resolved, and then the spell ends.

Each time you sustain this spell, you can choose to deal 6d8 damage to yourself, which can be reduced with *bound in death* as normal.

Critical Success The damage you take is unaffected, and the spell ends.

Success The damage you take is unaffected, and the target can't take damage from *bound in death* for 1 round.

Failure The target takes half the damage of the effect instead of you, then can't take damage from *bound in death* for 1 round. Apply any immunity, resistances, or weaknesses you have to the damage before halving it, and the target still applies any immunity, resistances, weaknesses, and the like it has.

Critical Failure The target takes half the damage of the effect.

Heightened (+2) The damage you can choose to deal to yourself each time you sustain the spell increases by 3d8.

BOUND IN DEATH

UNCOMMON CURSE NECROMANCY

Traditions arcane, divine, occult

Cast somatic, verbal

Range 60 feet; **Targets** 1 enemy

Saving Throw Will; **Duration** sustained up to 1 minute

You tether another creature's spirit to your own, shunting part of the damage dealt to you onto one of your foes. You create a life link between yourself and the target. Each time

SPELL 6

DIRGE OF REMEMBRANCE

SPELL 4

UNCOMMON NECROMANCY SONIC

Traditions divine, occult

Cast somatic, verbal

Area 30-foot cone

Saving Throw Will; **Duration** sustained up to 1 minute

You sing a funereal dirge to force restless spirits to fully manifest in the Material Plane. Each incorporeal creature in the area takes 4d10 sonic damage (this damage bypasses its resistances) depending on the result of its Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and becomes semi-corporeal until the spell ends. All attacks against it get the benefit of a *ghost touch* rune.

Critical Failure As failure, but double damage.

Heightened (+1) The damage increases by 1d10.

EXCISE LEXICON

UNCOMMON DIVINATION LINGUISTIC MENTAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You reach into a creature's mind and extract its knowledge of a word. Choose a word to excise when you Cast the Spell. The word must be a mundane word, not a proper noun, and not a word of power such as those used as verbal components for spells. The target must attempt a Will save. The target forgets any words you remove with this spell. While the spell lasts, the target doesn't register or understand the excised words in any form, signed, spoken, written, or otherwise, and can't comprehend them by any means, even by a *tongues* spell or similar magic. The spell fails if you don't share at least one language with the target. However, the target forgets the words from each language they know, not just your shared languages.

Critical Success The target is unaffected and knows which words you attempted to excise.

Success The spell's duration is 1 minute.

Failure The spell's duration is 1 day.

Critical Failure The spell's duration is unlimited.

Heightened (+2) You excise one additional word.

FLENSE

UNCOMMON NECROMANCY

Traditions arcane, divine

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature or corpse

With a touch, you strip off the flesh, muscle, and internal organs off your target, leaving only bare bones. The effect depends on whether the target is a living creature, undead creature, or inanimate corpse. A creature or corpse that lacks flesh, muscle, and internal organs is immune to this spell.

SPELL 3

Inanimate Corpse The flesh, muscle, viscera, and organs are stripped from the corpse and vanish, leaving only bare bones behind.

Living Creature Make a spell attack roll. On a hit, the target takes 2d6 slashing damage. On a critical hit, double the damage, and the target also takes 1d4 persistent bleed damage. If this spell's damage kills the target, the corpse is only bones.

Undead Creature Make a spell attack roll. On a hit, the target takes 2d6 slashing damage. On a critical hit, double the damage, and the target also becomes enfeebled 1 for 1 minute. If this spell's damage destroys the target, only its bare bones remain behind.

Heightened (+1) The slashing damage to living and undead creatures increases by 2d6, and the persistent bleed damage to living creatures increases by 1d4.

RAVENOUS DARKNESS

SPELL 6

UNCOMMON DARKNESS NECROMANCY

Traditions arcane, divine, occult

Cast ♦♦♦ material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You create a shroud of magical darkness that feeds on those inside it. This globe of pure darkness is identical to that created by a 4th-level *darkness* spell (Core Rulebook 327). Blunt, gnashing teeth made of shadows gnaw at the creatures within. Make a spell attack roll against the Fortitude DC of each creature in the area. Any creature that fails takes 4d6 bludgeoning damage as teeth attach to it. While the teeth are attached, it takes a -10-foot circumstance penalty to its Speeds and can't Step. Whenever a creature ends its turn in the area, the teeth attempt to attach to that creature if they haven't already, and they deal 1d6 bludgeoning damage to any creature they're already attached to. The shadowy teeth become unattached from any creature that leaves the area but can't otherwise be detached from a creature while that creature remains in the area. You can Dismiss the spell.

SPIRITUAL TORRENT

SPELL 5

UNCOMMON NECROMANCY

Traditions divine, occult

Cast ♦♦ to ♦♦♦

Range 60 feet; **Area** varies; **Targets** varies

Saving Throw basic Fortitude

You release your spiritual essence in a torrential blast of energy, dealing 10d6 damage. If you're a living creature, this spell deals positive damage and gains the positive trait. If you're an undead creature, this spell deals negative damage and gains the negative trait. The spell's effect is based on how many actions you spend when Casting the Spell.

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❖ (somatic, verbal) The spell targets all creatures in a 60-foot line.

❖ (material, somatic, verbal) The spell targets all creatures in a 60-foot cone.

Heightened (+1) The spell's damage increases by 2d6.

STEAL VOICE

SPELL 4

UNCOMMON CURSE INCAPACITATION NECROMANCY

Traditions arcane, divine, occult

Cast ❖ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

You steal a creature's voice, rendering them mute. The effect is determined by the target's Fortitude save. The target then becomes temporarily immune for 1 minute. A creature that has no voice or can't speak is immune to this spell.

Critical Success The target is unaffected.

Success The target becomes voiceless

until the end of its next turn. A voiceless creature can't speak, create vocal sounds, or take auditory actions (including supplying verbal or command components). As long as the target is voiceless, whenever you speak, you can choose to have your voice sound like either your voice or the target's voice.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is permanent.

SUFFOCATE

SPELL 6

UNCOMMON INCAPACITATION NECROMANCY NONLETHAL

Traditions arcane, divine

Cast ❖ somatic, verbal

Range 30 feet; **Targets** 1 living creature that needs to breathe

Saving Throw Fortitude; **Duration** sustained up to 1 minute

You forcefully and cruelly draw the living breath from a creature's lungs, dealing 4d8 bludgeoning damage. The creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage. For the duration, the creature must hold its breath or suffocate (Core Rulebook 478).

Critical Failure The creature takes double damage, and all the air is pulled from the creature's lungs. The creature falls unconscious and starts suffocating for the duration.

Heightened (9th) You can target up to 5 creatures.

TORTUROUS TRAUMA

CANTRIP 1

UNCOMMON CANTRIP NECROMANCY NONLETHAL

Traditions arcane, divine

Cast ❖ somatic, verbal

Range 30 feet; **Targets** 1 living creature

Saving Throw basic Fortitude

With this spell born of Kemnebi's sadistic love of torture, you batter a creature's internal organs, leaving no external signs of the immense pain you delivered. The target takes bludgeoning damage equal to 1d4 + your spellcasting modifier with a basic Fortitude save. If it critically fails, the target is also fatigued until the start of your next turn. Creatures that lack internal organs are unaffected by this spell.

Heightened (+1) The bludgeoning damage increases by 1d4.



Artifacts of the Soulkeepers

The following artifacts have a strong connection to the Boneyard.

PASSAGE PANE

ITEM 25

RARE ARTIFACT CONJURATION DIVINE TELEPORTATION

Bulk 3

The pane of this large circular mirror has a diameter of 8 feet and a gray cast. The mirror reflects its surroundings in muted colors, and any living creatures that look into the mirror see themselves as preserved corpses with sallow skin, sunken cheeks, and a vacant expression. The mirror is mounted in a bone frame intricately carved with imagery of corvids, keys, and winding roads. These roads represent the Dead Roads, the secret back routes between the Boneyard and all other planes that are under the purview of the psychopomp usher Barzakh the Passage and their followers.

Passage panes are created by incredibly powerful priests of Barzakh using mirrors that have reflected Barzakh during their travels from when Barzakh passes through mortal realms. Through prayer, powerful magic, and exceptional crafting skill, these mirrors form a spiritual connection to the Dead Roads, which can be harnessed to open a gate to the Boneyard.

To utilize a *passage pane*, the mirror must be securely mounted on a solid surface. Once mounted, a user must bond with the *passage pane* by gazing beyond their dead visage into the Dead Roads. Bonding takes patience and can only be accomplished by a living creature who has at least master proficiency in Religion and who succeeds at a DC 40 Religion check. Attempting to bond with the mirror in this way takes 1 hour. Once a creature is bonded with the mirror, they can use the *passage pane* to open a portal to a random point along the Dead Roads. A creature with knowledge of a location in the Boneyard can force the mirror to lock onto that location, allowing more pointed travel. Only one creature can be bonded with the mirror at a time. When a creature forms a bond with the mirror, any previous bonds are immediately severed. Undead can't bond with the *passage pane*.

When Barzakh themselves walks the Dead Roads, a depiction of them appears in the frame's carvings. When Barzakh is depicted in this way, they can prevent the *passage pane* from Activating or alter the destination of the *passage pane*, if desired.

Activate 1 minute (envision, Interact; divination, divine, scrying); **Requirements** The *passage pane* is mounted firmly to a solid surface, and you're bonded with the *passage pane*; **Effect** You focus on a location in the Boneyard that you wish to travel to. You must have either seen or visited

this location before or be able to describe the location in detail and its purpose or name, as appropriate. Attempt a DC 40 Religion check. On a success, the mirror locks onto your desired location, and you (and only you) see this location reflected in the mirror's pane.

Activate ↳ envision, Interact (conjuration, divine, teleportation); **Frequency** once per week; **Requirements**

The *passage pane* is mounted firmly to a solid surface, and you're bonded with the *passage pane*; **Effect** You urge the mirror to open a rift to the Boneyard. Creatures can travel through this rift in either direction. If you've successfully forced the mirror to lock onto a specific location, the mirror's pane becomes a rift to the Boneyard

that opens onto that location. If you haven't forced the mirror to lock onto a specific location, the mirror's pane becomes a rift to a random location on the Dead Roads. This rift remains open until you close it, up to a maximum of 24 hours. As long as the rift is open, the mirror is immovable, no one can form a bond with the mirror, and no one but you can Activate the mirror.

Activate ↳ envision, Interact (conjuration, divine, teleportation); **Requirements** The *passage pane* is an active rift to the Boneyard, and you're bonded with the *passage pane*; **Effect** You close the rift.

Destruction The *passage pane* shatters into thousands of pieces if Barzakh the Passage bonds with the mirror and wills its destruction.



Redsand Hourglass

ITEM 23

UNIQUE ARTIFACT DIVINE TRANSMUTATION

Usage held in 1 hand; **Bulk** 1

This platinum hourglass is filled with red sand, is decorated with imagery of roses and whippoorwills with tiny black onyx eyes, and has the ability to manipulate time. Once used by Pharsma herself, the *Redsand Hourglass* was stolen from Pharsma's court a millennia ago. While the hourglass is in your possession, you're immune to the paralyzed, slowed, and stunned conditions.

Activate ↳ Interact (divine, fortune, transmutation);

Frequency once per day; **Trigger** You fail a saving throw; **Effect** You flip the hourglass upside down then immediately right it again, rewinding time by a few moments. Reroll the saving throw with a +4 circumstance bonus. You must use the results of this new saving throw.

Activate ↳ Interact (divine, transmutation); **Frequency** once per day; **Effect** You flip the hourglass upside down, unhinging you from the flow of time. You become quickened for 1 minute. You can use this extra action only to Step, Stride, or Sustain a Spell.

Activate ↳ Interact (divine, transmutation);

Frequency once per week; **Effect** You flip the hourglass

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sideways, pausing time for everyone but yourself. You cast *time stop*.

Destruction The *Redsand Hourglass* is destroyed if it's used within the Dimension of Time.

SOULSPARK CANDLE

ITEM 20

RARE ARTIFACT CONSECRATION DIVINATION DIVINE

Bulk L

This thick, white pillar candle has flecks of ash and bone mixed amid the wax. When lit, the candle sheds bright light for 20 feet and dim light for a further 20 feet. The candle can't be snuffed by weather, water, or accident but can be purposefully snuffed through ritual prayer. The candle doesn't release heat and can't be used to start a fire. The candle is never exhausted, regardless of how long it burns.

The area within the candle's light is a consecrated space. Worshippers of Pharsma within this area gain a +3 status bonus to attack rolls, skill checks, saving throws, and Perception checks. Undead creatures and worshippers of Urgathoa within this area take a -3 status penalty to those checks.

When an undead creature or a haunt comes within the light of a *soulspark candle*, the candle's flame turns from red to black, makes a loud crackling sound, and releases a flash of bright sparks. The candle continues to burn black and crackle for as long as a haunt or undead remains in the area.

Activate ♦ Interact; **Effect** You light the candle.

Activate ♦ command; **Requirements** The candle is lit; **Effect**

You put out the candle with ritual prayers to Pharsma.

Activate ♦♦ command (evocation, light); **Requirements**

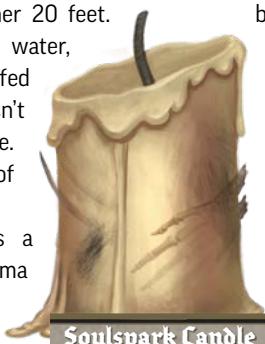
The candle is lit, and an undead is within the light's area; **Effect** You command the candle to illuminate the dead. All undead creatures in the area are limned in blue, heatless fire for as long as they remain in the area, plus 1 minute after they leave the area or the light goes out. Visible undead can't be concealed while limned in these flames. Invisible undead are concealed while limned in these flames, rather than being undetected. Haunts are unaffected by this light.

Activate ♦♦♦ command (divine, evocation, fire);

Requirements The candle is lit, and an undead or haunt is within the light's area; **Effect** You command the candle to destroy the undead. The candle's flame erupts into a mass of fire that burns away undead and haunts. Any undead within the candle's light takes 20d8 fire damage (DC 45 basic Fortitude save). Pharsma empowers these flames, allowing them to ignore fire resistance or immunity. Any haunts in the area are instead subject to Pharsma's

banishing light. The candle attempts a check to disable each haunt with a +35 modifier. This check applies to any skills applicable to disable the haunt and always has legendary proficiency. Once the candle is Activated in this way, its light immediately goes out, and the candle can't be relit for 1 hour.

Destruction If a *soulspark candle* is lit by an undead of at least 20th level that worships Urgathoa, the candle burns down as if it were a normal candle over the course of 48 hours. At the end of this time, if the candle is still burning, it burns away completely and is destroyed.



Soulspark Candle

SPIRAL ATHAME

ITEM 22

UNIQUE ABJURATION ARTIFACT MAGICAL

Usage held in 1 hand; **Bulk** L

The pommel of this +4 major striking disruptive ghost touch high-grade silver dagger is a black glass orb that contains a tiny blue comet that spirals through the orb's interior. Strikes with the dagger deal an additional 1d8 positive damage to worshippers of Urgathoa and to anyone who has ever created or summoned an undead creature.

While the dagger is in your possession, you gain a +4 circumstance bonus to Medicine checks and to Midwifery Lore checks. If you're a worshipper of Pharsma, you gain imprecise lifesense with a range of 60 feet while holding the dagger. If you're undead or a worshipper of Urgathoa, you're stupefied 4 while holding the dagger.

Despite its utility in combat, the *Spiral Athame* is intended as a ritual implement, meant to bless newborns and protect them from the predations of undead. If you use the *Spiral Athame* to cut the umbilical cord of a newly born creature, that creature gains resistance to negative damage equal to their level (minimum 1) and gains a +2 status bonus to saving throws against death effects and necromancy. These bonuses are permanent. Additionally, that creature can never become an undead creature.

Activate ♦♦ command, Interact (divine, necromancy);

Effect You point the *Spiral Athame* at a corpse within 30 feet, shielding it from corruption. The *Spiral Athame* casts 5th-level *gentle repose* on the corpse.

Activate ♦♦♦ command, interact (divine, necromancy);

Effect You point the *Spiral Athame* to the sky and pray, warding creatures against undead. This has the effect of 3rd-level *circle of protection*, except it wards against undead creatures rather than creatures of a specified alignment, and the emanation is centered on the *Spiral Athame*.

Destruction If an undead creature uses the *Spiral Athame* to slay a psychopomp usher while within the Boneyard, the *Spiral Athame*'s pommel shatters and the *Spiral Athame* becomes a mundane, high-grade silver dagger with no special abilities.

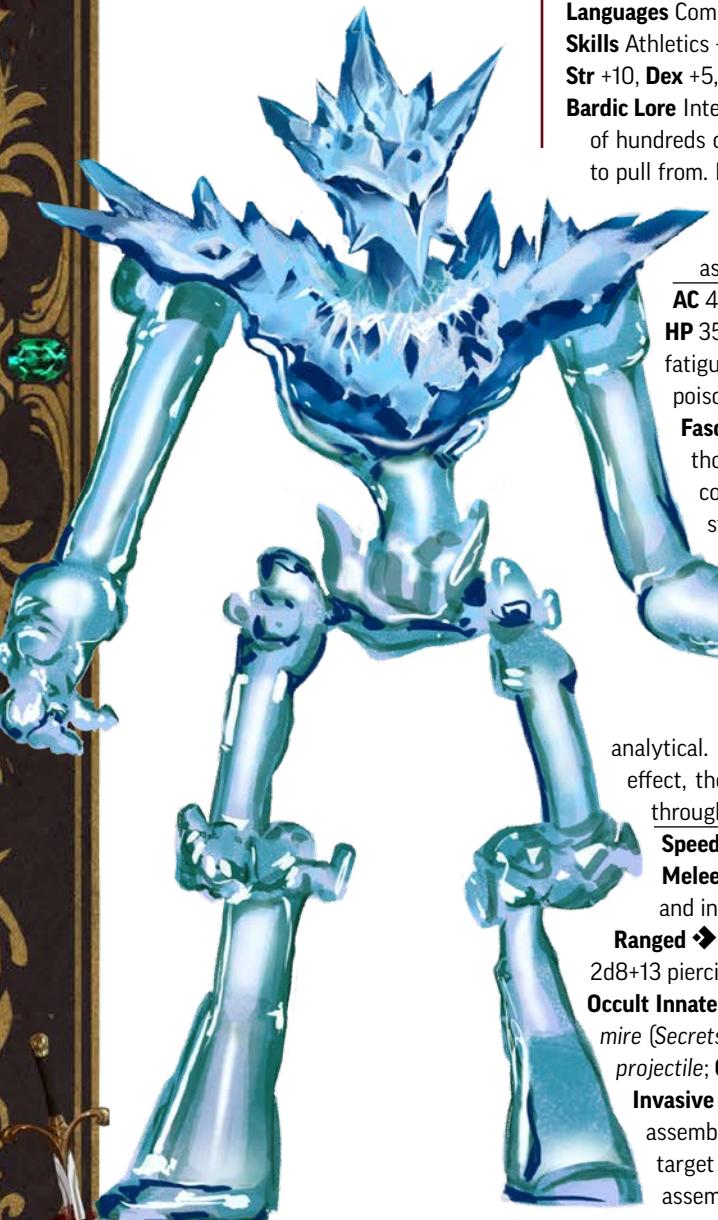


Spiral Athame



THE FLAWED

Very rarely, intellect assemblages are created incidentally, usually in the aftermath of tragic accidents or catastrophes that result in the sudden and instantaneous death of numerous intelligent beings. The resulting intellect assemblages, often called "the Flawed" by their fellows, are capable of being emotional, compassionate, and introspective.



Intellect Assemblage

Intellect assemblages are artificial constructs created from the memories of others. These memories are solidified into jagged shards similar in appearance to shattered glass and fused together in vaguely humanoid-shaped clusters to create the assemblage's body. The resulting construct is incredibly intelligent but completely devoid of emotion, possessing the thoughts and memories of a multitude but no personal connection to any of them. Analytical and meticulous, intellect assemblages view the world and everything in it as parts of a complex equation or system. They place no value on life or morality and consider emotions an illogical weakness.

INTELLECT ASSEMBLAGE

RARE N MEDIUM CONSTRUCT

Perception +29; thoughtsense 100 feet, no vision

Languages Common; telepathy 100 feet; *tongues*

Skills Athletics +37, Bardic Lore +33, Occultism +33

Str +10, **Dex** +5, **Con** +6, **Int** +5, **Wis** +3, **Cha** -3

Bardic Lore Intellect assemblages are created from the thoughts and memories of hundreds of individuals, providing them a near limitless collection of data to pull from. Intellect assemblages have access to Bardic Lore, a special Lore skill allowing them to Recall Knowledge on any topic.

Thoughtsense (divination, mental, occult) The intellect assemblage senses all non-mindless creatures at the listed range.

AC 43; **Fort** +35, **Ref** +32, **Will** +29

HP 355; **Immunities** death effects, disease, doomed, drained, emotion, fatigued, fear, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** meticulous

Fascinating Facets (aura, illusion, mental, visual) 20 feet. The thought shards composing the intellect assemblage's body reflect countless memories, thoughts, and dreams. A creature that starts its turn in the aura must succeed at a DC 38 Will save or become fascinated with the intellect assemblage for 1 round. An intellect assemblage can suppress or activate this aura as a single action with the concentrate trait.

Meticulous An intellect assemblage is analytical. Whenever they fail a saving throw against a mental spell or effect, the intellect assemblage is slowed 1 for 1d4 rounds as they sift through the new information.

Speed 40 feet

Melee ♦ fist +36 (magical), **Damage** 3d8+18 piercing plus 2d8 mental and invasive thoughts

Ranged ♦ memory shard +31 (magical, range increment 60 feet), **Damage** 2d8+13 piercing plus 2d8 mental and invasive thoughts

Occult Innate Spells DC 41, attack +33; **3rd** illusory disguise (at will), oneiric mire (*Secrets of Magic* 119); **2nd** blur; **Cantrips** (**9th**) ghost sound, telekinetic projectile; **Constant** (**7th**) *tongues*

Invasive Thoughts (enchantment, mental, occult) When the intellect assemblage gets a critical hit with a fist or memory shard Strike, the target is also confused for 1d4 rounds, as the memories stored in the assemblage's thought shards overwhelm the target's psyche.

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ENVIRONMENTAL ADAPTATIONS

Mummies are resolute, refusing to abandon their tombs, burial sites, or lairs regardless of the changes wrought to these locations through the ages. Over the centuries, this stubbornness drives adaptation and innovation, resulting in mummies closely tied to their environments—no matter how weird!

Mummy, Drowned

Rarely artificially created, drowned mummies are miserable, dripping undead that have adapted to exist in an aquatic environment, usually over centuries, after their tomb or lair becomes flooded.

DROWNED MUMMY

RARE LE MEDIUM AMPHIBIOUS MUMMY UNDEAD

Perception +30; aquatic echolocation 120 feet, darkvision

Languages Aquan, Necril, plus any two ancient languages; telepathy (30 feet)

Skills Acrobatics +30, Athletics +32, Intimidation +28, Nature +30, Stealth +30 (+32 while underwater)

Str +9, **Dex** +5, **Con** +6, **Int** +3, **Wis** +7, **Cha** +1

Aquatic Echolocation A drowned mummy can use its hearing as a precise sense at the listed range but only underwater.

Items +2 greater striking trident

AC 38; **Fort** +29, **Ref** +28, **Will** +32

HP 330 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 15

Attack of Opportunity ↗

Water Pressure (aura, primal, transmutation) 30 feet. A creature that begins its turn within the aura feels overburdened by the weight of the water around it and must succeed at a DC 35 Fortitude save or become encumbered for as long as it remains in the area. A creature that succeeds is temporarily immune to water pressure for 24 hours. Water pressure only functions while the drowned mummy is underwater and can only affect creatures that are in contact with the same body of water.

Speed 25 feet, swim 40 feet

Melee ♦ trident +33 (magical), **Damage** 3d8+15
 piercing plus aquatic advantage

Melee ♦ fist +33 (agile), **Damage** 2d8+15
 bludgeoning plus aquatic advantage and rancid bloat

Ranged ♦ trident +31 (magical, thrown 20 feet), **Damage** 3d8+15 bludgeoning plus Aquatic Advantage

Aquatic Advantage A drowned mummy's Strikes deal an additional 2d6 damage against creatures in the same body of water as the drowned mummy.

Aquatic Ambush ♦ (Bestiary 342)

Rancid Bloat (curse, disease, divine, necromancy) This disease and damage from it can't be healed unless this curse is removed. A creature killed by rancid bloat rots away to waterlogged pieces of flesh and can't be resurrected except by an 8th-level resurrect ritual or similar magic. **Saving Throw** DC 38 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 12d6 negative damage, clumsy 2, and enfeebled 2 (1 day); **Stage 3** 16d6 negative damage, clumsy 4, and enfeebled 4 (1 day)

Whirlpool ♦♦ (evocation, primal, water) **Requirements** The drowned mummy is underwater; **Effect** The drowned mummy commands the water to churn, creating a powerful whirlpool centered on itself. Each creature within a 30-foot emanation centered on the drowned mummy takes 14d8 bludgeoning damage (DC 38 basic Reflex save) as the powerful current batters them around. A creature that fails this save is pushed 20 feet away from the mummy and also falls prone on a critical failure. The drowned mummy can't use Whirlpool again for 1d4 rounds.

CREATURE 17





Psychopomp

Psychopomps preside over death and the cycle of souls.

TOOLS OF THE TRADE

Shokis utilize numerous tools to aid them in their work, including religious symbols, magic, soul-trapping staves, and false empathy—though shokis spout impassioned speeches and play upon mortal emotions, they hold no compassion for the dead.

SHOKI

Shokis are shepherds who lead wayward souls to the Boneyard.

SHOKI

UNCOMMON N MEDIUM MONITOR PSYCHOPOMP

Perception +21; darkvision, lifesense 60 feet; *detect alignment*

Languages Abyssal, Celestial, Infernal, Requian; tongues

Skills Boneyard Lore +19, Deception +20, Diplomacy +20, Intimidation +20, Occultism +16, Religion +19, Society +16, Stealth +14

Str +4, Dex +1, Con +4, Int +3, Wis +6, Cha +5

Items countless religious symbols, staff

AC 27; **Fort** +19, **Ref** +14, **Will** +21; +1 status to all saves vs. magic

HP 130; **Immunities** death effects, disease; **Resistances** negative 10, poison 10

Speed 25 feet

Melee staff +19 (two-hand d8), **Damage** 2d4+6 bludgeoning plus spirit touch

Divine Innate Spells DC 28, attack +20; **7th** plane shift (self and locked soul only, to the Boneyard only); **6th** spirit blast; **5th** heal (x3), mind probe; **4th** read omens, searing light (x3); **2nd** calm emotions, invisibility (at will, self only); **Cantrips (5th)** chill touch, detect magic, disrupt undead, read aura, stabilize; **Constant (5th)** tongues; **(2nd)** detect alignment

Infuse Staff (divine, evocation) A shoki's staff becomes a +1 striking staff and is treated as if it were adamantine while the shoki wields it. A shoki's staff has Hardness 14 and HP 56 (BT 28) while possessed by the shoki or Hardness 5 and HP 20 (BT 10) while out of the shoki's possession. A shoki whose staff is taken or destroyed can infuse a new one with an hour of work.

Soul Lock **Requirements**

The shoki doesn't have a soul locked within their staff; **Effect** The shoki attempts to capture the soul of a creature on the brink of death: either an undead creature, a creature with the dying condition, or a creature who died within the last minute. The target must attempt a DC 32 Will save with the following results.

Critical Success The creature is unaffected and becomes temporarily immune to Soul Lock.

Success The shoki's staff tugs at the creature's soul but doesn't trap it. If the creature is living, it becomes doomed 1 (or increases its doomed condition by 1). If the creature is a corporeal undead, it becomes enfeebled 2. If the creature is an incorporeal undead, it becomes stupefied 2. The creature then becomes temporarily immune to Soul Lock for 24 hours.

Failure The shoki captures the creature's soul in its staff. If the creature is living, it dies. If the creature is a corporeal undead, its body becomes an inanimate corpse. While the soul is locked in the staff, the target can't be returned to life or undeath, or rejuvenate through any means, save for powerful magic, such as *miracle* or *wish*. If the shoki's staff is destroyed or the shoki wills it, the soul is released. A shoki's staff can only hold one soul at a time.

Spirit Touch A shoki's Strikes affect incorporeal creatures

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SOUL NEEDLES

An eseneth's spirit needles are composed of the psychopomp's essence. The needles form and dissipate at the eseneth's will and exist only as long as the eseneth does.

ESENETH

RARE N MEDIUM MONITOR PSYCHOPOMP

Perception +29; darkvision, lifesense 120 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +33, Athletics +33, Boneyard Lore +29, Medicine +31, Sewing Lore +35, Stealth +33

Str +8, **Dex** +8, **Con** +5, **Int** +6, **Wis** +4, **Cha** +2

AC 39; **Fort** +28, **Ref** +32, **Will** +27

HP 290; **Immunities** death effects, disease; **Resistances** negative 15, poison 15

Sudden Stitch A creature within the eseneth's reach successfully Strikes the eseneth; **Effect** The eseneth attempts to Grapple the triggering creature.

Speed 25 feet, fly 40 feet

Melee spirit needle +33, **Damage** 3d10+14 piercing plus spirit touch and Improved Grab

Ranged spirit needle +33 (thrown 30 feet), **Damage** 3d10+14 piercing plus spirit touch

Divine Innate Spells DC 38, attack +30; **8th spirit blast** ($\times 3$); **4th dimension door** (at will); **2nd invisibility** (at will, self only); **Constant (4th)** freedom of movement

Mend Soul (manipulate) **Frequency** once per round; **Effect** The eseneth restores 25 HP to itself or an incorporeal creature it has grabbed.

Seize Soul (attack, incapacitation) The eseneth tries to yank the soul out of the body of a creature they've grabbed or restrained. The eseneth attempts an Athletics check against the target's Fortitude DC.

Critical Success The eseneth grabs the target's soul. The body is released and is paralyzed for 2 rounds. When the body ceases being paralyzed, its soul returns instantly and the target wakes. The soul—grabbed by the eseneth—is incorporeal, is invisible, has a fly Speed equal to the creature's Speed, and otherwise has all the same statistics. It can't attack, cast spells, or attempt any skill checks that require a physical body other than checks to Escape, and it must always maintain line of effect to its body.

Success As critical success, but the paralysis ends after 1 round.

Failure The target remains grabbed or restrained, but its soul remains in its body.

Critical Failure The grab ends.

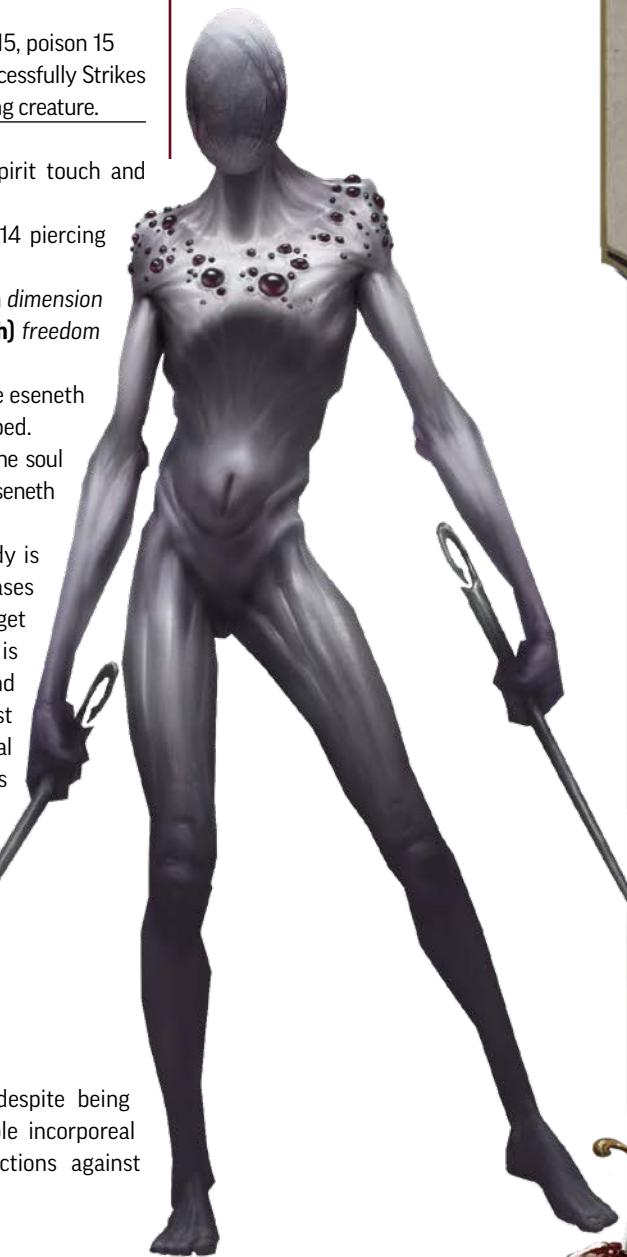
Shred Soul **Frequency** once per round; **Effect**

The eseneth deals 3d10+14 force damage to an incorporeal creature they've grabbed.

Spirit Grasp An eseneth can Grapple incorporeal creatures despite being corporeal. The eseneth uses their Athletics check to Grapple incorporeal creatures as normal but can't use Athletics for other actions against incorporeal creatures, like Shove or Trip.

Spirit Touch As shoki.

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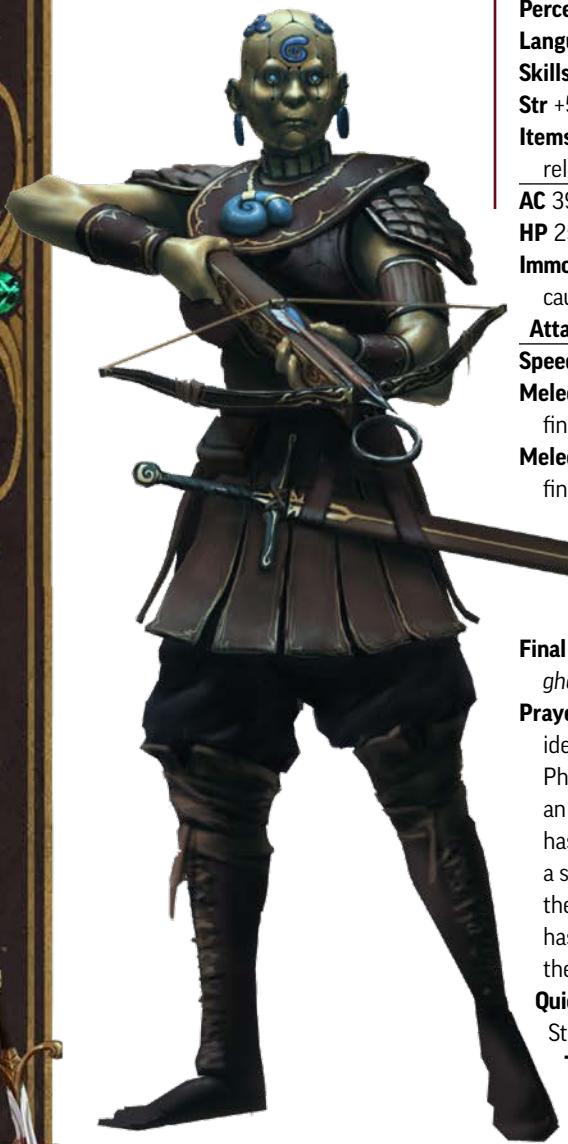




LIBERATED SHABTIS

While some freed shabtis embrace the false memories of their creators, others look inward, examining every thought with a critical eye as they fashion themselves a new identity.

Many enjoy traveling and value new experiences. As immortals, shabtis are patient, and many spend centuries undergoing their journey of self-discovery and becoming.



Shabti

Shabtis are facsimiles of the rich and powerful, patched together from shards of other souls and offered as a sacrifice to the Boneyard to suffer for the sins of their creator. Shabtis are unaware they aren't the person they emulate, and most spend an eternity enduring the punishments owed to another while the soul they emulate escapes judgement. Some shabtis discover their nature and often become adrift, drowning in the feelings and memories of their foul creator, with no true purpose and identities of their own.

More information on shabtis can be found in *Bestiary 3* on page 229.

SHABTI SLAYER

Shabtis raised among the secret Pharasmin sect of the Carters Consortium are trained to destroy undead and the necromancers who create them.

SHABTI SLAYER

UNCOMMON	N	MEDIUM	HUMANOID	SHABTI
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Perception +28; darkvision

Languages Common, Necril, Osiriani, Requian

Skills Acrobatics +28, Athletics +31, Boneyard Lore +24, Religion +25, Stealth +28

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

Items crossbow, +2 greater striking light hammer, +2 greater striking longsword, religious symbol of Pharsma, +2 resilient leather armor

AC 39; **Fort** +30, **Ref** +28, **Will** +25

HP 255; **Immunities** drained; **Resistances** negative 15

Immortal Shabtis don't age naturally and can't die of old age. Spells and effects that cause aging still affect a shabti as normal. They also can't be turned into undead.

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ longsword +32 (magical, versatile P), **Damage** 3d8+13 slashing plus final rest

Melee ♦ light hammer +32 (agile, magical), **Damage** 3d6+13 bludgeoning plus final rest

Ranged ♦ crossbow +31 (range increment 120 feet, reload 1), **Damage** 1d8+8 piercing plus final rest

Ranged ♦ light hammer +32 (agile, magical, thrown 20 feet), **Damage** 3d6+13 bludgeoning plus final rest

Final Rest A shabti slayer's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 2d10 positive damage to undead creatures.

Prayer-Blessed Blade ♦ **Requirements** The shabti slayer has successfully identified an undead with Recall Knowledge; **Effect** The shabti slayer prays to Pharsma to bless their weapon, enabling them to exploit the weaknesses of an undead they've identified with Recall Knowledge. If the identified undead has a resistance that can be bypassed by a special material or a weakness to a special material (such as cold iron, darkwood, or silver), weapons wielded by the shabti slayer count as that special material for 1 minute. If the creature has multiple materials that qualify, the shabti slayer chooses which material their weapon counts as for the duration.

Quick Draw ♦ The shabti slayer draws a weapon using the Interact action, then Strikes with that weapon.

Two-Weapon Flurry ♦ **Frequency** once per round; **Requirements** A shabti slayer is wielding two melee weapons, each in a different hand; **Effect** A slayer lashes out with both weapons. They Strike twice, once with each weapon.

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RELIGIOUS EXPRESSION

Religious shabtis often venerate the deity of the person they emulate, Pharsma, or a psychopomp usher (in honor of the psychopomps that freed them). Others seek solace in the teachings of deities who value self-discovery, freedom, introspection, and travel, particularly Arazni, Arshea, the Black Butterfly, Cayden Cailean, Desna, and Tsukiyo.

SHABTI VOTARY

UNCOMMON N MEDIUM HUMANOID SHABTI

Perception +33; darkvision

Languages Common, Necril, Osiriani, Requian

Skills Boneyard Lore +32, Diplomacy +30, Intimidation +30, Medicine +34, Performance +30, Religion +34

Str +0, **Dex** +1, **Con** +5, **Int** +4, **Wis** +6, **Cha** +4

Items +2 greater striking dagger, religious symbol of Pharsma

AC 40; **Fort** +31, **Ref** +25, **Will** +34; +2 status to all saves vs. mental and possession

HP 260; **Immunities** death effects, drained; **Resistances** negative 15

Discerning Aura (aura, divine, necromancy) 30 feet. All

undead within the aura glow blue, shedding dim light in a 5-foot radius. Visible undead can't be concealed while affected by this aura. Invisible undead are concealed while affected by this aura, rather than being undetected.

Immortal As shabti slayer.

Gird in Prayer An ally within the shabti votary's aura is the target of a death, mental, or possession effect; **Effect** The shabti votary girds their ally in protective prayers. The triggering creature gains a +2 status bonus to saving throws against death, mental, and possession effects until the beginning of the shabti votary's next turn.

Speed 25 feet

Melee dagger +28 (agile, finesse, magical, versatile S), **Damage** 3d4+18 piercing

Ranged dagger +28 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 3d4+18 piercing

Divine Prepared Spells DC 44, attack +36; **9th** heal (x5), regenerate, searing light, spirit blast; **8th** searing light, spirit blast, sunburst; **7th** energy aegis (x2), sunburst; **6th** remove fear, remove paralysis, scintillating safeguard (Advanced Player's Guide 224); **5th** breath of life (x2), tongues; **4th** air walk, create food, phantasmal killer; **3rd** enhance vituals, ghostly weapon, heroism; **2nd** dispel magic, restoration (x2); **1st** heal (x2), mindlink; **Cantrips** (**9th**) disrupt undead, haunting hymn (Secrets of Magic 109), read aura, shield, stabilize

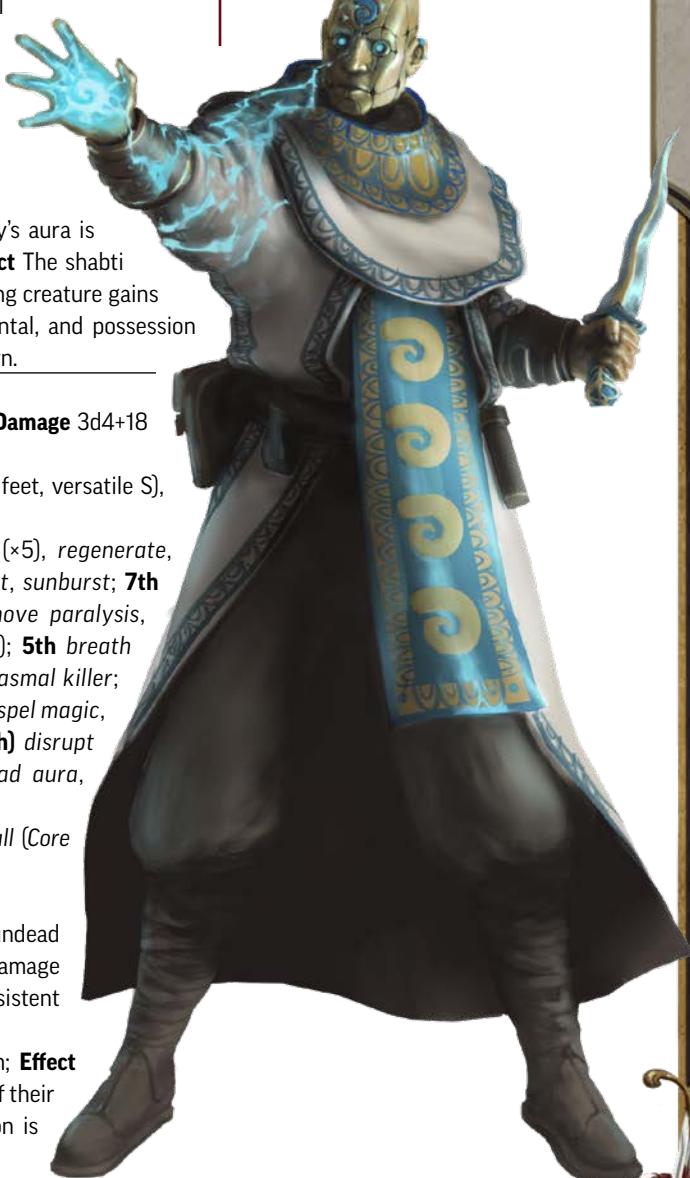
Cleric Domain Spells 2 Focus Points, DC 44; **9th** death's call (Core Rulebook 391), eradicate undeath (Core Rulebook 392)

Rituals DC 44; consecrate

Cremate Undead A shabti votary's positive energy sets undead alight. When a shabti votary uses a *heal* spell to damage undead, each undead that takes damage also takes persistent fire damage equal to the spell's level.

Expand Aura (**concentration**) **Frequency** once per turn; **Effect**

The shabti votary focuses their will, expanding the area of their discerning aura by 20 feet for 1 minute. This expansion is cumulative with other uses of Expand Aura.





MIDNIGHT WORMS

Though the worms are generally considered to be untamable, some powerful velstracs have recently begun experimenting on shadow worms in hopes of transforming them into mutilated war beasts. So far, only two shadow worms have survived the velstrac's ministrations. The resulting horrors have been dubbed midnight worms.

Shadow Worm

Shadow worms are monstrous cave worms that dwell on the Shadow Plane. Larger and more cunning than most cave worms, shadow worms are fearsome predators that leave swaths of devastation in their wake. Most have glossy, black-armored hide, but those that burrow near velstrac lands are streaked with dark red, for the blood the velstracs spill has soaked into the very stones these shadow worms consume.

SHADOW WORM

RARE N GARGANTUAN ANIMAL SHADOW

Perception +33; darkvision, tremorsense (imprecise) 100 feet

Skills Athletics +41, Stealth +32 (+37 in dim light or darkness)

Str +10, Dex +2, Con +9, Int -4, Wis +0, Cha +0

AC 45; Fort +36, Ref +32, Will +30

HP 450 (shadow healing); **Weaknesses** shrink from the light; **Resistances** cold 20, negative 20

Inexorable The shadow worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Shadow Healing As long as a shadow worm is in an area of dim light or darkness, it gains fast healing 20. When affected by a magical shadow effect from anything other than itself, a shadow worm becomes quickened 1 for 1 round.

Shrink from the Light A shadow worm takes an additional 20 damage from any spell or ability with the light trait and uses the outcome one degree worse for saving throws made against a spell or ability with the light trait.

Speed 40 feet, burrow 40 feet

Melee ♦ jaws +38 (deadly 2d10, reach 15 feet), **Damage** 4d10+20 piercing plus Improved Grab

Melee ♦ body +38 (reach 15 feet), **Damage** 3d10+20 bludgeoning

Breath Weapon ♦ (cold, evocation, negative, occult, shadow) The shadow worm exhales a blast of clinging shadow, dealing 11d6 cold damage and 10d6 negative damage to creatures in a 60-foot cone (DC 42 basic Reflex save). If the cone passes through an area of magical light or targets a creature affected by magical light, Breath Weapon attempts to counteract the light (+34 counteract modifier). The shadow worm can't use Breath Weapon again for 1d4 rounds.

Fast Swallow ♦ **Trigger** The shadow worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Rock Tunneler A shadow worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ♦ Huge, 3d10+15 bludgeoning, Rupture 42

Thrash ♦ The worm makes a Strike once against each creature in its reach. It can Strike up to once with its jaws and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

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WHERE IN THE WORLD?

Soul slimes are primarily found on the Material Plane, feeding off the living and undead. While they can be found anywhere living or undead gather, the most successful live on the fringes of densely populated areas, including farmlands, forests, swamps, slums, and sewers. Soul slimes also live along the River of Souls and on the Outer Planes.

Soul Slime

Soul slimes are swirling, blue-gray masses of protoplasm that feed on the quintessence contained within souls. Typically, soul slimes acquire this quintessence by consuming the living, the undead, or souls imprisoned in other objects, although soul slimes can also feed on the quintessence of the Outer Planes and their occupants. Soul slimes digest these siphoned souls over decades. As long as a portion of a soul remains undigested, a soul slime can adopt the shape and use the vocalizations of that soul—a tactic soul slimes routinely adopt to get close to their prey while hunting. As soul slimes lack the intelligence to truly impersonate or mimic the souls they digest, they are obvious facsimiles and are entirely incapable of speech.

SOUL SLIME

RARE N LARGE MINDLESS Ooze

Perception +27; lifesense 60 feet, no vision

Skills Athletics +35

Str +9, **Dex** -3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 29; **Fort** +33, **Ref** +24, **Will** +27

HP 420; **Immunities** acid, critical hits, mental, negative, piercing, positive, precision, slashing, unconscious, visual

Disgorge Soul **Trigger** The soul slime takes physical damage; **Effect** The impact causes the soul slime to release a burst of semi-digested soul fragments. The soul slime becomes concealed until the beginning of its next turn. The soul slime can't use this concealment to Hide or Sneak.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee pseudopod +35 (reach 10 feet), **Damage** 3d10+15 bludgeoning plus siphon soul

Ranged ooze globule +28 (range increment 60 feet), **Damage** 2d10+15 bludgeoning plus siphon soul

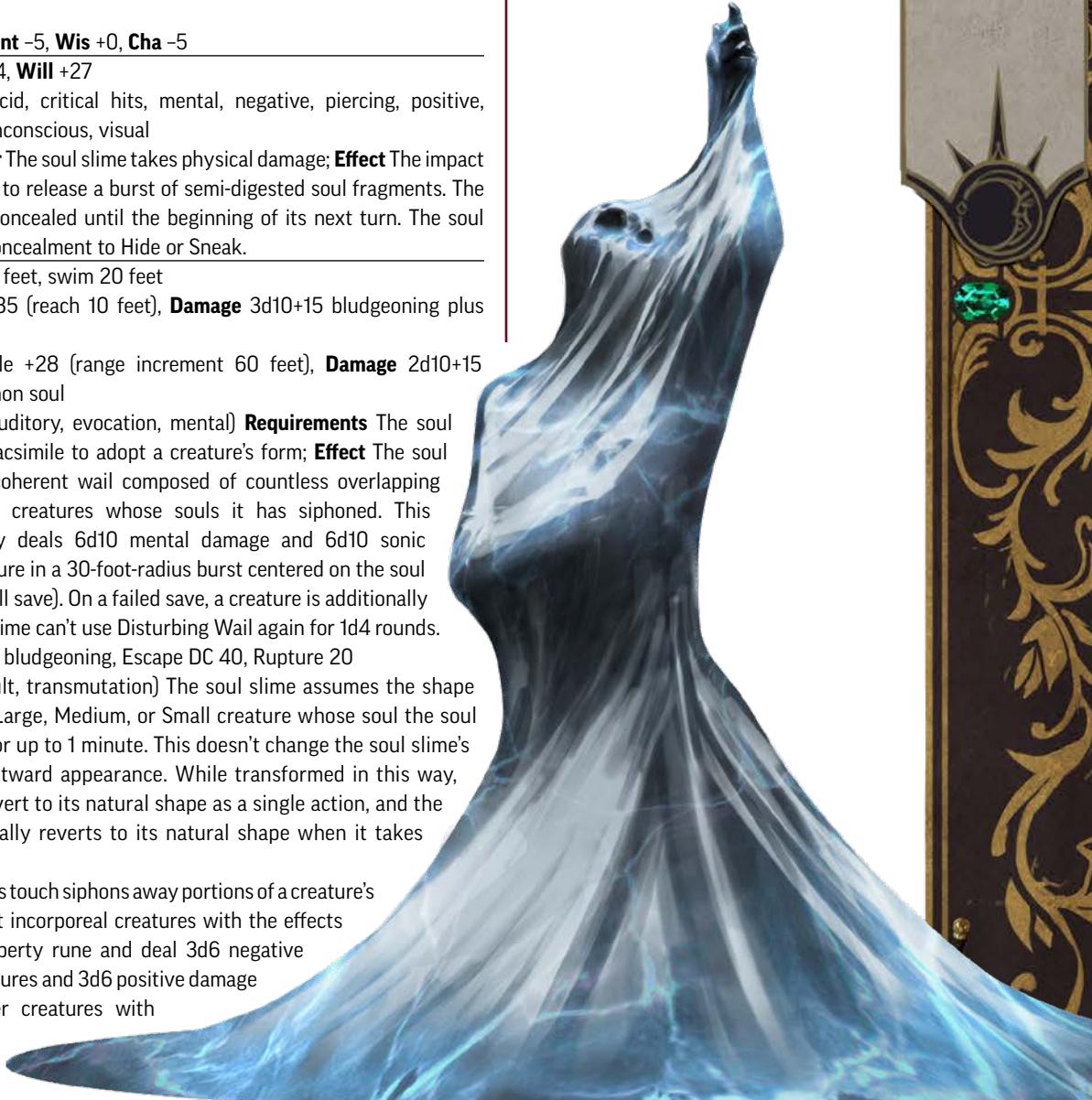
Disturbing Wail (auditory, evocation, mental) **Requirements** The soul slime is using Soul Facsimile to adopt a creature's form; **Effect** The soul slime releases an incoherent wail composed of countless overlapping noises made by the creatures whose souls it has siphoned. This disturbing cacophony deals 6d10 mental damage and 6d10 sonic damage to each creature in a 30-foot-radius burst centered on the soul slime (DC 37 basic Will save). On a failed save, a creature is additionally stunned 2. The soul slime can't use Disturbing Wail again for 1d4 rounds.

Engulf DC 40, 5d10 bludgeoning, Escape DC 40, Rupture 20

Soul Facsimile (occult, transmutation) The soul slime assumes the shape and features of any Large, Medium, or Small creature whose soul the soul slime has siphoned for up to 1 minute. This doesn't change the soul slime's statistics, only its outward appearance. While transformed in this way, the soul slime can revert to its natural shape as a single action, and the soul slime automatically reverts to its natural shape when it takes physical damage.

Siphon Soul A soul slime's touch siphons away portions of a creature's soul. Its Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 3d6 negative damage to living creatures and 3d6 positive damage to undead and other creatures with negative healing.

CREATURE 18



Chancellor Kemnebi

Cunning Vampiric Mastermind

Long ago, in the days before Geb was a nation, Kemnebi was a mortal man with a wife and family. Tragedy struck, and the kindly father dove into dark magic to save the lives of those he loved. Kemnebi can't recall what events he took part in during those early days; he'd long since purged the memories from his mind to make room for memories he considered more useful as well as a wealth of knowledge and skills. What he does recall is by the end of his mortal life his family was dead, he was alone, and he died, coming back through spite, determination, and Urgathoa's blessing as a vetalarana.

Kemnebi was reckless in his early days and was nearly destroyed by the monk Balji, whose death he drew out over years as an act of vengeance. Eventually, Balji died, but the simple monk would live on inside Kemnebi, who had let in too many of the monk's memories. This new, enlightened Kemnebi was a far more cautious, cunning, and terrifying predator. He has destroyed countless lives, fed off millions, and rose through Geb's hierarchy to become the most powerful Blood Lord within the nation.

With Arazni's departure from Geb, the ghost king has returned to rule his nation, and Kemnebi has been forced to accelerate his plans—plans that would've devastated Geb's trade partners, sparked a war, and seen Kemnebi rival Geb himself. Now that the PCs have foiled Kemnebi's plans, Kemnebi has retreated into hiding in his shadow sanctum.

CAMPAIN ROLE

Kemnebi is chief among the Blood Lords and the main villain of the Blood Lords Adventure Path. While the characters spend most of the campaign foiling Kemnebi's plans and saving their nation from war, in "Ghost King's Rage," the characters must finally find and destroy Kemnebi, who hides within his shadow sanctum and plots revenge against both Geb and the meddlesome Blood Lords who have foiled centuries of planning and preparation. Kemnebi is unrepentant and difficult to destroy.

KEMNEBI

UNIQUE LE MEDIUM UNDEAD VAMPIRE

Male vetalarana vampire (*Pathfinder Book of the Dead* 160)

Perception +39; darkvision, thoughtsense 100 feet

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Languages Ancient Osiriani, Common, Kelish, Necril, Osiriani, Vudrani; *tongues*

Skills Acrobatics +35, Arcana +43, Athletics +33, Crafting +41, Deception +36, Diplomacy +36, Intimidation +36, Mechanic Lore +41, Nature +41, Occultism +41, Performance +37, Religion +43, Shadow Plane Lore +41, Society +41, Stealth +35

Str +6, **Dex** +8, **Con** +7, **Int** +10, **Wis** +10, **Cha** +8

Items religious symbol of Urgathoa, *ring of spell turning*, *wand of widening* (9th level)

Thoughtsense (occult, divination, mental) Kemnebi senses all non-mindless creatures within 100 feet as a precise sense.

AC 43; **Fort** +34, **Ref** +35, **Will** +41

HP 350, fast healing 20, mental rebirth (*Book of the Dead* 161), negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** vetalarana vulnerabilities (*Book of the Dead* 161); **Resistances** mental 15, physical 15 (except magical cold iron)

Enlightened Mind Whenever Kemnebi is targeted by a mental effect, that effect's source or caster must succeed at a DC 5 flat check. If this check fails, the mental effect doesn't affect Kemnebi.

Mental Rebirth As a vetalarana (*Book of the Dead* 161).

Vetalarana Vulnerabilities All vetalaranas possess weaknesses as noted on page 161 of *Book of the Dead*.

Deflect Attack **Requirements** Kemnebi is aware of the attack, isn't flat-footed, and has a hand free; **Trigger** Kemnebi is the target of a physical ranged attack or ranged spell attack; **Effect** Kemnebi gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses, Kemnebi has deflected it. He can't use this reaction to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

Speed 40 feet, climb 40 feet

Melee claw +39 (agile, finesse, magical), **Damage** 4d10+16 slashing plus paralyzing claws and Improved Grab

Arcane Prepared Spells DC 48, attack +40; **10th** flense (page 76); **9th** shadow raid (*Secrets of Magic* 129), suffocate (page 77), unspeakable shadow (*Secrets of Magic* 138); **8th** bound in death (page 75), flense (x2; page 76); **7th** paralyze, phantasmal calamity, plane shift; **6th** grim tendrils, magic missile, teleport; **5th** animate dead (*Advanced Player's Guide* 214), shadow siphon, shadow walk; **4th** enervation (*Advanced Player's Guide* 218), fly, telepathy; **3rd** haste, magic aura, vampiric touch; **2nd** blur,

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deafness, invisibility; **1st** magic missile (x2), ventriloquism; **Cantrips (10th)** ancient dust (page 75), chill touch, ghost sound, produce flame, read aura

Divine Prepared Spells DC 48, attack +40; **10th** harm (x9), spirit blast; **9th** dirge of remembrance (page 75), spirit blast, spiritual torrent (page 76); **8th** shadow blast (x3); **7th** eclipse burst, finger of death, spirit blast; **6th** blade barrier, chilling darkness, crisis of faith; **5th** blink charge (*Secrets of Magic* 92), blood vendetta (*Advanced Player's Guide* 216), crushing despair; **4th** darkness, spell immunity, steal voice (page 77); **3rd** bind undead, dream message, heroism; **2nd** false life, see invisibility, status; **1st** alarm, goblin pox, ray of enfeeblement; **Cantrips (10th)** daze, detect magic, divine lance, stabilize, torturous trauma (page 77)

Occult Innate Spells DC 48; **Constant (5th)** tongues

Focus Spells 3 Focus Points, DC 48, attack +40; **10th** athletic rush (*Core Rulebook* 389), call of the grave (*Core Rulebook* 406), enduring might (*Core Rulebook* 392), life siphon (*Core Rulebook* 407)

Rituals DC 48; create undead (doesn't require secondary casters)

Center Self ♦ **Frequency** once per round; **Effect** Kemnebi regains 1 Focus Point. If he's stupefied, he reduces the value of his stupefied condition by one. If Kemnebi is affected by a mental effect or spell, Kemnebi attempts to counteract that effect or spell with a +33 counteract modifier.

Control Comatose As vetalarana manipulator (*Book of the Dead* 162).

Drain Thoughts ♦ (necromancy, occult) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Kemnebi's reach; **Effect** Kemnebi seizes a creature and consumes its memories. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is stupefied 2 and Kemnebi regains 35 HP, gaining any excess HP as temporary Hit Points. Draining Thoughts from a creature that's already stupefied doesn't restore any HP to Kemnebi but increases the victim's stupefied value by 2. Additionally, Kemnebi views one of the victim's memories and can choose to alter, enhance, or erase the memory he views as 4th-level *modify memory*.

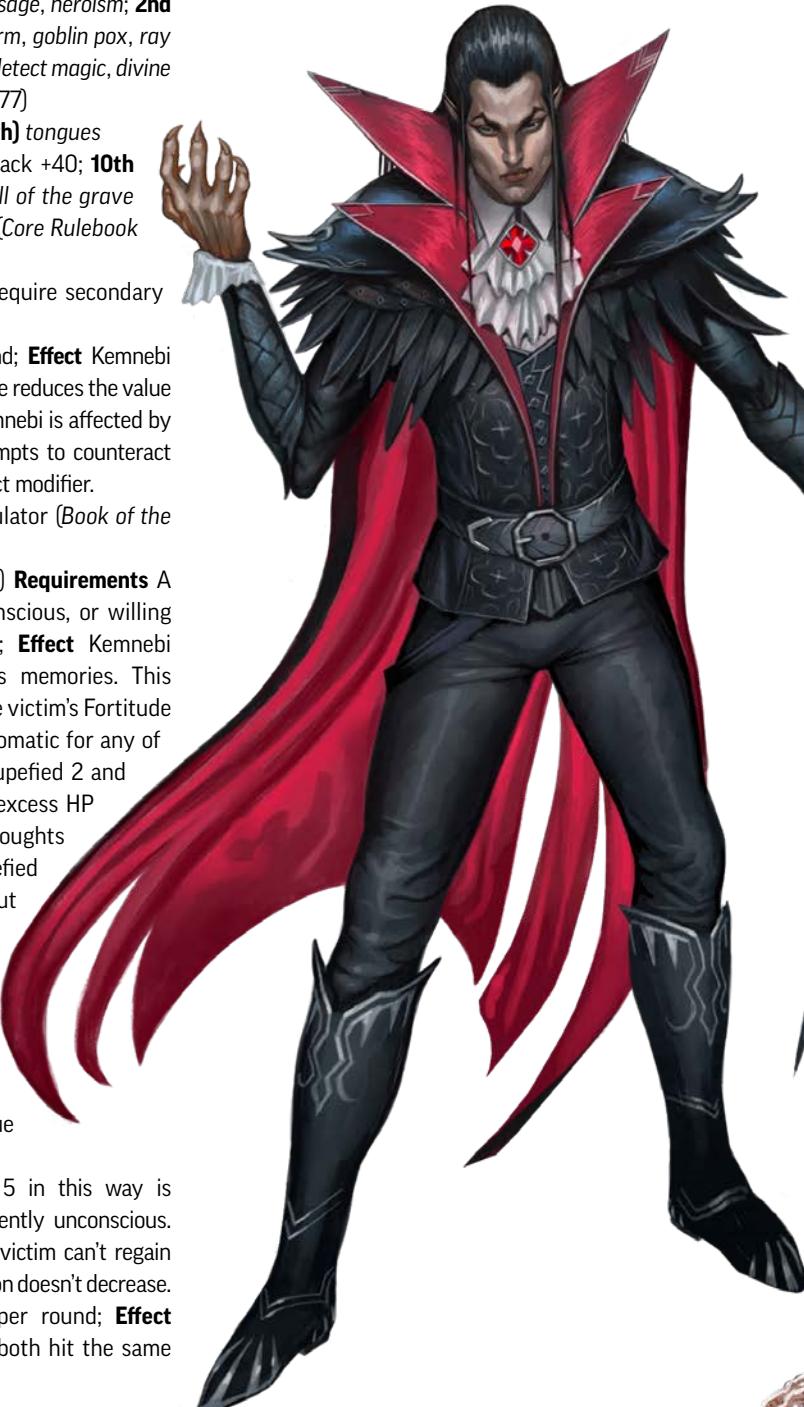
A victim's stupefied condition value decreases by 1 every week.

A victim who becomes stupefied 5 in this way is rendered comatose, becoming permanently unconscious. As long as Kemnebi lives, a comatose victim can't regain consciousness, and its stupefied condition doesn't decrease.

Flurry of Blows ♦ **Frequency** once per round; **Effect** Kemnebi makes two claw Strikes. If both hit the same

creature, combine their damage for the purposes of resistances and weaknesses. Kemnebi applies his multiple attack penalty to the Strikes normally.

Paralyzing Claws (incapacitation, magic, necromancy, occult) Any living, non-mindless creature hit by Kemnebi's claw Strike must succeed at a DC 36 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.



Matron Uldrula

Desperate Repository Manager

For eons, Uldrula served as would any shoki in Pharamsa's court, escorting wayward souls to the Boneyard for judgment. Though she used logic and emotional arguments whenever possible, she relied upon her staff and powerful magic to forcefully capture souls when words failed. Uldrula would've remained on this path if not for her devotion to Narakaas, the Cleansing Sentence.

In time, Uldrula entered Narakaas's service, working as an archivist and later manager at a small soul repository located on the borders of Narakaas's realm: Reprieve. While there, Uldrula cataloged not only the souls in Reprieve's care but also the reason for their arrival. The endeavor sparked a change in the old shoki. After eons as a dispassionate arbiter of fate, Uldrula allowed feelings to interfere with her work. She adopted the mantle "Matron," and the souls became "her wards." And, the predators that harmed souls became her enemies.

For millennia, Matron Uldrula lobbied her superior, Arbiter Alcrazaal, to dispatch psychopomp assassins to destroy the most heinous soul predators, but her arguments were regularly written off as rash, emotional, and illogical.

Sensing her time at Reprieve is nearing its end and desperate to spare countless souls any unnecessary harm, Matron Uldrula has resorted to considering drastic measures to see her enemies destroyed once and for all. During her darkest moments, she has considered traveling the planes to dispatch as many soul predators as she can before Arbiter Alcrazaal catches her and ends her life.

Matron Uldrula is a hunchbacked shoki with a pearlescent snail-like shell on her back, frazzled gray hair, and the countenance of a wise old woman. Wrinkles and worry line her face, her gap-toothed smile is cunning but kindly, and she has expressive gold eyes—though such affectations are typically feigned among shokis, Matron Uldrula's are genuine. Her gray skin is webbed with scars, which appear as tiny gold lines in irregular patterns like cracks in broken pottery. She leans heavily on an adamantine staff from which dangles a lantern containing a blue-white wisp of light.

Though she hides it well, Matron Uldrula is weary.

CAMPAGN ROLE

Although Matron Uldrula is opposed to the PCs' presence in her soul repository, she has spent eons bargaining with desperate souls and is intrigued enough to allow the PCs to speak in their defense before she reaps their souls.

If the PCs are honest with Matron Uldrula, Matron Uldrula becomes an ally of the PCs, giving them Balji's soul in exchange for the death of Kemnebi and providing them information on Arbiter Alcrazaal, who she knows will stand against them.

If the PCs are dishonest, Matron Uldrula becomes a terrifying foe, willing to die in defense of her wards and trusting reinforcements are on the way.

MATRON ULDRULA

UNIQUE N MEDIUM MONITOR PSYCHOPOMP

Female shoki psychopomp (page 82)

Perception +38; darkvision, lifesense 120 feet; detect alignment

Languages Abyssal, Celestial, Infernal, Requian; tongues

Skills Acrobatics +31, Boneyard Lore +37, Deception +35, Diplomacy +35, Intimidation +35, Legal Lore +33, Occultism +33, Religion +37, Society +33, Stealth +31

Str +6, **Dex** +5, **Con** +6, **Int** +7, **Wis** +10, **Cha** +8

Items religious symbols, staff

AC 40; **Fort** +31, **Ref** +30, **Will** +35

HP 275; **Immunities** death effects, disease; **Resistances** negative 20, poison 20

Soul Shards (divine, transmutation) When Matron Uldrula is wounded, tiny fragments of her break away, littering the floor with glass-like shards. In their place, glimmering gold cracks crisscross Matron Uldrula's form, each hard as steel. When Matron Uldrula is reduced to 150 Hit Points or fewer, she gains resistance 10 to all physical damage, as her body becomes more gold than flesh.

Shard Shield  **Trigger** A creature targets Matron Uldrula with an attack; **Requirements** Matron Uldrula has been reduced to 150 Hit Points or fewer; **Effect** The fragments of Matron Uldrula, sheared off from her form during this encounter, fly through the air, interposing themselves between Matron Uldrula and harm. Matron Uldrula gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet, fly 40 feet

CREATURE 19

Ghost King's Rage

Chapter 1:
Picking Up the
Pieces

Chapter 2:
Prelude to Death

Chapter 3:
Striking at
Shadow

Narakaas

Adventure
Toolbox

Melee ♦ staff +34 (two-hand d8), **Damage** 3d4+12 bludgeoning plus spirit touch

Divine Spontaneous Spells DC 46, attack +38; **9th** (3 slots) synesthesia, unfathomable song, weird; **8th** (4 slots) confusion, phantasmal calamity, phantasmal killer; **7th** (4 slots) phantom pain, spirit blast, spiritual guardian; **6th** (4 slots) false life, slow, wall of force; **5th** (4 slots) anathematic reprisal, banishment, see invisibility; **4th** (4 slots) discern lies, globe of invulnerability, talking corpse; **3rd** (4 slots) bind undead, mind reading, zone of truth; **2nd** (4 slots) death knell, mirror image, reaper's lantern (*Advanced Player's Guide* 223); **1st** (4 slots) charm, illusory disguise, true strike; **Cantrips** (**9th**) daze, ghost sound, guidance, prestidigitation, sigil

Divine Innate Spells DC 46, attack +38; **7th** plane shift (self and locked soul only; to the Boneyard only); **6th** spirit blast; **5th** heal (×3), mind probe; **4th** read omens, searing light (×3); **2nd** calm emotions, invisibility (at will; self only); **Cantrips** (**9th**) chill touch, detect magic, disrupt undead, read aura, stabilize; **Constant** (**5th**) tongues; **(2nd)** detect alignment

Focus Spells 2 Focus Points, DC 46; **9th** lament (*Gods & Magic* 116), overflowing sorrow (*Gods & Magic* 116)

Rituals DC 46; **5th** call spirit (doesn't require secondary casters)

Infuse Weapon (divine, evocation) Matron Uldrula's staff is her symbol of office and gains a measure of her personal power. This staff becomes a +2 greater striking staff and is treated as if it were adamantine while Matron Uldrula wields it. Matron Uldrula's staff has Hardness 17 and HP 68 (BT 34) while possessed by her, or Hardness 5 and HP 20 (BT 10) while out of her possession. If her staff is taken or destroyed, Matron Uldrula can infuse a new one with an hour of work.

Soul Lock ♦ (divine, incapacitation, necromancy) **Requirements** Matron Uldrula doesn't have a soul locked within her staff; **Effect** Matron Uldrula attempts to capture the soul of a creature on the brink of death, either an undead creature or a creature with the dying condition. The target must attempt a DC 46 Will save with the following results.

Critical Success The creature is unaffected and becomes temporarily immune to Soul Lock.

Success Matron Uldrula's staff tugs at the creature's soul but doesn't trap it. If the creature is living, it becomes doomed 1 (or increases its doomed condition by 1). If the

creature is a corporeal undead, it becomes enfeebled 2. If the creature is an incorporeal undead, it becomes stupefied 2. The creature then becomes temporarily immune to soul lock for 24 hours.

Failure Matron Uldrula locks the creature's soul in her staff. If the creature is living, it dies. If the creature is a corporeal undead, its body becomes an inanimate corpse. If the creature is an incorporeal undead, it becomes bodily trapped within the staff. While the soul is locked in the staff, the target can't be returned to life or undeath, or rejuvenated through any means, save powerful magic, such as *miracle* or *wish*, or through divine intervention. If Matron Uldrula's staff is destroyed or she wills it, the soul is released.

Matron Uldrula's staff can only hold one soul at a time.

Spirit Touch Matron Uldrula's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 4d6 negative damage to living creatures and 4d6 positive damage to undead.



Next Month

THE SEVENTH ARCH

by James L. Sutter

Gaze through the gate! The characters trek into the ancient forest realm of Sevenarches in search of answers to their shared memory gaps. Here, they find violent druids, wicked fey, and an enigmatic bogeyman who pulls the strings from a plane of spindly shadows. Can the characters unravel the schemes of Kaneepo the Slim? How does the fatal obnubilate curse relate to their missing memories? And what awaits them on the other side of the Seventh Arch?

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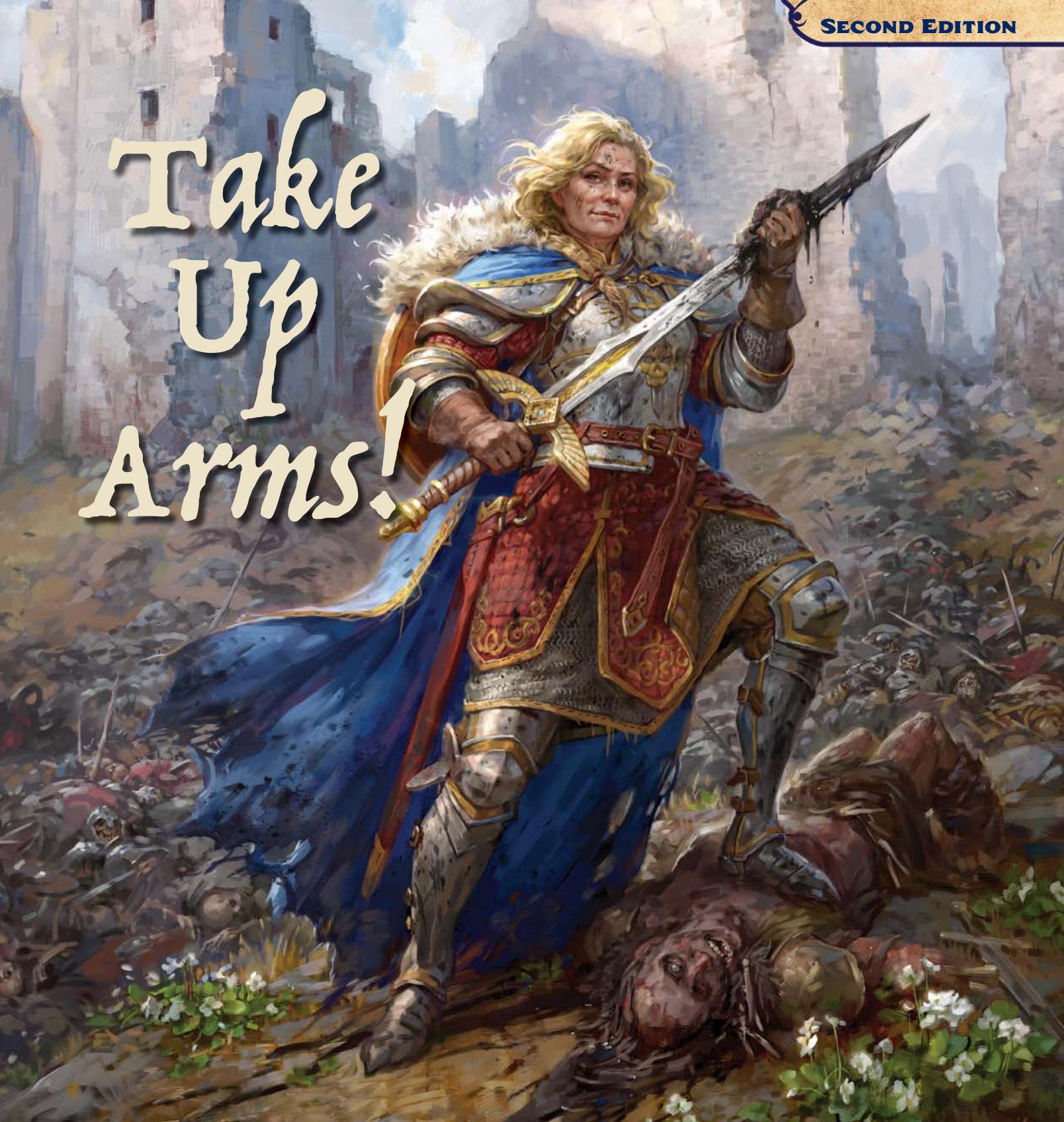
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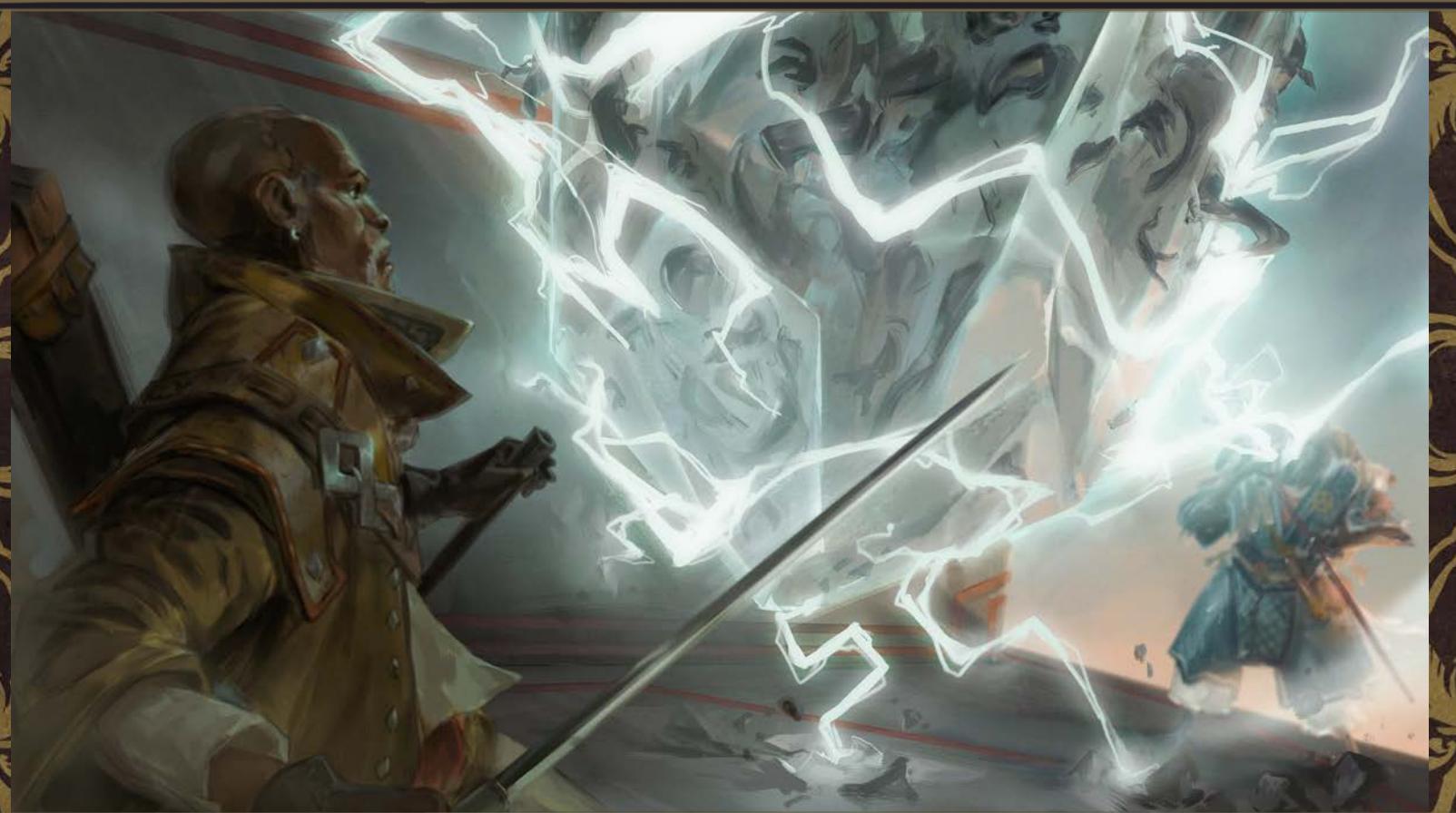
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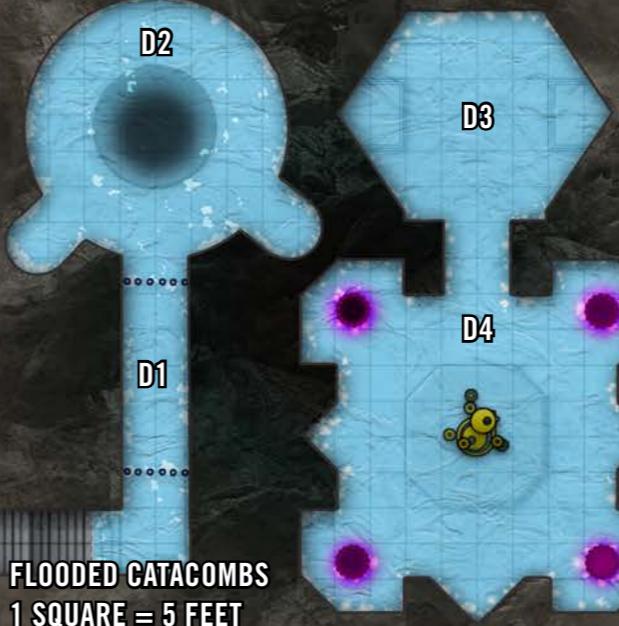
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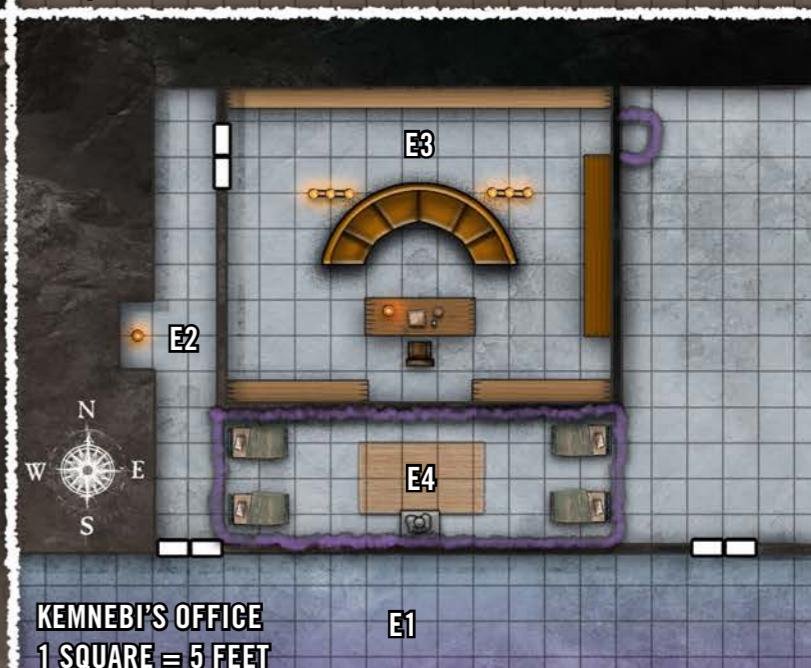
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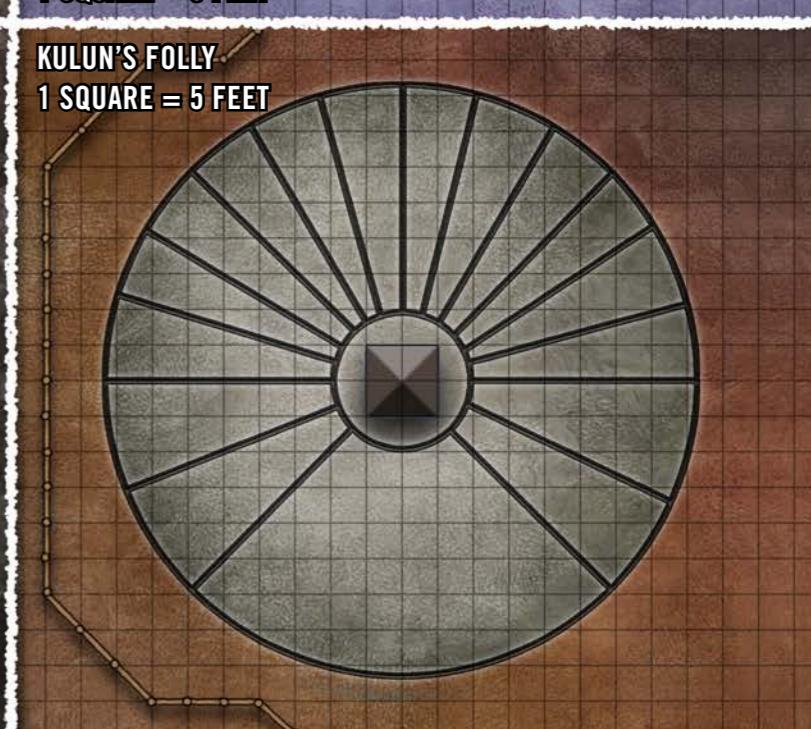
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